
ISyncManager Class Reference

Data Management: Syncing



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ISyncManager Class Reference

Inherits from	NSObject
Conforms to	NSObject (NSObject)
Framework	/System/Library/Frameworks/SyncServices.framework
Availability	Available in Mac OS X v10.4 and later.
Companion guide	Sync Services Programming Guide
Declared in	ISyncManager.h SyncServicesErrors.h
Related sample code	People SeeMyFriends StickiesWithCoreData

Overview

You use an `ISyncManager` object to communicate directly with the sync engine to perform administrative operations. A client must register itself with an `ISyncManager` object before it can sync its data. If a client is not using an existing schema, it must register the schema before it registers itself. You also use an `ISyncManager` to look up an existing client and unregister a client.

There's only one `ISyncManager` instance per client process you obtain using the [sharedManager](#) (page 7) class method. You should never instantiate or subclass `ISyncManager` directly.

Sync Services provides three canonical schemas: `Bookmarks.syncschema`, `Contacts.syncschema`, and `Calendars.syncschema`. If you want to extend one of these existing schemas or define your own schema, then you need to register that schema with the shared `ISyncManager` object. You use the [registerSchemaWithBundlePath](#): (page 10) method to register a schema with the sync engine or update an existing schema. Occasionally, you might use [unregisterSchemaWithName](#): (page 13) to remove a schema and all associated records. Removing a schema impacts every client that uses that schema. Typically, you just register a schema once and reregister it when it changes.

You also use the shared `ISyncManager` object to create and register a sync client—that is, an instance of `ISyncClient`—with a unique identifier that you specify. Use [registerClientWithIdentifier:descriptionFilePath](#): (page 9) to register your client—this method returns either a new client object or an existing client. You also use this method to describe the capabilities of the client—for example, describe what entities and properties the client supports. You use the [unregisterClient](#): (page 12) method to unregister a client. See *Sync Services Programming Guide* for more information on registering and unregistering clients.

Tasks

Getting the Default Manager

- + [sharedManager](#) (page 7)
Returns a shared ISyncManager object.

Getting a Manager's State

- [syncDisabledReason](#) (page 12)
Returns the reason the sync engine may be disabled.
- [isEnabled](#) (page 9)
Returns NO if the sync engine is disabled, YES otherwise.

Registering Schemas

- [registerSchemaWithBundlePath](#): (page 10)
Registers a schema property list located in a bundle at *bundlePath*.
- [unregisterSchemaWithName](#): (page 13)
Unregisters a schema uniquely identified by *schemaName*, and removes all associated records.

Registering Clients

- [clientWithIdentifier](#): (page 8)
Returns the sync client identified by *clientIdentifier*, or nil if not found.
- [registerClientWithIdentifier:descriptionFilePath](#): (page 9)
Returns an existing or new sync client uniquely identified by *clientIdentifier*.
- [unregisterClient](#): (page 12)
Unregisters a sync client represented by *client*.

Getting Snapshots

- [snapshotOfRecordsInTruthWithEntityNames:usingIdentifiersForClient](#): (page 11)
Returns an immutable snapshot of the records for *entityNames* from the truth database.

Using Sync Alert Handlers

- [addRequestMode](#): (page 7)
Adds a mode to the set of run-loop input modes that the receiver uses for connection requests.
- [removeRequestMode](#): (page 10)
Removes a mode from the set of run-loop input modes the receiver uses for connection requests.

- [requestModes](#) (page 11)
Returns the set of request modes the receiver registers with its NSRunLoop object.

Syncing

- [clientWithIdentifier:needsSyncing:](#) (page 8)
Notifies the sync engine that a client needs to sync the next time another client is syncing the same data classes.

Class Methods

sharedManager

Returns a shared ISyncManager object.

```
+ (ISyncManager *)sharedManager
```

Availability

Available in Mac OS X v10.4 and later.

Related Sample Code

People

SeeMyFriends

StickiesWithCoreData

Declared In

ISyncManager.h

Instance Methods

addRequestMode:

Adds a mode to the set of run-loop input modes that the receiver uses for connection requests.

```
- (void)addRequestMode:(NSString *)mode
```

Parameters

mode

The mode to add to the receiver. See *NSRunLoop Class Reference* for more information on input modes.

Discussion

Clients that register sync alert handlers may use this method to manage the request modes of connections that are sent alerts by the sync engine. This method is similar to the `addRequestMode:` method of `NSConnection`. For example, a client that registers a sync alert handler in a process that might present a modal dialog to the user, should add the appropriate request mode to the run-loop, so alerts can be handled in a timely manner even when the application is blocked for user input.

Availability

Available in Mac OS X v10.5 and later.

See Also

- [removeRequestMode:](#) (page 10)
- [requestModes](#) (page 11)
- [addRequestMode:](#) (NSConnection)

Declared In

ISyncManager.h

clientWithIdentifier:

Returns the sync client identified by *clientId*, or nil if not found.

```
- (ISyncClient *)clientWithIdentifier:(NSString *)clientId
```

Availability

Available in Mac OS X v10.4 and later.

