
CFRunLoop Reference

Core Foundation



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CFRunLoop Reference

Derived From:	CFType
Framework:	CoreFoundation/CoreFoundation.h
Companion guide	Run Loops
Declared in	CFRunLoop.h

Overview

A CFRunLoop object monitors sources of input to a task and dispatches control when they become ready for processing. Examples of input sources might include user input devices, network connections, periodic or time-delayed events, and asynchronous callbacks.

Three types of objects can be monitored by a run loop: sources (CFRunLoopSource), timers (CFRunLoopTimer), and observers (CFRunLoopObserver). To receive callbacks when these objects need processing, you must first place these objects into a run loop with [CFRunLoopAddSource](#) (page 9), [CFRunLoopAddTimer](#) (page 10), or [CFRunLoopAddObserver](#) (page 8). You can later remove an object from the run loop (or invalidate it) to stop receiving its callback.

Run loops have different modes in which they can run. Each mode has its own set of objects that the run loop monitors while running in that mode. Core Foundation defines a default mode, [kCFRunLoopDefaultMode](#) (page 22), to hold objects that should be monitored while the application (or thread) is sitting idle. Additional modes are created automatically when an object is added to an unrecognized mode. Each run loop has its own independent set of modes.

Core Foundation also defines a special pseudo-mode [kCFRunLoopCommonModes](#) (page 22) to hold objects that should be shared by a set of “common” modes. A mode is added to the set of “common” modes by calling [CFRunLoopAddCommonMode](#) (page 7). The default mode, [kCFRunLoopDefaultMode](#) (page 22), is always a member of the set of common modes. The [kCFRunLoopCommonModes](#) (page 22) constant is never passed to [CFRunLoopRunInMode](#) (page 18). Each run loop has its own independent set of common modes.

There is exactly one run loop per thread. You neither create nor destroy a thread’s run loop. Core Foundation automatically creates it for you as needed. You obtain the current thread’s run loop with [CFRunLoopGetCurrent](#) (page 14). Call [CFRunLoopRun](#) (page 18) to run the current thread’s run loop in the default mode until the run loop is stopped with [CFRunLoopStop](#) (page 19). You can also call [CFRunLoopRunInMode](#) (page 18) to run the current thread’s run loop in a specified mode for a set period of time (or until the run loop is stopped). A run loop can only run if the requested mode has at least one source or timer to monitor.

Run loops can be run recursively. You can call [CFRunLoopRun](#) (page 18) or [CFRunLoopRunInMode](#) (page 18) from within any run loop callout and create nested run loop activations on the current thread's call stack. You are not restricted in which modes you can run from within a callout. You can create another run loop activation running in any available run loop mode, including any modes already running higher in the call stack.

Cocoa and Carbon each build upon CFRunLoop to implement their own higher-level event loop. When writing a Cocoa or Carbon application, you can add your sources, timers, and observers to their run loop objects and modes. Your objects will then get monitored as part of the regular application event loop. Use the NSRunLoop instance method `getCFRunLoop` to obtain the CFRunLoop corresponding to a Cocoa run loop. In Carbon applications, use the `GetCFRunLoopFromEventLoop` function.

Functions by Task

Getting a Run Loop

[CFRunLoopGetCurrent](#) (page 14)

Returns the CFRunLoop object for the current thread.

[CFRunLoopGetMain](#) (page 14)

Returns the main CFRunLoop object.

Starting and Stopping a Run Loop

[CFRunLoopRun](#) (page 18)

Runs the current thread's CFRunLoop object in its default mode indefinitely.

[CFRunLoopRunInMode](#) (page 18)

Runs the current thread's CFRunLoop object in a particular mode.

[CFRunLoopWakeUp](#) (page 20)

Wakes a waiting CFRunLoop object.

[CFRunLoopStop](#) (page 19)

Forces a CFRunLoop object to stop running.

[CFRunLoopIsWaiting](#) (page 15)

Returns a Boolean value that indicates whether the run loop is waiting for an event.

Managing Sources

[CFRunLoopAddSource](#) (page 9)

Adds a CFRunLoopSource object to a run loop mode.

[CFRunLoopContainsSource](#) (page 11)

Returns a Boolean value that indicates whether a run loop mode contains a particular CFRunLoopSource object.

[CFRunLoopRemoveSource](#) (page 16)

Removes a CFRunLoopSource object from a run loop mode.

