Creatingandsavingdynamicpalettes;¬Creating and saving dynamic palettes

arrow.eps ¬To create a palette, choose Tools *arrow.eps* ¬ Palettes   *arrow.eps* ¬ New.

arrow.eps ¬To save a palette, choose Tools *arrow.eps* ¬ Palettes   *arrow.eps* ¬ Save.

When you create a dynamic palette, an empty palette appears in the Palette window.

_CreatingSaving1.eps ¬

As with the standard Application Kit palettes, you can choose an existing dynamic palette by clicking its icon in the Palette window (when created, dynamic palettes have the generic cube icon). To use an object on a dynamic palette, follow the same procedure as for objects on the standard palettes: Drag the object from the palette and drop it onto an appropriate surface.

You must save your dynamic palettes. If you do not save a palette after you create it, you lose it when you quit Interface Builder. (Interface Builder prompts you if you try to quit without saving a palette.) Choose the Save command to save dynamic palettes, *but the Save command from the Palettes menu*, *not the Documentmenu*.

_CreatingSaving2.eps ¬

Interface Builder brings up the Save panel, allowing you to designate a name for the palette.

_CreatingSaving3.eps ¬

You can customize the icon for your dynamic palette. The task ªManaging palettesº in this chapter tells you how to do this and also describes how to unload palettes in Interface Builder.   ;ManagingPalettes.rtfd;;¬

Related Concept: ;DynamicPalettesConcepts.rtfd;linkMarkername

ToolsforInterfaceCrafters:StaticandDynamicPalettes;,   Tools for Interface Crafters: Static and Dynamic Palettes