ArrowButtonPalette Release 0.1

If anyone has any suggestions, makes any enhancements, etc, or you just want to tell me how much you like/use/dislike it, please mail me. That's what makes donating objects worthwhile.

Known Problems
These problems are only experienced within Interface Builder.

IBEditors
You can only double click on either the contents or the altContents to bring up the editor under certain conditions. If the state is 0, then you can double click on the left side of the button and edit the contents. If the state is 1, then you can edit the altContents (the right side of the button). In the first release of this button, you could only double click on the left side, and it did not matter what state the button was in.
I will fix this if/when NeXT makes the IBEditors API for subclasses of View public.

Inspectors

First you have to alt-drag the button to create a matrix. Now goto the inspector's
"Inspect Prototype..." (or something like that) and look at the inspector that comes up.
Now select one of the cells in the matrix and look at the inspector that comes up.
Anyone know what I did wrong? Since the inspectors still do work I don't consider
it much of a problem, but there must be a way to avoid it.

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Jan 16, 1994