

objCType

Setting NULL values setNull

isNull

Accessing values setDoubleValue:

doubleValue  
setFloatValue:  
floatValue  
setIntValue:  
intValue  
setObjectValue:  
setObjectValueNoCopy:  
objectValue  
setStringValue:  
string  
setStringValue:  
setStringValueNoCopy:  
stringValue

(double)doubleValue

Returns the receiver's value as a double. If the receiver's value is an object, returns the result of a doubleValue message sent to the object. Returns 0.0 if the receiver is null.

isNull

(float)floatValue

Returns the receiver's value as a float. If the receiver's value is an object, returns the result of a floatValue message sent to the object. Returns 0.0 if the receiver is null.

isNull

(int)intValue

Returns the receiver's value as an int. If the receiver's value is an object, returns the result of a intValue message sent to the object. A floating-point value is cast to int, not rounded in any special manner. Returns 0 if the receiver is null.

isNull

(BOOL)isNull

isNull

objectValue

Returns the receiver's object value, or nil if the receiver wasn't last set as an object.

setDoubleValue:(double)aDouble

Set the receiver's value as aDouble and records its Objective C type as 'd'. If the receiver's last value was not an object, setObjectValue:, sends free to the object.

setObjectValueNoCopy:

setFloatValue:(float)aFloat

Set the receiver's value as aFloat and records its Objective C type as 'f'. If the receiver's last value was not an object, setObjectValue:, sends free to the object.

setObjectValueNoCopy:

setIntValue:(int)anInt

Set the receiver's value as anInt and records its Objective C type as 'i'. If the receiver's last value was not an object, setObjectValue:, sends free to the object.

setObjectValueNoCopy:

setNull

Set the receiver's value to nothing. Doesn't reset its Objective C type. If the receiver's last value was an object, setObjectValue:, sends free to the old object value.

setObjectValueNoCopy:

setObjectValue:anObject

value was set with setObjectValue:, sends free to the old object value.

setObjectValueNoCopy:

(void)setString:aStringObject

Set the receiver's value as the C string value of the aStringObject (by sending the object a stringValue: message). Records its Objective C type as ^C@0. Doesn't retain an object. If the receiver's last value was set with setObjectValue:, sends free to the object value.

setObjectValueNoCopy:

setStringValue:(const char \*)aCString

Set the receiver's value as aString and records its Objective C type as ^c@0. Doesn't retain an object. If the receiver's last value was set with setObjectValue:, sends free to the object value.

setObjectValueNoCopy:

setStringValueNoCopy:(const char \*)aCString

Set the receiver's value as aString and records its Objective C type as ^c@0. Doesn't retain an object. If the receiver's last value was set with setObjectValue:, sends free to the object value.

setObjectValueNoCopy:

string

Returns the receiver's value as an NSString created from the return value of the receiver's stringValue: message.

(const char \*)stringValue

Returns the receiver's value as a C string. If the receiver's value is an object, gets the C string value by sending a stringValue: message. Returns NULL if the receiver is null.

isNull