NSUserInterfaceValidations Protocol Reference

Cocoa > User Experience

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NSUserInterfaceValidations Protocol Reference

Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	User Interface Validation
Declared in	NSUserInterfaceValidation.h

Overview

The `NSUserInterfaceValidations` protocol works with the `NSValidatedUserInterfaceItem` protocol to enable or disable a control automatically, depending on whether any responder in the responder chain can handle the control's action method. The `NSMenuItem` and `NSToolbarItem` classes take advantage of these protocols.

By conforming to this protocol, your custom responder can participate in this validation mechanism. To validate a control, the application calls `validateUserInterfaceItem:` for each item in the responder chain, starting with the first responder. If no responder returns `YES`, the item is disabled. For example, a menu item that sends the `copy:` action message would disable itself if no responder in the responder chain can be copied.

Tasks

Validating User Interface Items

`- validateUserInterfaceItem:` (page 5)
Returns whether the receiver can handle the action method for a user interface item.

Instance Methods

validateUserInterfaceItem:

Returns whether the receiver can handle the action method for a user interface item.

```
- (BOOL)validateUserInterfaceItem:(id < NSValidatedUserInterfaceItem >)anItem
```


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Parameters

anItem

The user interface item to validate. You can send *anItem* the `action` and `tag` messages.

Return Value

`YES` if the receiver can handle the action method; `NO` if it cannot.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSUserInterfaceValidation.h`

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Document Revision History

This table describes the changes to *NSUserInterfaceValidations Protocol Reference*.

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