EOModelInspector

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Overview

EOModelInspector is a custom WorkspaceManager contents inspector, registered to provide inspection of object files (.eomodel).   The result is displayed similarly to the EOModeler application.

NEXTSTEP 3.2   EOF Beta

(NOTE: This bundle relies upon NeXT's EnterpriseObjects access layer classes, and therefore the libeoaccess_s.a. As a result only those with NEXTSTEP User release 3.3 will be able to use the   EOModelInspector in WorkspaceManager.)

Program Organization

Important Files

EOModelInspector.[hm] manages the inspection of an ".eomodel" file.
bundle.registry registers EOModelInspector with WorkspaceManager.
Makefile.preamble loads bundle.registry info into the _ICON section of the Mach-o file.
EOModelInspector.[hm] manages contents inspection.

Installation

To install, copy EOModelInspector.bundle into ~Apps (or anywhere in WorkspaceManager's search path - NextApps, LocalApps, etc.).   Select 'View > Update Viewers' in WM's main menu to register the new inspector.

To unload the inspector, remove EOModelInspector.bundle from WorkspaceManager's search path and log out. The bundle will not be loaded in subsequent logins.

Using the Inspector

Select a file with a '.eomodel' extension in a WorkspaceManager file viewer.   Select 'Tools > Inspector...' from the main menu.   Select 'Contents' from the WM Inspector panel.   You may also access WM's contents inspector by pressing Command-2.

Revision History

July 1994   Version 1.1.