Creatingmatricesofobjects;¬Creating matrices of objects

1   Drag a suitable object from the Views or TabulationViews palette.

2   Alternate-drag a resize handle of the object.

You can easily transform certain objects in the standard Interface Builder palettes into matrices of those objects. A matrix (defined by class NSMatrix) imposes a regular size and intervening distance on a set of identical objects. Matrices afford an easy way to compose forms, arrays of buttons and sliders, and multiple-column browsers. To create a matrix, drag one of these objects to a window or panel and size it to the maximum dimension you anticipate for a cell in the matrix:

SquareBullet.eps ¬text field
SquareBullet.eps ¬button
SquareBullet.eps ¬switch button
SquareBullet.eps ¬radio button
SquareBullet.eps ¬form field
SquareBullet.eps ¬slider (vertical or horizontal)

_CreatingMatrices.eps ¬

Tip: To make a browser with more than one column, drag a browser object from the TabulationViews palette onto your interface; then Alternate-drag the right resize handle until the desired number of columns appear.