

Q: I've created a loadable palette for `BuilderInterface` according to the instructions in the Release Notes. I then created an inspector, and wrote all of the appropriate routines. Now, I'm trying to use this from within `BuilderInterface`. If I drag my object from the palette, and then modify some of its attributes and select OK, the inspector doesn't remember the settings when I select the object again at a later time. Why?

A: This isn't documented, but within the `ok:sender` method for your inspector object, you should call the `ok:` method for its super class, and return that value. Here's a template for your `ok:` method.

```
ok:sender
{
    /* do a bunch of stuff in here */
    return [super ok:sender];
}
```

This is also true for the `revert:` method. You should call the super class's `revert:` method from within the object's. Like this:

```
revert:sender
{
    /* do a bunch of stuff in here */
    return [super revert:sender];
}
```

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Valid for 2.0, 3.0

