

`(const char *)getConnectionInspectorClassName`

Returns the class name of the receiver's Connection inspector. Interface Builder uses this information to instantiate the inspector object for the currently selected object. You should rarely need to override the standard Connection inspector.

`(const char *)getEditorClassName`

Returns the class name of the receiver's editor. Interface Builder uses this information to instantiate the editor object for the currently selected object.

`(const char *)getHelpInspectorClassName`

Returns the class name of the receiver's Help inspector. Interface Builder uses this information to instantiate the help inspector object for the currently selected object. You should rarely need to override the standard Help inspector.

`(NXImage *)getIBImage`

Returns the image that's displayed in the File window when an instance of this class is created. By default, Interface Builder provides an image of a sphere. If you want to provide a different image, implement this method in your custom class.

`(const char *)getInspectorClassName`

Returns the class name of the receiver's Attributes inspector. Interface Builder uses this information to instantiate the help inspector object for the currently selected object.

`(const char *)getSizeInspectorClassName`

Returns the class name of the receiver's size inspector. Interface Builder uses this information to instantiate the size inspector object for the currently selected object.

