
Rubicon Documentation

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Contents

1	Table of contents	3
1.1	Tutorial	3
1.2	How-to guides	3
1.3	Background	3
1.4	Reference	3
2	Community	5
2.1	Tutorials	5
2.2	How-to Guides	9
2.3	Background	27
2.4	Reference	33
	Python Module Index	63
	Index	65

Rubicon Objective-C is a bridge between Objective-C and Python. It enables you to:

- Use Python to instantiate objects defined in Objective-C,
- Use Python to invoke methods on objects defined in Objective-C, and
- Subclass and extend Objective-C classes in Python.

It also includes wrappers of the some key data types from the Foundation framework (e.g., `NSString`).

1.1 Tutorial

Get started with a hands-on introduction for beginners

1.2 How-to guides

Guides and recipes for common problems and tasks, including how to contribute

1.3 Background

Explanation and discussion of key topics and concepts

1.4 Reference

Technical reference - commands, modules, classes, methods

Rubicon is part of the [BeeWare suite](#). You can talk to the community through:

- [@pybeeware](#) on Twitter
- [beeware/general](#) on Gitter

2.1 Tutorials

These tutorials are step-by step guides for using Rubicon.

2.1.1 Your first bridge

In this example, we're going to use Rubicon to access the Objective-C Foundation library, and the *NSURL* class in that library. *NSURL* is the class used to represent and manipulate URLs.

This tutorial assumes you've set up your environment as described in the [Getting started guide](#).

Accessing NSURL

Start Python, and get a reference to an Objective-C class. In this example, we're going to use the *NSURL* class, Objective-C's representation of URLs:

```
>>> from rubicon.objc import ObjCClass
>>> NSURL = ObjCClass("NSURL")
```

This gives us an *NSURL* class in Python which is transparently bridged to the *NSURL* class in the Objective-C runtime. Any method or property described in [Apple's documentation on NSURL](#) can be accessed over this bridge.

Let's create an instance of an *NSURL* object. The *NSURL* documentation describes a static constructor *+URLWithString::*; we can invoke this constructor as:

```
>>> base = NSURL.URLWithString("https://beeware.org/")
```

That is, the name of the method in Python is identical to the method in Objective-C. The first argument is declared as being an *NSString* *; Rubicon converts the Python *str* into an *NSString* instance as part of invoking the method.

NSURL has another static constructor: `+URLWithString:relativeToURL:`. We can also invoke this constructor:

```
>>> full = NSURL.URLWithString("contributing/", relativeToURL=base)
```

The second argument (*relativeToURL*) is accessed as a keyword argument. This argument is declared as being of type *NSURL* *; since *base* is an instance of *NSURL*, Rubicon can pass through this instance.

Sometimes, an Objective-C method definition will use the same keyword argument name twice. This is legal in Objective-C, but not in Python, as you can't repeat a keyword argument in a method call. In this case, you can use a "long form" of the method to explicitly invoke a descriptor by replacing colons with underscores:

```
>>> base = NSURL.URLWithString_("https://beeware.org/")
>>> full = NSURL.URLWithString_relativeToURL_("contributing", base)
```

Instance methods

So far, we've been using the `+URLWithString:` static constructor. However, *NSURL* also provides an initializer method `-initWithString:`. To use this method, you first have to instruct the Objective-C runtime to allocate memory for the instance, then invoke the initializer:

```
>>> base = NSURL.alloc().initWithString("https://beeware.org/")
```

Now that you have an instance of *NSURL*, you'll want to manipulate it. *NSURL* describes an *absoluteURL* property; this property can be accessed as a Python attribute:

```
>>> absolute = full.absoluteURL
```

You can also invoke methods on the instance:

```
>>> longer = absolute.URLByAppendingPathComponent('how/first-time/')
```

If you want to output an object at the console, you can use the Objective-C property *description*, or for debugging output, *debugDescription*:

```
>>> longer.description
'https://beeware.org/contributing/how/first-time/'

>>> longer.debugDescription
'https://beeware.org/contributing/how/first-time/>'
```

Internally, *description* and *debugDescription* are hooked up to their Python equivalents, `__str__()` and `__repr__()`, respectively:

```
>>> str(absolute)
'https://beeware.org/contributing/how/first-time/'

>>> repr(absolute)
'<rubicon.objc.api.ObjCInstance 0x1114a3cf8: NSURL at 0x7fb2abdd0b20: https://beeware.
↳org/contributing/>'
```

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```
>>> print(absolute)
<rubicon.objc.api.ObjCInstance 0x1114a3cf8: NSURL at 0x7fb2abdd0b20: https://beeware.
↳org/contributing/>
```

Time to take over the world!

You now have access to *any* method, on *any* class, in any library, in the entire macOS or iOS ecosystem! If you can invoke something in Objective-C, you can invoke it in Python - all you need to do is:

- load the library with ctypes;
- register the classes you want to use; and
- Use those classes as if they were written in Python.

Next steps

The next step is to write your own classes, and expose them into the Objective-C runtime. That's the subject of the *next tutorial*.

2.1.2 Tutorial 2 - Writing your own class

Eventually, you'll come across an Objective-C API that requires you to provide a class instance as an argument. For example, when using macOS and iOS GUI classes, you often need to define “delegate” classes to describe how a GUI element will respond to mouse clicks and key presses.

Let's define a *Handler* class, with two methods:

- an *-initWithValue:* constructor that accepts an integer; and
- a *-pokeWithValue:andName:* method that accepts an integer and a string, prints the string, and returns a float that is one half of the value.

The declaration for this class would be:

```
from rubicon.objc import NSObject, objc_method

class Handler(NSObject):
    @objc_method
    def initWithValue_(self, v: int):
        self.value = v
        return self

    @objc_method
    def pokeWithValue_andName_(self, v: int, name) -> float:
        print("My name is", name)
        return v / 2.0
```

This code has several interesting implementation details:

- The *Handler* class extends *NSObject*. This instructs Rubicon to construct the class in a way that it can be registered with the Objective-C runtime.

- Each method that we want to expose to Objective-C is decorated with `@objc_method`. The method names match the Objective-C descriptor that you want to expose, but with colons replaced by underscores. This matches the “long form” way of invoking methods discussed in *Your first bridge*.
- The `v` argument on `initWithValue_()` uses a Python 3 type annotation to declare its type. Objective-C is a language with static typing, so any methods defined in Python must provide this typing information. Any argument that isn’t annotated is assumed to be of type `id` - that is, a pointer to an Objective-C object.
- The `pokeWithValue_andName_()` method has its integer argument annotated, and has its return type annotated as float. Again, this is to support Objective-C typing operations. Any function that has no return type annotation is assumed to return `id`. A return type annotation of `None` will be interpreted as a `void` method in Objective-C. The `name` argument doesn’t need to be annotated because it will be passed in as a string, and strings are `NSObject` subclasses in Objective-C.
- `initWithValue_()` is a constructor, so it returns `self`.

Having declared the class, you can then instantiate and use it:

```
>>> my_handler = Handler.alloc().initWithValue(42)
>>> print(my_handler.value)
42
>>> print(my_handler.pokeWithValue(37, andName="Alice"))
My name is Alice
18.5
```

Objective-C properties

When we defined the initializer for `Handler`, we stored the provided value as the `value` attribute of the class. However, as this attribute wasn’t declared to Objective-C, it won’t be visible to the Objective-C runtime. You can access `value` from within Python - but Objective-C code won’t be able to access it.

To expose `value` to the Objective-C runtime, we need to make one small change, and explicitly declare `value` as an Objective-C property:

```
from rubicon.objc import NSObject, objc_method, objc_property()

class PureHandler(NSObject):
    value = objc_property()

    @objc_method
    def initWithValue_(self, v: int):
        self.value = v
        return self
```

This doesn’t change anything about how you access or modify the attribute - it just means that Objective-C code will be able to see the attribute as well.

Class naming

In this revised example, you’ll note that we also used a different class name - `PureHandler`. This was deliberate, because Objective-C doesn’t have any concept of namespaces. As a result, you can only define one class of any given name in a process - so, you won’t be able to define a second `Handler` class in the same Python shell. If you try, you’ll get an error:

```
>>> class Handler(NSObject):
...     pass
Traceback (most recent call last)
...
RuntimeError: ObjC runtime already contains a registered class named 'Handler'.
```

You'll need to be careful (and sometimes, painfully verbose) when choosing class names.

What, no `__init__()`?

You'll also notice that our example code *doesn't* have an `__init__()` method like you'd normally expect of Python code. As we're defining an Objective-C class, we need to follow the Objective-C object lifecycle - which means defining initializer methods that are visible to the Objective-C runtime, and invoking them over that bridge.

Next steps

???

2.1.3 Tutorial 1 - Your first bridge

In *Your first bridge*, you will use Rubicon to invoke an existing Objective-C library on your computer.

2.1.4 Tutorial 2 - Writing your own class

In *Tutorial 2 - Writing your own class*, you will write a Python class, and expose it to the Objective-C runtime.

2.2 How-to Guides

How-to guides are recipes that take the user through steps in key subjects. They are more advanced than tutorials and assume a lot more about what the user already knows than tutorials do, and unlike documents in the tutorial they can stand alone.

2.2.1 Getting Started with Rubicon

To use Rubicon, create a new virtual environment, and install it:

```
$ python3 -m venv venv
$ source venv/bin/activate.sh
(venv) $ pip install rubicon-objc
```

You're now ready to use Rubicon! Your next step is to work through the *Tutorials*, which will take you step-by-step through your first steps and introduce you to the important concepts you need to become familiar with.

2.2.2 You're just not my type: Using Objective-C types in Python

Objective-C is a strongly and statically-typed language. Every variable has a specific type, and that type cannot change over time. Function parameters also have fixed types, and a function will only accept arguments of the correct types.

Python, on the other hand, is a strongly, but *dynamically*-typed language. Every object has a specific type, but all variables can hold objects of any type. When a function accepts an argument, Python will allow you to pass *any* object, of *any* type.

So, if you want to bridge between Objective-C and Python, you need to be able to provide static typing information so that Rubicon can work out how to convert a Python object of arbitrary type into a specific type matching Objective-C's expectations.

Type annotations

If you're calling an Objective-C method defined in a library, its types are already known to the Objective-C runtime and Rubicon. However, if you're defining a new method (or a method override) in Python, you need to manually provide its types. This is done using Python 3's type annotation syntax.

Passing and returning Objective-C objects doesn't require any extra work — if you don't annotate a parameter or the return type, Rubicon assumes that it is an Objective-C object. (To define a method that doesn't return anything, you need to add an explicit `-> None` annotation.)

All other parameter and return types (primitives, pointers, structs) need to be annotated to tell Rubicon and Objective-C which type to expect. These annotations can use any of the types defined by Rubicon, such as `NSInteger` or `NSRange`, as well as standard C types from the `ctypes` module, such as `c_byte` or `c_double`.

For example, a method that takes a C `double` and returns a `NSInteger` would be defined and annotated like this:

```
@objc_method
def roundToZero_(self, value: c_double) -> NSInteger:
    return int(value)
```

Rubicon also allows certain Python types to be used in method signatures, and converts them to matching primitive `ctypes` types. For example, Python `int` is treated as `c_int`, and `float` is treated as `c_double`.

See also:

The `rubicon.objc.types` reference documentation lists all C type definitions provided by Rubicon, and provides additional information about how Rubicon converts types.

Type conversions

When you call existing Objective-C methods, Rubicon already knows which type each argument needs to have and what it returns. Based on this type information, Rubicon will automatically convert the passed arguments to the proper Objective-C types, and the return value to an appropriate Python type. This makes explicit type conversions between Python and Objective-C types unnecessary in many cases.

Argument conversion

If an Objective-C method expects a C primitive argument, you can pass an equivalent Python value instead. For example, a Python `int` value can be passed into any integer argument (`int`, `NSInteger`, `uint8_t`, ...), and a Python `float` value can be passed into any floating-point argument (`double`, `CGFloat`, ...).

To pass a C structure as an argument, you would normally need to construct a structure instance by name. This can get somewhat lengthy, especially with nested structures (e. g. `NSRect(NSPoint(1.2, 3.4), NSSize(5.6,`

7.8)). As a shorthand, Rubicon allows passing tuples instead of structure objects (e. g. ((1.2, 3.4), (5.6, 7.8))) and automatically converts them to the required structure type.

If a parameter expects an Objective-C object, you can also pass certain Python objects, which are automatically converted to their Objective-C counterparts. For example, a Python `str` is converted to an `NSString`, `bytes` to `NSData`, etc. Collections are also supported: `list` and `dict` are converted to `NSArray` and `NSDictionary`, and their elements are converted recursively.

Note: All of these conversions can also be performed manually - see *Manual conversions* for details.

Return value conversion and wrapping

Primitive values returned from methods are converted using the usual `ctypes` conversions, e. g. C integers are converted to Python `int` and floating-point values to Python `float`.

Objective-C objects are automatically returned as `ObjCInstance` objects, so you can call methods on them and access their properties. In some cases, Rubicon also provides additional Python methods on Objective-C objects - see *Python-style APIs and methods for Objective-C objects* for details.

Python-style APIs and methods for Objective-C objects

For some standard Foundation classes, such as lists and dictionaries, Rubicon provides additional Python methods to make them behave more like their Python counterparts. This allows using Foundation objects in place of regular Python objects, so that you do not need to convert them manually.

Strings

`NSString` objects behave almost exactly like Python `str` objects - they can be sliced, concatenated, compared, etc. with other Objective-C and Python strings.

