
EOMessageHandlers

(informal protocol)

Category Of: NSObject

Declared In: EOControl/EOEditingContext.h

Category Description

This category declares methods used for error reporting and determining fetch limits. See the EOEditingContext, EODatabaseContext, and EODisplayGroup class specifications for more information.

Instance Methods

editingContext:presentErrorMessage:

– (void)**editingContext:**(EOEditingContext *)*anEditingContext*
presentErrorMessage:(NSString *)*message*

Invoked by *anEditingContext*, this method should present *message* to the user in whatever way appropriate (whether by opening an attention panel or printing the message in a terminal window). This method is declared, but not implemented by NSObject.

editingContext: shouldContinueFetchingWithCurrentObjectCount:originalLimit:objectStore:

– (BOOL)**editingContext:**(EOEditingContext *)*anEditingContext*
shouldContinueFetchingWithCurrentObjectCount:(unsigned)*count*
originalLimit:(unsigned)*limit*
objectStore:(EOObjectStore *)*objectStore*

Invoked by an *objectStore* (such as an EODatabaseContext) to allow the message handler for *anEditingContext* (often an EODisplayGroup) to prompt the user about whether or not to continue fetching the current result set. The *count* argument is the number of objects fetched so far. *limit* is the original limit specified using the EOFetchLimitHintKey in the hint dictionary of the EOFetchSpecification (see the EODatabaseContext class specification for more information).