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# NSValue Core Animation Additions

Graphics & Animation: Animation



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# NSValue Core Animation Additions

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<b>Inherits from</b>	NSObject
<b>Conforms to</b>	NSCoding NSCopying NSObject (NSObject)
<b>Framework</b>	/System/Library/Frameworks/QuartzCore.framework
<b>Declared in</b>	CATransform3D.h
<b>Companion guides</b>	Core Animation Programming Guide Core Animation Cookbook

## Overview

Core Animation adds two methods to the Foundation framework's `NSValue` class to support `CATransform3D` structure values.

## Tasks

### Creating an NSValue

+ [valueWithCATransform3D:](#) (page 5)

Creates and returns an `NSValue` object that contains a given `CATransform3D` structure.

### Accessing Data

- [CATransform3DValue](#) (page 6)

Returns an `CATransform3D` structure representation of the receiver.

## Class Methods

### **valueWithCATransform3D:**

Creates and returns an `NSValue` object that contains a given `CATransform3D` structure.

```
+ (NSValue *)valueWithCATransform3D:(CATransform3D)aTransform
```

**Parameters**

*aTransform*

The value for the new object.

**Return Value**

A new `NSValue` object that contains the value of *aTransform*.

**Availability**

Available in iOS 2.0 and later.

**Declared In**

`CATransform3D.h`

## Instance Methods

### **CATransform3DValue**

Returns an `CATransform3D` structure representation of the receiver.

```
- (CATransform3D)CATransform3DValue
```

**Return Value**

An `CATransform3D` structure representation of the receiver.

**Availability**

Available in iOS 2.0 and later.

**Declared In**

`CATransform3D.h`

# Document Revision History

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This table describes the changes to *NSValue Core Animation Additions*.

Date	Notes
2007-07-24	New document that describes the extensions to Foundation's NSValue class that support the Core Animation CATransform3D structure.

## REVISION HISTORY

### Document Revision History