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(NSString *)adaptorName

Returns the name of the adaptor for the model. This name can be used with EOAdaptor's adaptorV method to create an adaptor.

(BOOL)addEntity:(EOEntity *)anEntity

Adds anEntity to the model. Returns YES if successful, NO if an entity with the same name already exists.
removeEntityNamed:

(NSDictionary *)connectionDictionary

Returns a dictionary containing information used to connect to the database server. The connectionDictionary is a convenient place to specify default login information for applications using the model. See the EOModel specification for more information.

(NSArray *)entities

Returns an array containing the EOModel's entities.

(EOEntity *)entityForObject:anEO

Returns the entity associated with anEO, whether anEO is an instance of an enterprise object class, EOGenericRecord, or a fault object (see the EOFault class specification for information on faults). If anEO has no associated entity, returns nil.

(EOEntity *)entityNamed:(NSString *)name

Returns the entity named name, or nil if no such entity exists.

(BOOL)incorporateModel:(EOModel *)aModel

Copies the contents of aModel into the receiver. Returns YES if successful, NO if any two models differ, or if the two models use different adaptors. Doesn't affect the connection dictionary.

You can use this method to merge subsets of a larger model as they're loaded from individual resources.

setConnectionDictionary:

`initWithName:(NSString *)name`

Initializes a newly allocated EOModel with name as its name. The EOModel needs to have entities it's usable. This is the designated initializer for the EOModel class. Returns self.

`initWithPropertyList:aPropertyList`

Initializes a newly allocated EOModel from aPropertyList, which is a property list representation of modelAsPropertyList to an existing model. Property list representations are used to save models to files. initWithContentsOfFile: is roughly equivalent to this code excerpt:

`modelAsPropertyList`

Returns a string object encoding the EOModel as an ASCII property list. This representation can be later reloaded using initWithContentsOfFile:. The following code excerpt saves an EOModel to a file eomodel:

`initWithPropertyList:`

`(NSString *)name`

Returns the model's name.

`(NSString *)path`

Returns the full path of the model file used to create the EOModel (including the .eomodel extension) if it wasn't initialized from a file.

`(NSArray *)referencesToProperty:aProperty`

Returns an array of all properties in the model that reference aProperty: derived attributes, relationships, and so on. aProperty itself may be either an EOAttribute or an EORelationship.

`(void)setAdaptorName:(NSString *)adaptorName`

Sets the name of the model's adaptor to adaptorName.

`(void)setConnectionDictionary:(NSDictionary *)aDictionary`

Sets the dictionary containing information used to connect to the database to aDictionary. Note that if the model has already been initialized with the model, this method does not propagate the connection dictionary down to the EOAdaptor class specification for more information on working with setConnectionDictionary:.

`(void)setUserDictionary:(NSDictionary *)aDictionary`

Sets the dictionary of auxiliary data, which your application can use for whatever it needs. This dictionary is a property list (that is, it must contain only NSString, NSData, NSArray, and NSDictionary objects).

`(NSDictionary *)userDictionary`

Returns a dictionary of user data. Your application can use this to store any auxiliary information it needs. This dictionary is a property list (that is, it contains only NSString, NSData, NSArray, and NSDictionary objects).