

# Disconnecting objects;↵ Disconnecting objects

- 1 **Select an object in the interface.**
- 2 **In the Connections display of the Inspector panel, select a connection.**
- 3 **Click Disconnect.**

Or

- 1 **In the nib file window's outline mode, click a triangle button to display a connection.**
- 2 **Control-click the connection line.**

Interface Builder gives you two ways to break the connections between objects. The first method uses the Inspector panel.

\_DisconnectingObjects1.eps ↵

You can also initiate this procedure by selecting objects in icon mode of the Instances display, and then disconnecting them in the Inspector panel as above.

The alternative method for disconnecting objects allows you to perform the operation in one place: in the outline mode of the nib file window's Instances display. First show connections for an object by clicking a three-dimensional triangle button.

\_DisconnectingObjects2.eps ↵

You must Control-click on the *right* side of the column divider (nearest the connection-out and connection-in triangle buttons) to get the scissors to appear, and thus be able to break the connection. When you Control-click on the *left* side of the column divider, it begins a connection operation.

See [Examining connections](#)<sup>o</sup> in this chapter to learn how to use outline mode to display the connections between objects. [ExaminingConnections.rtf](#);↵

**Related Concept:** ;ConnectionsConcepts.rtf;linkMarkername WhenYouDon'tWanttoDisconnect;, When You Don't Want to Disconnect