

Creating a User Interface

5 Using Dynamic Palettes

You use dynamic palettes to store objects for later reuse. No writing or compilation of code is required, just a simple operation with the mouse. You can store specially configured objects on dynamic palettes, and you can store multiple objects along with their connections.

- [;CreatingAndSavingDynamicPalettes.rtf;Creatingandsavingdynamicpalettes;](#) Creating and saving dynamic palettes
- [;StoringViewObjects.rtf;Storingviewobjectsondynamicpalettes;](#) Storing view objects on dynamic palettes
- [;ArrangingDynamicPalettes.rtf;Arrangingobjectsondynamicpalettes;](#) Arranging objects on dynamic palettes
- [;StoringTopLevelObjects.rtf;Storingtoplevelobjectsondynamicpalettes;](#) Storing top-level objects on dynamic palettes
- [;StoringConnectedObjects.rtf;Puttingconnectedviewandtoplevelobjectsonadynamicpalette;](#) Putting connected view and top-level objects on a dynamic palette
- [;ManagingPalettes.rtf;Managingpalettes;](#) Managing palettes
- [;DynamicPalettesConcepts.rtf;;](#) **Related Concepts**

Who hath not seen thee oft amid thy store?
 Sometimes whoever seeks abroad may find
 Thee sitting careless on a granary floor,
 Thy hair soft-lifted by the winnowing wind...
 John Keats, from To Autumn

The superfluous is very necessary.
Voltaire