

Creating a User Interface

5 Using Dynamic Palettes

You use dynamic palettes to store objects for later reuse. No writing or compilation of code is required, just a simple operation with the mouse. You can store specially configured objects on dynamic palettes, and you can store multiple objects along with their connections.

- [;CreatingAndSavingDynamicPalettes.rtf](#);Creatingandsavingdynamicpalettes;, Creating and saving dynamic palettes
- [;StoringViewObjects.rtf](#);Storingviewobjectsondynamicpalettes;, Storing view objects on dynamic palettes
- [;ArrangingDynamicPalettes.rtf](#);Arrangingobjectsondynamicpalettes;, Arranging objects on dynamic palettes
- [;StoringTopLevelObjects.rtf](#);Storingtoplevelobjectsondynamicpalettes;, Storing top-level objects on dynamic palettes
- [;StoringConnectedObjects.rtf](#);Puttingconnectedviewandtoplevelobjectsonadynamicpalette;, Putting connected view and top-level objects on a dynamic palette
- [;ManagingPalettes.rtf](#);Managingpalettes;, Managing palettes
- [;DynamicPalettesConcepts.rtf](#);;, Related Concepts

Who hath not seen thee oft amid thy store?
Sometimes whoever seeks abroad may find
Thee sitting careless on a granary floor,
Thy hair soft-lifted by the winnowing wind...
John Keats, from To Autumn

The superfluous is very necessary.
Voltaire