

Copying interconnected objects;↵Copying interconnected objects

- 1 Select the objects that are connected.
- 2 Alternate-drag the objects into another nib file window or onto another window or panel.

You can easily copy objects with their connections between nib files. You'll probably use this feature most often to copy a window and its views along with the custom object that manages those views.

_CopyingInterconnectedObjects1.eps ↵

Notice the icon representing the copied objects in the example above. Under the cursor is the icon representing the object that is actually dragged. The plus sign indicates that more than one object is involved in the operation. When the copying process completes, the new nib file window holds duplicates of the objects that include their connections to each other.

You can use the same basic technique to copy connected objects on an interface. In the next example, an instance of an `NSView` subclass is connected to the Run and Stop buttons. You can copy these objects and their connections by Alternate-dragging them onto a window in another nib file.

_CopyingInterconnectedObjects2.eps ↵

Another occasion for copying connected interface objects is when you want to make copies of text fields or form fields and preserve the connections between fields.

From the outline mode of the Instances display, you can copy an individual view object, a custom non-view object, and the connections between the two.

_CopyingInterconnectedObjects3.eps ↵

The various scenarios for copying objects and their connections between nib files is quite similar to the procedures for copying objects to dynamic palettes. See Chapter 5, “Using Dynamic Palettes,” for more information on this Interface Builder feature. ;./05_DynamicPalettes/DynamicPalettes.rtf;;–

You can also copy interconnected interface objects to another window in the same nib file. See “Moving objects to other windows” in Chapter 2. ;./02_Composing/MovingObjectsToOtherWindows.rtf;;–