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Examining an object's attributes; -> Examining an object's attributes

1 Choose Inspector from the Tools menu.

2 Select an object in the interface.

You can examine the attributes of any object, whether that object is a graphical object such as a button or panel, or a non-UI object in the Instances display.

The Inspector panel displays the attributes of the currently selected object.

_ExaminingAttrib1.eps ->

Tip: You can also bring up the Attributes display of the Inspector panel by pressing Command-1.

Once the Inspector panel is visible on the screen, it stays there until you close it. As you select different objects, their attributes are displayed (or dimensions or connections or help links - whatever Inspector display is current).

You can also select objects in the Instances display and examine their attributes. Some of these objects (like First Responder) have no attributes. Others, like an instance of a custom class, have only one attribute.

_ExaminingAttrib2.eps ->

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