

## Choosing Targets

4padPointRule2.eps ↗

NextDeveloper bookshelf offers targets of various types. You can identify them by their icons.

817082\_PointRule2.eps ↗

.dir.tiff ↗ Group of manuals

example: all reference manuals

509570\_PointDashedRule3Black.eps ↗

470622\_.dir.tiff ↗ Single manual

example: *Introduction to NEXTSTEP Programming*

385189\_PointDashedRule3Black.eps ↗

87040\_.dir.tiff ↗ Section of a manual

example: the *Application Kit Framework Reference*

536558\_PointDashedRule3Black.eps ↗

ReleaseNotes ↗ Notes

example: release notes

453170\_PointDashedRule3Black.eps ↗

Headers ↗ Header files

example: ApplicationKit/NSButton.h

249749\_PointDashedRule3Black.eps ↗

289067\_.dir.tiff ↗ Example code

example: /NextDeveloper/Examples/AppKit/Draw

758587\_PointDashedRule3Black.eps ↗

In general, it's better to select a more specific target over a more general one. For example, if you want to learn about the NSString

class, it's better to search the OpenStep General Reference target than the Reference target. (It's even better to search the Foundation target—see ;04\_FindingOtherTargets.rtf;—"Finding Other Targets" for more information.)

However, until you learn the layout of the OpenStep documentation, the general targets provide a place to begin your searches.