Managing Observers

[CFRunLoopAddObserver](#) (page 8)

Adds a `CFRunLoopObserver` object to a run loop mode.

[CFRunLoopContainsObserver](#) (page 10)

Returns a Boolean value that indicates whether a run loop mode contains a particular `CFRunLoopObserver` object.

[CFRunLoopRemoveObserver](#) (page 16)

Removes a `CFRunLoopObserver` object from a run loop mode.

Managing Run Loop Modes

[CFRunLoopAddCommonMode](#) (page 7)

Adds a mode to the set of run loop common modes.

[CFRunLoopCopyAllModes](#) (page 13)

Returns an array that contains all the defined modes for a `CFRunLoop` object.

[CFRunLoopCopyCurrentMode](#) (page 13)

Returns the name of the mode in which a given run loop is currently running.

Managing Timers

[CFRunLoopAddTimer](#) (page 10)

Adds a `CFRunLoopTimer` object to a run loop mode.

[CFRunLoopGetNextTimerFireDate](#) (page 14)

Returns the time at which the next timer will fire.

[CFRunLoopRemoveTimer](#) (page 17)

Removes a `CFRunLoopTimer` object from a run loop mode.

[CFRunLoopContainsTimer](#) (page 12)

Returns a Boolean value that indicates whether a run loop mode contains a particular `CFRunLoopTimer` object.

Getting the CFRunLoop Type ID

[CFRunLoopGetTypeID](#) (page 15)

Returns the type identifier for the `CFRunLoop` opaque type.

Functions

CFRunLoopAddCommonMode

Adds a mode to the set of run loop common modes.

```
void CFRunLoopAddCommonMode (
    CFRunLoopRef r1,
    CFStringRef mode
);
```

Parameters*r1*

The run loop to modify. Each run loop has its own independent list of modes that are in the set of common modes.

mode

The run loop mode to add to the set of common modes of *r1*.

Discussion

Sources, timers, and observers get registered to one or more run loop modes and only run when the run loop is running in one of those modes. Common modes are a set of run loop modes for which you can define a set of sources, timers, and observers that are shared by these modes. Instead of registering a source, for example, to each specific run loop mode, you can register it once to the run loop's common pseudo-mode and it will be automatically registered in each run loop mode in the common mode set. Likewise, when a mode is added to the set of common modes, any sources, timers, or observers already registered to the common pseudo-mode are added to the newly added common mode.

Once a mode is added to the set of common modes, it cannot be removed.

The Add, Contains, and Remove functions for sources, timers, and observers operate on a run loop's set of common modes when you use the constant `kCFRunLoopCommonModes` (page 22) for the run loop mode.

Availability

Available in Mac OS X v10.0 and later.

See Also

[CFRunLoopCopyAllModes](#) (page 13)

[CFRunLoopCopyCurrentMode](#) (page 13)

Declared In

CFRunLoop.h

CFRunLoopAddObserver

Adds a `CFRunLoopObserver` object to a run loop mode.

```
void CFRunLoopAddObserver (
    CFRunLoopRef r1,
    CFRunLoopObserverRef observer,
    CFStringRef mode
);
```

Parameters*r1*

The run loop to modify.

observer

The run loop observer to add.

mode

The run loop mode to which to add *observer*. Use the constant [kCFRunLoopCommonModes](#) (page 22) to add *observer* to the set of objects monitored by all the common modes.

Discussion

A run loop observer can be registered in only one run loop at a time, although it can be added to multiple run loop modes within that run loop.

If *rl* already contains *observer* in *mode*, this function does nothing.

Availability

Available in Mac OS X v10.0 and later.

See Also

[CFRunLoopContainsObserver](#) (page 10)

[CFRunLoopRemoveObserver](#) (page 16)

Declared In

CFRunLoop.h

CFRunLoopAddSource

Adds a CFRunLoopSource object to a run loop mode.

```
void CFRunLoopAddSource (
    CFRunLoopRef rl,
    CFRunLoopSourceRef source,
    CFStringRef mode
);
```

Parameters

rl

The run loop to modify.

source

The run loop source to add.

mode

The run loop mode to which to add *source*. Use the constant [kCFRunLoopCommonModes](#) (page 22) to add *source* to the set of objects monitored by all the common modes.

Discussion

If *source* is a version 0 source, this function calls the `schedule` callback function specified in the context structure for *source*. See [CFRunLoopSourceContext](#) for more details.

