InspectMe

InspectMe is an example of how the InspectorManager class may be used. This example may look intimidatingly large for an example, but don't panic, it isn't as bad as it looks! I wanted to show how InspectorManager might be used in a non-trivial application, ie., one that involves multiple windows containing "inspectable objects", multiple types of "inspectable objects", and multiple inspector groups. It also illustrates how inspector panels may be laid out in multiple nib files.

InspectMe classes and files:

IB.proj

InspectMe.iconheader
InspectMe_main.m
Makefile

Makefile.preamble - just to automatically strip the executable

InspectMeApp.[h][m] - Subclass of Application. Responsible for setting up inspectors, creating new "documents", displaying the inspector panel, and acting as a delegate for the info panel (and InspectorManager).
InspectMe.nib - Main nib file for application. Contains the main menu and the info panel.
InspectMeDoc.[h][m] - instance created for each 'document' window. Responsible for keeping track of the selected object in this window and for acting as the delegate of the InspectorManager when the window is key.
InspectMeDoc.nib - nib containing 'document' window
InspectMeTiff.tiff - app icon. (contains two images - one color, one grayscale)

InspectorManager.[h][m] - class that manages multiple inspector panels
Inspector.nib - nib file included with inspectorManager. Contains the inspector panel itself and the message inspector view.

ThingInspector.[h][m] - acts as an intermediary between the Thing1 and Thing2 inspector view controls and the objects they inspect (see the documentation in the .h file)
ThingInspector.nib - contains the Thing1 and Thing2 inspector views
ColorInspector.[h][m] - acts as an intermediary between the color inspector view controls and the objects they inspect (see the documentation in the .h file)
ColorInspector.nib - contains the 'color' inspector view

Thing1.[h][m]

Tank.[h][m] - "inspectable views". Include methods that set and return the values of all parameters that can be "inspected", and a mouseDown method
PSWraps.[psw][c][h] - postscript wraps that draw the views

Best of luck!

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