See Also

- [registerClientWithIdentifier:descriptionFilePath:](#) (page 9)
- [unregisterClient:](#) (page 12)

Related Sample Code

SeeMyFriends

StickiesWithCoreData

Declared In

ISyncManager.h

clientWithIdentifier:needsSyncing:

Notifies the sync engine that a client needs to sync the next time another client is syncing the same data classes.

```
- (void)clientWithIdentifier:(NSString *)clientId needsSyncing:(BOOL)flag
```

Parameters

clientId

The unique identifier for the client that needs to sync.

flag

YES if the client needs to sync; otherwise, NO.

Discussion

The MobileMe client is optimized to avoid syncing when it has no changes to push and the sync engine is not aware of any changes MobileMe needs to pull. Sync clients should trickle sync whenever possible. However, if you have a sync client that frequently slow syncs and only syncs by joining other sync sessions—for example, only syncs when MobileMe syncs, then use this method to tell the sync engine when this sync client needs to sync.

Availability

Available in Mac OS X v10.6 and later.

Declared In

ISyncManager.h

isEnabled

Returns NO if the sync engine is disabled, YES otherwise.

- (BOOL)isEnabled

Discussion

You should not begin a sync session when this method returns NO. However, you can register for the [ISyncAvailabilityChangedNotification](#) (page 14) notification, which is sent when the sync engine state changes.

Availability

Available in Mac OS X v10.4 and later.

Declared In

ISyncManager.h

registerClientWithIdentifier:descriptionFilePath:

Returns an existing or new sync client uniquely identified by *clientIdentifier*.

```
- (ISyncClient *)registerClientWithIdentifier:(NSString *)clientIdentifier
    descriptionFilePath:(NSString *)descriptionFilePath
```

Discussion

There are no restrictions on the content or length of *clientIdentifier*, but it must be unique across all clients. Typically, it's a DNS-style name such as `com.apple.iCal`.

The client description file located at *descriptionFilePath* is a property list that specifies client information that the sync engine needs to know to sync its records. For example, the client description file a list of the client supported entities and properties. See *Sync Services Programming Guide* for a complete description of the client description file.

If the client already exists, then invoking this method updates the client description. If the set of supported entities and properties changes, the sync engine may force the client to slow sync the next time it syncs. This can be expensive, so only reregister a client if necessary.

Availability

Available in Mac OS X v10.4 and later.

See Also

- [clientWithIdentifier:](#) (page 8)
- [unregisterClient:](#) (page 12)
- [canPullChangesForEntityName:](#) (ISyncClient)
- [canPushChangesForEntityName:](#) (ISyncClient)
- [displayName](#) (ISyncClient)

- imagePath (ISyncClient)

Related Sample Code

People

SeeMyFriends

StickiesWithCoreData

Declared In

ISyncManager.h

registerSchemaWithBundlePath:

Registers a schema property list located in a bundle at *bundlePath*.

- (BOOL)registerSchemaWithBundlePath:(NSString *)*bundlePath*

Discussion

The schema can define new entities and properties, and extend existing entities. The schema bundle may contain other files, such as images and localization files. See *Sync Services Programming Guide* for more details on the schema format and contents of the schema bundle.

If a schema of the same name exists, invoking this method updates that schema. Consequently, records and properties of records may be removed if an entity or property is removed from the schema. This action may cause clients that use this schema to slow sync the next time they sync. This process can be expensive, so reregister a schema only if necessary.

Returns YES if successful, NO otherwise.

Availability

Available in Mac OS X v10.4 and later.

See Also

- [unregisterSchemaWithName:](#) (page 13)

Related Sample Code

People

Declared In

ISyncManager.h

removeRequestMode:

Removes a mode from the set of run-loop input modes the receiver uses for connection requests.

- (void)removeRequestMode:(NSString *)*mode*

Parameters

mode

The mode to remove. See *NSRunLoop Class Reference* for more information on input modes.

Availability

Available in Mac OS X v10.5 and later.

See Also

- [addRequestMode:](#) (page 7)
- [requestModes](#) (page 11)
- [removeRequestMode:](#) (NSConnection)

Declared In

ISyncManager.h

requestModes

Returns the set of request modes the receiver registers with its NSRunLoop object.

```
- (NSArray *)requestModes
```

Return Value

An array of `NSString` objects that represents the set of request modes that the receiver registers. See [NSRunLoop Class Reference](#) for more information on input modes.

Availability

Available in Mac OS X v10.5 and later.

See Also

- [addRequestMode:](#) (page 7)
- [removeRequestMode:](#) (page 10)
- [requestModes](#) (NSConnection)

Declared In

ISyncManager.h

snapshotOfRecordsInTruthWithEntityNames:usingIdentifiersForClient:

Returns an immutable snapshot of the records for *entityNames* from the truth database.

```
- (ISyncRecordSnapshot *)snapshotOfRecordsInTruthWithEntityNames:(NSArray *)entityNames usingIdentifiersForClient:(ISyncClient *)client
```

Discussion

The truth database stores a copy of all the synced records and contains the amalgamation of all entities and properties from all clients. The snapshot is made of the records for entities specified by the *entityNames* argument, an array of `NSString` objects containing the names of entities. You access the records by sending messages to the returned `ISyncRecordSnapshot` object.

