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## Preferences Inspector

Stuart maintains a set of per-user preferences values in the user's defaults database. The Preferences inspector allows the user to edit these values. The Preferences inspector is the only inspector which contains **all** of the inspector panes.

The modifications to the Preferences inspector are not entered into the defaults database until the user clicks the Save button. The user may cancel the panel by closing the window. The Revert button reloads the preferences from the defaults database,

while the Current button loads the preferences from the current emulation window.

When the user clicks Save to accept the inspector's values, the new values are entered into the user's defaults database. Stuart will also visit each of the current emulation windows with the new preferences values. In each window, all preferences which the window inherits from the defaults database will be modified to the new values (some preferences, such as Shell, cannot be modified while the subprocess is running). For instance, if the user's 'Reverse video' preference on the Window pane is turned off for all windows and for the Preferences inspector, then if the

user turns on `Reverse video' in the Preferences inspector and clicks Save, all running windows will change to reverse video.

Changes also propagate to the New/Preferences if that panel is currently visible. As with emulation windows, only those elements of New/Preferences which are inherited from the default preferences set are changed.

**Important:** Preferences values take effect **only** after you click the Save button. If the Preferences panel's close button has a gap in the center, then the preferences in the panel are not necessarily those that Stuart acts on.