

setNext
setLast
setPrevious

Checking positioning success isMatch

(BOOL)getKey:(void **)aKey andLength:(unsigned int *)aLength

Returns by reference the key defining the cursor's position in its key space, along with the key's length.

getKey:andLength:, isMatch

(BOOL)isMatch

Returns YES if the cursor is on a key with an associated value, NO if the cursor is between two values of the set of values.

If the cursor isn't on a key with a value, then trying to get a key or read a value can cause the cursor to move to the next key with a value before reading the key or value, or raise IX_ArgumentError if the cursor is at the end of the key space). Any attempt to write into or remove a nonexistent value will raise IX_ArgumentError.

getKey:andLength:, setKey:andLength:

(BOOL)setFirst

If there is at least one value associated with a key, this method positions the cursor at the first element with a value. Otherwise it returns NO, and any attempt to remove or read a value at the cursor's position will raise IX_ArgumentError.

setNext, setLast, setPrevious

(BOOL)setKey:(void *)aKey andLength:(unsigned int)aLength

Sets the current position of the cursor to that specified by aKey and aLength.

getKey:andLength:, isMatch

(BOOL)setNext

Sets the cursor's position to the next key with an associated value. Returns YES if there is a next key and the cursor is already positioned at the end of the key space. If this method returns NO, then any attempt to read a value at the cursor's position will raise IX_ArgumentError.

setFirst, setLast, setPrevious

(BOOL)setPrevious

Sets the cursor's position to the previous key with an associated value. Returns YES if there is a previous key and the cursor was positioned at the beginning of the key space and has moved to a position before the beginning. If this method returns NO, then any attempt to read a value will cause the cursor to move to the next key. If this method returns NO, then any attempt to read a value will cause the cursor to move to the next key. IX_ArgumentError if the cursor can't move (because it's at the end of the key space).

setLast, setFirst, setNext