

Creating a User Interface

5 Using Dynamic Palettes

You use dynamic palettes to store objects for later reuse. No writing or compilation of code is required, just a simple operation with the mouse. You can store specially configured objects on dynamic palettes, and you can store multiple objects along with their connections.

- [;CreatingAndSavingDynamicPalettes.rtf;](#)[Creatingandsavingdynamicpalettes;](#), Creating and saving dynamic palettes
- [;StoringViewObjects.rtf;](#)[Storingviewobjectsondynamicpalettes;](#), Storing view objects on dynamic palettes
- [;ArrangingDynamicPalettes.rtf;](#)[Arrangingobjectsondynamicpalettes;](#), Arranging objects on dynamic palettes
- [;StoringTopLevelObjects.rtf;](#)[Storingtoplevelobjectsondynamicpalettes;](#), Storing top-level objects on dynamic palettes
- [;StoringConnectedObjects.rtf;](#)[Puttingconnectedviewandtoplevelobjectsonadynamicpalette;](#), Putting connected view and top-level objects on a dynamic palette
- [;ManagingPalettes.rtf;](#)[Managingpalettes;](#), Managing palettes
- [;DynamicPalettesConcepts.rtf;;](#), Related Concepts

Who hath not seen thee oft amid thy store?
Sometimes whoever seeks abroad may find
Thee sitting careless on a granary floor,
Thy hair soft-lifted by the winnowing wind...
John Keats, from To Autumn

The superfluous is very necessary.
Voltaire