A run loop source can be registered in multiple run loops and run loop modes at the same time. When the source is signaled, whichever run loop that happens to detect the signal first will fire the source.

If *rl* already contains *source* in *mode*, this function does nothing.

Availability

Available in Mac OS X v10.0 and later.

See Also

[CFRunLoopContainsSource](#) (page 11)

[CFRunLoopRemoveSource](#) (page 16)

Related Sample Code

audioburntest
 bulkerase
 CFLocalServer
 databurntest
 ImageClient

Declared In

CFRunLoop.h

CFRunLoopAddTimer

Adds a CFRunLoopTimer object to a run loop mode.

```
void CFRunLoopAddTimer (
    CFRunLoopRef r1,
    CFRunLoopTimerRef timer,
    CFStringRef mode
);
```

Parameters

r1

The run loop to modify.

timer

The run loop timer to add.

mode

The run loop mode of *r1* to which to add *timer*. Use the constant [kCFRunLoopCommonModes](#) (page 22) to add *timer* to the set of objects monitored by all the common modes.

Discussion

A run loop timer can be registered in only one run loop at a time, although it can be added to multiple run loop modes within that run loop.

If *r1* already contains *timer* in *mode*, this function does nothing.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

Watcher
 Worm

Declared In

CFRunLoop.h

CFRunLoopContainsObserver

Returns a Boolean value that indicates whether a run loop mode contains a particular CFRunLoopObserver object.

```
Boolean CFRunLoopContainsObserver (
    CFRunLoopRef r1,
    CFRunLoopObserverRef observer,
    CFStringRef mode
);
```

Parameters*r1*

The run loop to examine.

observer

The run loop observer for which to search.

*mode*The run loop mode in which to search for *observer*. Use the constant [kCFRunLoopCommonModes](#) (page 22) to search for *observer* in the set of objects monitored by all the common modes.**Return Value**true if *observer* is in mode *mode* of the run loop *r1*, otherwise false.**Discussion**If *observer* was added to [kCFRunLoopCommonModes](#) (page 22), this function returns true if *mode* is either [kCFRunLoopCommonModes](#) (page 22) or any of the modes that has been added to the set of common modes.**Availability**

Available in Mac OS X v10.0 and later.

See Also[CFRunLoopAddObserver](#) (page 8)[CFRunLoopRemoveObserver](#) (page 16)**Declared In**

CFRunLoop.h

CFRunLoopContainsSource

Returns a Boolean value that indicates whether a run loop mode contains a particular CFRunLoopSource object.

```
Boolean CFRunLoopContainsSource (
    CFRunLoopRef r1,
    CFRunLoopSourceRef source,
    CFStringRef mode
);
```

Parameters*r1*

The run loop to examine.

source

The run loop source for which to search.

*mode*The run loop mode of *r1* in which to search. Use the constant [kCFRunLoopCommonModes](#) (page 22) to search for *source* in the set of objects monitored by all the common modes.

Return Value

true if *source* is in mode *mode* of the run loop *rl*, otherwise false.

Discussion

If *source* was added to [kCFRunLoopCommonModes](#) (page 22), this function returns true if *mode* is either [kCFRunLoopCommonModes](#) (page 22) or any of the modes that has been added to the set of common modes.

Availability

Available in Mac OS X v10.0 and later.

See Also

[CFRunLoopAddSource](#) (page 9)

[CFRunLoopRemoveSource](#) (page 16)

Related Sample Code

HID Manager Basics

HID Utilities Source

Declared In

CFRunLoop.h

CFRunLoopContainsTimer

Returns a Boolean value that indicates whether a run loop mode contains a particular CFRunLoopTimer object.

```
Boolean CFRunLoopContainsTimer (
    CFRunLoopRef rl,
    CFRunLoopTimerRef timer,
    CFStringRef mode
);
```

Parameters

rl

The run loop to examine.

timer

The run loop timer for which to search.

mode

The run loop mode of *rl* in which to search for *timer*. Use the constant [kCFRunLoopCommonModes](#) (page 22) to search for *timer* in the set of objects monitored by all the common modes.

Return Value

true if *timer* is in mode *mode* of the run loop *rl*, false otherwise.

Discussion

If *timer* was added to [kCFRunLoopCommonModes](#) (page 22), this function returns true if *mode* is either [kCFRunLoopCommonModes](#) (page 22) or any of the modes that has been added to the set of common modes.

