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# Sync Services Reference Update

[Cocoa > Syncing](#)



2007-07-18



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Apple Inc.  
1 Infinite Loop  
Cupertino, CA 95014  
408-996-1010

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# Introduction to Sync Services Reference Update

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This document summarizes the symbols that have been added to the Sync Services framework. The full reference documentation notes in what version a symbol was introduced, but sometimes it's useful to see only the new symbols for a given release.

If you are not familiar with this framework you should refer to the complete framework reference documentation.

## Organization of This Document

Symbols are grouped by class or protocol for Objective-C and by header file for C. For each symbol there is a link to complete documentation, if available, and a brief description, if available.

## See Also

For reference documentation on this framework, see *Sync Services Framework Reference*



# 10.5 Symbol Changes

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This article lists the symbols added to `SyncServices.framework` in Mac OS X v10.5.

## Classes

All of the classes with new symbols are listed alphabetically, with their new class, instance, and delegate methods described.

### ISyncManager

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Complete reference information is available in the [ISyncManager reference](#).

#### Instance Methods

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<code>addRequestMode:</code>	Adds a mode to the set of run-loop input modes that the receiver uses for connection requests.
<code>removeRequestMode:</code>	Removes a mode from the set of run-loop input modes the receiver uses for connection requests.
<code>requestModes</code>	Returns the set of request modes the receiver registers with its <code>NSRunLoop</code> object.

### ISyncRecordReference (New)

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Complete reference information is available in the [ISyncRecordReference reference](#).

### ISyncRecordSnapshot

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Complete reference information is available in the [ISyncRecordSnapshot reference](#).

#### Instance Methods

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<code>recordIdentifierForReference:isModified:</code>	Returns the record identifier that corresponds to the given record reference object.
---	--

<code>recordReferenceForRecordWithIdentifier:</code>	Returns a record reference that corresponds to the given record identifier.
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## ISyncSession

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Complete reference information is available in the `ISyncSession` reference.

### Class Methods

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<code>beginSessionInBackgroundWithClient:entityNames:target:selector:lastAnchors:</code>	Creates a new sync session for the specified client asynchronously using sync anchors.
<code>beginSessionWithClient:entityNames:beforeDate:lastAnchors:</code>	Creates and returns a new sync session for the specified client using sync anchors.

### Instance Methods

---

<code>clientCommittedAcceptedChangesWithNextAnchors:</code>	Sets the sync anchors for each entity whose records were successfully updated during the pulling phase.
<code>clientFinishedPushingChangesWithNextAnchors:</code>	Sets the sync anchors for each entity whose records were successfully pushed by the client.

## ISyncSessionDriver (New)

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Complete reference information is available in the `ISyncSessionDriver` reference.

### Class Methods

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<code>sessionDriverWithDataSource:</code>	Creates and returns a new driver object with the specified data source object.
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### Instance Methods

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<code>client</code>	Returns the client object used by the receiver to perform the sync operation.
<code>dataSource</code>	Returns the data source object for the receiver.
<code>delegate</code>	Returns the receiver's delegate.



<code>finishSyncing</code>	Notifies the sync engine that the client is done syncing.
<code>handlesSyncAlerts</code>	Returns a Boolean value indicating whether the receiver handles sync alerts.
<code>lastError</code>	Returns the error that occurred during the last sync session.
<code>session</code>	Returns the session object used to manage the sync session.
<code>setDelegate:</code>	Sets the receiver's delegate to the specified object.
<code>setHandlesSyncAlerts:</code>	Specifies whether the receiver should handle sync alerts.
<code>startAsynchronousSync:</code>	Syncs client records, specified by the data source, in a separate thread.
<code>sync</code>	Syncs client records, specified by the data source, with the sync engine.

