
NSUniqueIDSpecifier Class Reference

Interapplication Communication



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NSUniqueIDSpecifier Class Reference

Inherits from	NSScriptObjectSpecifier : NSObject
Conforms to	NSCoding (NSScriptObjectSpecifier) NSObject (NSObject)
Framework	/System/Library/Frameworks/Foundation.framework
Availability	Available in Mac OS X v10.2 and later.
Companion guide	Cocoa Scripting Guide
Declared in	NSScriptObjectSpecifiers.h
Related sample code	SimpleScriptingObjects SimpleScriptingPlugin

Overview

Specifies an object in a collection (or container) by unique ID. This specifier works only for objects that have an ID property. The unique ID object passed to an instance of `NSUniqueIDSpecifier` must be either an `NSNumber` object or an `NSString` object. The exact type should match the scripting dictionary declaration of the ID attribute for the relevant scripting class.

You can expect that the ID property will be *read only* for any object that supports it. Therefore a scripter can obtain the unique ID for an object and refer to the object by the ID, but cannot set the unique ID.

You don't normally subclass `NSUniqueIDSpecifier`.

The evaluation of `NSUniqueIDSpecifier` objects follows these steps until the specified object is found:

1. If the container implements a method whose selector matches the relevant `valueIn<Key>WithUniqueID:` pattern established by scripting key-value coding, the method is invoked. This method can potentially be very fast, and it may be relatively easy to implement.
2. As is the case when evaluating any script object specifier, the container of the specified object is given a chance to evaluate the object specifier. If the container class implements the `indicesOfObjectsByEvaluatingObjectSpecifier:` method, the method is invoked. This method can potentially be very fast, but it is relatively difficult to implement.
3. An `NSWhoseSpecifier` object that specifies the first object whose relevant 'ID' attribute matches the ID is synthesized and evaluated. The `NSWhoseSpecifier` object must search through all of the keyed elements in the container, looking for a match. The search is potentially very slow.

Tasks

Initializing a Unique ID Specifier

- [initWithContainerClassDescription:containerSpecifier:key:uniqueID:](#) (page 6)
Returns an `NSUniqueIDSpecifier` object, initialized with the given arguments.

Accessing Unique ID Information

- [setUniqueID:](#) (page 7)
Sets the ID encapsulated by the receiver.
- [uniqueID](#) (page 7)
Returns the ID encapsulated by the receiver.

Instance Methods

initWithContainerClassDescription:containerSpecifier:key:uniqueID:

Returns an `NSUniqueIDSpecifier` object, initialized with the given arguments.

```
(id) initWithContainerClassDescription:(NSScriptClassDescription *)classDesc
    containerSpecifier:(NSScriptObjectSpecifier *)container key:(NSString *)property
    uniqueID:(id)uniqueID
```

Parameters

classDesc

The class description for the new object.

container

The container for the new object.

property

The property for the new object.

uniqueID

The unique ID for the new object.

uniqueID must be an instance of `NSNumber` or `NSString`. The type should match the declared type of the attribute of the specified scriptable class whose four-character code is 'ID '.

Return Value

An `NSUniqueIDSpecifier` object, initialized with the given arguments.

Discussion

Invokes the super class's `initWithContainerClassDescription:containerSpecifier:key:` method and sets the ID to *uniqueID*.

Availability

Available in Mac OS X v10.2 and later.

Related Sample Code

[SimpleScriptingObjects](#)

[SimpleScriptingPlugin](#)

Declared In

`NSScriptObjectSpecifiers.h`

setUniqueID:

Sets the ID encapsulated by the receiver.

```
- (void)setUniqueID:(id)uniqueID
```

Parameters

uniqueID

The ID for the receiver.

uniqueID must be an instance of `NSNumber` or `NSString`. The type should match the declared type of the attribute of the specified scriptable class whose four-character code is 'ID'.

Discussion

Although `NSUniqueIDSpecifier` supports setting the unique ID, the ID for a specified object is likely to remain static over the life of the object.

Availability

Available in Mac OS X v10.2 and later.

See Also

- [uniqueID](#) (page 7)

Declared In

`NSScriptObjectSpecifiers.h`

uniqueID

Returns the ID encapsulated by the receiver.

```
- (id)uniqueID
```

Return Value

The ID encapsulated by the receiver.

Availability

Available in Mac OS X v10.2 and later.

See Also

- [setUniqueID:](#) (page 7)

Declared In

`NSScriptObjectSpecifiers.h`

Document Revision History

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

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

REVISION HISTORY

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