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# NSMoveCommand Class Reference

[Cocoa](#) > [Scripting & Automation](#)



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

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# NSMoveCommand Class Reference

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

## Overview

An instance of `NSMoveCommand` moves the specified scriptable object or objects; for example, it may move words to a new location in a document or a file to a new directory.

`NSMoveCommand` is part of Cocoa's built-in scripting support. It works automatically to support the `move` AppleScript command through key-value coding. Most applications don't need to subclass `NSMoveCommand` or invoke its methods. However, for circumstances where you might choose to subclass this command, see "Modifying a Standard Command" in Script Commands in *Cocoa Scripting Guide*.

When an instance of `NSMoveCommand` is executed, it does not make copies of moved objects. It removes objects from the source container or containers, then inserts them into the destination container.

## Tasks

### Working with Specifiers

- [keySpecifier](#) (page 6)  
Returns a specifier for the object or objects to be moved.
- [setReceiversSpecifier:](#) (page 6)  
Sets the receiver's object specifier.

## Instance Methods

### keySpecifier

Returns a specifier for the object or objects to be moved.

```
- (NSScriptObjectSpecifier *)keySpecifier
```

#### Return Value

A specifier for the object or objects to be moved.

#### Discussion

Note that this specifier may be different than the specifier set by `setReceiversSpecifier:` (page 6), which sets the container specifier. For example, for a command such as `move the third circle to the location of the first circle`, the receiver might identify a document (which has a list of graphics), while the key specifier identifies the particular graphic to be moved.

#### Availability

Available in Mac OS X v10.0 and later.

#### Declared In

`NSScriptStandardSuiteCommands.h`

### setReceiversSpecifier:

Sets the receiver's object specifier.

```
- (void)setReceiversSpecifier:(NSScriptObjectSpecifier *)receiversRef
```

#### Parameters

*receiversRef*

The receiver's object specifier.

#### Discussion

When evaluated, *receiversRef* indicates the receiver or receivers of the `move` AppleScript command.

This method overrides `setReceiversSpecifier:` in `NSScriptCommand`. It performs the same function as the overridden method, with a critical difference: it causes the container specifier part of the passed-in object specifier to become the receiver specifier of the command, and the key part of the passed-in object specifier to become the key specifier. If, for example, *receiversRef* is a specifier for the third paragraph of the first document, the receiver specifier is the first document while the key specifier is the third paragraph.

#### Availability

Available in Mac OS X v10.0 and later.

#### Declared In

`NSScriptStandardSuiteCommands.h`

# Document Revision History

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

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

## REVISION HISTORY

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