## Delegate Methods

---

<code>sessionDriver:didPullAndReturnError:</code>	Notifies the receiver that changes were pulled from the sync engine.
<code>sessionDriver:didPushAndReturnError:</code>	Notifies the receiver that client changes were pushed to the sync engine.
<code>sessionDriver:didRegisterClientAndReturnError:</code>	Notifies the receiver that a client was registered.
<code>sessionDriver:willFinishSessionAndReturnError:</code>	Notifies the receiver that a session will be finished.
<code>sessionDriver:willPullAndReturnError:</code>	Notifies the receiver that changes will be pulled from the sync engine.
<code>sessionDriver:willPushAndReturnError:</code>	Notifies the receiver that client changes will be pushed to the sync engine.
<code>sessionDriverDidCancelSession:</code>	Notifies the receiver that a session was cancelled.
<code>sessionDriverDidFinishSession:</code>	Notifies the receiver that a session was finished.
<code>sessionDriverWillCancelSession:</code>	Notifies the receiver that a session will be cancelled.

## NSObject

---

Complete reference information is available in the `NSObject` reference.

## Instance Methods

attributedStringForIdentityPropertiesWithNames: inRecord:comparisonRecords:firstLineAttributes: secondLineAttributes:	
attributedStringForPropertiesWithNames:inRecord: comparisonRecords:defaultAttributes:	
changedRecordsForEntityName:moreComing:error:	
changesForEntityName:moreComing:error:	
entityNamesToPull	
entityNamesToSync	
identifiersForRecordsToDeleteForEntityName: moreComing:error:	
lastAnchorForEntityName:	
nextAnchorForEntityName:	
sessionBeginTimeout	
sessionPullChangesTimeout	

## NSPersistentStoreCoordinator

Complete reference information is available in the [NSPersistentStoreCoordinator](#) reference.

### Instance Methods

setStoresFastSyncDetailsAtURL:forPersistentStore:	Specifies where to save details about fast syncing for a persistent store.
syncWithClient:inBackground:handler:error:	Syncs managed objects, stored by the receiver, with the sync engine.

## Protocols

All of the protocols with new symbols are listed alphabetically, with their new methods described.

### ISyncSessionDriverDataSource (New)

Complete reference information is available in the [ISyncSessionDriverDataSource](#) reference.

## Instance Methods

<code>applyChange:forEntityName:remappedRecordIdentifier:formattedRecord:error:</code>	Applies the given changes to a client's record during the pulling phase of a sync session.
<code>clientDescriptionURL</code>	Returns an NSURL object representing the path to the client description property list.
<code>clientIdentifier</code>	Returns the client's unique identifier specified when registering the client.
<code>deleteAllRecordsForEntityName:error:</code>	Deletes all records for the specified entity.
<code>preferredSyncModeForEntityName:</code>	Returns the client's preferred sync mode for the session.
<code>recordsForEntityName:moreComing:error:</code>	Returns records for the given entity name that should be pushed to the sync engine during a slow sync.
<code>schemaBundleURLs</code>	Returns an array containing NSURL objects representing the path to schemas this client uses.

## NSPersistentStoreCoordinatorSyncing (New)

Complete reference information is available in the `NSPersistentStoreCoordinatorSyncing` reference.

## Instance Methods

<code>managedObjectContextsToMonitorWhenSyncing-PersistentStoreCoordinator:</code>	Returns the managed object contexts that the receiver wants to monitor during the next sync session.
<code>managedObjectContextsToReloadAfterSyncing-PersistentStoreCoordinator:</code>	Returns the managed object contexts that should be reloaded after the persistent store coordinator syncs.
<code>persistentStoreCoordinator:didApplyChange:toManagedObject:inSyncSession:</code>	Informs the receiver that pulled changes were applied to a specific record during a sync session.
<code>persistentStoreCoordinator:didCancelSyncSession:error:</code>	Informs the receiver that a session was cancelled.
<code>persistentStoreCoordinator:didCommitChanges:inSyncSession:</code>	Informs the receiver that all applied changes were committed during a sync session.
<code>persistentStoreCoordinator:didFinishSyncSession:</code>	Informs the receiver that a session was finished.

