

# 3PixelRule\_Gray.tiff ↴

Alex Blakemore    alex@cs.umd.edu    January 1993

based very heavily on LibInspector by  
Jim Million    uunet!wiltelljmillion    November 1992  
(in fact, this README.rtf file is the about 95% the same,  
the main difference is that ObjInspector displays .o files instead of .a files)

## ObjInspector (v1.0)

ObjInspector is a custom WorkspaceManager Contents Inspector, registered to provide simple  
contents inspection of object files (.o). 876954\_PixelRule\_Gray.tiff

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### Important Files...

paste.tiff ↴ **bundle.registry** contains registration info (tells WM which files this inspector will inspect).

74015\_paste.tiff ↴ **Makefile.preamble** loads bundle.registry info into the \_ICON section of the Mach-o file.

391187\_paste.tiff ↴ **ObjInspector.[hm]** is the owner of the bundle nib file (ObjInspector.nib) and manages  
inspection of library files.

### Installation

To install, copy ObjInspector.bundle into ~Apps (or anywhere in WM's search path - NextApps, LocalApps, etc.). WM will look into the bundle when you do the copy, and register the specified file types (extensions) at that time (first load takes a moment).

To unload, remove the bundle from the search path, log out. Upon next login, bundle will not be loaded.

To reload, replace the existing bundle, log out. New bundle will be loaded upon next login.

## Notes...

386369\_paste.tiff ↪ The text scrollview uses a 10 point, fixed font in order to present as much info as

possible. If you hate it, the font is set in the `_getTableOfContents` method.

551944\_paste.tiff ↪ If you put the app "Unknown" from the Educational CD ROM disk, in your application path, you get a nice icon for .o files too.

## Future ...

It would be nice if there were several views besides the current one (methods and functions defined in the .o file). Possibilities include: undefined symbols, defined data symbols - basically anything obtainable from nm or otool. Perhaps using a split view, and letting the ok button disassemble to a file.

It would be nicer if the class name did not appear on every line, but it should appear in the inspector somewhere, because the class name does not have to be identical to the filename.

## Documentation

NeXT documentation on custom WorkspaceManager Contents Inspectors...

GeneralRef/19\_WorkspaceManager/IntroWorkspace.rtf

GeneralRef/19\_WorkspaceManager/Classes/WMIInspector.rtf

843721\_paste.tiff ↪