Availability

Available in Mac OS X v10.0 and later.

Declared In

CFRunLoop.h

CFRunLoopCopyAllModes

Returns an array that contains all the defined modes for a CFRunLoop object.

```
CFArrayRef CFRunLoopCopyAllModes (
    CFRunLoopRef r1
);
```

Parameters

r1
The run loop to examine.

Return Value

An array that contains all the run loop modes defined for *r1*. Ownership follows the Create Rule.

Availability

Available in Mac OS X v10.0 and later.

See Also

[CFRunLoopAddCommonMode](#) (page 7)

[CFRunLoopCopyCurrentMode](#) (page 13)

Declared In

CFRunLoop.h

CFRunLoopCopyCurrentMode

Returns the name of the mode in which a given run loop is currently running.

```
CFStringRef CFRunLoopCopyCurrentMode (
    CFRunLoopRef r1
);
```

Parameters

r1
The run loop to examine.

Return Value

The mode in which *r1* is currently running; NULL if *r1* is not running. Ownership follows the Create Rule.

Discussion

When run on the current thread's run loop, the returned value identifies the run loop mode that made the callout in which your code is currently executing.

Availability

Available in Mac OS X v10.0 and later.

See Also

[CFRunLoopAddCommonMode](#) (page 7)

[CFRunLoopCopyAllModes](#) (page 13)

Declared In

CFRunLoop.h

CFRunLoopGetCurrent

Returns the CFRunLoop object for the current thread.

```
CFRunLoopRef CFRunLoopGetCurrent (
    void
);
```

Return Value

Current thread's run loop. Ownership follows the Get Rule.

Discussion

Each thread has exactly one run loop associated with it.

Availability

Available in Mac OS X v10.0 and later.

See Also

[CFRunLoopGetMain](#) (page 14)

Related Sample Code

audioburntest

CFLocalServer

DockBrowser

HID Config Save

ImageClient

Declared In

CFRunLoop.h

CFRunLoopGetMain

Returns the main CFRunLoop object.

```
CFRunLoopRef CFRunLoopGetMain (
    void
);
```

Return Value

The main run loop. Ownership follows the Get Rule.

Availability

Available in Mac OS X v10.5 and later.

Declared In

CFRunLoop.h

CFRunLoopGetNextTimerFireDate

Returns the time at which the next timer will fire.

```
CFAbsoluteTime CFRunLoopGetNextTimerFireDate (
    CFRunLoopRef r1,
    CFStringRef mode
);
```

Parameters*r1*

The run loop to examine.

*mode*The run loop mode within *r1* to test.**Return Value**The earliest firing time of the run loop timers registered in *mode* for the run loop *r1*.**Availability**

Available in Mac OS X v10.0 and later.

Declared In

CFRunLoop.h

CFRunLoopGetTypeID

Returns the type identifier for the CFRunLoop opaque type.

```
CFTypeID CFRunLoopGetTypeID (
    void
);
```

Return Value

The type identifier for the CFRunLoop opaque type.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

CFLocalServer

Declared In

CFRunLoop.h

CFRunLoopIsWaiting

Returns a Boolean value that indicates whether the run loop is waiting for an event.

```
Boolean CFRunLoopIsWaiting (
    CFRunLoopRef r1
);
```

Parameters*r1*

The run loop to examine.

Return Value

`true` if *r1* has no events to process and is blocking, waiting for a source or timer to become ready to fire; `false` if *r1* either is not running or is currently processing a source, timer, or observer.

Discussion

This function is useful only to test the state of another thread's run loop. When called with the current thread's run loop, this function always returns `false`.

Availability

Available in Mac OS X v10.0 and later.

Declared In

CFRunLoop.h

CFRunLoopRemoveObserver

Removes a CFRunLoopObserver object from a run loop mode.

```
void CFRunLoopRemoveObserver (
    CFRunLoopRef r1,
    CFRunLoopObserverRef observer,
    CFStringRef mode
);
```

Parameters

r1

The run loop to modify.

observer

The run loop observer to remove.

mode

The run loop mode of *r1* from which to remove *observer*. Use the constant [kCFRunLoopCommonModes](#) (page 22) to remove *observer* from the set of objects monitored by all the common modes.

Discussion

If *r1* does not contain *observer* in *mode*, this function does nothing.

