
NSNameSpecifier Class Reference

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



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NSNameSpecifier Class Reference

Inherits from	NSScriptObjectSpecifier : NSObject
Conforms to	NSCoding (NSScriptObjectSpecifier) NSObject (NSObject)
Framework	/System/Library/Frameworks/Foundation.framework
Availability	Available in Mac OS X v10.2 and later.
Companion guide	Cocoa Scripting Guide
Declared in	NSScriptObjectSpecifiers.h

Overview

Specifies an object in a collection (or container) by name. For example, the following script specifies both an application and a window by name. In this script, the named window's implicitly specified container is the Finder application's list of open windows.

```
tell application "Finder" -- specifies an application by name
    close window "Reports" -- specifies a window by name
end tell
```

This specifier works only for objects that have a name property. You don't normally subclass `NSNameSpecifier`.

The evaluation of an instance of `NSNameSpecifier` follows these steps until the specified object is found:

1. If the container implements a method whose selector matches the relevant `valueIn<Key>WithName:` pattern established by scripting key-value coding, the method is invoked. This method can potentially be very fast, and it may be relatively easy to implement.
2. As is the case when evaluating any script object specifier, the container of the specified object is given a chance to evaluate the object specifier. If the container class implements the `indicesOfObjectsByEvaluatingObjectSpecifier` method, the method is invoked. This method can potentially be very fast, but it is relatively difficult to implement.
3. An instance of `NSWhoseSpecifier` that specifies the first object whose relevant 'pnam' attribute matches the name is synthesized and evaluated. The instance of `NSWhoseSpecifier` must search through all of the keyed elements in the container, looking for a match. The search is potentially very slow.

Tasks

Initializing a Name Specifier

- [initWithContainerClassDescription:containerSpecifier:key:name:](#) (page 6)
Invokes the super class's `initWithContainerClassDescription:containerSpecifier:key:` method and then sets the name instance variable to *name*.

Accessing a Name Specifier

- [name](#) (page 6)
Returns the name encapsulated by the receiver for the specified object in the container.
- [setName:](#) (page 7)
Sets the name encapsulated with the receiver for the specified object in the container.

Instance Methods

initWithContainerClassDescription:containerSpecifier:key:name:

Invokes the super class's `initWithContainerClassDescription:containerSpecifier:key:` method and then sets the name instance variable to *name*.

- (id)initWithContainerClassDescription:(NSScriptClassDescription *)*classDesc* containerSpecifier:(NSScriptObjectSpecifier *)*container* key:(NSString *)*property* name:(NSString *)*name*

Availability

Available in Mac OS X v10.2 and later.

Declared In

NSScriptObjectSpecifiers.h

name

Returns the name encapsulated by the receiver for the specified object in the container.

- (NSString *)name

Availability

Available in Mac OS X v10.2 and later.

See Also

- [setName:](#) (page 7)

Declared In

NSScriptObjectSpecifiers.h

setName:

Sets the name encapsulated with the receiver for the specified object in the container.

- (void)setName:(NSString *)*name*

Availability

Available in Mac OS X v10.2 and later.

See Also

- [name](#) (page 6)

Declared In

NSScriptObjectSpecifiers.h

Document Revision History

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

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

REVISION HISTORY

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