

Creating an instance of your class; ↵ Creating an instance of your class

- 1 Select your class in the Classes display.
- 2 Choose Instantiate from the Operations menu.

You cannot connect classes to other classes. Only instances of classes can really communicate with each other. Interface Builder requires a real instance of your class to enable the connection of your object to other objects.

The procedure for generating instances of non-`NSView` classes in Interface Builder is simple. *This procedure applies only to classes that don't inherit from the `NSView` class.*

[_CreatingInstanceClass1.eps](#) ↵
[_CreatingInstanceClass2.eps](#) ↵

When the new instance appears in the Instances display, it takes the same name as the class. Rename it, if you want, to something more indicative of an object. (Double-click the text to select it, then type the new name.) For example, `AppController` could become `AppControllerObject`. Be aware, however, that this name is merely a convenient way to identify the object in Interface Builder; it does not create an identifier that you can reference in code.

For details on creating an instance of an `NSView` subclass, see [Implementing a subclass of `NSView`](#) later in this chapter. [ImplementingASubclassOfNSView.rtf](#);↵