

ok:

revert:
wantsButtons

object

window

Managing changes touch:

textDidChange:

object

Returns the object that's being inspected in Interface Builder.

textDidChange:sender

Sends the IBInspector a touch: message on behalf of some Text object in the Inspector panel.

By making your inspector object the delegate of any Text object in the Inspector panel, the panel will be updated appropriately as the user alters the panel's contents.

touch:

window

Returns the Window object that contains the user interface for the inspector.