
EObjectStoreCoordinator Additions

Inherits From: EObjectStoreCoordinator : NSObject

Declared In: EOAccess/EOModelGroup.h

Class Description

The EOAccess framework adds methods to the EObjectStoreCoordinator class for accessing the coordinator's EOModelGroup: **modelGroup** and **setModelGroup:**. (EObjectStoreCoordinator is in the EOControl framework.)

An application can have multiple EObjectStoreCoordinators, and each coordinator can have a different EOModelGroup. For more discussion of this subject, see the chapter “Application Configurations” in the *Enterprise Objects Framework Developer's Guide*. Application and framework code needing access to the EOModelGroup for a given EOEditingContext can get that information by asking the EOEditingContext's EObjectStoreCoordinator for its EOModelGroup.

Instance Methods

modelGroup

– (EOModelGroup *)**modelGroup**

Returns the receiver's EOModelGroup. By default, this method returns the results of the statement `[EOModelGroup defaultManager]`. If your application is using more than one EObjectStoreCoordinator, each coordinator can have its own EOModelGroup.

setModelGroup:

– (void)**setModelGroup:**(EOModelGroup *)*group*

Sets to *group* the EOModelGroup used by the receiver. By default, an EObjectStore's EOModelGroup is the result of the statement `[EOModelGroup defaultManager]`. However, you can override this by using **setModelGroup:** to explicitly set a different EOModelGroup for the receiver. Other parts of Enterprise Objects Framework (such as EODatabaseContext) use the EOModelGroup bound to their EObjectStoreCoordinator.