<code>persistentStoreCoordinator: didPullChangesInSyncSession:</code>	Informs the receiver that changes were pulled from the sync engine.
<code>persistentStoreCoordinator: didPushChangesInSyncSession:</code>	Informs the receiver that client changes were pushed to the sync engine.
<code>persistentStoreCoordinator:willApplyChange: toManagedObject:inSyncSession:</code>	Informs the receiver that pulled changes will be applied to a specific record during a sync session.
<code>persistentStoreCoordinator: willDeleteRecordWithIdentifier:inSyncSession:</code>	Informs the receiver that a specific record will be deleted during the pushing phase of a sync session.
<code>persistentStoreCoordinator: willPullChangesInSyncSession:</code>	Informs the receiver that changes will be pulled from the sync engine.
<code>persistentStoreCoordinator: willPushChangesInSyncSession:</code>	Informs the receiver that client changes will be pushed to the sync engine.
<code>persistentStoreCoordinator:willPushRecord: forManagedObject:inSyncSession:</code>	Informs the receiver that client changes to a specific record will be pushed to the sync engine.
<code>persistentStoreCoordinatorShouldStartSyncing:</code>	Returns whether or not the persistent store coordinator should start syncing.

## C Symbols

All of the header files with new symbols are listed alphabetically, with their new symbols described.

### ISyncCommon.h

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#### Data Types & Constants

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All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

H_ISYNCCOMMON
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## ISyncSessionDriver.h

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### Data Types & Constants

---

All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

<code>ISyncSessionDriverChangeAccepted</code>	Indicates the client accepted the change.
<code>ISyncSessionDriverChangeError</code>	Indicates an error occurred while applying the change.
<code>ISyncSessionDriverChangeIgnored</code>	Indicates the client ignored the change.
<code>ISyncSessionDriverChangeRefused</code>	Indicates the client refused the change.
<code>ISyncSessionDriverChangeResult</code>	These types are described in <a href="#">ISyncSessionDriverDataSource Protocol Reference</a> .
<code>ISyncSessionDriverMode</code>	These types are described in <a href="#">ISyncSessionDriverDataSource Protocol Reference</a> .
<code>ISyncSessionDriverModeFast</code>	Indicates that the client wants to fast sync.
<code>ISyncSessionDriverModeRefresh</code>	Indicates that the client wants to refresh sync. If the <code>preferredSyncModeForEntityName:</code> method returns this constant, the <code>ISyncSessionDriver</code> object sends <code>clientDidResetEntityNames:</code> to the <code>ISyncSession</code> object.
<code>ISyncSessionDriverModeSlow</code>	Indicates that the client wants to slow sync. If the client slow syncs, it needs to push every record.

## SyncServicesErrors.h

---

### Data Types & Constants

---

All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

<code>ISyncErrorDomain</code>	
<code>ISyncSessionClientAlreadySyncingError</code>	Error code that indicates the client is already syncing.
<code>ISyncSessionDriverFatalError</code>	Error code that indicates an <code>ISyncSessionDriver</code> received a fatal error.
<code>ISyncSessionDriverPullFailureError</code>	Error code that indicates the session driver failed to pull records.
<code>ISyncSessionDriverRegistrationError</code>	Error code that indicates the session driver failed to register the client.

<code>ISyncSessionUserCanceledSessionError</code>	Error code that indicates the user canceled the sync session.
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# 10.4 Symbol Changes

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This article lists the symbols added to `SyncServices.framework` in Mac OS X v10.4.

## Classes

All of the classes with new symbols are listed alphabetically, with their new class, instance, and delegate methods described.

### ISyncChange (New)

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Complete reference information is available in the [ISyncChange](#) reference.

#### Class Methods

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<code>changeWithType:recordIdentifier:changes:</code>	Creates an <code>ISyncChange</code> object.
---	---

#### Instance Methods

---

<code>changes</code>	Returns an array of changes made to the record.
<code>initWithChangeType:recordIdentifier:changes:</code>	Initializes an <code>ISyncChange</code> object.
<code>record</code>	Returns a dictionary representation of the record that changed.
<code>recordIdentifier</code>	Returns the unique record identifier for the record that changed.
<code>type</code>	Returns the type of change the receiver represents.

### ISyncClient (New)

---

Complete reference information is available in the [ISyncClient](#) reference.