```
# Call an Objective-C method that returns a string.
# We're using NSBundle to give us a string version of a path
>>> NSBundle mainBundle.bundlePath
<rubicon.objc.collections.ObjCStrInstance 0x114a94d68: __NSCFString at
↳0x7fec8ba7fbd0: /Users/brutus/path/to/somewhere>

# Slice the Objective-C string
>>> NSBundle mainBundle.bundlePath[:14]
<rubicon.objc.collections.ObjCStrInstance 0x114aa80f0: __NSCFString at
↳0x7fec8ba7fbd0: /Users/brutus/>
```

Note: `ObjCInstance` objects wrapping a `NSString` internally have the class `ObjCStrInstance`, and you will see this name in the `repr()` of `NSString` objects. This is an implementation detail - you should not refer to the `ObjCStrInstance` class explicitly in your code.

If you have an `NSString`, and you need to pass it to a method that does a specific typecheck for `str`, you can use `str(nsstring)` to convert the `NSString` to `str`:

```
# Convert the Objective-C string to a Python string.
>>> str(NSBundle mainBundle.bundlePath)
'/Users/rkm/projects/beeware/venv3.6/bin'
```

Conversely, if you have a `str`, and you specifically require a `NSString`, you can use the `at()` function to convert the Python instance to an `NSString`.

```
>>> from rubicon.objc import at
# Create a Python string
>>> py_str = 'hello world'
# Convert to an Objective-C string
>>> at(py_str)
<rubicon.objc.collections.ObjCStrInstance 0x114a94e48: __NSCFString at_
↳0x7fec8ba7fc10: hello world>
```

`NSString` also supports all the utility methods that are available on `str`, such as `replace` and `split`. When these methods return a string, the implementation may return Python `str` or Objective-C `NSString` instances. If you need to use the return value from these methods, you should always use `str` or `at()` to ensure that you have the right kind of string for your needs.

```
# Is the path comprised of all lowercase letters? (Hint: it isn't)
>>> NSString mainBundle.bundlePath.islower()
False

# Convert string to lower case; use str() to ensure we get a Python string.
>>> str(NSBundle mainBundle.bundlePath.lower())
'/users/rkm/projects/beeware/venv3.6/bin'
```

Note: `NSString` objects behave slightly differently than Python `str` objects in some cases. For technical reasons, `NSStrings` are not hashable in Python, which means they cannot be used as `dict` keys (but they *can* be used as `NSDictionary` keys). `NSString` also handles Unicode code points above U+FFFF differently than Python `str`, because the former is based on UTF-16.

Lists

`NSArray` objects behave like any other Python sequence - they can be indexed, sliced, etc. and standard operations like `len()` and `in` are supported:

```
>>> from rubicon.objc import NSArray
>>> array = NSArray.arrayWithArray(list(range(4)))
>>> array[0]
0
>>> array[1:3]
<rubicon.objc.collections.ObjCListInstance 0x10b855208: __NSArrayI at 0x7f86f8e61950:
↳<__NSArrayI 0x7f86f8e61950>(
1,
2
)
>
>>> len(array)
4
>>> 2 in array
True
```

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```
>>> 5 in array
False
```

Note: *ObjCInstance* objects wrapping a *NSArray* internally have the class *ObjCListInstance* or *ObjCMutableListInstance*, and you will see these names in the `repr()` of *NSArray* objects. This is an implementation detail - you should not refer to the *ObjCListInstance* and *ObjCMutableListInstance* classes explicitly in your code.

NSMutableArray objects additionally support mutating operations, like `item` and `slice` assignment:

```
>>> from rubicon.objc import NSMutableArray
>>> mutarray = NSMutableArray.arrayWithArray(list(range(4)))
>>> mutarray[0] = 42
>>> mutarray
<rubicon.objc.collections.ObjCMutableListInstance 0x10b8558d0: __NSArrayM at_
↳0x7f86fb04d9f0: <__NSArrayM 0x7f86fb04d9f0>(
42,
1,
2,
3
)
>
>>> mutarray[1:3] = [9, 8, 7]
>>> mutarray
<rubicon.objc.collections.ObjCMutableListInstance 0x10b8558d0: __NSArrayM at_
↳0x7f86fb04d9f0: <__NSArrayM 0x7f86fb04d9f0>(
42,
9,
8,
7,
3
)
>
```

Sequence methods like `index` and `pop` are also supported:

```
>>> mutarray.index(7)
3
>>> mutarray.pop(3)
7
```

Note: Python objects stored in an *NSArray* are converted to Objective-C objects using the rules described in *Argument conversion*.

Dictionaries

NSDictionary objects behave like any other Python mapping - their items can be accessed and standard operations like `len()` and `in` are supported:

```
>>> from rubicon.objc import NSDictionary
>>> d = objc.NSDictionary.dictionaryWithDictionary({"one": 1, "two": 2})
```

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```
>>> d["one"]
1
>>> len(d)
>>> 2
>>> "two" in d
True
>>> "five" in d
False
```

Note: *ObjCInstance* objects wrapping a *NSDictionary* internally have the class *ObjCDictInstance* or *ObjCMutableDictInstance*, and you will see these names in the `repr()` of *NSDictionary* objects. This is an implementation detail - you should not refer to the *ObjCDictInstance* and *ObjCMutableDictInstance* classes explicitly in your code.

NSMutableDictionary objects additionally support mutating operations, like item assignment:

```
>>> md = objc.NSMutableDictionary.dictionaryWithDictionary({"one": 1, "two": 2})
>>> md["three"] = 3
>>> md
<rubicon.objc.collections.ObjCMutableDictInstance 0x10b8a7860: __NSDictionaryM at 0x7f86fb164b60: {
  ↳0x7f86fb164b60: {
    one = 1;
    three = 3;
    two = 2;
  }
}>
```

Mapping methods like `keys` and `values` are also supported:

```
>>> d.keys()
<rubicon.objc.collections.ObjCListInstance 0x10b898a90: __NSArrayI at 0x7f86f8db6b70:
  ↳<__NSArrayI 0x7f86f8db6b70>(
one,
two
)
>
>>> d.values()
<rubicon.objc.collections.ObjCListInstance 0x10b8a7b38: __NSArrayI at 0x7f86f8c00370:
  ↳<__NSArrayI 0x7f86f8c00370>(
1,
2
)
>
```

Note: Python objects stored in an *NSDictionary* are converted to Objective-C objects using the rules described in *Argument conversion*.

Manual conversions

If necessary, you can also manually call Rubicon's type conversion functions, to convert objects between Python and Objective-C when Rubicon doesn't do so automatically.

Converting from Python to Objective-C

The function `ns_from_py()` (also available as `at()` for short) can convert most standard Python objects to Foundation equivalents. For a full list of possible conversions, see the reference documentation for `ns_from_py()`.

These conversions are performed automatically when a Python object is passed into an Objective-C method parameter that expects an object - in that case you do not need to call `ns_from_py()` manually (see *Argument conversion*).

Converting from Objective-C to Python

The function `py_from_ns()` can convert many common Foundation objects to Python equivalents. For a full list of possible conversions, see the reference documentation for `py_from_ns()`.

These conversions are not performed automatically by Rubicon. For example, if an Objective-C method returns an `NSString`, Rubicon will return it as an `ObjCInstance` (with some additional Python methods - see *Python-style APIs and methods for Objective-C objects*). Using `py_from_ns()`, you can convert the `NSString` to a real Python `str`.

When converting collections, such as `NSArray` or `NSDictionary`, `py_from_ns()` will convert them recursively to a pure Python object. For example, if `nsarray` is an `NSArray` containing `NSString`s, `py_from_ns(nsarray)` will return a list of `str`s. In most cases, that is the desired behavior, but you can also avoid this recursive conversion by passing the Foundation collection into a Python collection constructor: for example `list(nsarray)` will return a list of `NSString`s.

2.2.3 Using and creating Objective-C protocols

Protocols are used in Objective-C to declare a set of methods and properties for a class to implement. They have a similar purpose to ABCs (abstract base classes) in Python.

Looking up a protocol

Protocol objects can be looked up using the `ObjCProtocol` constructor, similar to how classes can be looked up using `ObjCClass`:

```
>>> NSCopying = ObjCProtocol('NSCopying')
>>> NSCopying
<rubicon.objc.api.ObjCProtocol: NSCopying at 0x7fff76543210>
```

The `isinstance` function can be used to check whether an object conforms to a protocol:

```
>>> isinstance(NSObject.new(), NSCopying)
False
>>> isinstance(NSArray.array(), NSCopying)
True
```

Implementing a protocol

When writing a custom Objective-C class, you might want to have it conform to one or multiple protocols. In Rubicon, this is done by using the `protocols` keyword argument in the base class list. For example, if you have a class `UserAccount` and want it to conform to `NSCopyable`, you would write it like this:

```
class UserAccount(NSObject, protocols=[NSCopying]):
    username = objc_property()
    emailAddress = objc_property()

    @objc_method
    def initWithUsername_emailAddress_(self, username, emailAddress):
        self = self.init()
        if self is None:
            return None
        self.username = username
        self.emailAddress = emailAddress
        return self

    # This method is required by NSCopying.
    # The "zone" parameter is obsolete and can be ignored, but must be included for
    ↪backwards compatibility.
    # This method is not normally used directly. Usually you call the copy method
    ↪instead,
    # which calls copyWithZone: internally.
    @objc_method
    def copyWithZone_(self, zone):
        return UserAccount.alloc().initWithUsername(self.username, emailAddress=self.
    ↪emailAddress)
```

We can now use our class. The `copy` method (which uses our implemented `copyWithZone:` method) can also be used:

```
>>> ua = UserAccount.alloc().initWithUsername_emailAddress_(at('person'), at(
    ↪'person@example.com'))
>>> ua
<rubicon.objc.api.ObjcInstance 0x106543210: UserAccount at 0x106543220: <UserAccount:
    ↪0x106543220>>
>>> ua.copy()
<rubicon.objc.api.ObjcInstance 0x106543210: UserAccount at 0x106543220: <UserAccount:
    ↪0x106543220>>
```

And we can check that the class conforms to the protocol:

```
>>> isinstance(ua, NSCopying)
True
```

Writing custom protocols

You can also create custom protocols. This works similarly to creating custom Objective-C classes:

```
class Named(metaclass=ObjcProtocol):
    name = objc_property()

    @objc_method
    def sayName(self):
        ...
```

There are two notable differences between creating classes and protocols:

1. Protocols do not need to extend exactly one other protocol - they can also extend multiple protocols, or none at all. When not extending other protocols, as is the case here, we need to explicitly add `metaclass=ObjcProtocol` to the base class list, to tell Python that this is a protocol and not a regular Python class. When extending other

protocols, Python detects this automatically. 2. Protocol methods do not have a body. Python has no dedicated syntax for functions without a body, so we put `...` in the body instead. (You could technically put code in the body, but this would be misleading and is not recommended.)

2.2.4 Asynchronous Programming with Rubicon

One of the banner features of Python 3 is the introduction of native asynchronous programming, implemented in the *asyncio*.

For an introduction to the use of asynchronous programming, see [the documentation for the asyncio module](#), or [this introductory tutorial to asynchronous programming with asyncio](#).

Integrating asyncio with CoreFoundation

The *asyncio* module provides an event loop to coordinate asynchronous features. However, if you're running an Objective C GUI applicaiton, you probably already have an event loop - the one provided by CoreFoundation. This CoreFoundation event loop is then wrapped by *NSApplication* or *UIApplication* in end-user code.

However, you can't have two event loops running at the same time, so you need a way to integrate the two. Luckily, *asyncio* provides a way to customize it's event loop so it can be integrated with other event sources.

It does this using an Event Loop Policy. Rubicon provides an Core Foundation Event Loop Policy that inserts Core Foundation event handling into the *asyncio* event loop.

To use *asyncio* in a pure Core Foundation application, do the following:

```
# Import the Event Loop Policy
from rubicon.objc.eventloop import EventLoopPolicy

# Install the event loop policy
asyncio.set_event_loop_policy(EventLoopPolicy())

# Get an event loop, and run it!
loop = asyncio.get_event_loop()
loop.run_forever()
```

The last call (`loop.run_forever()`) will, as the name suggests, run forever - or, at least, until an event handler calls `loop.stop()` to terminate the event loop.

Integrating asyncio with AppKit and NSApplication

If you're using AppKit and NSApplication, you don't just need to start the CoreFoundation event loop - you need to start the full NSApplication lifecycle. To do this, you pass the application instance into the call to `loop.run_forever()`:

```
# Import the Event Loop Policy and lifecycle
from rubicon.objc.eventloop import EventLoopPolicy, CocoaLifecycle

# Install the event loop policy
asyncio.set_event_loop_policy(EventLoopPolicy())

# Get a handle to the shared NSApplication
from ctypes import cdll, util
from rubicon.objc import ObjCClass
```

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```

appkit = cdll.LoadLibrary(util.find_library('AppKit'))
NSApplication = ObjCClass('NSApplication')
NSApplication.declare_class_property('sharedApplication')
app = NSApplication.sharedApplication

# Get an event loop, and run it, using the NSApplication!
loop = asyncio.get_event_loop()
loop.run_forever(lifecycle=CocoaLifecycle(app))

```

Again, this will run “forever” – until either `loop.stop()` is called, or `terminate:` is invoked on the `NSApplication`.

