
NSSetCommand Class Reference

Interapplication Communication



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NSSetCommand Class Reference

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 `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

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

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keySpecifier [instance method 6](#)

S

setReceiversSpecifier: [instance method 6](#)