

[UIKit](#) / [NSToolbarDelegate](#) / `toolbar(_:itemForItemIdentifier:willBeInsertedIntoToolbar:)`

Instance Method

toolbar(_:itemForItemIdentifier:willBeInsertedIntoToolbar:)

Asks the delegate for the toolbar item associated with the specified identifier.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.1+ | macOS

```
@MainActor
optional func toolbar(
    _ toolbar: NSToolbar,
    itemForItemIdentifier itemIdentifier: NSToolbarItem.Identifier,
    willBeInsertedIntoToolbar flag: Bool
) -> NSToolbarItem?
```

Parameters

toolbar

The toolbar for which the item is being requested.

itemIdentifier

The identifier for the requested item.

flag

true if the toolbar will insert the item immediately. If this parameter is false, provide a canonical representation for the item. For example, provide a version of the item suitable for display in the toolbar customization sheet.

Return Value

A new `NSToolbarItem` object, or `nil` if no toolbar item is available for the specified identifier.

Discussion

Use this method to create new `NSToolbarItem` objects when the toolbar asks for them. If your toolbar item uses a custom view, make sure that view is fully configured before you return the item. The toolbar becomes the owner of the returned item, but can display the item either in the toolbar or the customization palette.

Don't recycle toolbar items; always provide a new instance, even if the toolbar previously asked for an item with the same identifier.

Important

Even though this is an optional method, you must implement it if you create the toolbar programmatically.

See Also

Related Documentation

Toolbar Programming Topics for Cocoa

Adding and removing items

```
func toolbarWillAddItem(Notification)
```

Tells the delegate that the toolbar is about to add the specified item.

```
func toolbarDidRemoveItem(Notification)
```

Tells the delegate that the toolbar removed the specified item.

```
 typealias Identifier
```

A string value that you use to differentiate your app's toolbars.