Integrating asyncio with iOS and UIApplication

If you’re using `UIKit` and `UIApplication` on iOS, you need to use the iOS lifecycle. To do this, you pass an `iOSLifecycle` object into the call to `loop.run_forever()`:

```

# Import the Event Loop Policy and lifecycle
from rubicon.objc.eventloop import EventLoopPolicy, iOSLifecycle

# Install the event loop policy
asyncio.set_event_loop_policy(EventLoopPolicy())

# Get an event loop, and run it, using the NSApplication!
loop = asyncio.get_event_loop()
loop.run_forever(lifecycle=iOSLifecycle())

```

Again, this will run “forever” – until either `loop.stop()` is called, or `terminate:` is invoked on the `NSApplication`.

2.2.5 Calling plain C functions from Python

Most Objective-C APIs are exposed through Objective-C classes and methods, but some parts are implemented as plain C functions. You might also want to use a pure C library that provides no Objective-C interface at all. Calling C functions is quite different from calling Objective-C methods and requires some additional work, which will be explained in this how-to.

See also:

The [ctypes tutorial](#) in the Python documentation, which explains how to call C functions in general (without a specific focus on Apple platforms and Objective-C).

A simple example: `puts`

We’ll start with a simple example: calling the `puts` function from the C standard library. `puts` takes a C string and outputs it to standard output — it’s the C equivalent of a simple `print` call.

Before we can call the function, we need to look it up first. To do this, we need to find and load the library in which the function is defined. In the case of standard C functions, this is the standard C library, `libc`. Because this library is commonly used, Rubicon already loads it by default and exposes it in Python as `rubicon.objc.runtime.libc`.

```

>>> from rubicon.objc.runtime import libc
>>> libc
<CDLL '/usr/lib/libc.dylib', handle 7fff60d0cb90 at 0x105850b38>

```

Note: For a list of all C libraries that Rubicon loads and exposes by default, see the *C libraries* section of the *rubicon.objc.runtime* reference documentation.

To access a library that is not predefined by Rubicon, you can use the `load_library()` function:

```
>>> from rubicon.objc.runtime import load_library
>>> libm = load_library("m")
>>> libm
<CDLL '/usr/lib/libm.dylib', handle 7fff60d0cb90 at 0x10596be10>
```

C functions are accessed as attributes on their library:

```
>>> libc.puts
<_FuncPtr object at 0x110178f20>
```

However, unlike Objective-C methods, we cannot call C functions right away — we must first declare the function’s argument and return types. (Rubicon cannot do this automatically like with Objective-C methods, because plain C doesn’t provide the runtime type information necessary for this.) This type information is found in C header files, in this case `stdio.h` (which defines standard C input/output functions, including `puts`).

The exact location of the macOS C headers varies depending on your version of macOS and the developer tools — it is not a fixed path. To open the header directory in the Finder, run the following command in the terminal:

```
$ open "$(xcrun --show-sdk-path)/usr/include"
```

Note: This command requires a version of the macOS developer tools to be installed. If you do not have Xcode or the command-line developer tools installed yet, run this command in the terminal to install the command-line developer tools:

```
$ xcode-select --install
```

Once you have opened the relevant header file in a text editor, you need to search for the declaration of the function you’re looking for. In the case of `puts`, it looks like this:

```
int puts(const char *);
```

This means that `puts` returns an `int` and takes a single argument of type `const char *` (a pointer to one or more characters, i.e. a C string). This translates to the following Python `ctypes` code:

```
>>> from ctypes import c_char_p, c_int
>>> libc.puts.restype = c_int
>>> libc.puts.argtypes = [c_char_p]
```

Now that we have provided all of the necessary type information, we can call `libc.puts`.

For the `c_char_p` argument, we pass a byte string with the message we want to print out. `ctypes` automatically converts the byte string object to a `c_char_p` (`char *`) as the C function expects it. The string specifically needs to be a byte string (`bytes`), because C’s `char *` strings are byte-based, unlike normal Python strings (`str`), which are Unicode-based.

```
>>> res = libc.puts(b"Hello!")
Hello!
```

Note: If you're running this code from an editor or IDE and don't see `Hello!` printed out, try running the code from a Python REPL in a terminal window instead. Some editors/IDEs, such as Python's IDLE, can only capture and display output produced by high-level Python functions (such as `print`), but not output from low-level C functions (such as `puts`).

The return value of `puts` is ignored in this example. It indicates whether or not the call was successful. If `puts` succeeds, it returns a non-negative integer (the exact value is not significant and has no defined meaning). If `puts` encounters an error, it returns the `EOF` constant (on Apple OSes, this is `-1`).

The `puts` function generally doesn't fail, except for edge cases that are unlikely to happen in practice. With most other C functions, you need to be more careful about checking the return value, to make sure that errors from the function call are detected and handled. Unlike in Python, if you forget to check whether a C function call failed, any errors from that call are silently ignored, which often leads to bad behavior or crashes.

Most real examples of C functions are more complicated than `puts`, but the basic procedure for calling them is the same: import or load the function's C library, set the function's return type and argument types based on the relevant header, and then call the function as needed.

Each C library only needs to be imported/loaded once, and the `restype` and `argtypes` only need to be set once per function. This is usually done at module level near the beginning of the module, similar to Python imports.

Inline functions (e.g. `NSLocationInRange`)

Regular C functions can be called as explained above, but there is also a second kind of C function that needs to be handled differently: inline functions. Unlike regular C functions, inline functions cannot be called through a library object at runtime. Instead, their implementation is only provided as source code in a header file.

When an inline function is called from regular C code, the C compiler copies (inlines) the inline function's implementation into the calling code. To call an inline C function from Python, we need to do the same thing — copy the code from the header into our own code — but in addition we need to translate the C code from the header into equivalent Python/`ctypes` code.

As an example we will use the function `NSLocationInRange` from the Foundation framework. This function checks whether an index lies inside a `NSRange` value. The definition of this function, from the Foundation header `NSRange.h`, looks like this:

```
NS_INLINE BOOL NSLocationInRange(NSUInteger loc, NSRange range) {
    return (!(loc < range.location) && (loc - range.location) < range.length) ? YES :
    ↪NO;
}
```

In this case, the translation to Python consists (roughly) of the following steps:

1. The outer part of the function definition needs to be translated to Python's `def` syntax. The return type and argument types can be omitted in the Python code — because Python is dynamically typed, these explicit types are not needed.
2. The `YES` and `NO` constants in the `return` expressions need to be replaced with their Python equivalents, `True` and `False`.
3. Some operators in the `return` expression need to be changed: `C !cond` translates to Python `not cond`, `C left && right` becomes `left and right`, and `C cond ? true_val : false_val` becomes `true_val if cond else false_val`.

The translated Python code looks like this:


```
def NSLocationInRange(loc, range):
    return True if (not (loc < range.location) and (loc - range.location) < range.
↪length) else False
```

You can then put this translated function into your Python code and call it in place of the corresponding C inline function.

Note: Python code translated from C like this is sometimes more complicated than necessary and can be simplified. In this case for example, `True if cond else False` can be simplified to just `cond`, `not (x < y)` can be simplified to `x >= y`, and a few redundant parentheses can be removed. A cleaner version of the translated code might look like this:

```
def NSLocationInRange(loc, range):
    return loc >= range.location and loc - range.location < range.length
```

Global variables and constants (e.g. `NSFoundationVersionNumber`)

Some C libraries expose not just functions, but also global variables. An example of this is the Foundation framework, which defines the global variable `NSFoundationVersionNumber` in `<Foundation/NSObjCRuntime.h>`:

```
FOUNDATION_EXPORT double NSFoundationVersionNumber;
```

Like functions, global variables are accessed via the library that they are defined by. The syntax is somewhat different for global variables though - instead of reading them directly as attributes of the library object, you use the `in_dll` method of the variable's *type*. (Every `ctypes` type has an `in_dll` method.)

```
>>> from ctypes import c_double
>>> from rubicon.objc.runtime import Foundation
>>> NSFoundationVersionNumber = c_double.in_dll(Foundation, "NSFoundationVersionNumber
↪")
>>> NSFoundationVersionNumber
c_double(1575.23)
```

Note that `in_dll` doesn't return the variable's value directly - instead it returns a `ctypes` data object that has the variable's type, in this case `c_double`. To access the variable's actual value, you can use the data object's `value` attribute:

```
>>> NSFoundationVersionNumber.value
1575.23
```

Objective-C object constants

A special case of global variables is often found in Objective-C libraries: object constants. These are global Objective-C object variables with a `const` modifier, meaning that they cannot be modified. Constants of type `NSString *` are especially common and can be found in many places, such as Foundation's `<Foundation/NSMetadataAttribute.h>`:

```
FOUNDATION_EXPORT NSString * const NSMetadataItemFSNameKey;
```

Because they are so common, Rubicon provides the convenience function `objc_const` specifically for accessing Objective-C object constants:

```
>>> from rubicon.objc import objc_const
>>> from rubicon.objc.runtime import Foundation
>>> NSMetadataItemFSNameKey = objc_const(Foundation, "NSMetadataItemFSNameKey")
>>> NSMetadataItemFSNameKey
<rubicon.objc.collections.ObjcCStrInstance 0x10eecf350: __NSCFConstantString at_
↳0x1072a67e8: kMDItemFSName>
```

Note: Sometimes it’s not obvious that a constant is an Objective-C object, because its actual type is hidden behind a typedef. This is common with the “extensible string enum” pattern, where a set of related string constants are defined together. An example can be found in <Foundation/NSCalendar.h>:

```
typedef NSString * NSCalendarIdentifier NS_EXTENSIBLE_STRING_ENUM;

FOUNDATION_EXPORT NSCalendarIdentifier const NSCalendarIdentifierGregorian;
FOUNDATION_EXPORT NSCalendarIdentifier const NSCalendarIdentifierBuddhist;
FOUNDATION_EXPORT NSCalendarIdentifier const NSCalendarIdentifierChinese;
// ... many more ...
```

Even though the constants use the type name `NSCalendarIdentifier`, their actual type is still `NSString *`, based on the typedef before.

In some cases, constants use a typedef from a different header (or even a different library) than the one defining the constants, which can make it even harder to tell that they are actually Objective-C objects.

A complex example: `dispatch_get_main_queue`

As a final example, we’ll look at the function `dispatch_get_main_queue` from the `libdispatch` library. This is a very complex function definition, which involves many of the concepts introduced above, as well as heavy use of C preprocessor macros. If you don’t have a lot of experience with the C preprocessor, you may want to skip this section.

First, we need to look at the function’s definition, which is found in the header <dispatch/queue.h>:

```
DISPATCH_INLINE DISPATCH_ALWAYS_INLINE DISPATCH_CONST DISPATCH_NOTHROW
dispatch_queue_main_t
dispatch_get_main_queue(void)
{
    return DISPATCH_GLOBAL_OBJECT(dispatch_queue_main_t, _dispatch_main_q);
}
```

This is an inline function, which you can see based on the fact that it has a function body and the `DISPATCH_INLINE/DISPATCH_ALWAYS_INLINE` attributes. This means that we cannot look it up directly using `ctypes` - instead we have to translate the function body from C to Python.

We can ignore the first line of the function definition - they contain function attributes intended for the compiler, which we don’t need. The second and third line indicate the function’s signature - it takes no arguments and returns a value of type `dispatch_queue_main_t`.

The body is a little more complex: it uses `DISPATCH_GLOBAL_OBJECT`, which is actually a C macro. Its definition can be found in <dispatch/object.h>:

```
#define DISPATCH_GLOBAL_OBJECT(type, object) ((OS_OBJECT_BRIDGE type)&(object))
```

If we substitute the macro’s parameters (`type` and `object`) for their real values in our case (`dispatch_queue_main_t` and `_dispatch_main_q`), we get the expression `((OS_OBJECT_BRIDGE`

`dispatch_queue_main_t`) & (`_dispatch_main_q`)). `OS_OBJECT_BRIDGE` is also a macro, this time from `<os/object.h>`:

```
#define OS_OBJECT_BRIDGE __bridge
```

It expands to `__bridge`, which is an attribute related to Objective-C's automatic reference counting (ARC) feature. In the context of Rubicon, ARC is not relevant (Rubicon performs its own reference management for Objective-C objects), so we can ignore this attribute. This leaves us with the expression `((dispatch_queue_main_t) & (_dispatch_main_q))`, which we can substitute for the macro call in our original function:

```
dispatch_queue_main_t
dispatch_get_main_queue(void)
{
    return (dispatch_queue_main_t) & (_dispatch_main_q);
}
```

With the macro expansion done, we can now see what the function does: it takes a pointer to the global variable `_dispatch_main_q` and casts it to the type `dispatch_queue_main_t`.

First, let's look at the definition of the `_dispatch_main_q` variable, from `<dispatch/queue.h>`:

```
DISPATCH_EXPORT
struct dispatch_queue_s _dispatch_main_q;
```

The variable's type, `struct dispatch_queue_s`, is an *opaque* structure type - it is not defined in any public header. This means that we don't know what fields the structure has, or even how large it is. As a result, we cannot perform any operations on the structure itself, but we can work with *pointers* to the structure - which is exactly what `dispatch_get_main_queue` does.

