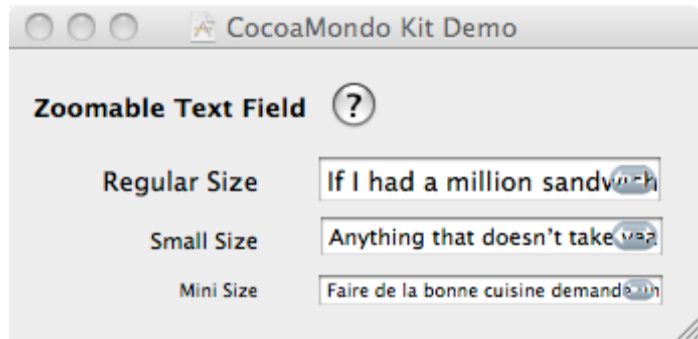


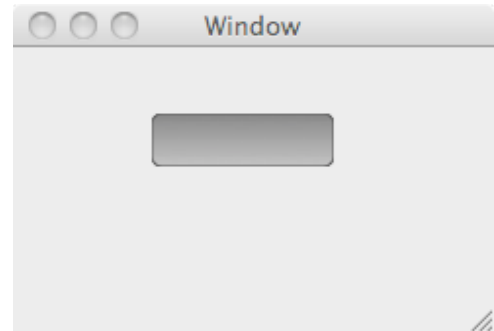
Issue 1 -- Zoomable Text Field Interface Builder Rendering.

When a zoomable text field is laid out in Interface Builder it does not draw correctly. This is not a serious issue, because this behavior does not occur in a running program. The behavior is also correct when simulating the interface in Interface Builder.



Issue 2 -- MondoSwitch does not fully draw when laying out in Interface Builder.

When you lay out the switch in Interface Builder the toggle button is not drawn. This is a known issue. The toggle switch is drawn using core animation and core animation does not appear to be active when laying out components. This is a minor issue as testing the interface in Interface Builder renders the component correctly. The component is also rendered correctly when used in a compiled applications so this issue is considered quite minor.



Issue 3 -- The MondoSwitch is not drawn repositioned in Interface Builder.

Issue 4 -- The double click behaviour of the MondoSwitch is not the same as the Time Machine switch. There are some slight timing differences.

Issue 5 -- The shading of the MondoSwitch is not exactly the same as the Time Machine switch. The Time Machine version has some light shadows.

