

# Examiningconnections;↵Examining connections

- arrow.eps ↵ In the interface:**  
Select an object and look at the Connections display of the Inspector panel.
- arrow.eps ↵ In the Instances display:**  
Select an object and look at the Connections display of the Inspector panel.
- arrow.eps ↵ In the Connections display:**  
Click a dimpled outlet to see the connection line drawn.
- arrow.eps ↵ In outline mode:**  
Click a triangle button in the column to the right of an object.

Interface Builder gives you many ways to examine and verify connections between objects. It makes it easy, for example, to discover what outlets and actions are associated with an object in the interface.

\_ExaminingConnections1.eps ↵

You can also select an object in the Instances display (in both icon and outline modes) and examine the Inspector panel as described above to find out what object it is connected to.

You can also examine object connections going in the other direction too, from the Connections display to the interface and the Instances display.

\_ExaminingConnections2.eps ↵

The Connections display allows you to see one connection at a time. The outline mode of the Instances display shows you *all* connections an object has, both connections into the object and connections from that object to other objects.

\_ExaminingConnections3.eps ↵

When you click a three-dimensional triangle, lines appear to show the connections between objects. The name and class of each connected object is highlighted in bold. Each connection is labelled with the name of an outlet or action.

\_ExaminingConnections4.eps ~

Note that an object may have multiple connections with another object, both in and out, both outlets and actions. In these cases, the outline mode lets you toggle between the connections.

\_ExaminingConnections5.eps ~

To make the connection lines disappear, click the triangle button again.