NSPositionalSpecifier Class Reference

Cocoa > Scripting & Automation

2007-06-29

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Contents

NSPositionalSpecifier Class Reference 5

Overview 5
Tasks 5
Initializing a Positional Specifier 5
Accessing Information About a Positional Specifier 5
Evaluating a Positional Specifier 6
Instance Methods 6
evaluate 6
initWithPosition:objectSpecifier: 6
insertionContainer 7
insertionIndex 7
insertionKey 7
insertionReplaces 8
objectSpecifier 8
position 8
setInsertionClassDescription: 9
Constants 9
NSInsertionPosition 9

Document Revision History 11

Index 13

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NSPositionalSpecifier Class Reference

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

Overview

Instances of `NSPositionalSpecifier` specify an insertion point in a container relative to another object in the container, for example, `before first word` or `after paragraph 4`. The container is specified by an instance of `NSScriptObjectSpecifier`. `NSPositionalSpecifier` objects commonly encapsulate object specifiers used as arguments to the `make` (`create`) and `move` commands and indicate where the created or moved object is to be inserted relative to the object represented by an object specifier.

Invoking an accessor method to obtain information about an instance of `NSPositionalSpecifier` causes the object to be evaluated if it hasn't been already.

You don't normally subclass `NSPositionalSpecifier`.

Tasks

Initializing a Positional Specifier

`- initWithPosition:objectSpecifier:` (page 6)
Initializes a positional specifier with a given position relative to another given specifier.

Accessing Information About a Positional Specifier

`- insertionContainer` (page 7)
Returns the container in which the new or copied object or objects should be placed.

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- `insertionIndex` (page 7)
  Returns an insertion index that indicates where the new or copied object or objects should be placed.
- `insertionKey` (page 7)
  Returns the key that identifies the relationship into which the new or copied object or objects should be inserted.
- `insertionReplaces` (page 8)
  Returns a Boolean value that indicates whether evaluation has been successful and the object to be inserted should actually replace the keyed, indexed object in the insertion container.
- `objectSpecifier` (page 8)
  Returns the object specifier specified at initialization time.
- `position` (page 8)
  Returns the insertion position specified at initialization time.
- `setInsertionClassDescription:` (page 9)
  Sets the class description for the object or objects to be inserted.

Evaluating a Positional Specifier

- `evaluate` (page 6)
  Causes the receiver to evaluate its position.

Instance Methods

evaluate

Causes the receiver to evaluate its position.

```
- (void)evaluate
```

Discussion
Calling `insertionContainer` (page 7), `insertionKey` (page 7), `insertionIndex` (page 7), or `insertionReplaces` (page 8) also causes the receiver to be evaluated, if it hasn't already been evaluated.

Availability
Available in Mac OS X v10.0 and later.

Declared In
`NSScriptObjectSpecifiers.h`

initWithPosition:objectSpecifier:

Initializes a positional specifier with a given position relative to another given specifier.

```
- (id)initWithPosition:(NSInsertionPosition)position
    objectSpecifier:(NSScriptObjectSpecifier *)specifier
```


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Parameters

position

The position for the new specifier relative to *specifier*.

specifier

The reference specifier.

Return Value

An initialized positional specifier with the position specified by *position* relative to the object specified by *specifier*.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptObjectSpecifiers.h

insertionContainer

Returns the container in which the new or copied object or objects should be placed.

```
- (id)insertionContainer
```

Return Value

A container. Determined by evaluating the receiver.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptObjectSpecifiers.h

insertionIndex

Returns an insertion index that indicates where the new or copied object or objects should be placed.

```
- (NSInteger)insertionIndex
```

Return Value

An insertion index. Determined by evaluating the receiver.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSScriptObjectSpecifiers.h

insertionKey

Returns the key that identifies the relationship into which the new or copied object or objects should be inserted.

```
- (NSString *)insertionKey
```


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Return Value
A key. Determined by evaluating the receiver.

