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NSPlaceholders

A set of methods that an object can implement to register default placeholders to be displayed for a binding, when no other placeholder is specified.

Overview

Individual placeholder values can be specified for each of the marker objects (described in [Selection Markers](#)), as well as when the property is `nil`.

Placeholders are used when a property of an instance of the receiving class is accessed through a key value coding compliant method, and returns `nil` or a specialized marker.

Topics

Managing default placeholders

~~class func `setDefaultPlaceholder(_ placeholder: Any?, for marker: Any?, with binding: NSBindingName)`~~

Sets `placeholder` as the default placeholder for the `binding`, when a key value coding compliant property of an instance of the receiving class returns the value specified by `marker`, and no other placeholder has been specified.

Deprecated

~~class func `defaultPlaceholder(for marker: Any?, with binding: NSBindingName) -> Any?`~~

Returns an object that will be used as the placeholder for the `binding`, when a key value coding compliant property of an instance of the receiving class returns the value specified by `marker`, and no other placeholder has been specified.

Deprecated

Constants

☰ Selection Markers

The following constants are used to describe special cases for a controller's selection.

See Also

Data Placeholders

```
class NSBindingSelectionMarker
```