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## PowerPalettes™ Demo README

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This is a fully functional demo version of the RDR PowerPalettes. This demo is MAB, supporting both Intel & Motorola versions of IB and expires at the end of March, 1995.

If you have any questions or comments, please feel free to contact us at [info@rdr.com](mailto:info@rdr.com) or (703)591-8713.

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### **PowerPalettes**

PowerPalettes are a series of loadable palettes for use with InterfaceBuilder, the standard tool for application interface development, shipped with the developer release of the NEXTSTEP™ Operating System.

Currently, a number of user interface components that are useful for the development of custom applications are not readily available to the software developer. In order to use these components without the availability of a reusable palette, each programmer will be required to develop them in a custom fashion. RDR, Inc. has identified a series of these components and made them available as a family of palettes. Members of the PowerPalettes family include *RDRSwitchView*<sup>™</sup>, *RDRSelector*<sup>™</sup>, *RDRGadgets*<sup>™</sup> and *RDRImageView*<sup>™</sup>.

## **RDRSwitchView**

During the development of applications, it is frequently necessary to provide a custom view which is used to display a series of other views in response to a user action. A common use for this type of view is in the development of object inspectors, or in applications where available screen space is limited.

## **RDRGadgets**

The RDRGadgets palette provides a number of drawing objects which are useful in the design of user interfaces. These include line, box, and circle views which can be manipulated directly by the programmer within InterfaceBuilder.

## **RDRSelector**

The RDRSelector fills a much needed gap for developers in all application domains. The RDRSelector provides a visual list from which the user can select values. The programmer has complete control over the visual attributes of the selector, including title placement, border type, and color, and the behavior of the selector such as single or multiple selection mode, targets and actions.

## **RDRImageView**

The RDRImageView provides an object which draws an NXImage which is specified by the programmer. The size and scale of the image, as well as the drawing operation used, can be modified either by manipulating controls on the inspector panel from InterfaceBuilder or by setting the attributes programmatically. This view makes using images within InterfaceBuilder easier and performs much better than the traditional "image on a disabled button" strategy.

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