Availability

Available in Mac OS X v10.0 and later.

See Also

[CFRunLoopAddObserver](#) (page 8)

[CFRunLoopContainsObserver](#) (page 10)

Declared In

CFRunLoop.h

CFRunLoopRemoveSource

Removes a CFRunLoopSource object from a run loop mode.


```
void CFRunLoopRemoveSource (
    CFRunLoopRef r1,
    CFRunLoopSourceRef source,
    CFStringRef mode
);
```

Parameters*r1*

The run loop to modify.

source

The run loop source to remove.

*mode*The run loop mode of *r1* from which to remove *source*. Use the constant [kCFRunLoopCommonModes](#) (page 22) to remove *source* from the set of objects monitored by all the common modes.**Discussion**

If *source* is a version 0 source, this function calls the `cancel` callback function specified in the context structure for *source*. See [CFRunLoopSourceContext](#) and [CFRunLoopSourceContext1](#) for more details.

If *r1* does not contain *source* in *mode*, this function does nothing.

Availability

Available in Mac OS X v10.0 and later.

See Also[CFRunLoopAddSource](#) (page 9)[CFRunLoopContainsSource](#) (page 11)**Related Sample Code**

BackgroundExporter

DNSServiceMetaQuery

HID Manager Basics

HID Utilities Source

Declared In

CFRunLoop.h

CFRunLoopRemoveTimerRemoves a `CFRunLoopTimer` object from a run loop mode.

```
void CFRunLoopRemoveTimer (
    CFRunLoopRef r1,
    CFRunLoopTimerRef timer,
    CFStringRef mode
);
```

Parameters*r1*

The run loop to modify.

timer

The run loop timer to remove.

mode

The run loop mode of *rl* from which to remove *timer*. Use the constant [kCFRunLoopCommonModes](#) (page 22) to remove *timer* from the set of objects monitored by all the common modes.

Discussion

If *rl* does not contain *timer* in *mode*, this function does nothing.

Availability

Available in Mac OS X v10.0 and later.

Declared In

CFRunLoop.h

CFRunLoopRun

Runs the current thread's CFRunLoop object in its default mode indefinitely.

```
void CFRunLoopRun (
    void
);
```

Discussion

The current thread's run loop runs in the default mode (see "[Default Run Loop Mode](#)" (page 22)) until the run loop is stopped with [CFRunLoopStop](#) (page 19) or all the sources and timers are removed from the default run loop mode.

Run loops can be run recursively. You can call `CFRunLoopRun` from within any run loop callout and create nested run loop activations on the current thread's call stack.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

audioburntest

bulkerase

CFLocalServer

databurntest

SimpleDial

Declared In

CFRunLoop.h

CFRunLoopRunInMode

Runs the current thread's CFRunLoop object in a particular mode.

```
SInt32 CFRunLoopRunInMode (
    CFStringRef mode,
    CFTimeInterval seconds,
    Boolean returnAfterSourceHandled
);
```

Parameters*mode*

The run loop mode to run. *mode* can be any arbitrary CFString. You do not need to explicitly create a run loop mode, although a run loop mode needs to contain at least one source or timer to run.

seconds

The length of time to run the run loop. If 0, only one pass is made through the run loop before returning; if multiple sources or timers are ready to fire immediately, only one (possibly two if one is a version 0 source) will be fired, regardless of the value of *returnAfterSourceHandled*.

returnAfterSourceHandled

A flag indicating whether the run loop should exit after processing one source. If *false*, the run loop continues processing events until *seconds* has passed.

Return Value

A value indicating the reason the run loop exited. Possible values are described below.

Discussion

Run loops can be run recursively. You can call `CFRunLoopRunInMode` from within any run loop callout and create nested run loop activations on the current thread's call stack. You are not restricted in which modes you can run from within a callout. You can create another run loop activation running in any available run loop mode, including any modes already running higher in the call stack.

The run loop exits with the following return values under the indicated conditions:

- `kCFRunLoopRunFinished`. The run loop mode *mode* has no sources or timers.
- `kCFRunLoopRunStopped`. The run loop was stopped with [CFRunLoopStop](#) (page 19).
- `kCFRunLoopRunTimedOut`. The time interval *seconds* passed.
- `kCFRunLoopRunHandledSource`. A source was processed. This exit condition only applies when *returnAfterSourceHandled* is *true*.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

AudioQueueTest

AudioQueueTools

CocoaSOAP

FSFileOperation

HID Manager Basics

Declared In

CFRunLoop.h

CFRunLoopStop

Forces a CFRunLoop object to stop running.

```
void CFRunLoopStop (
    CFRunLoopRef r1
);
```

Parameters

r1
The run loop to stop.

