MiscDragViews Palette

I will be making and adding a couple more views to go along with what is already on the palette.

This palette was in the temp part of the kit because it 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 ªrespondsTo sent to freed objectº.   The only place I use ªrespondsToº is in the delegate methods. I took them all out just in case, but it did not solve the problem. I think I just need to know more about what happens to my objects during test mode, and what happens when you exit it, etc.

[Don: I have moved it into the kit because this is more a cosmetic problem than anything else; the wells still seem to work fine, and it's better to make them easily available.]

If anyone has had the same problem, and/or the solution, please do let me in on it.   Any other

suggestions are welcome too.

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Notes from Don:

I've moved it from the temp area, but be forewarned that problems still remain.   Since the objects work in apps, I wanted to make the headers and library available at the very least.   Although there is work left to do, it is useable if you are careful.

*Also, you **cannot** load the palette into IB unless you first load the MiscString palette, since this palette*

requires the MiscString to be linked into IB...so make sure that the MiscString palette is loaded first! Note: I may write some code to alleviate this problem, having the MiscString code available in both palettes and linked in by the palette class upon initialization if it isn't yet loaded, and then load the IconWell code after the string code is sure to be there, in a sort of three-step process.   Until I do this, though, be sure load MiscString first!