Usingpalettes;¬Using palettes

1   Choose the palette you want.

2   Drag an object from the palette to the appropriate ªsurface.º

3   Release the mouse button.

The palette window of Interface Builder displays all currently loaded palettes. Each palette is represented in the window by an icon.

_UsingPalettes.eps ¬

The palettes for the Application Kit are loaded by default. These palettes provide windows, panels, browsers, scroll views, buttons, text fields, and a number of other interface objects. You can also load palettes for other frameworks, such as Enterprise Objects , and you can load your own custom palettes.

Note: Where you ªdropº a window or panel is important, because it sets its initial position on the screenÐthe location where the window appears when the application starts up or when this particular nib file is loaded.

ªWhere Palette Objects Goº in this chapter illustrates the proper ªsurfacesº for interface objects.
 ;ComposingConcepts.rtfd;WherePaletteObjectsGo;¬

 See the *Enterprise Objects Framework Developer's Guide* for more information on Enterprise Objects Framework palettes.

See ªManaging palettesº in Chapter€5 for instructions on loading and installing palettes.
;../05_DynamicPalettes/ManagingPalettes.rtfd;;¬