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# EOActionAssociation

<b>Inherits From:</b>	EOAssociation : EODelayedObserver : NSObject
<b>Conforms To:</b>	NSCoding (EOAssociation) EOObserving (EODelayedObserver) NSObject (NSObject)
<b>Declared In:</b>	EOInterface/EOActionAssociation.h

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## Class at a Glance

### Purpose

An EOActionAssociation displays no values, but instead sends a message to the objects selected in its EODisplayGroup when the display object, an NSControl or NSActionCell, sends its action.

### Usable With

Any NSControl or NSActionCell

### Aspects

action	Bound to a key that names a method implemented by the objects. The method must take no arguments if the <b>argument</b> aspect isn't bound, one argument if it is.
argument	An object attribute or relationship of the selected object, passed as an argument to the action method. (Usually bound to a different EODisplayGroup than that bound to <b>action</b> .)
enabled	A boolean attribute of the selected object, which determines whether the display object is enabled.

### Object Keys Taken

target	On receiving an action message from the display object, an EOActionAssociation sends its action to the selected objects.
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## Class Description

EOActionAssociation allows you to set up an interface object, such as a button, to send a message to the selected objects when it's acted on.

## Examples

Suppose you have an application that manages member accounts, each of which has a restriction on the outstanding balance allowed. Further, the **Member** class defines a **boostRestrictions** method that increases the limit by 20%. You can set up a button in the application to invoke this method by connecting it to the **Member** display group and binding the **action** aspect to the “boostRestrictions” key (which you add in Interface Builder).

In another scenario, one **EODisplayGroup** shows **Members**, while another shows video tapes available for rent. Here, you can bind a button to the **Members EODisplayGroup** with the action **rentVideoTape:**. Similarly, you bind the **VideoTape EODisplayGroup** to the **argument** aspect. Now, when the user selects a **Member** and a **VideoTape** and clicks the button, the **Member** is sent a **rentVideoTape:** message with the **VideoTape**.