

# Palettes

## 28 Interface Builder palettes

### BarChart *Palette*

by Joe Freeman, NeXT Systems Engineer

This palette demonstrates how to use your custom UI objects with the DBKit. It illustrates in particular the DBCustomAssociation protocol which allows you to retrieve or set values to your database via a custom view object (here the ChartOfMatrix view).

Includes source code.

Motorola/Intel/PA-RISC/SPARC

### Calcuator *Palette*

by Jiro Nakamura

Source code for the Calculator used in Cassandra

Includes source code.

Motorola/Intel/PA-RISC/SPARC

### Calendar *Palette*

by Jim Million

Calendar.palette is a 3.0 InterfaceBuilder View palette for the Control subclass Calendar. Calendar is a simple UI widget for presenting and selecting dates in a calendar form.

Includes source code

Motorola/Intel/PA-RISC/SPARC

CircularSlider *Palette*

by Vince DeMarco

Includes source code

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Clocks *Palette*

by Jim Million

Clocks.palette is a 3.0 InterfaceBuilder View palette for the Control subclasses AnalogClock, CalendarClock, and DigitalClock (all direct subclasses of Clock).

Includes source code

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## ColorBrowser *Palette*

by Jim Million

ColorBrowser.palette is a 3.0 InterfaceBuilder View palette for the NXBrowser subclass ColorBrowser. ColorBrowser uses a ColorBrowserCell as its Cell class.

Includes source code

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## ConnectDemo *Palette*

by Andreas

It fully implements the functionality of IBConnectInspector (exceptions mentioned below). Also, there are only minor differences in the outfit of the interface to help the stressed programmer finding the right buttons.

Includes source code

Motorola/Intel/PA-RISC/SPARC

## CVS *Palette*

by Bob\_Vadnais

This palette preserves the CVS administrative directories within nib documents (directories) that Interface Builder usually blows away.

Includes source code

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DAYString *Palette*

Release 1.2 by Don Yacktman

Includes source code

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Document *Palette*

by Adam Hertz (original code), revised by Mike Riggs, edited by Mai Nguyen

This palette is a subclass of Control. It shows how to conveniently store files into the database using their absolute pathnames, instead of the data associated with them, and let the Workspace do the work for opening or reading the files.

Includes source code

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### HotShape *Palette*

Version 9 December 4, 1993

Includes source code

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### IBMole *Palette*

The IBMole publishes InterfaceBuilder's NXApp variable as a distributed object. From there you can get a list of the documents open in IB and the objects which lie therein, and then manipulate them programmatically.

Includes source code

Motorola/Intel/PA-RISC/SPARC

### KeyDownBrowser *Palette*

by Jim Million

KeyDownBrowser.palette is a 3.0 InterfaceBuilder View palette for the NXBrowser subclass KeyDownBrowser. KeyDownBrowser extends NXBrowser to provide Workspace Manager-like response

to keyboard entry.

Includes source code

Motorola/Intel/PA-RISC/SPARC

MailComposer *Palette*

Version 1.0

by Jim Million

MailComposerPalette is a 3.0 InterfaceBuilder Object palette. With this palette, you can remotely open, write to, and deliver 'Compose' windows in Mail.app.

Includes source code

Motorola/Intel/PA-RISC/SPARC

Object *Palette*

by Charlie

This is a quick example in the "mini-example" vein. It is a demonstration of how to generate an object palette for Interface Builder. The object itself does very little (adds two numbers and returns the result), so the example should only be considered as a

skeleton of how to develop object palettes.

Includes source code

Motorola/Intel/PA-RISC/SPARC

OOPSPalette *Palette*

Includes source code

Motorola/Intel/PA-RISC/SPARC

PAScrollViewDeluxe *Palette*

By Jeff Martin

This object is an enhanced subclass of ScrollView.

Includes source code

Motorola/Intel/PA-RISC/SPARC

PAStrngList *Palette*

by Jeff Martin

These two objects are used for generating and maintaining lists of strings and filenames.

Includes source code

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PAThumbWheel *Palette*

Includes source code

Motorola/Intel/PA-RISC/SPARC

PSAction *Palette*

PSActionPallette implements an object class and InterfaceBuilder palette that can be viewed as a way to add simple scripting to InterfaceBuilder (using PostScript as the scripting language) or as a simple PostScript previewer object class.

Includes source code

Motorola/Intel/PA-RISC/SPARC

RotationSlider *Palette*

by Don Yacktman

RotationSliderPalette.palette is a 3.0 InterfaceBuilder View palette for the Slider subclass RotationSlider. RotationSlider is a simple UI element which implements a slider which is circular in shape,



rather than straight. A RotationSlider's appearance is similar to that of certain sliders appearing in several Stone Design products, except that it has a proper bezel and a different knob.

Includes source code

Motorola/Intel/PA-RISC/SPARC

### SwitchBox *Palette*

Version 2.0 Sept 14 1992 by Nicholas Christopher

A SwitchBox is a View that allows its subview to be switched on request. The subview is switched to one of a set of predefined views. The separate subviews are assigned to the views of other panels, windows or boxes.

Includes source code

Motorola/Intel/PA-RISC/SPARC

### TablePrinter *Palette*

An InterfaceBuilder palette which nicely formats and prints DBTableViews.

Includes source code

Motorola/Intel/PA-RISC/SPARC

TabMatrixPalette1.5 *Palette*

Version 1.5 by Sean Hill

Includes source code

Motorola/Intel/PA-RISC/SPARC

TTools (2.0) *Palette*

by Thomas Burkholder, NeXT Developer Support Team

To provide an educational example of advanced palette-building techniques.

To address issues associated with managing a large palette project.

To push the envelope of IB tools.

Includes source code

Motorola/Intel/PA-RISC/SPARC

WLabeledSlider *Palette*

Version March 25, 1993

WLabeledSliderPalette is a really simple palette that has a new slider

on it that let's you have outlets for min, max, and current values of a slider.

Includes source code

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### 3.0JoyStick *Palette*

by James Moosmann, Ian Stephenson

A simple Joystick object, written to try out writing an IB palletete.

Simply drag it into your application, and add JoyStick.[hm] to the project.

Includes source code

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