

Connecting your class's outlets; ↵ Connecting your class's outlets

- 1 **Control-drag a connection line from the instance to another object.**
- 2 **In the Inspector's Connections display, select the outlet that identifies the destination object.**
- 3 **Click the Connect button.**

You initialize an outlet in Interface Builder by making a connection from your instance to another object.

_ConnectingClassOutlets1.eps ↵

When you establish the line connection, the Inspector panel for the destination object becomes the key window. Specify the outlet identifier for this object.

_ConnectingClassOutlets2.eps ↵

This task and the next one ^aConnecting your class's actions,^o summarize information more fully presented in Chapter 4, ^aMaking and Managing Connections.^o
;././02_CreatingTheInterface/04_Connections/Connections.rtf;↵