Even though `struct dispatch_queue_s` is opaque, we still need to define it in Python so that we can look up the `_dispatch_main_q` variable:

```
from ctypes import Structure
from rubicon.objc.runtime import load_library

# On Mac, libdispatch is part of libSystem.
libSystem = load_library("System")
libdispatch = libSystem

class struct_dispatch_queue_s(Structure):
    pass # No _fields_, because this is an opaque structure.

_dispatch_main_q = struct_dispatch_queue_s.in_dll(libdispatch, "_dispatch_main_q")
```

Now we need to look at the definition of the `dispatch_queue_main_t` type. This definition is not very obvious to find - it's actually this line in `<dispatch/queue.h>`:

```
DISPATCH_DECL_SUBCLASS(dispatch_queue_main, dispatch_queue_serial);
```

`DISPATCH_DECL_SUBCLASS` is a macro from `<dispatch/object.h>`, defined like this:

```
#define DISPATCH_DECL_SUBCLASS(name, base) OS_OBJECT_DECL_SUBCLASS(name, base)
```

It directly calls another macro, `OS_OBJECT_DECL_SUBCLASS`, defined in `<os/object.h>`:

```
#define OS_OBJECT_DECL_SUBCLASS(name, super) \
    OS_OBJECT_DECL_IMPL(name, <OS_OBJECT_CLASS(super)>)
```

Let's substitute this macro into our original code:

```
OS_OBJECT_DECL_IMPL(dispatch_queue_main, <OS_OBJECT_CLASS(dispatch_queue_serial)>);
```

Next is the `OS_OBJECT_DECL_IMPL` macro, also defined in `<os/object.h>`:

```
#define OS_OBJECT_DECL_IMPL(name, ...) \
    OS_OBJECT_DECL_PROTOCOL(name, __VA_ARGS__) \
    typedef NSObject<OS_OBJECT_CLASS(name)> \
        * OS_OBJC_INDEPENDENT_CLASS name##_t
```

After we substitute this macro into our code, it looks like this:

```
OS_OBJECT_DECL_PROTOCOL(dispatch_queue_main, <OS_OBJECT_CLASS(dispatch_queue_serial)> \
↪) \
typedef NSObject<OS_OBJECT_CLASS(dispatch_queue_main)> \
    * OS_OBJC_INDEPENDENT_CLASS dispatch_queue_main_t;
```

And another macro, `OS_OBJECT_DECL_PROTOCOL`, also from `<os/object.h>`:

```
#define OS_OBJECT_DECL_PROTOCOL(name, ...) \
    @protocol OS_OBJECT_CLASS(name) __VA_ARGS__ \
    @end
```

Which we can substitute into our code:

```
@protocol OS_OBJECT_CLASS(dispatch_queue_main) <OS_OBJECT_CLASS(dispatch_queue_ \
↪serial)> \
@end \
typedef NSObject<OS_OBJECT_CLASS(dispatch_queue_main)> \
    * OS_OBJC_INDEPENDENT_CLASS dispatch_queue_main_t;
```

Now let's take care of the `OS_OBJECT_CLASS` macro, defined like this in `<os/object.h>`:

```
#define OS_OBJECT_CLASS(name) OS_##name
```

And substituted into our code:

```
@protocol OS_dispatch_queue_main <OS_dispatch_queue_serial> \
@end \
typedef NSObject<OS_dispatch_queue_main> \
    * OS_OBJC_INDEPENDENT_CLASS dispatch_queue_main_t;
```

Finally we're left with the `OS_OBJC_INDEPENDENT_CLASS` macro, which is a compiler attribute that we can ignore.

```
@protocol OS_dispatch_queue_main <OS_dispatch_queue_serial> \
@end \
typedef NSObject<OS_dispatch_queue_main> * dispatch_queue_main_t;
```

Now we're done with macro expansion and can see what the code actually does - it defines an Objective-C protocol called `OS_dispatch_queue_main` and defines `dispatch_queue_main_t` as a pointer type to an object conforming to that protocol. For our purposes, most of these details don't matter - the important part is that `dispatch_queue_main_t` is actually an Objective-C object pointer type. Because Rubicon doesn't differentiate between object pointer types, we can replace `dispatch_queue_main_t` in our original function with the generic `id` type:

```

id
dispatch_get_main_queue(void)
{
    return (id) &(_dispatch_main_q);
}

```

This code can finally be translated to Python:

```

from ctypes import byref, cast
from rubicon.objc import ObjCInstance
from rubicon.objc.runtime import objc_id

# This requires the _dispatch_main_q Python code from before.

def dispatch_get_main_queue():
    return ObjCInstance(cast(byref(_dispatch_main_q), objc_id))

```

Further information

- cdecl.org: An online service to translate C type syntax into more understandable English.
- cppreference.com: A reference site about the standard C and C++ languages and libraries.
- [Apple's reference documentation](#): Official API documentation for Apple platforms. Make sure to change the language to Objective-C in the top-right corner, otherwise you'll get Swift documentation, which can differ significantly from Objective-C.
- macOS man pages, sections 2 and 3: Documentation for the C functions provided by macOS. View these using the `man` command, or by typing a function name into the search box of the macOS Terminal's Help menu.

2.2.6 How to contribute code to Rubicon

If you experience problems with Rubicon, [log them on GitHub](#). If you want to contribute code, please [fork the code](#) and submit a pull request.

Set up your development environment

The recommended way of setting up your development environment for Rubicon is to clone the repository, create a virtual environment, and install the required dependencies:

```

$ git clone https://github.com/beeware/rubicon-objc.git
$ cd rubicon-objc
$ python3 -m venv venv
$ source venv/bin/activate
(venv) $ pip install --upgrade pip
(venv) $ pip install --upgrade setuptools
(venv) $ pip install tox
(venv) $ pip install -e .

```

You can then run the full test suite:

```
(venv) $ tox
```

By default this will run the test suite multiple times, once on each Python version supported by Rubicon, as well as running some pre-commit checks of code style and validity. This can take a while, so if you want to speed up the process while developing, you can run the tests on one Python version only:

```
(venv) $ tox -e py
```

Or, to run using a specific version of Python:

```
(venv) $ tox -e py37
```

substituting the version number that you want to target. You can also specify one of the pre-commit checks *flake8*, *docs* or *package* to check code formatting, documentation syntax and packaging metadata, respectively.

Now you are ready to start hacking on Rubicon. Have fun!

2.2.7 Contributing to the documentation

Here are some tips for working on this documentation. You're welcome to add more and help us out!

First of all, you should check the [Restructured Text \(reST\)](#) and [Sphinx CheatSheet](#) to learn how to write your .rst file.

Create a .rst file

Look at the structure and choose the best category to put your .rst file. Make sure that it is referenced in the index of the corresponding category, so it will show on in the documentation. If you have no idea how to do this, study the other index files for clues.

Build documentation locally

To build the documentation locally, *set up a development environment*, and run:

```
$ tox -e docs
```

The output of the file should be in the `build/sphinx/html` folder. If there are any markup problems, they'll raise an error.

2.2.8 Internal How-to guides

These guides are for the maintainers of the Rubicon-ObjC project, documenting internal project procedures.

How to cut a Rubicon-ObjC release

The release infrastructure for Rubicon is semi-automated, using GitHub Actions to formally publish releases.

This guide assumes that you have an `upstream` remote configured on your local clone of the Rubicon repository, pointing at the official repository. If all you have is a checkout of a personal fork of the Rubicon-ObjC repository, you can configure that checkout by running:

```
$ git remote add upstream https://github.com/beeware/rubicon-objc.git
```

The procedure for cutting a new release is as follows:

1. Check the contents of the upstream repository's master branch:

```
$ git fetch upstream
$ git checkout --detach upstream/master
```

Check that the HEAD of release now matches upstream/master.

2. Make sure the branch is ready for release. Ensure that:
 1. The version number has been bumped.
 2. The release notes are up to date. If they are, the `changes` directory should be empty, except for the `template.rst` file.

These two changes (the version bump and release notes update) should go through the normal pull request and review process. They should generally comprise the last PR merged before the release occurs.

If the version number *hasn't* been updated, or `changes` directory *isn't* empty, you need to create a PR (using the normal development process) that contains these changes. Run:

```
$ tox -e towncrier -- --draft
```

to review the release notes that will be included, and then:

```
$ tox -e towncrier
```

to generate the updated release notes. Submit the PR; once it's been reviewed and merged, you can restart the release process from step 1.

3. Tag the release, and push the tag upstream:

```
$ git tag v1.2.3
$ git push upstream v1.2.3
```

4. Pushing the tag will start a workflow to create a draft release on GitHub. You can [follow the progress of the workflow on GitHub](#); once the workflow completes, there should be a new [draft release](#).
5. Edit the GitHub release. Add release notes (you can use the text generated by towncrier). Check the pre-release checkbox (if necessary).
6. Double check everything, then click Publish. This will trigger a [publication workflow on GitHub](#).
7. Wait for the [package to appear on PyPI](#).

Congratulations, you've just published a release!

If anything went wrong during steps 3 or 5, you will need to delete the draft release from GitHub, and push an updated tag. Once the release has successfully appeared on PyPI, it cannot be changed; if you spot a problem in a published package, you'll need to tag a completely new release.

2.3 Background

Want to know more about the Rubicon project, its history, community, and plans for the future? That's what you'll find here!

2.3.1 Why "Rubicon"?

So... why the name Rubicon?

The Rubicon is a river in Italy. It was of importance in ancient times as the border of Rome. The Roman Army was prohibited from crossing this border, as that would be considered a hostile act against the Roman Senate.

In 54 BC, Julius Caesar marched the Roman Army across the Rubicon, signaling his intention to overthrow the Roman Senate. As he did so, legend says he uttered the words “*Alea Iacta Est*” - The die is cast. This action led to Julius being crowned as Emperor of Rome, and the start of the Roman Empire.

Of course, in order to cross any river, you need to use a bridge.

This project provides a bridge between the open world of the Python ecosystem, and the walled garden of Apple’s Objective-C ecosystem.

2.3.2 The Rubicon Objective-C Developer and User community

Rubicon Objective-C is part of the [BeeWare suite](#). You can talk to the community through:

- [@pybeeware](#) on Twitter
- The [beeware/general](#) channel on Gitter.

Code of Conduct

The BeeWare community has a strict [Code of Conduct](#). All users and developers are expected to adhere to this code.

If you have any concerns about this code of conduct, or you wish to report a violation of this code, please contact the project founder [Russell Keith-Magee](#).

Contributing

If you experience problems with Rubicon, [log them on GitHub](#). If you want to contribute code, please [fork the code](#) and [submit a pull request](#).

2.3.3 Success Stories

Want to see examples of Rubicon in use? Here’s some:

- [Travel Tips](#) is an app in the iOS App Store that uses Rubicon to access the iOS UIKit libraries.

2.3.4 Release History

0.3.1

- Added a workaround for [bpo-36880](#), which caused a “deallocating None” crash when returning structs from methods very often.
- Added macOS High Sierra (10.13) and macOS Mojave (10.14) to the test matrix.
- Renamed the `rubicon.objc.async` module to `rubicon.objc.eventloop` to avoid conflicts with the Python 3.6 `async` keyword.
- Removed support for Python 3.4.

- Removed OS X Yosemite (10.10) from the test matrix. This version is (and older ones are) still supported on a best-effort basis, but compatibility is not tested automatically.

0.3.0

- Added Pythonic operators and methods on `NSString` objects, similar to those for `NSArray` and `NSDictionary`.
- Removed automatic conversion of `NSString` objects to `str` when returned from Objective-C methods. This feature made it difficult to call Objective-C methods on `NSString` objects, because there was no easy way to prevent the automatic conversion.
 - In most cases, this change will not affect existing code, because `NSString` objects now support operations similar to `str`.
 - If an actual `str` object is required, the `NSString` object can be wrapped in a `str` call to convert it.
- Added support for `objc_property`s with non-object types.
- Added public `get_ivar` and `set_ivar` functions for manipulating ivars.
- Changed the implementation of `objc_property` to use ivars instead of Python attributes for storage. This fixes name conflicts in some situations.
- Added the `load_library()` function for loading CDLLs by their name instead of their full path.
- Split the high-level Rubicon API (`ObjCInstance`, `ObjCClass`, etc.) out of `rubicon.objc.runtime` into a separate `rubicon.objc.api` module. The `runtime` module now only contains low-level runtime interfaces like `libobjc`.
 - This is mostly an internal change, existing code will not be affected unless it imports names directly from `rubicon.objc.runtime`.
- Moved `c_ptrdiff_t` from `rubicon.objc.runtime` to `rubicon.objc.types`.
- Removed some rarely used names (`IMP`, `Class`, `Ivar`, `Method`, `get_ivar()`, `objc_id`, `objc_property_t`, `set_ivar()`) from the main `rubicon.objc` namespace.
 - If needed, these names can be imported explicitly from the `rubicon.objc.runtime` module.
- Fixed `objc_property` setters on non-macOS platforms. (cculianu)
- Fixed various bugs in the collection `ObjCInstance` subclasses:
 - Fixed getting/setting/deleting items or slices with indices lower than `-len(obj)`. Previously this crashed Python, now an `IndexError` is raised.
 - Fixed slices with step size 0. Previously they were ignored and 1 was incorrectly used as the step size, now an `IndexError` is raised.
 - Fixed equality checks between Objective-C arrays/dictionaries and non-sequence/mapping objects. Previously this incorrectly raised a `TypeError`, now it returns `False`.
 - Fixed equality checks between Objective-C arrays and sequences of different lengths. Previously this incorrectly returned `True` if the shorter sequence was a prefix of the longer one, now `False` is returned.
 - Fixed calling `popitem` on an empty Objective-C dictionary. Previously this crashed Python, now a `KeyError` is raised.
 - Fixed calling `update` with both a mapping and keyword arguments on an Objective-C dictionary. Previously the `kwargs` were incorrectly ignored if a mapping was given, now both are respected.

- Fixed calling methods using kwarg syntax if a superclass and subclass define methods with the same prefix, but different names. For example, if a superclass had a method `initWithFoo:bar:` and the subclass `initWithFoo:spam:`, the former could not be called on instances of the subclass.
- Fixed the internal `ctypes_patch` module so it no longer depends on a non-public CPython function.