## Instance Methods

<code>canPullChangesForEntityName:</code>	Returns YES if the client supports pulling changes to entity records specified by <code>entityName</code> , NO otherwise.
<code>canPushChangesForEntityName:</code>	Returns YES if the client supports pushing changes to entity records specified by <code>entityName</code> , NO otherwise.
<code>clientIdentifier</code>	Returns the client's identifier specified when registering the client.
<code>clientType</code>	Returns the receiver's client type.
<code>displayName</code>	Returns the receiver's display name specified in the client description file when registering the client or by sending <code>setDisplayName:</code> to the receiver.
<code>enabledEntityNames</code>	Returns an array of NSString objects containing the names of the entities that are enabled.
<code>filters</code>	Returns an array of filters that define a subset of the records the client syncs.
<code>imagePath</code>	Returns the absolute path to the image representation of the client.
<code>isEnabledForEntityName:</code>	Returns YES if the entity specified by <code>entityName</code> is enabled, NO otherwise.
<code>lastSyncDateForEntityName:</code>	Returns the start date of the last time an entity, specified by <code>entityName</code> , was synced.
<code>lastSyncStatusForEntityName:</code>	Returns the status of the last time an entity, specified by <code>entityName</code> was synced.
<code>objectForKey:</code>	Returns the object for key that was specified using the <code>setObject:forKey:</code> method.
<code>setDisplayName:</code>	Sets the display name for the receiver to <code>displayName</code> .
<code>setEnabled:forEntityNames:</code>	If <code>flag</code> is YES, enables the entities specified by <code>entityNames</code> , otherwise disables them.
<code>setFilters:</code>	Sets the receiver's filters used to control the records pulled from the sync engine to <code>filters</code> , an array of objects conforming to the <code>ISyncFiltering</code> protocol.



<code>setImagePath:</code>	Sets the receiver's absolute image path to path.
<code>setObject:forKey:</code>	Associates arbitrary information specified by a key-value pair to the receiver.
<code>setShouldReplaceClientRecords:forEntityNames:</code>	Sets whether or not a client should pull the truth—replace all its records for the specified entities on the next sync.
<code>setShouldSynchronize:withClientsOfType:</code>	Adds the receiver as an observer of alerts when clients of the specified type sync.
<code>setSyncAlertHandler:selector:</code>	Sets the target and action to be invoked when an observed client creates a session and begins syncing.
<code>setSyncAlertToolPath:</code>	Specifies the absolute path to a tool that is launched when an observed client creates a session and begins syncing.
<code>shouldReplaceClientRecordsForEntityName:</code>	Returns YES if the client should replace all records for the entity specified by <code>entityName</code> during the next sync, NO otherwise.
<code>shouldSynchronizeWithClientsOfType:</code>	Returns YES if the client is registered to receive alerts when clients of <code>clientType</code> sync, NO otherwise.
<code>supportedEntityNames</code>	Returns an array of NSString objects containing the names of the entities the client supports.
<code>syncAlertToolPath</code>	Returns the path to the tool that is launched when an observed client begins syncing.

## ISyncFilter (New)

---

Complete reference information is available in the `ISyncFilter` reference.

### Class Methods

---

<code>filterMatchingAllFilters:</code>	Returns a filter that is the logical AND of the filters specified in the filters array.
<code>filterMatchingAtLeastOneFilter:</code>	Returns a filter that is the logical OR of the filters specified in the filters array.

## ISyncManager (New)

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Complete reference information is available in the [ISyncManager](#) reference.

### Class Methods

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<code>sharedManager</code>	Returns a shared <code>ISyncManager</code> object.
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### Instance Methods

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<code>clientWithIdentifier:</code>	Returns the sync client identified by <code>clientIdentifier</code> , or nil if not found.
<code>isEnabled</code>	Returns NO if the sync engine is disabled, YES otherwise.
<code>registerClientWithIdentifier:descriptionFilePath:</code>	Returns an existing or new sync client uniquely identified by <code>clientIdentifier</code> .
<code>registerSchemaWithBundlePath:</code>	Registers a schema property list located in a bundle at <code>bundlePath</code> .
<code>snapshotOfRecordsInTruthWithEntityNames:usingIdentifiersForClient:</code>	Returns an immutable snapshot of the records for <code>entityNames</code> from the truth database.
<code>unregisterClient:</code>	Unregisters a sync client represented by <code>client</code> .
<code>unregisterSchemaWithName:</code>	Unregisters a schema uniquely identified by <code>schemaName</code> , and removes all associated records.