Availability
Available in Mac OS X v10.0 and later.

Declared In
`NSScriptObjectSpecifiers.h`

insertionReplaces

Returns a Boolean value that indicates whether evaluation has been successful and the object to be inserted should actually replace the keyed, indexed object in the insertion container.

```
- (BOOL)insertionReplaces
```

Return Value
`YES` if evaluation has been successful and the object to be inserted should actually replace the keyed, indexed object in the insertion container, instead of being inserted before it; `NO` otherwise.

Discussion
If this object has never been evaluated, evaluation is attempted.

Availability
Available in Mac OS X v10.2 and later.

Declared In
`NSScriptObjectSpecifiers.h`

objectSpecifier

Returns the object specifier specified at initialization time.

```
- (NSScriptObjectSpecifier *)objectSpecifier
```

Return Value
An object specifier for a container.

Availability
Available in Mac OS X v10.5 and later.

Declared In
`NSScriptObjectSpecifiers.h`

position

Returns the insertion position specified at initialization time.

```
- (NSInsertionPosition)position
```

Return Value
An insertion position.

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Availability
Available in Mac OS X v10.5 and later.

Declared In
`NSScriptObjectSpecifiers.h`

setInsertionClassDescription:

Sets the class description for the object or objects to be inserted.

```
- (void)setInsertionClassDescription:(NSScriptClassDescription *)classDescription
```

Parameters

classDescription
The class description for the object or objects to be inserted.

Discussion
This message can be sent at any time after object initialization, but must be sent before evaluation to have any effect.

Availability
Available in Mac OS X v10.2 and later.

Declared In
`NSScriptObjectSpecifiers.h`

Constants

NSInsertionPosition

The following constants are defined by `NSPositionalSpecifier` to specify an insertion position.

```
typedef enum {
    NSPositionAfter,
    NSPositionBefore,
    NSPositionBeginning,
    NSPositionEnd,
    NSPositionReplace
} NSInsertionPosition;
```

Constants

`NSPositionAfter`
Specifies a position after another object.
Available in Mac OS X v10.0 and later.
Declared in `NSScriptObjectSpecifiers.h`.

`NSPositionBefore`
Specifies a position before another object.
Available in Mac OS X v10.0 and later.
Declared in `NSScriptObjectSpecifiers.h`.

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`NSPositionBeginning`
: Specifies a position at the beginning of a collection.

  Available in Mac OS X v10.0 and later.

  Declared in `NSScriptObjectSpecifiers.h`.

`NSPositionEnd`
: Specifies a position at the end of a collection.

  Available in Mac OS X v10.0 and later.

  Declared in `NSScriptObjectSpecifiers.h`.

`NSPositionReplace`
: Specifies a position in the place of another object.

  Available in Mac OS X v10.0 and later.

  Declared in `NSScriptObjectSpecifiers.h`.

Discussion
These constants are described in NSPositionalSpecifier.

Availability
Available in Mac OS X v10.0 and later.

Declared In
`NSScriptObjectSpecifiers.h`

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Document Revision History

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

Date	Notes
2007-06-29	Added new methods for Mac OS X version 10.5.
	The new methods are `objectSpecifier` (page 8) and `position` (page 8).
2006-06-28	Updated the Constants section to conform to reference consistency guidelines.
2006-05-23	First publication of this content as a separate document.

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Document Revision History

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Index

E

`evaluate` instance method 6

I

`initWithPosition:objectSpecifier:` instance method 6
`insertionContainer` instance method 7
`insertionIndex` instance method 7
`insertionKey` instance method 7
`insertionReplaces` instance method 8

N

`NSInsertionPosition` data type 9
`NSPositionAfter` constant 9
`NSPositionBefore` constant 9
`NSPositionBeginning` constant 10
`NSPositionEnd` constant 10
`NSPositionReplace` constant 10

O

`objectSpecifier` instance method 8

P

`position` instance method 8

S

`setInsertionClassDescription:` instance method 9

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