0.2.10

- Rewrote almost all Core Foundation-based functions to use Foundation instead.
 - The functions `from_value` and `NSDecimalNumber.from_decimal` have been removed and replaced by `ns_from_py`.
 - The function `at` is now an alias for `ns_from_py`.
 - The function `is_str` has been removed. `is_str(obj)` calls should be replaced with `isinstance(obj, NSString)`.
 - The functions `to_list`, `to_number`, `to_set`, `to_str`, and `to_value` have been removed and replaced by `py_from_ns`.
- Fixed `declare_property` not applying to subclasses of the class it was called on.
- Fixed `repr` of `ObjCBoundMethod` when the wrapped method is not an `ObjCMethod`.
- Fixed the encodings of `NSPoint`, `NSSize`, and `NSRect` on 32-bit systems.
- Renamed the `async` support package to `eventloop` to avoid a Python 3.5+ keyword clash.

0.2.9

- Improved handling of boolean types.
- Added support for using primitives as object values (e.g, as the key/value in an `NSDictionary`).
- Added support for passing Python lists as Objective-C `NSArray` arguments, and Python dicts as Objective-C `NSDictionary` arguments.
- Corrected support to storing strings and other objects as properties on Python-defined Objective-C classes.
- Added support for creating Objective-C blocks from Python callables. (ojii)
- Added support for returning compound values (structures and unions) from Objective-C methods defined in Python.
- Added support for creating, extending and conforming to Objective-C protocols.
- Added an `objc_const` convenience function to look up global Objective-C object constants in a DLL.
- Added support for registering custom `ObjCInstance` subclasses to be used to represent Objective-C objects of specific classes.
- Added support for integrating `NSApplication` and `UIApplication` event loops with Python's `asyncio` event loop.

0.2.8

- Added support for using native Python sequence/mapping syntax with `NSArray` and `NSDictionary`. (jeam-land)
- Added support for calling Objective-C blocks in Python. (ojii)
- Added functions for declaring custom conversions between Objective-C type encodings and `ctypes` types.

- Added functions for splitting and decoding Objective-C method signature encodings.
- Added automatic conversion of Python sequences to C arrays or structures in method arguments.
- Extended the Objective-C type encoding decoder to support block types, bit fields (in structures), typed object pointers, and arbitrary qualifiers. If unknown pointer, array, struct or union types are encountered, they are created and registered on the fly.
- Changed the `PyObjectEncoding` to match the real definition of `PyObject *`.
- Fixed the declaration of `unichar` (was previously `c_wchar`, is now `c_ushort`).
- Removed the `get_selector` function. Use the `SEL` constructor instead.
- Removed some runtime function declarations that are deprecated or unlikely to be useful.
- Removed the encoding constants. Use `encoding_for_ctype` to get the encoding of a type.

0.2.7

- (#40) Added the ability to explicitly declare no-attribute methods as properties. This is to enable a workaround when Apple introduces readonly properties as a way to access these methods.

0.2.6

- Added a more compact syntax for calling Objective-C methods, using Python keyword arguments. (The old syntax is still fully supported and will *not* be removed; certain method names even require the old syntax.)
- Added a `superclass` property to `ObjCClass`.

0.2.5

- Added official support for Python 3.6.
- Added keyword arguments to disable argument and/or return value conversion when calling an Objective-C method.
- Added support for (NS/UI) `EdgeInsets` structs. (Longhanks)
- Improved `str` of Objective-C classes and objects to return the `debugDescription`, or for `NSStrings`, the string value.
- Changed `ObjCClass` to extend `ObjCInstance` (in addition to `type`), and added an `ObjCMetaClass` class to represent metaclasses.
- Fixed some issues on non-x86_64 architectures (i386, ARM32, ARM64).
- Fixed example code in README. (Dayof)
- Removed the last of the Python 2 compatibility code.

0.2.4

- Added `objc_property` function for adding properties to custom Objective-C subclasses. (Longhanks)

0.2.3

- Removed most Python 2 compatibility code.

0.2.2

- Dropped support for Python 3.3.
- Added conversion of Python `enum.Enum` objects to their underlying values when passed to an Objective-C method.
- Added syntax highlighting to example code in README. (stsievert)
- Fixed the `setup.py` shebang line. (uranusjr)

0.2.1

- Fixed setting of `ObjCClass/ObjCInstance` attributes that are not Objective-C properties.

0.2.0

- First beta release.
- Dropped support for Python 2. Python 3 is now required, the minimum tested version is Python 3.3.
- Added error detection when attempting to create an Objective-C class with a name that is already in use.
- Added automatic conversion between Python `decimal.Decimal` and Objective-C `NSDecimal` in method arguments and return values.
- Added PyPy to the list of test platforms.
- When subclassing Objective-C classes, the return and argument types of methods are now specified using Python type annotation syntax and `ctypes` types.
- Improved property support.

0.1.3

- Fixed some issues on ARM64 (iOS 64-bit).

0.1.2

- Fixed `NSString` conversion in a few situations.
- Fixed some issues on iOS and 32-bit platforms.

0.1.1

- Objective-C classes can now be subclassed using Python class syntax, by using an `ObjCClass` as the superclass.
- Removed `ObjCSubclass`, which is made obsolete by the new subclassing syntax.

0.1.0

- Initial alpha release.
- Objective-C classes and instances can be accessed via `ObjCClass` and `ObjCInstance`.
- Methods can be called on classes and instances with Python method call syntax.
- Properties can be read and written with Python attribute syntax.
- Method return and argument types are read automatically from the method type encoding.
- A small number of commonly used structs are supported as return and argument types.
- Python strings are automatically converted to and from `NSString` when passed to or returned from a method.
- Subclasses of Objective-C classes can be created with `ObjCSubclass`.

2.3.5 Rubicon Roadmap

2.4 Reference

2.4.1 `rubicon.objc` — The main Rubicon module

This is the main namespace of Rubicon-ObjC. Rubicon is structured into multiple submodules of `rubicon.objc`, and the most commonly used attributes from these submodules are exported via the `rubicon.objc` module. This means that most users only need to import and use the main `rubicon.objc` module; the individual submodules only need to be used for attributes that are not also available on `rubicon.objc`.

Exported Attributes

This is a full list of all attributes exported on the `rubicon.objc` module. For detailed documentation on these attributes, click the links below to visit the relevant sections of the submodules' documentation.

From `rubicon.objc.api`

- `Block`
- `NSArray`
- `NSDictionary`
- `NSMutableArray`
- `NSMutableDictionary`
- `NSObject`
- `NSObjectProtocol`
- `ObjCBlock`
- `ObjCClass`
- `ObjCInstance`
- `ObjCMetaClass`
- `ObjCProtocol`
- `at()`
- `ns_from_py()`
- `objc_classmethod()`
- `objc_const()`
- `objc_ivar()`
- `objc_method()`

- *objc_property()*
- *objc_rawmethod()*
- *py_from_ns()*

From `rubicon.objc.runtime`

- *SEL*
- *send_message()*
- *send_super()*

From `rubicon.objc.types`

- *CFIndex*
- *CFRange*
- *CGFloat*
- *CGGlyph*
- *CGPoint*
- *CGPointMake()*
- *CGRect*
- *CGRectMake()*
- *CGSize*
- *CGSizeMake()*
- *NSEdgeInsets*
- *NSEdgeInsetsMake()*
- *NSInteger*
- *NSMakePoint()*
- *NSMakeRect()*
- *NSMakeSize()*
- *NSPoint*
- *NSRange*
- *NSRect*
- *NSSize*
- *NSTimeInterval*
- *NSUInteger*
- *NSZeroPoint*
- *UIEdgeInsets*
- *UIEdgeInsetsMake()*
- *UIEdgeInsetsZero*
- *UniChar*
- *unichar*

2.4.2 `rubicon.objc.api` — The high-level Rubicon API

This module contains Rubicon’s main high-level APIs, which allow easy interaction with Objective-C classes and objects using Pythonic syntax.

Nearly all attributes of this module are also available on the main `rubicon.objc` module, and if possible that module should be used instead of importing `rubicon.objc.api` directly.

Contents

- `rubicon.objc.api` — *The high-level Rubicon API*
 - *Objective-C objects*
 - *Objective-C classes*
 - * *Standard Objective-C and Foundation classes*
 - *Objective-C protocols*
 - * *Standard Objective-C and Foundation protocols*
 - *Converting objects between Objective-C and Python*
 - * *Automatic conversion of Objective-C objects to Python*
 - *Creating custom Objective-C classes and protocols*
 - * *Defining methods*
 - *Method naming*
 - *Parameter and return types*
 - * *Defining properties and ivars*
 - *Objective-C blocks*
 - * *Automatic conversion*
 - * *Manual conversion*
 - *Defining custom subclasses of `ObjCInstance`*

Objective-C objects

class `rubicon.objc.api.ObjCInstance` (*ptr*)

Python wrapper for an Objective-C instance.

The constructor accepts an *objc_id* or anything that can be cast to one, such as a `c_void_p`, or an existing *ObjCInstance*.

ObjCInstance objects are cached — this means that for every Objective-C object there can be at most one *ObjCInstance* object. Rubicon will automatically create new *ObjCInstances* or return existing ones as needed.

The returned object's Python class is not always exactly *ObjCInstance*. For example, if the passed pointer refers to a class or a metaclass, an instance of *ObjCClass* or *ObjCMetaClass* is returned as appropriate. Additional custom *ObjCInstance* subclasses may be defined and registered using *register_type_for_objcclass()*. Creating an *ObjCInstance* from a `nil` pointer returns `None`.

Rubicon currently does not perform any automatic memory management on the Objective-C object wrapped in an *ObjCInstance*. It is the user's responsibility to retain and release wrapped objects as needed, like in Objective-C code without automatic reference counting.

ptr

`__as_parameter__`

The wrapped object pointer as an *objc_id*. This attribute is also available as `__as_parameter__` to allow *ObjCInstances* to be passed into `ctypes` functions.

objc_class

The Objective-C object’s class, as an *ObjCClass*.

__str__()

Get a human-readable representation of *self*.

By default, *self.description* converted to a Python string is returned. If *self.description* is *nil*, *self.debugDescription* converted to a Python is returned instead. If that is also *nil*, *repr(self)* is returned as a fallback.

__repr__()

Get a debugging representation of *self*, which includes the Objective-C object’s address, class, and *debugDescription*.

__getattr__(name)

Allows accessing Objective-C properties and methods using Python attribute syntax.

If *self* has a Python attribute with the given name, its value is returned.

If there is an Objective-C property with the given name, its value is returned using its getter method. An attribute is considered a property if any of the following are true:

- A property with the name is present on the class (i. e. declared using `@property` in the source code)
- There is both a getter and setter method for the name
- The name has been declared as a property using *ObjCClass.declare_property()*

Otherwise, a method matching the given name is looked up. *ObjCInstance* understands two syntaxes for calling Objective-C methods:

- “Flat” syntax: the Objective-C method name is spelled out in the attribute name, with all colons replaced with underscores, and all arguments are passed as positional arguments. For example, the Objective-C method call [*self initWithWidth:w height:h*] translates to *self.initWithWidth_height_(w, h)*.
- “Interleaved” syntax: the Objective-C method name is split up between the attribute name and the keyword arguments passed to the returned method. For example, the Objective-C method call [*self initWithRed:r green:g blue:b*] translates to *self.initWithRed(r, green=g, blue=b)*.

The “interleaved” syntax is usually preferred, since it looks more similar to normal Objective-C syntax. However, the “flat” syntax is also fully supported. Certain method names require the “flat” syntax, for example if two arguments have the same label (e. g. *performSelector:withObject:withObject:*), which is not supported by Python’s keyword argument syntax.

Warning: The “interleaved” syntax currently ignores the ordering of its keyword arguments. However, in the interest of readability, the keyword arguments should always be passed in the same order as they appear in the method name.

This also means that two methods whose names which differ only in the ordering of their keywords will conflict with each other, and can only be called reliably using “flat” syntax.

As of Python 3.6, the order of keyword arguments passed to functions is preserved (**PEP 468**). In the future, once Rubicon requires Python 3.6 or newer, “interleaved” method calls will respect keyword argument order. This will fix the kind of conflict described above, but will also disallow specifying the keyword arguments out of order.

`__setattr__` (*name*, *value*)

Allows modifying Objective-C properties using Python syntax.

If `self` has a Python attribute with the given name, it is set. Otherwise, the name should refer to an Objective-C property, whose setter method is called with `value`.

`rubicon.objc.api.objc_const` (*dll*, *name*)

Create an *ObjCInstance* from a global pointer variable in a CDLL.

This function is most commonly used to access constant object pointers defined by a library/framework, such as `NSCocoaErrorDomain`.

Objective-C classes

class `rubicon.objc.api.ObjCClass` (*name_or_ptr*[, *bases*, *attrs*[, *protocols*=(*None*)]])

Python wrapper for an Objective-C class.

ObjCClass is a subclass of *ObjCInstance* and supports the same syntaxes for calling methods and accessing properties.

The constructor accepts either the name of an Objective-C class to look up (as `str` or `bytes`), or a pointer to an existing class object (in any form accepted by *ObjCInstance*).

If given a pointer, it must refer to an Objective-C class; pointers to other objects are not accepted. (Use *ObjCInstance* to wrap a pointer that might also refer to other kinds of objects.) If the pointer refers to a metaclass, an instance of *ObjCMetaClass* is returned instead. Creating an *ObjCClass* from a `Nil` pointer returns `None`.

