

Creating matrices of objects;↵Creating matrices of objects

- 1 Drag a suitable object from the Views or TabulationViews palette.
- 2 Alternate-drag a resize handle of the object.

You can easily transform certain objects in the standard Interface Builder palettes into matrices of those objects. A matrix (defined by class NSMatrix) imposes a regular size and intervening distance on a set of identical objects. Matrices afford an easy way to compose forms, arrays of buttons and sliders, and multiple-column browsers. To create a matrix, drag one of these objects to a window or panel and size it to the maximum dimension you anticipate for a cell in the matrix:

- SquareBullet.eps ↵text field
- SquareBullet.eps ↵button
- SquareBullet.eps ↵switch button
- SquareBullet.eps ↵radio button
- SquareBullet.eps ↵form field
- SquareBullet.eps ↵slider (vertical or horizontal)

_CreatingMatrices.eps ↵

Tip: To make a browser with more than one column, drag a browser object from the TabulationViews palette onto your interface; then Alternate-drag the right resize handle until the desired number of columns appear.