

[AppKit](#) / [NSPasteboardItem](#)

Class

NSPasteboardItem

An item on a pasteboard.

macOS 10.6+

```
class NSPasteboardItem
```

Overview

There are three main uses for an [NSPasteboardItem](#) object:

- Providing data on the pasteboard.

You can create one or more pasteboard items, set data or data providers for types, and write them to the pasteboard.

- Customizing data already on the pasteboard.

As a delegate or subclass, you can retrieve the pasteboard items currently on the pasteboard, read the existing types and data, and set new data and data providers for types as necessary.

- Retrieving data from the pasteboard.

You can retrieve pasteboard items from the pasteboard and then read the data for types you're interested in.

A pasteboard item can be associated with a single pasteboard. When you create an item, you can write it to any pasteboard. When you pass an item to a pasteboard in [writeObjects\(_:\)](#), that item becomes bound to the pasteboard it writes to. When you retrieve items from a pasteboard using [pasteboardItems](#) or [readObjects\(forClasses:options:\)](#), the returned items are associated with the messaged pasteboard. Passing an item that is already associated with a pasteboard into [writeObjects\(_:\)](#) causes an exception.

Use pasteboard items during a single pasteboard interaction, rather than retaining and reusing them. A pasteboard item is only valid until the owner of the pasteboard changes.

Important

When a pasteboard item's owner changes, it becomes stale and its methods return an empty array, `nil`, or `false`.

Topics

Getting types

```
var types: [NSPasteboard.PasteboardType]
```

An array of uniform type identifier strings of the data types that the receiver supports.

```
func availableType(from: [NSPasteboard.PasteboardType]) -> NSPasteboard.PasteboardType?
```

Returns from a given array of types the first type within the pasteboard item, according to the ordering of types.

Setting the data provider

```
func setDataProvider(any NSPasteboardItemDataProvider, forTypes: [NSPasteboard.PasteboardType]) -> Bool
```

Sets the data provider for the specified types.

Setting values

```
func setData(Data, forType: NSPasteboard.PasteboardType) -> Bool
```

Sets the value for a specified type as a data object.

```
func setString(String, forType: NSPasteboard.PasteboardType) -> Bool
```

Sets the value for a specified type as a string.

```
func setPropertyList(Any, forType: NSPasteboard.PasteboardType) -> Bool
```

Sets the value for a specified type as a property list.

Getting values

```
func data(forType: NSPasteboard.PasteboardType) -> Data?
```

Returns the value for the specified type as a data object.

```
func string(forType: NSPasteboard.PasteboardType) -> String?
```

Returns the value for the specified type as a string.

```
func propertyList(forType: NSPasteboard.PasteboardType) -> Any?
```

Returns the value for the specified type as a property list.

Detecting patterns and metadata in pasteboard items

```
func detectedPatterns(for: Set<PartialKeyPath<NSPasteboardItem.DetectedValues>>) async throws -> Set<PartialKeyPath<NSPasteboardItem.DetectedValues>>
```

Determines whether the pasteboard item matches the specified patterns, without notifying the person using the app.

```
func detectedValues(for: Set<PartialKeyPath<NSPasteboardItem.DetectedValues>>) async throws -> NSPasteboardItem.DetectedValues
```

Determines whether this pasteboard item matches the specified patterns, reading the contents if it finds a match.

```
typealias DetectedValues
```

```
func detectedMetadata(for: Set<PartialKeyPath<NSPasteboardItem.DetectedMetadata>>) async throws -> NSPasteboardItem.DetectedMetadata
```

Determines available metadata from the specified metadata types for this pasteboard item, without notifying the person using the app.

```
typealias DetectedMetadata
```

Instance Properties

```
var collaborationMetadata: SWCollaborationMetadata?
```

A model object you use for conveying data during a collaboration.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSObjectProtocol

NSPasteboardReading

NSPasteboardWriting

See Also

Pasteboard

`class` `NSPasteboard`

An object that transfers data to and from the pasteboard server.

`protocol` `NSPasteboardReading`

A set of methods that defines the interface for initializing an object from a pasteboard.

`protocol` `NSPasteboardWriting`

A set of methods that defines the interface for retrieving a representation of an object that can be written to a pasteboard.

`protocol` `NSPasteboardItemDataProvider`

A set of methods implemented by the data provider of a pasteboard item to provide the data for a particular UTI type.

`struct` `ContentsOptions`

Options for preparing the pasteboard.

`protocol` `NSPasteboardTypeOwner`

An object that serves as a data provider for data types that use lazy data fulfillment from a pasteboard request.