

# Connecting your class's outlets

- 1 Control-drag a connection line from the instance to another object.
- 2 In the Inspector's Connections display, select the outlet that identifies the destination object.
- 3 Click the Connect button.

You initialize an outlet in Interface Builder by making a connection from your instance to another object.

[\\_ConnectingClassOutlets1.eps](#) ↵

When you establish the line connection, the Inspector panel for the destination object becomes the key window. Specify the outlet identifier for this object.

[\\_ConnectingClassOutlets2.eps](#) ↵

This task and the next one <sup>a</sup>Connecting your class's actions,<sup>o</sup> summarize information more fully presented in Chapter 4, <sup>a</sup>Making and Managing Connections.<sup>o</sup>  
[;../../02\\_CreatingTheInterface/04\\_Connections/Connections.rtf](#);↵