ObjCClass can also be called like `type`, with three arguments (name, bases list, namespace mapping). This form is called implicitly by Python's `class` syntax, and is used to create a new Objective-C class from Python (see *Creating custom Objective-C classes and protocols*). The bases list must contain exactly one *ObjCClass* to be extended by the new class. An optional `protocols` keyword argument is also accepted, which must be a sequence of *ObjCProtocols* for the new class to adopt.

name

The name of this class, as a `str`.

superclass

The superclass of this class, or `None` if this is a root class (such as *NSObject*).

protocols

The protocols adopted by this class.

declare_property (*name*)

Declare the instance method `name` to be a property getter.

This causes the attribute named `name` on instances of this class to be treated as a property rather than a method — accessing it returns the property's value, without requiring an explicit method call. See *ObjCInstance.__getattr__* for a full description of how attribute access behaves for properties.

Most properties do not need to be declared explicitly using this method, as they are detected automatically by *ObjCInstance.__getattr__*. This method only needs to be used for properties that are read-only and don't have a `@property` declaration in the source code, because Rubicon cannot tell such properties apart from normal zero-argument methods.

Note: In the standard Apple SDKs, some properties are introduced as regular methods in one system version, and then declared as properties in a later system version. For example, the `description` method/property of *NSObject* was declared as a regular method up to OS X 10.9, but changed to a property as of OS X 10.10.

Such properties cause compatibility issues when accessed from Rubicon: `obj.description()` works on 10.9 but is a `TypeError` on 10.10, whereas `obj.description` works on 10.10 but returns a method object on 10.9. To solve this issue, the property can be declared explicitly using `NSObject.declare_property('description')`, so that it can always be accessed using `obj.description`.

`declare_class_property` (*name*)

Declare the class method name to be a property getter.

This is equivalent to `self.objc_class.declare_property(name)`.

`__instancecheck__` (*instance*)

Check whether the given object is an instance of this class.

If the given object is not an Objective-C object, `False` is returned.

This method allows using *ObjCClasses* as the second argument of `isinstance()`: `isinstance(obj, NSString)` is equivalent to `obj.isKindOfClass(NSString)`.

`__subclasscheck__` (*subclass*)

Check whether the given class is a subclass of this class.

If the given object is not an Objective-C class, `TypeError` is raised.

This method allows using *ObjCClasses* as the second argument of `issubclass()`: `issubclass(cls, NSValue)` is equivalent to `obj.isSubclassOfClass(NSValue)`.

`class` `rubicon.objc.api.ObjCMetaClass` (*name_or_ptr*)

Python wrapper for an Objective-C metaclass.

ObjCMetaClass is a subclass of *ObjCClass* and supports almost exactly the same operations and methods. However, there is usually no need to look up a metaclass manually. The main reason why *ObjCMetaClass* is a separate class is to differentiate it from *ObjCClass* in the `repr()`. (Otherwise there would be no way to tell classes and metaclasses apart, since metaclasses are also classes, and have exactly the same name as their corresponding class.)

The constructor accepts either the name of an Objective-C metaclass to look up (as `str` or `bytes`), or a pointer to an existing metaclass object (in any form accepted by *ObjCInstance*).

If given a pointer, it must refer to an Objective-C metaclass; pointers to other objects are not accepted. (Use *ObjCInstance* to wrap a pointer that might also refer to other kinds of objects.) Creating an *ObjCMetaClass* from a `Nil` pointer returns `None`.

Standard Objective-C and Foundation classes

The following classes from the *Objective-C runtime* and the *Foundation* framework are provided as *ObjCClasses* for convenience. (Other classes not listed here can be looked up by passing a class name to the *ObjCClass* constructor.)

Note: None of the following classes have a usable Python-style constructor - for example, you *cannot* call `NSString("hello")` to create an Objective-C string from a Python string. To create instances of these classes, you should use `ns_from_py()` (also called `at()`): `ns_from_py("hello")` returns a *NSString* instance with the value `hello`.

`class` `rubicon.objc.api.NSObject`

The *NSObject* class from `<objc/NSObject.h>`.

Note: See the *ObjCInstance* documentation for a list of operations that Rubicon supports on all objects.

debugDescription

description

These Objective-C properties have been declared using *ObjCClass.declare_property()* and can always be accessed using attribute syntax.

class `rubicon.objc.api.Protocol`

The *Protocol* class from `<objc/Protocol.h>`.

Note: This class has no (non-deprecated) Objective-C methods; protocol objects can only be manipulated using Objective-C runtime functions. Rubicon automatically wraps all *Protocol* objects using *ObjCProtocol*, which provides an easier interface for working with protocols.

class `rubicon.objc.api.NSNumber`

The *NSNumber* class from `<Foundation/NSNumber.h>`.

Note: This class can be converted to and from standard Python primitives (`bool`, `int`, `float`) using *py_from_ns()* and *ns_from_py()*.

class `rubicon.objc.api.NSDecimalNumber`

The *NSDecimalNumber* class from `<Foundation/NSDecimalNumber.h>`.

Note: This class can be converted to and from Python `decimal.Decimal` using *py_from_ns()* and *ns_from_py()*.

class `rubicon.objc.api.NSString`

The *NSString* class from `<Foundation/NSString.h>`.

This class also supports all methods that `str` does.

Note: This class can be converted to and from Python `str` using *py_from_ns()* and *ns_from_py()*. You can also call `str(nsstring)` to convert a *NSString* to `str`.

NSString objects consist of UTF-16 code units, unlike `str`, which consists of Unicode code points. All *NSString* indices and iteration are based on UTF-16, even when using the Python-style operations/methods. If indexing or iteration based on code points is required, convert the *NSString* to `str` first.

`__str__()`

Return the value of this *NSString* as a `str`.

UTF8String

This Objective-C property has been declared using *ObjCClass.declare_property()* and can always be accessed using attribute syntax.

class `rubicon.objc.api.NSData`

The *NSData* class from `<Foundation/NSData.h>`.

Note: This class can be converted to and from Python `bytes` using *py_from_ns()* and *ns_from_py()*.

class `rubicon.objc.api.NSArray`

The `NSArray` class from `<Foundation/NSArray.h>`.

Note: This class can be converted to and from Python list using `py_from_ns()` and `ns_from_py()`.

`py_from_ns(nsarray)` will recursively convert `nsarray`'s elements to Python objects, where possible. To avoid this recursive conversion, use `list(nsarray)` instead.

`ns_from_py(pylist)` will recursively convert `pylist`'s elements to Objective-C. As there is no way to store Python object references as Objective-C objects yet, this recursive conversion cannot be avoided. If any of `pylist`'s elements cannot be converted to Objective-C, an error is raised.

```

__getitem__(index)
__len__()
__iter__()
__contains__(value)
__eq__(other)
__ne__(other)
index(value)
count(value)
copy()

```

Python-style sequence interface.

class `rubicon.objc.api.NSMutableArray`

The `NSMutableArray` class from `<Foundation/NSArray.h>`.

Note: This class can be converted to and from Python exactly like its superclass `NSArray`.

```

__setitem__(index, value)
__delitem__(index)
append(value)
clear()
extend(values)
insert(index, value)
pop([index=-1])
remove(value)
reverse()

```

Python-style mutable sequence interface.

class `rubicon.objc.api.NSDictionary`

The `NSDictionary` class from `<Foundation/NSDictionary.h>`.

Note: This class can be converted to and from Python dict using `py_from_ns()` and `ns_from_py()`.

`py_from_ns(nsdict)` will recursively convert `nsdict`'s keys and values to Python objects, where possible. To avoid the recursive conversion of the values, use `{py_from_ns(k): v for k, v in nsdict.items() }`. The conversion of the keys cannot be avoided, because Python dict keys need to be hashable, which `ObjCInstance` is not. If any of the keys convert to a Python object that is not hashable, an error is raised (regardless of which conversion method you use).

`ns_from_py(pydict)` will recursively convert `pydict`'s keys and values to Objective-C. As there is no way to store Python object references as Objective-C objects yet, this recursive conversion cannot be avoided. If any of `pydict`'s keys or values cannot be converted to Objective-C, an error is raised.

```

__getitem__(key)
__len__()
__iter__()
__contains__(key)
__eq__(other)
__ne__(other)
copy()
get(key[, default=None])
keys()
items()
values()

```

Python-style mapping interface.

Note: Unlike most Python mappings, *NSDictionary*'s *keys*, *values*, and *items* methods don't return dynamic views of the dictionary's keys, values, and items.

keys and *values* return lists that are created each time the methods are called, which can have an effect on performance and memory usage for large dictionaries. To avoid this, you can cache the return values of *keys* and *values*, or convert the *NSDictionary* to a Python `dict` beforehand.

items is currently implemented as a generator, meaning that it returns a single-use iterator. If you need to iterate over *items* more than once or perform other operations on it, you should convert it to a Python `set` or `list` first.

class `rubicon.objc.api.NSMutableDictionary`
 The `NSMutableDictionary` class from `<Foundation/NSDictionary.h>`.

Note: This class can be converted to and from Python exactly like its superclass `NSDictionary`.

```

__setitem__(key, value)
__delitem__(key)
clear()
pop(item[, default])
popitem()
setdefault(key[, default=None])
update([other], **kwargs)

```

Python-style mutable mapping interface.

Objective-C protocols

class `rubicon.objc.api.ObjCProtocol` (*name_or_ptr* [, *bases*, *attrs*])
 Python wrapper for an Objective-C protocol.

The constructor accepts either the name of an Objective-C protocol to look up (as `str` or `bytes`), or a pointer to an existing protocol object (in any form accepted by `ObjCInstance`).

If given a pointer, it must refer to an Objective-C protocol; pointers to other objects are not accepted. (Use `ObjCInstance` to wrap a pointer that might also refer to other kinds of objects.) Creating an `ObjCProtocol` from a `nil` pointer returns `None`.

`ObjCProtocol` can also be called like `type`, with three arguments (name, bases list, namespace mapping). This form is called implicitly by Python's `class` syntax, and is used to create a new Objective-C protocol from Python (see *Creating custom Objective-C classes and protocols*). The bases list can contain any number of `ObjCProtocol` objects to be extended by the new protocol.

name

The name of this protocol, as a `str`.

protocols

The protocols that this protocol extends.

__instancecheck__ (*instance*)

Check whether the given object conforms to this protocol.

If the given object is not an Objective-C object, `False` is returned.

This method allows using `ObjCProtocols` as the second argument of `isinstance()`: `isinstance(obj, NSCopying)` is equivalent to `obj.conformsToProtocol(NSCopying)`.

__subclasscheck__ (*subclass*)

Check whether the given class or protocol conforms to this protocol.

If the given object is not an Objective-C class or protocol, `TypeError` is raised.

This method allows using `ObjCProtocols` as the second argument of `issubclass()`: `issubclass(cls, NSCopying)` is equivalent to `cls.conformsToProtocol(NSCopying)`, and `issubclass(proto, NSCopying)` is equivalent to `protocol_conformsToProtocol(proto, NSCopying)`.

Standard Objective-C and Foundation protocols

The following protocols from the [Objective-C runtime](#) and the [Foundation framework](#) are provided as `ObjCProtocols` for convenience. (Other protocols not listed here can be looked up by passing a protocol name to the `ObjCProtocol` constructor.)

`rubicon.objc.api.NSObjectProtocol`

The `NSObject` protocol from `<objc/NSObject.h>`. The protocol is exported as `NSObjectProtocol` in Python because it would otherwise clash with the `NSObject` class.

Converting objects between Objective-C and Python

`rubicon.objc.api.py_from_ns` (*nsobj*)

Convert a Foundation object into an equivalent Python object if possible.

Currently supported types:

- `objc_id`: Wrapped in an `ObjCInstance` and converted as below
- `NSString`: Converted to `str`
- `NSData`: Converted to `bytes`
- `NSDecimalNumber`: Converted to `decimal.Decimal`
- `NSDictionary`: Converted to `dict`, with all keys and values converted recursively
- `NSArray`: Converted to `list`, with all elements converted recursively
- `NSNumber`: Converted to a `bool`, `int` or `float` based on the type of its contents

Other objects are returned unmodified as an `ObjCInstance`.

`rubicon.objc.api.ns_from_py` (*pyobj*)

Convert a Python object into an equivalent Foundation object. The returned object is autoreleased.

This function is also available under the name `at()`, because its functionality is very similar to that of the Objective-C `@` operator and literals.

Currently supported types:

- `None`, `ObjCInstance`: Returned as-is
- `enum.Enum`: Replaced by their value and converted as below
- `str`: Converted to `NSString`
- `bytes`: Converted to `NSData`
- `decimal.Decimal`: Converted to `NSDecimalNumber`
- `dict`: Converted to `NSDictionary`, with all keys and values converted recursively
- `list`: Converted to `NSArray`, with all elements converted recursively
- `bool`, `int`, `float`: Converted to `NSNumber`

Other types cause a `TypeError`.

`rubicon.objc.api.at` (*pyobj*)
Alias for `ns_from_py()`.

