
EOActionInsertionAssociation

Inherits From:	EOAssociation : EODelayedObserver : NSObject
Conforms To:	NSCoding (EOAssociation) EOObserving (EODelayedObserver) NSObject (NSObject)
Declared In:	EOInterface/EOActionInsertionAssociation.h

Class at a Glance

Purpose

An EOActionInsertionAssociation inserts objects from one EODisplayGroup into another when its display object sends an action message.

Usable With

Any object that responds to **setAction:**

Aspects

source	Bound to the EODisplayGroup containing objects to insert. This aspect doesn't use a key.
destination	A relationship of the selected object into which objects from the source EODisplayGroup are inserted. Usually bound to a different EODisplayGroup than source .
enabled	A boolean attribute of the selected object (usually in the destination EODisplayGroup), which determines whether the NSControl is enabled.

Object Keys Taken

target	On receiving an action message from the display object, an EOActionInsertionAssociation inserts objects from the source EODisplayGroup into the destination EODisplayGroup.
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Class Description

EOActionInsertionAssociations display no values, instead using a control's action method as a signal to insert the objects selected in one display group into the relationship of another's first selected object.

Example

Suppose you form an association from a button, binding the **source** aspect to a Talent display group and the **destination** aspect to a Movie display group's "directors" key. When the user presses the button, the objects selected in the Talent display group are added to the **directors** relationship of the selected Movie.