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//
// FILENAME: Inspector.h
// SUMMARY: Header for a NeXTSTEP-style inspector using <Inspectable>
// SUPERCLASS: Object:Inspector
// PROTOCOLS: <Inspectable>
// INTERFACE: Inspector.nib
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//
// Description
// The Inspector coordinates with one <Inspectable> object at a time
// to manage a polymorphic UI panel. The <Inspectable> object has to provide
// 1) a list of the different inspectors it has and 2) each of those
// inspectors, on demand. The list is a char ** array, with the first entry
// defined as the "default" or primary inspector.
//
// NS: This class is designed as owner of a NIB. It will display "No Inspector"
// if there's nothing inspectable, or else, a popup (loaded with that char**),
// and callbacks to swap in the appropriate view at the appropriate time.
//
// History
// 10/30/93: Added refresh: (see setDocPath in eTDocInfo)
// 10/30/93: Removed invalidate: (Obsolete, not called)
// 10/30/94: Modified to implement <InspectorTarget> protocol.
// 09/21/94: Revamped for eText5; cleanup.
// 02/04/94: Modified invalidate to "tunnel" through to display etDocInfoUI
// 01/12/94: Reworked header file dependency
// 08/22/93: Added invalidate:
// 08/18/93: Created. Derived almost wholly from Version 1.0
// Version 1.0 tracking notes:
// 06/29/93: Added conformance for touch (currentDoc)
// 06/27/93: Created (Rohit Khare)
//
// Imported Interfaces
//
// #import "eTextKernel.h"
// #import "Inspectable.h"
//
// @interface Inspector:Object <Inspectable> {
//
// Instance Variables
//
// // Objects from InterfaceBuilder
// Panel *panel; // From IB, the larger panel.
// Button *cover; // the popup trigger
// id popup; // the popup
//
```

