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# EOEditors

(informal protocol)

Category Of: NSObject

Declared In: EOControl/EOEditingContext.h

## Category Description

EOEditingContext defines this category of NSObject for objects that act as higher-level editors of the objects it contains. An EOEditingContext sends messages to its editors to determine whether they have any changes that need to be saved, and to allow them to flush pending changes before a save (possibly raising an exception to abort the save). See the EOEditingContext and EODisplayGroup class specifications for more information.

## Instance Methods

### **editingContextWillSaveChanges:**

– (void)**editingContextWillSaveChanges:**(EOEditingContext \*)*anEditingContext*

Invoked by *anEditingContext* in its **saveChanges** method, this method allows the receiver to prohibit a save operation. The receiver should validate any unprocessed edits it has, raising an exception if it can't do so to prevent *anEditingContext* from saving. This method is declared, but not implemented by NSObject.

### **editorHasChangesForEditingContext:**

– (BOOL)**editorHasChangesForEditingContext:**(EOEditingContext \*)*anEditingContext*

Invoked by *anEditingContext*, this method should return YES if the receiver has any unprocessed edits that need to be saved, NO if it doesn't. This method is declared, but not implemented by NSObject.