
NSMoveCommand Class Reference

Interapplication Communication



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NSMoveCommand Class Reference

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|------------------------|---|
| Inherits from | NSScriptCommand : NSObject |
| Conforms to | NSCoding (NSScriptCommand) 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 | NSScriptStandardSuiteCommands.h |

Overview

An instance of `NSMoveCommand` moves the specified scriptable object or objects; for example, it may move words to a new location in a document or a file to a new directory.

`NSMoveCommand` is part of Cocoa's built-in scripting support. It works automatically to support the `move` AppleScript command through key-value coding. Most applications don't need to subclass `NSMoveCommand` or invoke its methods. However, for circumstances where you might choose to subclass this command, see "Modifying a Standard Command" in Script Commands in *Cocoa Scripting Guide*.

When an instance of `NSMoveCommand` is executed, it does not make copies of moved objects. It removes objects from the source container or containers, then inserts them into the destination container.

Tasks

Working with Specifiers

- [keySpecifier](#) (page 6)
Returns a specifier for the object or objects to be moved.
- [setReceiversSpecifier:](#) (page 6)
Sets the receiver's object specifier.

Instance Methods

keySpecifier

Returns a specifier for the object or objects to be moved.

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

Return Value

A specifier for the object or objects to be moved.

Discussion

Note that this specifier may be different than the specifier set by `setReceiversSpecifier:` (page 6), which sets the container specifier. For example, for a command such as `move the third circle to the location of the first circle`, the receiver might identify a document (which has a list of graphics), while the key specifier identifies the particular graphic to be moved.

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 evaluated, *receiversRef* indicates the receiver or receivers of the `move` AppleScript command.

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 third paragraph of the first document, the receiver specifier is the first document while the key specifier is the third paragraph.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSScriptStandardSuiteCommands.h`

Document Revision History

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

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

REVISION HISTORY

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K

keySpecifier [instance method 6](#)

S

setReceiversSpecifier: [instance method 6](#)