

# Initializing text;↵ Initializing text

- 1 **Select the object.**
- 2 **Double-click the text inside the interface object.**
- 3 **Edit the text.**
- 4 **Deselect the text by clicking outside of the object.**

Many of the palette objects include text as a component. Buttons of all sorts usually have titles, boxes usually name the elements they group, and so on. Interface Builder initially sets the text in most of these objects to the name of the object itself (such as <sup>a</sup>Button<sup>o</sup> or <sup>a</sup>Text<sup>o</sup>). After you drag the palette object onto a window or panel, you will probably want to delete these text strings or rename them to something meaningful. This text is what is initially displayed when your application loads the nib file; the text can change later if one of the objects in your application requests it.

\_InitializingText1.eps ↵

When text is selected, you can move the cursor among the characters by pressing the left and right arrow keys. You can delete characters by pressing the Delete key.

Matrices<sup>o</sup> compound objects, such as radio buttons and form fields<sup>o</sup> need a slightly different procedure for selecting text for initialization: You must double-click the embedded text item twice, the first time to select the embedded object, and the second time to select the text inside the object.

\_InitializingText2.eps ↵

<sup>a</sup>Creating matrices of objects<sup>o</sup> in this chapter describes how to create these compound objects.  
[;CreatingMatricesOfObjects.rtf](#);↵ Also see <sup>a</sup>Compound Objects<sup>o</sup> in Chapter 3 for a conceptual summary of matrices and other compound objects.  
[;../03\\_SettingObjectAttributes/SettingAttributesConcepts.rtf;CompoundObjects](#);↵