

# Identifyingobjectsinoutlinemode;↵Identifying objects in outline mode

- [arrow.eps](#) ↵ To see a representation of an object, Alternate-click it in outline mode of the Instances display.
- [arrow.eps](#) ↵ To have an arrow point at the interface object, Control-Shift-click the object in outline mode.

In the outline mode of the Instances display, you might want to verify what an object is before connecting it to another object. You have two graphical ways to identify an interface object. One technique displays an image representing the selected object.

[\\_IdentifyingObjects1.eps](#) ↵

When you Alternate-click non-view objects in outline mode, the images that represent them in icon mode are displayed (cubes for custom objects, mini-windows for panels and windows). The File's Owner, First Responder, and Main Menu objects don't display icons.

The second technique locates an object in the interface with a large arrow.

[\\_IdentifyingObjects2.eps](#) ↵

Control-Shift-Clicking the File's Owner, First Responder, and Main Menu objects has no effect.

See <sup>a</sup>[The Modes of the Instances Display](#)<sup>o</sup> in this chapter for an introduction to outline mode.  
[;ConnectionsConcepts.rtf](#);↵[TheModesoftheInstancesDisplay](#);↵