## ISyncRecordSnapshot (New)

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Complete reference information is available in the [ISyncRecordSnapshot](#) reference.

### Instance Methods

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<code>recordsWithIdentifiers:</code>	Returns a dictionary containing the records.
<code>recordsWithMatchingAttributes:</code>	Returns a dictionary containing all the records that match a query.
<code>sourceIdentifiersForRelationshipName:withTargetIdentifier:</code>	Returns an array of the record identifiers belonging to the source objects of a relationship.

<code>targetIdentifiersForRelationshipName:withSourceIdentifier:</code>	Returns an array of record identifiers belonging to the target objects of a relationship.
---	---

## ISyncSession (New)

Complete reference information is available in the `ISyncSession` reference.

### Class Methods

<code>beginTransactionInBackgroundWithClient:entityNames:target:selector:</code>	Creates a new sync session for the specified client asynchronously.
<code>beginTransactionWithClient:entityNames:beforeDate:</code>	Creates and returns a new sync session for the specified client.
<code>cancelPreviousBeginSessionWithClient:</code>	Cancels a previous request to create a session using <code>beginTransactionInBackgroundWithClient:entityNames:target:selector:</code> for client.

### Instance Methods

<code>cancelSyncing</code>	Cancels the current session.
<code>changeEnumeratorForEntityNames:</code>	Returns the object enumerator for the <code>ISyncChange</code> objects which contain all the changes the client should apply to its local data.
<code>clientAcceptedChangesForRecordWithIdentifier:formattedRecord:newRecordIdentifier:</code>	Informs the sync engine that the client has accepted the changes to the record identified by <code>recordIdentifier</code> during the pulling state.
<code>clientChangedRecordIdentifiers:</code>	Changes the record identifiers of the given records.
<code>clientCommittedAcceptedChanges</code>	Informs the sync engine that all accepted and rejected changes in the current transaction during the pulling state should be committed.
<code>clientDidResetEntityNames:</code>	Tells the sync engine to perform a refresh sync of all the records for the specified entities.

<code>clientInfoForRecordWithIdentifier:</code>	Returns a client-specific, nonprepsynchronized object that stores additional information about a record specified by <code>recordIdentifier</code> .
<code>clientLostRecordWithIdentifier: shouldReplaceOnNextSync:</code>	Tells the sync engine that a record identified by <code>recordIdentifier</code> , no longer exists on the client, and indicates whether or not it should be replaced.
<code>clientRefusedChangesForRecordWithIdentifier:</code>	Informs the sync engine during the pulling state that the client has refused to apply the changes for the record specified by <code>recordIdentifier</code> .
<code>clientWantsToPushAllRecordsForEntityNames:</code>	Forces a slow sync of all the records for the specified entities.
<code>deleteRecordWithIdentifier:</code>	Creates a delete change for the record specified by <code>recordIdentifier</code> and pushes the change to the sync engine.
<code>finishSyncing</code>	Tells the sync engine that the client is done syncing. Invoking this method closes any open transactions in the pushing or pulling states.
<code>isCancelled</code>	Returns YES if the receiver was canceled, NO otherwise.
<code>prepareToPullChangesForEntityNames:beforeDate:</code>	Moves the receiver to the mingling state and returns when the sync engine is ready for the client to begin pulling changes to the specified entities.
<code>prepareToPullChangesInBackgroundForEntityNames:target:selector:</code>	Moves the receiver to the mingling state and sends a message to a specified target when the sync engine is ready for the client to begin pulling changes to the specified entities.
<code>pushChange:</code>	Pushes changes made to a single record, specified by <code>change</code> , to the sync engine.
<code>pushChangesFromRecord:withIdentifier:</code>	Compares record to the client's previous known state of the record, identified by <code>recordIdentifier</code> , and pushes the changes to the sync engine.
<code>setClientInfo:forRecordWithIdentifier:</code>	Associates a client-specific, non synchronized object, <code>clientInfo</code> , to a record specified by <code>recordIdentifier</code> .

