

# Adding methods

438886\_paste.tiff ↵

01\_12ptHevBlk.tiff ↵ Open the cheat window by selecting "Plain C-  
Stuff" inside the main popup.

02\_12ptHevBlk.tiff ↵ Add the right  
method definition inside the header file and an empty method  
skeleton inside the source area.

03\_12ptHevBlk.tiff ↵ Switch back to the main class window.

291955\_PixelRule.tiff ↵

220329\_CheckMark.tiff ↵ You can switch back to the normal class  
window by simply closing the cheat window.

613165\_CheckMark.tiff ↵ In the future you should be able to just add  
a method by typing its name into the method name field.

53781\_PixelRule.tiff ↵

## See also

;IntroBasics.rtf; ↵ The Basics

;CreatingMethodRefs.rtf; ↵ Creating method references

;.../Project/FuturePlans.rtf; ↵ Future plans