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MiscDragViews Palette

The latest additions to the palette from Daniel Boehringer make use of `NXImage's +findImageNamed:` method for which he commented out the freeing of the image after dragging has taken place (I haven't gotten ahold of him since he submitted the code so I can only speculate that's why image freeing was commented) so you have been duly warned that this object will leak as is. We probably should have waited until the next release, but he newest code added some cool things so we (Don and I) thought people might like to see it.

Even with changing the objects around a little, this palette still has a problem that I cannot find. When you drag some `IconWells` from the palette and test them, then try to grab another from the palette again, the runtime system returns `^respondsTo sent to freed object^`. This actually only happens if you use one of the "testing" views to begin a drag session. I think I

need to know more about what goes on in IB and test-interface mode before I will be able to track down the problem. As for the objects themselves, you can definitely use them in an app without the palette and everything will be just fine. You can also use them from the palette as long as you avoid test interface mode and dragging out of any of the DragViews.

Any bug fixes or suggestions are definitely welcome.

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