<code>shouldPullChangesForEntityName:</code>	Returns YES if the client should pull changes to records for <code>entityName</code> , NO otherwise.
<code>shouldPushAllRecordsForEntityName:</code>	Returns YES if the client should push all the records for <code>entityName</code> to the sync engine; otherwise, NO.
<code>shouldPushChangesForEntityName:</code>	Returns YES if the client should push changes to records for <code>entityName</code> since the last sync, NO otherwise.
<code>shouldReplaceAllRecordsOnClientForEntityName:</code>	Returns YES if the client should delete all the records for the entity, specified by <code>entityName</code> , and replace them with records pulled from the sync engine, NO otherwise.
<code>snapshotOfRecordsInTruth</code>	Returns an immutable snapshot of the records in the truth database.

## Protocols

All of the protocols with new symbols are listed alphabetically, with their new methods described.

### ISyncFiltering (New)

---

Complete reference information is available in the `ISyncFiltering` reference.

#### Instance Methods

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<code>isEqual:</code>	Returns YES if the receiver and <code>anotherFilter</code> are equal, NO otherwise.
<code>shouldApplyRecord:withRecordIdentifier:</code>	Returns YES if the client should pull record uniquely identified by <code>recordIdentifier</code> , NO otherwise.
<code>supportedEntityNames</code>	Returns an array of entity names that this filter supports.

## C Symbols

All of the header files with new symbols are listed alphabetically, with their new symbols described.

## ISyncChange.h

---

### Data Types & Constants

---

All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

ISyncChangePropertyActionKey	
ISyncChangePropertyClear	
ISyncChangePropertyNameKey	
ISyncChangePropertySet	
ISyncChangePropertyValueKey	
ISyncChangeType	These types are described in <a href="#">ISyncChange Class Reference</a> .
ISyncChangeTypeAdd	Indicates a record was added.
ISyncChangeTypeDelete	Indicates a record was deleted.
ISyncChangeTypeModify	Indicates a record was modified.

## ISyncClient.h

---

### Data Types & Constants

---

All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

ISyncClientTypeApplication	
ISyncClientTypeDevice	
ISyncClientTypePeer	
ISyncClientTypeServer	
ISyncStatus	These types are described in <a href="#">ISyncClient Class Reference</a> .
ISyncStatusCancelled	Indicates the last sync was canceled.
ISyncStatusErrors	Indicates the last sync resulted in errors.
ISyncStatusFailed	Indicates the last sync failed to complete (for example, the client crashed).

ISyncStatusNever	Indicates the client has never synced.
ISyncStatusRunning	Indicates the client is syncing.
ISyncStatusSuccess	Indicates the last sync was successful.
ISyncStatusWarnings	Indicates the last sync resulted in warnings.

## ISyncCommon.h

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### Data Types & Constants

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All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

SYNCSERVICES_EXPORT	
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## ISyncManager.h

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### Data Types & Constants

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All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

ISyncAvailabilityChangedNotification	Posted by the distributed notification center when syncing is enabled or disabled.
ISyncServerUnavailableException	

## ISyncSession.h

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### Data Types & Constants

---

All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

ISyncInvalidEntityException	
ISyncInvalidRecordException	
ISyncInvalidRecordIdentifiersKey	
ISyncInvalidRecordReasonsKey	

## 10.4 Symbol Changes

<code>ISyncInvalidRecordsKey</code>	
<code>ISyncRecordEntityNameKey</code>	
<code>ISyncSessionCancelledException</code>	
<code>ISyncSessionUnavailableException</code>	
<code>ISyncUnsupportedEntityException</code>	



# Document Revision History

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This table describes the changes to *Sync Services Reference Update*.

Date	Notes
2007-07-18	Updated with the symbols added to the Sync Services framework in Mac OS X v10.5.
2005-04-29	Minor editorial corrections throughout.
	New document that summarizes the symbols added to the Sync Services framework in Mac OS X v10.4.