Each client has its own name space for record identifiers. The *client* argument specifies the name space you want to use. If *client* is `nil` or invalid, the record identifiers from the sync engine's global name space are used.

The snapshot is an immutable copy of the records taken at the time returned object is created. If the truth database is subsequently modified, the changes are not be reflected in the snapshot. You should create a new snapshot if you want up-to-date records.

Do not use this method if you are syncing and want a snapshot that is consistent with the sync session. Another client may be pushing changes that you have not pulled yet. Instead, you can use the `ISyncSession.snapshotOfRecordsInTruth` method to get the state of a session.

Availability

Available in Mac OS X v10.4 and later.

See Also

- [clientWithIdentifier:](#) (page 8)

Related Sample Code

SeeMyFriends

Declared In

ISyncManager.h

syncDisabledReason

Returns the reason the sync engine may be disabled.

```
- (NSError *)syncDisabledReason
```

Return Value

The reason the sync engine is disabled. Contains an information dictionary with a value for the `NSLocalizedStringKey` key suitable for displaying an error message to the user. The error codes are described in “[ISyncServerDisabledReason](#)” (page 13).

Discussion

Use this method after sending the `isEnabled` (page 9) message to the receiver.

Availability

Available in Mac OS X v10.6 and later.

Declared In

ISyncManager.h

unregisterClient:

Unregisters a sync client represented by `client`.

```
- (void)unregisterClient:(ISyncClient *)client
```

Discussion

Does nothing if `client` is not registered.

Availability

Available in Mac OS X v10.4 and later.

See Also

- [clientWithIdentifier:](#) (page 8)

- [registerClientWithIdentifier:descriptionFilePath:](#) (page 9)

Declared In

ISyncManager.h

unregisterSchemaWithName:

Unregisters a schema uniquely identified by *schemaName*, and removes all associated records.

```
- (void)unregisterSchemaWithName:(NSString *)schemaName
```

Discussion

This action causes clients that use this schema to slow sync the next time they sync. This can be expensive and results in the loss of data, so only unregister a schema if necessary. This method does nothing if the schema is not registered.

Availability

Available in Mac OS X v10.4 and later.

See Also

- [registerSchemaWithBundlePath:](#) (page 10)

Declared In

ISyncManager.h

Constants

Exceptions

Exceptions thrown by instances of this class.

```
extern NSString * const ISyncServerUnavailableException;
```

Constants

ISyncServerUnavailableException

A string aggregating the name, reason, and user info from the originating exception. Thrown by any `ISyncManager` method when communication to the server is lost.

Available in Mac OS X v10.4 and later.

Declared in `ISyncManager.h`.

Discussion

See *Sync Services Constants Reference* for other exceptions that instances of this class might raise.

ISyncServerDisabledReason

Indicates the reason the sync engine may be unavailable.

```
typedef enum {
    ISyncServerDisabledReasonNone = 1000,
    ISyncServerDisabledReasonByPreference,
    ISyncServerDisabledReasonSharedNetworkHome,
    ISyncServerDisabledReasonUnresponsive,
    ISyncServerDisabledReasonUnknown,
} ISyncServerDisabledReason;
```

Constants

ISyncServerDisabledReasonNone

The sync engine is enabled.

Available in Mac OS X v10.6 and later.

Declared in `SyncServicesErrors.h`.

ISyncServerDisabledReasonByPreference

The sync engine is disabled because of a preference setting.

Available in Mac OS X v10.6 and later.

Declared in `SyncServicesErrors.h`.

ISyncServerDisabledReasonSharedNetworkHome

The sync engine is busy syncing a network home directory.

Available in Mac OS X v10.6 and later.

Declared in `SyncServicesErrors.h`.

ISyncServerDisabledReasonUnresponsive

Sending the `isEnabled` (page 9) message to the sync engine timed out.

Available in Mac OS X v10.6 and later.

Declared in `SyncServicesErrors.h`.

ISyncServerDisabledReasonUnknown

The sync engine fails to respond due to an unexpected error.

Available in Mac OS X v10.6 and later.

Declared in `SyncServicesErrors.h`.

Availability

Available in Mac OS X v10.6 and later.

Notifications

ISyncAvailabilityChangedNotification

Posted by the distributed notification center when syncing is enabled or disabled. The notification object is an `NSString` equal to "YES" if enabled and "NO" if disabled. The receiver should still invoke `isEnabled` (page 9) before beginning a sync session. This notification does not contain a `userInfo` dictionary.

Availability

Available in Mac OS X v10.4 and later.

Declared In

`ISyncManager.h`

Document Revision History

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

Date	Notes
2009-03-30	Updated for Mac OS X v10.6 by adding the <code>clientWithIdentifier:needsSyncing:</code> and <code>syncDisabledReason</code> methods, and the <code>ISyncServerDisabledReason</code> constant.
2007-07-11	First publication of this content as a separate document.

REVISION HISTORY

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