Automatic conversion of Objective-C objects to Python

When Python code receives an Objective-C object, Rubicon will automatically convert certain kinds of objects to their Python counterparts, using a subset of the conversions performed by `py_from_ns()`:

- `objc_id` objects are converted to `ObjCInstance` before further conversion
- `NSDecimalNumber` objects are converted to `decimal.Decimal`
- `NSNumber` objects are converted to `bool`, `int`, or `float` based on their contents

Creating custom Objective-C classes and protocols

Custom Objective-C classes are defined using Python `class` syntax, by subclassing an existing `ObjCClass` object:

```
class MySubclass(NSObject):
    # method, property, etc. definitions go here
```

A custom Objective-C class can only have a single superclass, since Objective-C does not support multiple inheritance. However, the class can conform to any number of protocols, which are specified by adding the `protocols` keyword argument to the base class list:

```
class MySubclass(NSObject, protocols=[NSCopying, NSMutableCopying]):
    # method, property, etc. definitions go here
```

Note: Rubicon requires specifying a superclass when defining a custom Objective-C class. If you don't need to extend any specific class, use `NSObject` as the superclass.

Although Objective-C technically allows defining classes without a base class (so-called *root classes*), this is almost never the desired behavior (attempting to do so *causes a compiler error by default*). In practice, this feature is only used in the definitions of core Objective-C classes like `NSObject`. Because of this, Rubicon does not support defining Objective-C root classes.

Similar syntax is used to define custom Objective-C protocols. Unlike classes, protocols can extend multiple other protocols:

```
class MyProtocol(NSCopying, NSMutableCopying):
    # method, property, etc. definitions go here
```

A custom protocol might not need to extend any other protocol at all. In this case, we need to explicitly tell Python to define an *ObjCProtocol*. Normally Python detects the metaclass automatically by examining the base classes, but in this case there are none, so we need to specify the metaclass manually.

```
class MyProtocol(metaclass=ObjCProtocol):
    # method, property, etc. definitions go here
```

Defining methods

`rubicon.objc.api.objc_method(py_method)`

Exposes the decorated method as an Objective-C instance method in a custom class or protocol.

In a custom Objective-C class, decorating a method with `@objc_method` makes it available to Objective-C: a corresponding Objective-C method is created in the new Objective-C class, whose implementation calls the decorated Python method. The Python method receives all arguments (including `self`) from the Objective-C method call, and its return value is passed back to Objective-C.

In a custom Objective-C protocol, the behavior is similar, but the method body is ignored, since Objective-C protocol methods have no implementations. By convention, the method body in this case should be empty (`pass`). (Since the method is never called, you could put any other code there as well, but doing so is misleading and discouraged.)

`rubicon.objc.api.objc_classmethod(py_method)`

Exposes the decorated method as an Objective-C class method in a custom class or protocol.

This decorator behaves exactly like `@objc_method`, except that the decorated method becomes a class method, so it is exposed on the Objective-C class rather than its instances.

Method naming

The name of a Python-defined Objective-C method is same as the Python method's name, but with all underscores (`_`) replaced with colons (`:`) — for example, `initWithWidth_height_` becomes `initWithWidth:height:`.

Warning: The Objective-C *language* imposes certain requirements on the usage of colons in method names: a method's name must contain exactly as many colons as the method has arguments (excluding the implicit `self` and `_cmd` parameters), and the name of a method with arguments must end with a colon. For example, a method called `init` takes no arguments, `initWithSize:` takes a single argument, `initWithWidth:height:` takes two, etc. `initWithSize:spam` is an invalid method name.

These requirements are not enforced by the Objective-C *runtime*, but methods that do not follow them cannot easily be used from regular Objective-C code.

In addition, although the Objective-C language allows method names with multiple consecutive colons or a colon at the start of the name, such names are considered bad style and never used in practice. For example, `spam::`, `:ham:`, and `:` are unusual, but valid method names.

Future versions of Rubicon may warn about or disallow such nonstandard method names.

Parameter and return types

The argument and return types of a Python-created Objective-C method are determined based on the Python method's type annotations. The annotations may contain any `ctypes` type, as well as any of the Python types accepted by `ctype_for_type()`. If a parameter or the return type is not specified, it defaults to `ObjCInstance`. The `self` parameter is special-cased — its type is always `ObjCInstance`, even if annotated otherwise. To annotate a method as returning `void`, set its return type to `None`.

Before being passed to the Python method, the arguments are *converted automatically*. If the method returns an Objective-C object, it is converted using `ns_from_py()` before being returned to Objective-C. These automatic conversions can be disabled by using `objc_rawmethod()` instead of `objc_method()`.

The implicit `_cmd` parameter is not passed to the Python method, as it is normally redundant and not needed. If needed, the `_cmd` parameter can be accessed by using `objc_rawmethod()` instead of `objc_method()`.

`rubicon.objc.api.objc_rawmethod(py_method)`

Exposes the decorated method as an Objective-C instance method in a custom class, with fewer convenience features than `objc_method()`.

This decorator behaves similarly to `@objc_method`. However, unlike with `objc_method()`, no automatic conversions are performed (aside from those by `ctypes`). This means that all parameter and return types must be provided as `ctypes` types (no `ctype_for_type()` conversion is performed), all arguments are passed in their raw form as received from `ctypes`, and the return value must be understood by `ctypes`.

In addition, the implicit `_cmd` parameter is exposed to the Python method, which is not the case when using `objc_method()`. This means that the decorated Python method must always have an additional `_cmd` parameter after `self`; if it is missing, there will be errors at runtime due to mismatched argument counts. Like `self`, `_cmd` never needs to be annotated, and any annotations on it are ignored.

Defining properties and ivars

`rubicon.objc.api.objc_property(vartype=<class 'rubicon.objc.runtime.objc_id'>)`

Defines a property in a custom Objective-C class or protocol.

This class should be called in the body of an Objective-C subclass or protocol, for example:

```
class MySubclass(NSObject):
    counter = objc_property(NSInteger)
```

The property type may be any `ctypes` type, as well as any of the Python types accepted by `ctype_for_type()`.

Defining a property automatically defines a corresponding getter and setter. Following standard Objective-C naming conventions, for a property name the getter is called `name` and the setter is called `setName:`.

In a custom Objective-C class, implementations for the getter and setter are also generated, which store the property's value in an ivar called `_name`. If the property has an object type, the generated setter keeps the stored object retained, and releases it when it is replaced.

In a custom Objective-C protocol, only the metadata for the property is generated.

`rubicon.objc.api.objc_ivar(vartype)`

Defines an ivar in a custom Objective-C class.

If you want to store additional data on a custom Objective-C class, it is recommended to use properties (`objc_property()`) instead of ivars. Properties are a more modern and high-level Objective-C feature, which automatically deal with reference counting for objects, and creation of getters and setters.

The ivar type may be any `ctypes` type.

Unlike properties, the contents of an ivar cannot be accessed or modified using Python attribute syntax. Instead, the `get_ivar()` and `set_ivar()` functions need to be used.

```
rubicon.objc.api.get_ivar(obj, varname)
```

Get the value of obj's ivar named varname.

The returned object is a `ctypes` data object.

For non-object types (everything except `objc_id` and subclasses), the returned data object is backed by the ivar's actual memory. This means that the data object is only usable as long as the "owner" object is alive, and writes to it will directly change the ivar's value.

For object types, the returned data object is independent of the ivar's memory. This is because object ivars may be weak, and thus cannot always be accessed directly by their address.

```
rubicon.objc.api.set_ivar(obj, varname, value)
```

Set obj's ivar varname to value.

value must be a `ctypes` data object whose type matches that of the ivar.

Objective-C blocks

Blocks are the Objective-C equivalent of function objects, so Rubicon provides ways to call Objective-C blocks from Python and to pass Python callables to Objective-C as blocks.

Automatic conversion

If an Objective-C method returns a block (according to its type encoding), Rubicon will convert the return value to a special `ObjCInstance` that can be called in Python:

```
block = an_objc_instance.methodReturningABlock()
res = block(arg, ...)
```

Similarly, if an Objective-C method has a parameter that expects a block, you can pass in a Python callable object, and it will be converted to an Objective-C block. In this case, the callable object needs to have parameter and return type annotations, so that Rubicon can expose this type information to the Objective-C runtime:

```
def result_handler(res: objc_id) -> None:
    print(ObjCInstance(res))

an_objc_instance.doSomethingWithResultHandler(result_handler)
```

If you are writing a custom Objective-C method (see *Creating custom Objective-C classes and protocols*), you can annotate parameter or return types using `objc_block` so that Rubicon converts them appropriately:

```
class AnObjCClass(NSObject):
    @objc_method
    def methodReturningABlock() -> objc_block:
        def the_block(arg: NSInteger) -> NSUInteger:
            return abs(arg)
        return the_block

    @objc_method
    def doSomethingWithResultHandler_(result_handler: objc_block) -> None:
        res = SomeClass.someMethod()
        result_handler(res)
```

Note: These automatic conversions are mostly equivalent to the manual conversions described in the next section. There are internal technical differences between automatic and manual conversions, but they are not noticeable to most users.

The internals of automatic conversion and `objc_block` handling may change in the future, so if you need more control over the block conversion process, you should use the manual conversions described in the next section.

Manual conversion

These classes are used to manually convert blocks to Python callables and vice versa. You may need to use them to perform these conversions outside of Objective-C method calls, or if you need more control over the block's type signature.

class `rubicon.objc.api.ObjcBlock` (*pointer* [, *return_type*, **arg_types*])

Python wrapper for an Objective-C block object.

This class is used to manually wrap an Objective-C block so that it can be called from Python. Usually Rubicon will do this automatically, if the block object was returned from an Objective-C method whose return type is declared to be a block type. If this automatic detection fails, for example if the method's return type is generic `id`, Rubicon has no way to tell that the object in question is a block rather than a regular Objective-C object. In that case, the object needs to be manually wrapped using `ObjcBlock`.

The constructor takes a block object, which can be either an `ObjcInstance`, or a raw `objc_id` pointer.

Note: `objc_block` is also accepted, because it is a subclass of `objc_id`. Normally you do not need to make use of this, because in most cases Rubicon will automatically convert `objc_blocks` to a callable object.

In most cases, Rubicon can automatically determine the block's return type and parameter types. If a block object doesn't have return/parameter type information at runtime, Rubicon will raise an error when attempting to convert it. In that case, you need to explicitly pass the correct return type and parameter types to `ObjcBlock` using the `return_type` and `arg_types` parameters.

`__call__` (**args*)

Invoke the block object with the given arguments.

The arguments and return value are converted from/to Python objects according to the default `ctypes` rules, based on the block's return and parameter types.

class `rubicon.objc.api.Block` (*func* [, *restype*, **argtypes*])

A wrapper that exposes a Python callable object to Objective-C as a block.

Note: `Block` instances are currently *not* callable from Python, unlike `ObjcBlock`.

The constructor accepts any Python callable object.

If the callable has parameter and return type annotations, they are used as the block's parameter and return types. This allows using `Block` as a decorator:

```
@Block
def the_block(arg: NSInteger) -> NSUInteger:
    return abs(arg)
```

For callables without type annotations, the parameter and return types need to be passed to the *Block* constructor in the `restype` and `arg_types` arguments:

```
the_block = Block(abs, NSUInteger, NSInteger)
```

Defining custom subclasses of *ObjCInstance*

The following functions can be used to register custom subclasses of *ObjCInstance* to be used when wrapping instances of a certain Objective-C class. This mechanism is for example used by Rubicon to provide Python-style operators and methods on standard Foundation classes, such as *NSString* and *NSDictionary*.

`rubicon.objc.api.register_type_for_objcclass` (*pytype*, *objcclass*)

Register a conversion from an Objective-C class to an *ObjCInstance* subclass.

After a call of this function, when Rubicon wraps an Objective-C object that is an instance of *objcclass* (or a subclass), the Python object will have the class *pytype* rather than *ObjCInstance*. See *type_for_objcclass()* for a full description of the lookup process.

Warning: This function should only be called if no instances of *objcclass* (or a subclass) have been wrapped by Rubicon yet. If the function is called later, it will not fully take effect: the types of existing instances do not change, and mappings for subclasses of *objcclass* are not updated.

`rubicon.objc.api.for_objcclass` (*objcclass*)

Decorator for registering a conversion from an Objective-C class to an *ObjCInstance* subclass.

This is equivalent to calling *register_type_for_objcclass()* on the decorated class.

`rubicon.objc.api.type_for_objcclass` (*objcclass*)

Look up the *ObjCInstance* subclass used to represent instances of the given Objective-C class in Python.

If the exact Objective-C class is not registered, each superclass is also checked, defaulting to *ObjCInstance* if none of the classes in the superclass chain is registered. Afterwards, all searched superclasses are registered for the *ObjCInstance* subclass that was found. (This speeds up future lookups, and ensures that previously computed mappings are not changed by unrelated registrations.)

This method is mainly intended for internal use by Rubicon, but is exposed in the public API for completeness.

`rubicon.objc.api.unregister_type_for_objcclass` (*objcclass*)

Unregister a conversion from an Objective-C class to an *ObjCInstance* subclass.

Warning: This function should only be called if no instances of *objcclass* (or a subclass) have been wrapped by Rubicon yet. If the function is called later, it will not fully take effect: the types of existing instances do not change, and mappings for subclasses of *objcclass* are not removed.

`rubicon.objc.api.get_type_for_objcclass_map` ()

Get a copy of all currently registered *ObjCInstance* subclasses as a mapping.

Keys are Objective-C class addresses as ints.

2.4.3 `rubicon.objc.eventloop` — Integrating native event loops with `asyncio`

Note: The documentation for this module is incomplete. You can help by *contributing to the documentation*.

```
class rubicon.objc.eventloop.EventLoopPolicy
```

Rubicon event loop policy

In this policy, each thread has its own event loop. However, we only automatically create an event loop by default for the main thread; other threads by default have no event loop.

```
new_event_loop ()
```

Create a new event loop and return it.

```
get_default_loop ()
```

Get the default event loop.

```
get_child_watcher ()
```

Get the watcher for child processes.

