NSSetCommand Class Reference

Interapplication Communication

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Contents

NSSetCommand Class Reference 5

Overview 5
Tasks 5
  Working with Specifiers 5
Instance Methods 6
  keySpecifier 6
  setReceiversSpecifier: 6

Document Revision History 7

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NSSetCommand Class Reference

Inherits from	NSScriptCommand : NSObject
Conforms to	NSCoding (NSScriptCommand) NSObject (NSObject)
Framework	/System/Library/Frameworks/Foundation.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	Cocoa Scripting Guide
Declared in	NSScriptStandardSuiteCommands.h

Overview

An instance of `NSSetCommand` sets one or more attributes or relationships to one or more values; for example, it may set the (x, y) coordinates for a window's position or set the name of a document.

`NSSetCommand` is part of Cocoa's built-in scripting support. It works automatically to support the `set` command through key-value coding. Most applications don't need to subclass `NSSetCommand` or call its methods.

`NSSetCommand` uses available scripting class descriptions to determine whether it should set a value for an attribute (or property), or set a value for all elements (to-many objects). For the latter, it invokes `replaceValueAtIndex:inPropertyWithKey:withValue:`; for the former, it invokes `setValue:forKey:` (or, if the receiver overrides `takeValue:forKey:`, it invokes that method, to support backward binary compatibility.)

For information on working with `set` commands, see Getting and Setting Properties and Elements in *Cocoa Scripting Guide*.

Tasks

Working with Specifiers

`- keySpecifier` (page 6)
Returns a specifier that identifies the attribute or relationship that is to be set for the receiver of the `set` AppleScript command.

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- setReceiversSpecifier: (page 6)
Sets the receiver's object specifier.

Instance Methods

keySpecifier

Returns a specifier that identifies the attribute or relationship that is to be set for the receiver of the `set` AppleScript command.

```
- (NSScriptObjectSpecifier *)keySpecifier
```

Return Value
A specifier that identifies the attribute or relationship that is to be set for the receiver of the `set` AppleScript command.

Availability
Available in Mac OS X v10.0 and later.

Declared In
`NSScriptStandardSuiteCommands.h`

setReceiversSpecifier:

Sets the receiver's object specifier.

```
- (void)setReceiversSpecifier:(NSScriptObjectSpecifier *)receiversRef
```

Parameters
`receiversRef`
The receiver's object specifier.

Discussion
When the command is executed, it sets attributes or relationships in the objects specified by *`receiversRef`*.

This method overrides `setReceiversSpecifier:` in `NSScriptCommand`. It performs the same function as the overridden method, with a critical difference: it causes the container specifier part of the passed-in object specifier to become the receiver specifier of the command, and the key part of the passed-in object specifier to become the key specifier. If, for example, *`receiversRef`* is a specifier for `the color of the third rectangle`, the receiver specifier is `the third rectangle`, while the key specifier is `the color`.

Availability
Available in Mac OS X v10.0 and later.

Declared In
`NSScriptStandardSuiteCommands.h`

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Document Revision History

This table describes the changes to *NSSetCommand Class Reference*.

Date	Notes
2006-05-23	First publication of this content as a separate document.

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