Class

NSController

An abstract class that implements the NSEditor and NSEditor Registration informal protocols required for controller classes.

macOS

```
class NSController
```

Topics

Managing editing

func **objectDidBeginEditing**(any NSEditor)

Invoked to inform the receiver that editor has uncommitted changes that can affect the receiver.

func **objectDidEndEditing**(any NSEditor)

Invoked to inform the receiver that editor has committed or discarded its changes.

func **commitEditing**() -> Bool

Attempts to commit any pending edits.

func **commitEditing**(withDelegate: Any?, didCommit: Selector?, contextInfo: UnsafeMutableRawPointer?)

Attempts to commit any pending changes in known editors of the receiver.

func **discardEditing**()

Discards any pending changes by registered editors.

```
var isEditing: Bool
```
   A Boolean value indicating if any editors are registered with the controller.

Initializers

```
init()
```

```
init?(coder: NSCoder)
```

Relationships

Inherits From

```
NSObject
```

Inherited By

```
NSObjectController, NSUserDefaultsController
```

Conforms To

```
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSCoding
NSEditor
NSEditorRegistration
NSObjectProtocol
```

See Also

Core Controllers

```
class NSObjectController
```

A controller that can manage an object's properties referenced by key-value paths.