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# NSValidatedUserInterfaceItem Protocol Reference

[Cocoa](#) > [Objective-C Language](#)



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# Contents

---

## **NSValidatedUserInterfaceItem Protocol Reference 5**

---

Overview 5

Tasks 5

    Getting Information About a User Interface Item 5

Instance Methods 5

    action 5

    tag 6

---

## **Document Revision History 7**

---

---

## **Index 9**

---



# NSValidatedUserInterfaceItem Protocol Reference

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

## Overview

The `NSValidatedUserInterfaceItem` protocol works with the `NSUserInterfaceValidations` 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 implement this protocol.

By conforming to this protocol, your control 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

### Getting Information About a User Interface Item

- [action](#) (page 5)  
Returns the selector of the receiver's action method.
- [tag](#) (page 6)  
Returns the receiver's tag integer.

## Instance Methods

### **action**

Returns the selector of the receiver's action method.

- (SEL)action

**Return Value**

The selector of the receiver's action method.

**Availability**

Available in Mac OS X v10.0 and later.

**Declared In**

NSUserInterfaceValidation.h

**tag**

Returns the receiver's tag integer.

- (NSInteger)tag

**Return Value**

The receiver's tag.

**Availability**

Available in Mac OS X v10.0 and later.

**Declared In**

NSUserInterfaceValidation.h

# Document Revision History

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

Date	Notes
2006-08-29	Fixed typos.
2006-05-23	First publication of this content as a separate document.

**REVISION HISTORY**

Document Revision History



# Index

---

## A

---

action protocol instance method [5](#)

## T

---

tag protocol instance method [6](#)