

Header_1.eps ↵

GraphPalette™

GraphPalette was written by Objective Technologies, Inc. Objective Technologies, Inc. was the first company to develop commercially-available custom object palettes for the NeXT. They are one of the premier developers on NeXT software. They can be contacted at:

7 Dey Street, Suite 1502,
NY, NY 10007.
1-800-3OBJECT

info@object.com

GraphPalette is an Interface Builder palette that provides tools for graphing data in custom applications. It

allows you to separate the data in your application from the implementation of graphical representations. Using GraphPalette and Interface Builder™, you can easily include fully interactive graphs of multiple range two-dimensional data in custom applications.

With GraphPalette you can:

- Represent data in a variety of formats including:
 - Line
 - Scatter
 - Bar graphs
 - Marked line
 - High-low-close
- Display labels, axes and legends
- Generate custom graphs by subclassing and writing some simple PostScript™ commands.

Three graphical objects are provided on GraphPalette: OTGraph, OTLegend and OTDMPump. The OTGraph object is responsible for all graphing. The OTLegend object manages and draws the graph's legend keys. The OTDMPump allows testing of data insertion into the graph from within Interface Builder.

GraphPalette was reviewed in the March 1992 edition of NeXTWatch. The following is an excerpt from that review:

"I was very impressed with the GraphPalette object. It takes less than a minute to make all the connections in an application that displays two dimensional data in a bar, scatter, line, etc. It handles as many data points as you could reasonably want. The interface is well-designed and full-featured. If you know some PostScript, it is easy to extend it to include your own graph types (such as the missing pie chart).

One question that might arise is: Is it fast enough for real time data display? My own tests revealed that it is. You could quite reasonably use GraphPalettes to continuously display data coming through a scientific data acquisition device - or stock ticker prices over the modem...."

Price: **GraphPalette** single license and software: \$ 1499.

Purchasing a single license allows up to five machines to share GraphPalette over a network. There are no run-time fees for applications developed using these objects. Educational institutions receive a 50% discount. Contact Objective Technologies, Inc. for site license information.

For additional information on this or any of the other products produced by OTI, phone 1-800-3OBJECT, send e-mail to: info_palettes@object.com, or write to:

Objective Technologies, Inc.
7 Dey St., Suite 1502
New York, NY 10007

GraphPalette consists of a loadable Interface Builder palette (Graph.palette), a library containing the compiled GraphPalette objects (libGraph.a), interface (".h") files describing the palette's objects, and documentation describing the objects and how they are used. The Installer application installs these files as follows:

	<u>File Type</u>	<u>Directory</u>
	Palette	/LocalPalettes
	Library	/usr/lib
	Interface Files	/usr/include/otikit
Documentation	/LocalLibrary/Documentation/OTI	

Installation Directions

The GraphPalette distribution consists of four ".pkg" (Package) files: GraphPalette.pkg, GraphDoc.pkg, GraphHeaders.pkg and GraphLib.pkg. Each file contains a different part of the graph palette; the palette file itself, the documentation, the header files and the library, respectively. Installing the GraphPalette consists of opening each of the ".pkg" files and installing each of them in turn.

By following the steps below, you will install the GraphPalette in the standard locations listed above. If, for some reason, you wish to place the GraphPalette files elsewhere, NeXT's® Installer application will allow you to change the directory you wish to install files into.

- Login to your computer as "root". If you do not have access to "root", then your system administrator must install the palette.
- If this is the first Objective Technologies palette you are installing, you will need to create the /LocalPalettes directory. To do this, double click on the "Start" script. The script will work even

if /LocalPalettes already exists..

- Double click on the file named "GraphPalette.pkg"; this is the palette's package file. It will launch the Installer application.
- When the Installer application's window appears, click the Install button in the upper left-hand corner of the window.
- A panel will appear asking you if you wish to continue with the installation of the palette into the "/LocalPalettes" directory. Click on "Install".
- The Installer application will notify you when the installation is complete. Once it is complete, repeat the last four steps with each of the GraphHeaders.pkg, GraphLib.pkg and GraphDoc.pkg packages.

After the installation is complete the GraphPalette library, libGraph.a, must be updated in order to link the

GraphPalette objects. The following steps will update your installed library:

- Double click on "UpdateLibrary" file which you will find in
/LocalLibrary/Documentation/OTI/GraphPalette.

Using GraphPalette

You may now use GraphPalette. A tutorial which describes how to use the GraphPalette objects is provided with the GraphPalette. The tutorial is called UsingGraphPalette.rtf and is in the directory /LocalLibrary/Documentation/OTI/GraphPalette/OT_Support.

GraphPalette is a trademark of Objective Technologies, Inc. PostScript is a registered trademark of Adobe Systems, Incorporated. Interface Builder is a trademark of NeXT Computer, Inc. GraphPalette Product Description. Copyright © 1992 Objective Technologies, Inc.