

ok:sender

Implement in your subclass of `IBInspector` to commit the changes that the user makes in the Inspector panel. The OK button in the Inspector panel `IBAction` `present` sends an `ok:` message when the user clicks it.

Your implementation of this method must send the same message to super:

revert:, touch: (`IBInspector` class)

revert:sender

Implement in your subclass of `IBInspector` to load data into the inspector's display. Interface Builder sends this message to the inspector object whenever the inspector's display might need to be updated, for example, when the user opens the Inspector panel and the selected object in Interface Builder is of the type associated with this inspector object. The Revert button in the Inspector panel `IBAction` `present` also sends a `revert:` message when the user clicks it.

Your subclass must implement this method, and it must send the same message to super as part of its implementation:

ok:, touch: (`IBInspector` class)

(`BOOL`)wantsButtons

Returns a boolean value indicating whether the inspector object requires Interface Builder to display the OK and Revert buttons in the Inspector panel.

wantsButtons (`IBInspector` class)