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Storingtoplevelobjectsondynamicpalettes;¬Storing top-level objects on dynamic palettes

1. **In the Instances display, select one or more windows, panels, or custom objects.**
2. **Alternate-drag them and drop them on a dynamic palette.**

You can put custom objects, windows, and panels on dynamic palettes and reuse them again and again. You can store these top-level objects individually or as connected sets of objects. When you select a controller object and a window and store them together, the connections between them are also stored on the dynamic palette. In addition, all connections between a window or panel and its views are preserved as well as the connections among the views themselves.

To store a single top-level object on a dynamic palette, Alternate-drag it from the Instances view of the nib file window and drop it onto the palette. To store multiple, connected objects, make sure they're selected as a group first.

_StoringTop-Level1.eps ¬

Tip: You can perform this same task whether in the outline or the icon mode of the Instances display.

When you drag the object or objects from the dynamic palette to add them to another nib file (or to duplicate them in the same nib file), make sure that the ªsurfaceº on which you drop the object (as represented by the icon) is compatible.

_StoringTop-Level2.eps ¬

You'll know which surface is compatible by the icon representing the object. If it's a cube (custom object), you must drop it over the nib file window. If it's a window or panel, you can drop it anywhere on the screen, including over the nib file window.