

ect>Returns the object that's being inspected
ndow>Returns the window that contains the user interface for the inspector

ch:senderChanges the image in the Inspector panel's close box to a broken "X"
tDidChange:senderSends the IBInspector a touch: message

ociateObject:anObjectEstablishes an association between aView and the object
type:(NXAtom)typethat should be instantiated when the user drags the
with:aView aView from the palette.

shInstantiateImplement to complete the initialization of your IBPalette object

etteDocumentReturns an object representing the dynamically loaded palette
iginalWindowReturns the Window that contains the objects to be loaded into Palette window
dImageNamed:(const char *)nameReturns the NXImage instance associated with name

nst char *)getConnectionInspectorClassName
lement to return class name of Connection inspector
nst char *)getEditorInspectorClassNameImplement to return class name of the object's editor
nst char *)getHelpInspectorClassNameImplement to return class name of the Help inspector
XImage *)getIBImageImplement to return an image to represent the object in the File window.
nst char *)getInspectorClassNameImplement to return class name of the Attributes inspector
nst char *)getSizeInspectorClassNameImplement to return class name of the Size inspector

MinSize:(NXSize *)minSizeImplement this method to control the dimensions of a View
maxSize:(NXSize *)maxSize

