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NewInspector

INHERITS FROM	Object
DECLARED IN	NewInspector.h

CLASS DESCRIPTION

The NeXT Interface provides a good way of organizing information on the screen. The use of an Inspector is the ideal way to do this. Unfortunately, there is no Inspector class that is publicly available. This class fills that void. It takes care of all the "house-keeping" chores of an Inspector and lets you concentrate on your idea rather than taking care of panels, pop-up lists etc.

All you have to do is to create your **View**s and then send a message to the **NewInspector** to add them to it's list. All connections of buttons, forms etc. remain the same. The **NewInspector** will take care of toggling views and updating information. You also declare a supervisor for each view and that supervisor is sent an "windowDidUpdate:" message whenever view needs to be updated.

This class-nibfile combination will soon be offered as a palette object.

INSTANCE VARIABLES

Inherited from Object	Class	isa;
Declared in NewInspector	id	InspectorPanel
	id	
	thePopUpListButton	

id	thePopUpList
id	InspectorBox
List	*ViewsList
List	*SupervisorList

ViewsList Contains a list of its views.

SupervisorList Contains a list of the supervisors of the views.

Other variables PRIVATE.

METHOD TYPES

Initializing and freeing a SimpleList

```
+new
- init
- free
```

Adding elements

```
- addView:(id)aView
        withName:(char *)Name
        withSupervisor:
(id)aSupervisor
```

Removing elements

```
- remove: (char *)Name
```

Context sensitive toggling

```
-show: (char *)Name
```

Updating all displays

```
-updateDisplay
```

Showing Inspector Panel

```
-orderFrontPanel:sender
```

CLASS METHODS

new

+ new

Creates and initializes a new NewInspector. Makes sure there is only one instance of NewInspector. Return **self**.

INSTANCE METHODS

addView: withName: withSupervisor:

- **addView:** *(id) aView* **withName:** *(char*) aName*
  withSupervisor:*(id) aSupervisor*

Adds **aView** at the end of the list. Adds **aName** to the pop-up list and adds **aSupervisor** to its list of supervisors. Returns **self**.

empty

- **empty**

Frees all contained views. Returns **self**.

free

- **free**

Frees itself. Does not free the contained views. Return **self**.

init

- **init**

Initializes a new NewInspector. Use this if you are sure, there is only one call to this in your program. Otherwise use **+new** which ensures there is only instance of this class. Returns **self**.

inspectorPanel

- **inspectorPanel**

Returns the Inspector Panel.

orderBackPanel:

- **orderBackPanel:** *(id) sender*

sends the inspector panel back. Returns **self**.

orderFrontPanel:

- **orderFrontPanel:** *(id) sender*

Brings the inspector panel forward. Returns **self**.

remove:

- **remove:** *(char *) Name*

Finds and removes **Name** from the popup-list and corresponding view & supervisor from the respective lists. Returns **self**.

setTitle:

- **setTitle:** *(char *) theTitle*

Sets the title of the Inspector Panel to **theTitle**. Returns **self**.

show:

- **show:** *(char *) Name*

Finds and displays the view corresponding to **Name**. Used for context sensitive Inspector Panel. Returns **self**.

updateDisplay

- **updateDisplay**

Sends a **windowDidUpdate:** message to every supervisor in the list. Returns **self**.

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