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# NSSetCommand Class Reference

[Cocoa > Scripting & Automation](#)



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# Contents

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## **NSSetCommand Class Reference 5**

---

Overview 5

Tasks 5

    Working with Specifiers 5

Instance Methods 6

    keySpecifier 6

    setReceiversSpecifier: 6

---

## **Document Revision History 7**

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## **Index 9**

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# NSSetCommand 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 `NSSetCommand` sets one or more attributes or relationships to one or more values; for example, it may set the (x, y) coordinates for a window's position or set the name of a document.

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

`NSSetCommand` uses available scripting class descriptions to determine whether it should set a value for an attribute (or property), or set a value for all elements (to-many objects). For the latter, it invokes `replaceValueAtIndex:inPropertyWithKey:withValue::`; for the former, it invokes `setValue:forKey:` (or, if the receiver overrides `takeValue:forKey:`, it invokes that method, to support backward binary compatibility.)

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

## Tasks

### Working with Specifiers

- [keySpecifier](#) (page 6)

Returns a specifier that identifies the attribute or relationship that is to be set for the receiver of the `set AppleScript` command.

- [setReceiversSpecifier:](#) (page 6)  
Sets the receiver's object specifier.

## Instance Methods

### keySpecifier

Returns a specifier that identifies the attribute or relationship that is to be set for the receiver of the `set` AppleScript command.

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

#### Return Value

A specifier that identifies the attribute or relationship that is to be set for the receiver of the `set` AppleScript command.

#### 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 the command is executed, it sets attributes or relationships in the objects specified by *receiversRef*.

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 color of the third rectangle, the receiver specifier is the third rectangle, while the key specifier is the color.

#### 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 *NSSetCommand Class Reference*.

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

## REVISION HISTORY

### Document Revision History



# Index

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## K

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keySpecifier [instance method 6](#)

## S

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setReceiversSpecifier: [instance method 6](#)