
NSGetCommand Class Reference

[Cocoa > Scripting & Automation](#)



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NSGetCommand Class Reference

Inherits from	NSScriptCommand : NSObject
Conforms to	NSCoding (NSScriptCommand) NSObject (NSObject)
Framework	/System/Library/Frameworks/Foundation.framework
Availability	Available in Mac OS X v10.0 and later.
Declared in	Foundation/NSScriptStandardSuiteCommands.h
Companion guide	Cocoa Scripting Guide

Overview

An instance of `NSGetCommand` gets the specified value or object from the specified scriptable object: for example, the words from a paragraph or the name of a document.

When an instance of `NSGetCommand` is executed, it evaluates the specified receivers, gathers the specified data, if any, and packages it in a return Apple event.

`NSGetCommand` is part of Cocoa's built-in scripting support. It works automatically to support the `get` command through key-value coding. Most applications don't need to subclass `NSGetCommand` or call its methods.

For information on working with `get` commands, see *Getting and Setting Properties and Elements in Cocoa Scripting Guide*.

Document Revision History

This table describes the changes to *NSGetCommand Class Reference*.

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

REVISION HISTORY

Document Revision History