

Duplicating objects; ↩ Duplicating objects

- 1 **Select an object.**
- 2 **Choose Copy from the Edit menu.**
- 3 **Choose Paste from the Edit menu.**
- 4 **Position the new object.**

You can duplicate an object just as you would with geometric shapes in a drawing application. The copied object has the dimensions and most other attributes of the original object.

_DuplicatingObjects.eps ↩

In addition to the objects that appear on the interface, you can copy your custom non-UI objects represented as cubes in the icon mode of the nib file window. Instances displayed as well as your windows and panels. Just click to select them and then copy and paste.

Tip: Instead of choosing Copy and Paste from the Edit menu, you can press Command-c (Copy) and Command-v (Paste).

You can also duplicate groups of selected objects by copying them and then pasting them. See [^Selecting Multiple Objects](#) in this chapter for details on making multiple selections of objects.
[;ComposingConcepts.rtf](#); [SelectingMultipleObjects](#); ↩