

# Makingconnectionsinoutlinemode;↵Making connections in outline mode

- 1 Select an object.
- 2 Control-drag a connection to another object.
- 3 In the Inspector panel's Connections display, select an outlet or action.
- 4 Click the Connect button.

You can make connections between objects in the outline mode of the Instances display as well as its icon mode. The connections can be between an object in the outline and an object in the interface or between two objects listed in the outline.

Before you make a connection involving an object in outline mode, make sure that the object is visible in the display. (You might have to expand the object's <sup>a</sup>parents<sup>o</sup> in outline mode to do this.)

[\\_MakingConnections1.eps](#) ↵

The outline mode offers a useful capability for making connections without leaving the nib file window. In this example, the same connection is made as in the previous example.

[\\_MakingConnections2.eps](#) ↵

**Related Concept:**    [;ConnectionsConcepts.rtf;](#)[linkMarkername TheModesoftheInstancesDisplay;](#)    The Modes of the Instances Display

**Related Concept:**    [;ConnectionsConcepts.rtf;](#)[linkMarkername TheViewHierarchy;](#)    The View Hierarchy