Discussion

This function forces *r1* to stop running and return control to the function that called [CFRunLoopRun](#) (page 18) or [CFRunLoopRunInMode](#) (page 18) for the current run loop activation. If the run loop is nested with a callout from one activation starting another activation running, only the innermost activation is exited.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

audioburntest
bulkerase
CFFTPSample
CFLocalServer
databurntest

Declared In

CFRunLoop.h

CFRunLoopWakeUp

Wakes a waiting CFRunLoop object.

```
void CFRunLoopWakeUp (
    CFRunLoopRef r1
);
```

Parameters

r1
The run loop to wake up.

Discussion

A run loop goes to sleep when it is waiting for a source or timer to become ready to fire. If no source or timer fires, the run loop stays there until it times out or is explicitly woken up. If a run loop is modified, such as a new source added, you need to wake up the run loop to allow it to process the change. Version 0 sources use [CFRunLoopWakeUp](#) to cause the run loop to wake up after setting a source to be signaled, if they want the source handled immediately.

Availability

Available in Mac OS X v10.0 and later.

Declared In

CFRunLoop.h

Data Types

CFRunLoopRef

A reference to a run loop object.

```
typedef struct __CFRunLoop *CFRunLoopRef;
```

Availability

Available in Mac OS X v10.0 and later.

Declared In

CFRunLoop.h

Constants

CFRunLoopRunInMode Exit Codes

Return codes for `CFRunLoopRunInMode`, identifying the reason the run loop exited.

```
enum {
    kCFRunLoopRunFinished = 1,
    kCFRunLoopRunStopped = 2,
    kCFRunLoopRunTimedOut = 3,
    kCFRunLoopRunHandledSource = 4
};
```

Constants

`kCFRunLoopRunFinished`

The running run loop mode has no sources or timers to process.

Available in Mac OS X v10.0 and later.

Declared in `CFRunLoop.h`.

`kCFRunLoopRunStopped`

[CFRunLoopStop](#) (page 19) was called on the run loop.

Available in Mac OS X v10.0 and later.

Declared in `CFRunLoop.h`.

`kCFRunLoopRunTimedOut`

The specified time interval for running the run loop has passed.

Available in Mac OS X v10.0 and later.

Declared in `CFRunLoop.h`.

`kCFRunLoopRunHandledSource`

A source has been processed. This value is returned only if the run loop was told to run only until a source was processed.

Available in Mac OS X v10.0 and later.

Declared in `CFRunLoop.h`.

Common Mode Flag

A run loop pseudo-mode that manages objects monitored in the “common” modes.

```
const CFStringRef kCFRunLoopCommonModes;
```

Constants

`kCFRunLoopCommonModes`

Objects added to a run loop using this value as the mode are monitored by all run loop modes that have been declared as a member of the set of “common” modes with [CFRunLoopAddCommonMode](#) (page 7).

Available in Mac OS X v10.0 and later.

Declared in `CFRunLoop.h`.

Discussion

Run loops never run in this mode. This pseudo-mode is used only as a special set of sources, timers, and observers that is shared by other modes. See [“Managing Objects in a Run Loop”](#) (page 7) for more details.

Default Run Loop Mode

Default run loop mode.

```
const CFStringRef kCFRunLoopDefaultMode;
```

Constants

`kCFRunLoopDefaultMode`

Run loop mode that should be used when a thread is in its default, or idle, state, waiting for an event. This mode is used when the run loop is started with [CFRunLoopRun](#) (page 18).

Available in Mac OS X v10.0 and later.

Declared in `CFRunLoop.h`.

Document Revision History

This table describes the changes to *CFRunLoop Reference*.

Date	Notes
2006-12-08	Updated to include API introduced in Mac OS X v10.5.
2006-02-07	Made formatting changes.
2005-10-04	Corrected duplication of information in the Introduction.
2005-04-29	Moved Introduction to new Introduction page.
2004-04-22	Correction to return values cited in discussion of <code>CFRunLoopRunInMode</code> .
2003-01-01	First version of this document.

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