
NSValue Core Animation Additions

[Graphics & Imaging](#) > Quartz



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

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NSNumber Core Animation Additions

Inherits from	NSObject
Conforms to	NSCoding NSCopying NSObject (NSObject)
Framework	/System/Library/Frameworks/QuartzCore.framework
Declared in	CATransform3D.h
Companion guides	Core Animation Programming Guide Core Animation Cookbook

Overview

Core Animation adds two methods to the Foundation framework's `NSNumber` class to support `CATransform3D` structure values.

Tasks

Creating an NSNumber

+ [valueWithCATransform3D:](#) (page 5)

Creates and returns an `NSNumber` object that contains a given `CATransform3D` structure.

Accessing Data

- [CATransform3DValue](#) (page 6)

Returns an `CATransform3D` structure representation of the receiver.

Class Methods

valueWithCATransform3D:

Creates and returns an `NSNumber` object that contains a given `CATransform3D` structure.

```
+ (NSValue *)valueWithCATransform3D:(CATransform3D)aTransform
```

Parameters

aTransform

The value for the new object.

Return Value

A new `NSValue` object that contains the value of *aTransform*.

Availability

Available in Mac OS X v10.5 and later.

Declared In

`CATransform3D.h`

Instance Methods

CATransform3DValue

Returns an `CATransform3D` structure representation of the receiver.

```
- (CATransform3D)CATransform3DValue
```

Return Value

An `CATransform3D` structure representation of the receiver.

Availability

Available in Mac OS X v10.5 and later.

Declared In

`CATransform3D.h`

Document Revision History

This table describes the changes to *NSValue Core Animation Additions*.

Date	Notes
2007-07-24	New document that describes the extensions to Foundation's NSValue class that support the Core Animation CATransform3D structure.

REVISION HISTORY

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C

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V

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