Puttingconnectedviewandtoplevelobjectsonadynamicpalette;¬Putting connected view and top-level objects on a dynamic palette

1   In outline mode, select a connected top-level object and a view object.

2   Alternate-drag the objects to the palette.

There might be situations when you don't want to store an entire window with the custom object that manages that window's views. You just want to store the custom object and some of the window's views, or you want to store the window and only some of its views. You can do this from Instances view outline mode.

For example, here's how three slider objects hooked up to a controller object (ImageController) look in outline mode when the connections are displayed.

_Putting1.eps ¬

Select the top-level object and view object by Shift-clicking them. You can select only one view object and one top-level object.

_Putting2.eps ¬

Because you can only store one view object per top-level object with this technique, you first might want to group all view objects you want stored (if they're not already grouped). To make a group, select all the objects and then choose Format *arrow.eps* ¬ Group *arrow.eps* ¬ Group in Box. If you don't want the enclosing box around the grouped objects, remove the Bordered option in the Inspector's Attributes display for boxes.

Tip: A useful selection technique is to first click a view object in the interface, then choose Enter Selection

from the Edit menu. The view object becomes highlighted in the nib file window.

To verify the objects you stored, first drag the view object (with plus sign) that represents the combined objects from the dynamic palette and drop it over a new window or panel. Go to outline mode of the Instances view. The top-level and view objects you dragged off the palette are listed in the outline. Click the triangle button to verify that the connections are still there.

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