

## **Jamba Object Wizard - Step 1 of 3**

### **What would you like to name your object class?**

Specify the class name to use for your Jamba object. Jamba automatically adds the required obj extension to the name that you specify.

### **Would you like to generate source file comments?**

Jamba Object Wizard inserts comments in the source files that guide you in writing your object. You may select to include or exclude explanatory comments as well as ToDo comments.

## Jamba Object Wizard - Step 2 of 3

### What type of object do you wish to create?

Specify which of the following object types to use as the template for your object.

**Hidden** Objects are non-visible at runtime.

**Bitmap** Objects are visible at runtime and are not based on Java components.

**Window** Objects are derived from the selected Java component class.

### Will the object run in its own thread?

Jamba Object Wizard inserts source code that creates a separate thread when the object is created.

## **Jamba Object Wizard - Step 3 of 3**

### **Would you like a sample JTF file?**

Jamba Object Wizard creates a sample Jamba file for testing your object.

### **Would you like a sample HTML file?**

Jamba Object Wizard creates a sample HTML file for testing your object.

### **What would you like the size of your test applet to be?**

Jamba Object Wizard modifies the HTML file to give your applet a default size.

