

# Storing view objects on dynamic palettes;↵ Storing view objects on dynamic palettes

- 1 Configure one or more view objects.
- 2 Select the objects.
- 3 Alternate-drag them to the palette.

You can save any single view object or group of view objects to a dynamic palette so that you can use them again. The objects stored in this manner preserve the size and other attributes they have when you store them.

First, size each object to be stored and, through the Inspector panel, set its important attributes. If you are storing a group of objects, such as a set of controls within a box, make sure to position all objects in proper relation to each other.

[\\_StoringViewObjects.eps](#) ↵

If there are several objects you want to store on a palette, you can drag each object onto the palette individually, or you can make a multiple selection in the interface. (Draw a selection rectangle around the objects, or Shift-click the objects in succession.) If you store a group of objects that are connected—say the three fields above were grouped in a box and connected through the **nextKeyView** outlet—their connections are copied also.

**Tip:** You can also copy view objects to a dynamic palette from the outline mode of the Instances display.

Once an object is on a palette, you can move it around the palette or remove it from the palette. See the next task, [“Arranging objects on dynamic palettes”](#) for details.    [;ArrangingDynamicPalettes.rtf](#);↵

You can also store view objects that are connected to top-level objects. See [Storing top-level objects on dynamic palettes](#)<sup>o</sup> for more information. `StoringTopLevelObjects.rtf`;↵