Class

NSPredicateEditor

A defined set of rules that allows the editing of predicate objects.

macOS 10.5+

```
@MainActor
class NSPredicateEditor
```

Overview

NSPredicateEditor provides an NSPredicate property—objectValue (inherited from NSControl)—that you can get and set directly, and that you can bind using Cocoa bindings (you typically configure a predicate editor in Interface Builder). NSPredicateEditor depends on another class, NSPredicateEditorRowTemplate, that describes the available predicates and how to display them.

Unlike NSRuleEditor, NSPredicateEditor does not depend on its delegate to populate its rows (and *does not call the populating delegate methods*). Instead, its rows are populated from its objectValue property (an instance of NSPredicate). NSPredicateEditor relies on instances NSPredicateEditorRowTemplate, which are responsible for mapping back and forth between the displayed view values and various predicates.

NSPredicateEditor exposes one property, rowTemplates, which is an array of NSPredicateEditorRowTemplate objects.

Topics

Managing Row Templates

`var rowTemplates: [NSPredicateEditorRowTemplate]`
The row templates for the receiver.

`class NSPredicateEditorRowTemplate`
A template that describes available predicates and how to display them.

Relationships

Inherits From

`NSRuleEditor`

Conforms To

```
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSAccessibilityElementProtocol
NSAccessibilityProtocol
NSAnimatablePropertyContainer
NSAppearanceCustomization
NSCoding
NSDraggingDestination
NSObjectProtocol
NSStandardKeyBindingResponding
NSTouchBarProvider
NSUserActivityRestoring
NSUserInterfaceItemIdentification
Sendable
SendableMetatype
```

See Also

Controls

📄 Responding to control-based events using target-action

Handle user input by connecting buttons, sliders, and other controls to your app's code using the target-action design pattern.

`class NSButton`

A control that defines an area on the screen that a user clicks to trigger an action.

`class NSColorWell`

A control that displays a color value and lets the user change that color value.

☰ Combo Box

Display a list of values in a pop-up menu that lets the user select a value or type in a custom value.

`class NSComboButton`

A button with a pull-down menu and a default action.

☰ Date Picker

Display a calendar date and provide controls for editing the date value.

`class NSImageView`

A display of image data in a frame.

`class NSLevelIndicator`

A visual representation of a level or quantity, using discrete values.

☰ Path Control

A display of a file system path or virtual path information.

`class NSPopUpButton`

A control for selecting an item from a list.

`class NSProgressIndicator`

An interface that provides visual feedback to the user about the status of an ongoing task.

`class NSRuleEditor`

An interface for configuring a rule-based list of options.

≡ Search Field

Provide a text field that is optimized for text-based search interfaces.

class `NSSegmentedControl`

Display one or more buttons in a single horizontal group.

≡ Slider

Display a range of values from which the user selects a single value.