If not yet set, a `SafeChildWatcher` object is automatically created.

```
set_child_watcher (watcher)
```

Set the watcher for child processes.

```
class rubicon.objc.eventloop.CocoaLifecycle (application)
```

A lifecycle manager for Cocoa (`NSApplication`) apps.

```
start ()
```

```
stop ()
```

```
class rubicon.objc.eventloop.iOSLifecycle
```

A lifecycle manager for iOS (`UIApplication`) apps.

```
start ()
```

```
stop ()
```

2.4.4 rubicon.objc.runtime — Low-level Objective-C runtime access

This module contains types, functions, and C libraries used for low-level access to the Objective-C runtime.

In most cases there is no need to use this module directly — the `rubicon.objc.api` module provides the same functionality through a high-level interface.

Contents

- `rubicon.objc.runtime` — *Low-level Objective-C runtime access*
 - *C libraries*
 - *Objective-C runtime types*
 - *Objective-C runtime utility functions*

C libraries

Some commonly used C libraries are provided as CDLLs. Other libraries can be loaded using the `load_library()` function.

```
rubicon.objc.runtime.libc = load_library('c')
```

The C standard library.

The following functions are accessible by default:

- free

`rubicon.objc.runtime.libobjc = load_library('objc')`

The Objective-C runtime library.

The following functions are accessible by default:

- class_addIvar
- class_addMethod
- class_addProperty
- class_addProtocol
- class_copyIvarList
- class_copyMethodList
- class_copyPropertyList
- class_copyProtocolList
- class_getClassMethod
- class_getClassVariable
- class_getInstanceMethod
- class_getInstanceSize
- class_getInstanceVariable
- class_getIvarLayout
- class_getMethodImplementation
- class_getName
- class_getProperty
- class_getSuperclass
- class_getVersion
- class_getWeakIvarLayout
- class_isMetaClass
- class_replaceMethod
- class_respondsToSelector
- class_setIvarLayout
- class_setVersion
- class_setWeakIvarLayout
- ivar_getName
- ivar_getOffset
- ivar_getTypeEncoding
- method_exchangeImplementations
- method_getImplementation
- method_getName
- method_getTypeEncoding
- method_setImplementation
- objc_allocateClassPair
- objc_copyProtocolList
- objc_getAssociatedObject
- objc_getClass
- objc_getMetaClass
- objc_getProtocol
- objc_registerClassPair
- objc_removeAssociatedObjects
- objc_setAssociatedObject
- object_getClass
- object_getClassName
- object_getIvar
- object_setIvar
- property_getAttributes

- `property_getName`
- `property_copyAttributeList`
- `protocol_addMethodDescription`
- `protocol_addProtocol`
- `protocol_addProperty`
- `objc_allocateProtocol`
- `protocol_conformsToProtocol`
- `protocol_copyMethodDescriptionList`
- `protocol_copyPropertyList`
- `protocol_copyProtocolList`
- `protocol_getMethodDescription`
- `protocol_getName`
- `objc_registerProtocol`
- `sel_getName`
- `sel_isEqual`
- `sel_registerName`

`rubicon.objc.runtime.Foundation = load_library('Foundation')`

The `Foundation` framework.

`rubicon.objc.runtime.load_library(name)`

Load and return the C library with the given name.

If the library could not be found, a `ValueError` is raised.

Internally, this function uses `ctypes.util.find_library()` to search for the library in the system-standard locations. If the library cannot be found this way, it is attempted to load the library from certain hardcoded locations, as a fallback for systems where `find_library` does not work (such as iOS).

Objective-C runtime types

These are various types used by the Objective-C runtime functions.

class `rubicon.objc.runtime.objc_id([value])`

The `id` type from `<objc/objc.h>`.

class `rubicon.objc.runtime.objc_block([value])`

The low-level type of block pointers.

This type tells Rubicon's internals that the object in question is a block and not just a regular Objective-C object, which affects method argument and return value conversions. For more details, see *Objective-C blocks*.

Note: This type does not correspond to an actual C type or Objective-C class. Although the internal structure of block objects is documented, as well as the fact that they are Objective-C objects, they do not have a documented type or class name and are not fully defined in any header file.

Aside from the special conversion behavior, this type is equivalent to `objc_id`.

class `rubicon.objc.runtime.SEL([value])`

The `SEL` type from `<objc/objc.h>`.

The constructor can be called with a `bytes` or `str` object to obtain a selector with that value. (The normal arguments supported by `c_void_p` are still accepted.)

name

The selector's name as `bytes`.

class `rubicon.objc.runtime.Class` (`[value]`)
 The `Class` type from `<objc/objc.h>`.

class `rubicon.objc.runtime.IMP` (`[value]`)
 The `IMP` type from `<objc/objc.h>`.

An `IMP` cannot be called directly — it must be cast to the correct `CFUNCTYPE()` first, to provide the necessary information about its signature.

class `rubicon.objc.runtime.Method` (`[value]`)
 The `Method` type from `<objc/runtime.h>`.

class `rubicon.objc.runtime.Ivar` (`[value]`)
 The `Ivar` type from `<objc/runtime.h>`.

class `rubicon.objc.runtime.objc_property_t` (`[value]`)
 The `objc_property_t` type from `<objc/runtime.h>`.

class `rubicon.objc.runtime.objc_property_attribute_t` (`[name, value]`)
 The `objc_property_attribute_t` structure from `<objc/runtime.h>`.

name
value
 The attribute name and value as C strings (bytes).

class `rubicon.objc.runtime.objc_method_description` (`[name, value]`)
 The `objc_method_description` structure from `<objc/runtime.h>`.

name
 The method name as a `SEL`.

types
 The method's signature encoding as a C string (bytes).

class `rubicon.objc.runtime.objc_super` (`[receiver, super_class]`)
 The `objc_super` structure from `<objc/message.h>`.

receiver
 The receiver of the call, as an `objc_id`.

super_class
 The class in which to start searching for method implementations, as a `Class`.

Objective-C runtime utility functions

These utility functions provide easier access from Python to certain parts of the Objective-C runtime.

`rubicon.objc.runtime.object_isClass` (`obj`)
 Return whether the given Objective-C object is a class (or a metaclass).

This is equivalent to the `libobjc` function `object_isClass` from `<objc/runtime.h>`, which is only available since OS X 10.10 and iOS 8. This module-level function is provided to support older systems — it uses the `libobjc` function if available, and otherwise emulates it.

`rubicon.objc.runtime.get_class` (`name`)
 Get the Objective-C class with the given name as a `Class` object.

If no class with the given name is loaded, `None` is returned, and the Objective-C runtime will log a warning message.

`rubicon.objc.runtime.should_use_stret` (*restype*)

Return whether a method returning the given type must be called using `objc_msgSend_stret` on the current system.

`rubicon.objc.runtime.should_use_fpret` (*restype*)

Return whether a method returning the given type must be called using `objc_msgSend_fpret` on the current system.

`rubicon.objc.runtime.send_message` (*receiver*, *selector*, **args*, *restype*, *argtypes*, *varargs=None*)

Call a method on the receiver with the given selector and arguments.

This is the equivalent of an Objective-C method call like `[receiver sel:args]`.

Note: Some Objective-C methods take variadic arguments (*varargs*), for example `+[NSString stringWithFormat:]`. When using `send_message()`, variadic arguments are treated differently from regular arguments: they are not passed as normal function arguments in **args*, but as a list in a separate *varargs* keyword argument.

This explicit separation of regular and variadic arguments protects against accidentally passing too many arguments into a method. By default these extra arguments would be considered *varargs* and passed on to the method, even if the method in question doesn't take *varargs*. Because of how the Objective-C runtime and most C calling conventions work, this error would otherwise be silently ignored.

The types of *varargs* are not included in the *argtypes* list. Instead, the values are automatically converted to C types using the default *ctypes* argument conversion rules. To ensure that all *varargs* are converted to the expected C types, it is recommended to manually convert all *varargs* to *ctypes* types instead of relying on automatic conversions. For example:

```
send_message(
    NSString, "stringWithFormat:",
    at("%i %s %@",),
    restype=objc_id, argtypes=[objc_id],
    varargs=[c_int(123), cast(b"C string", c_char_p), at("Objc string")],
)
```

Parameters

- **receiver** – The object on which to call the method, as an `ObjCInstance` or *objc_id*.
- **selector** – The name of the method as a `str`, `bytes`, or *SEL*.
- **args** – The method arguments.
- **restype** – The return type of the method.
- **argtypes** – The argument types of the method, as a `list`.
- **varargs** – Variadic arguments for the method, as a `list`. Defaults to `[]`. These arguments are converted according to the default *ctypes* conversion rules.

`rubicon.objc.runtime.send_super` (*cls*, *receiver*, *selector*, **args*, *restype=<class*
'ctypes.c_void_p'>, *argtypes=None*)

In the context of the given class, call a superclass method on the receiver with the given selector and arguments.

This is the equivalent of an Objective-C method call like `[super sel:args]` in the class *cls*.

In practice, the first parameter should always be the special variable `__class__`, and the second parameter should be `self`. A typical `send_super()` call would be `send_super(__class__, self, 'init')` for example.

The special variable `__class__` is defined by Python and stands for the class object that is being created by the current `class` block. The exact reasons why `__class__` must be passed manually are somewhat technical, and are not directly relevant to users of `send_super()`. For a full explanation, see issue [pybee/rubicon-objc#107](#) and PR [pybee/rubicon-objc#108](#).

Although it is possible to pass other values than `__class__` and `self` for the first two parameters, this is strongly discouraged. Doing so is not supported by the Objective-C language, and relies on implementation details of the superclasses.

Parameters

- **cls** – The class in whose context the `super` call is happening, as an `ObjCClass` or `Class`.
- **receiver** – The object on which to call the method, as an `ObjCInstance`, `objc_id`, or `c_void_p`.
- **selector** – The name of the method as a `str`, `bytes`, or `SEL`.
- **args** – The method arguments.
- **restype** – The return type of the method. Defaults to `c_void_p`.
- **argtypes** – The argument types of the method, as a `list`. Defaults to an empty list (i. e. all arguments are treated as C varargs).

`rubicon.objc.runtime.add_method(cls, selector, method, encoding)`

Add a new instance method to the given class.

To add a class method, add an instance method to the metaclass.

Parameters

- **cls** – The Objective-C class to which to add the method, as an `ObjCClass` or `Class`.
- **selector** – The name for the new method, as a `str`, `bytes`, or `SEL`.
- **method** – The method implementation, as a Python callable or a C function address.
- **encoding** – The method’s signature (return type and argument types) as a `list`. The types of the implicit `self` and `_cmd` parameters must be included in the signature.

`rubicon.objc.runtime.add_ivar(cls, name, vartype)`

Add a new instance variable of type `vartype` to `cls`.

`rubicon.objc.runtime.get_ivar(obj, varname)`

Get the value of `obj`’s ivar named `varname`.

The returned object is a `ctypes` data object.

For non-object types (everything except `objc_id` and subclasses), the returned data object is backed by the ivar’s actual memory. This means that the data object is only usable as long as the “owner” object is alive, and writes to it will directly change the ivar’s value.

For object types, the returned data object is independent of the ivar’s memory. This is because object ivars may be weak, and thus cannot always be accessed directly by their address.

`rubicon.objc.runtime.set_ivar(obj, varname, value)`

Set `obj`’s ivar `varname` to `value`.

`value` must be a `ctypes` data object whose type matches that of the ivar.

2.4.5 rubicon.objc.types — Non-Objective-C types and utilities

This module contains definitions for common C constants and types, and utilities for working with C types.

Contents

- `rubicon.objc.types` — *Non-Objective-C types and utilities*
 - *Common C type definitions*
 - *Common C constants*
 - * *Architecture detection constants*
 - *Objective-C type encoding conversion*
 - * *Default registered type encodings*
 - *Conversion of Python sequences to C structures and arrays*
 - *Python to ctypes type mapping*
 - * *Default registered mappings*

Common C type definitions

These are commonly used C types from various frameworks.

class `rubicon.objc.types.c_ptrdiff_t` (`[value]`)

The `ptrdiff_t` type from `<stddef.h>`. Equivalent to `c_long` on 64-bit systems and `c_int` on 32-bit systems.

class `rubicon.objc.types.NSInteger` (`[value]`)

The `NSInteger` type from `<objc/NSObjCRuntime.h>`. Equivalent to `c_long` on 64-bit systems and `c_int` on 32-bit systems.

class `rubicon.objc.types.NSUInteger` (`[value]`)

The `NSUInteger` type from `<objc/NSObjCRuntime.h>`. Equivalent to `c_ulong` on 64-bit systems and `c_uint` on 32-bit systems.

class `rubicon.objc.types.CGFloat` (`[value]`)

The `CGFloat` type from `<CoreGraphics/CGBase.h>`. Equivalent to `c_double` on 64-bit systems and `c_float` on 32-bit systems.

class `rubicon.objc.types.NSPoint` (`[x, y]`)

The `NSPoint` structure from `<Foundation/NSGeometry.h>`.

Note: On 64-bit systems this is an alias for `CGPoint`.

x

y

The X and Y coordinates as `CGFloats`.

class `rubicon.objc.types.CGPoint` (`[x, y]`)

The `CGPoint` structure from `<CoreGraphics/CGGeometry.h>`.

x

y

The X and Y coordinates as `CGFloats`.

class rubicon.objc.types.**NSSize** (*[width, height]*)
The **NSSize** structure from <Foundation/NSGeometry.h>.

Note: On 64-bit systems this is an alias for *CGSize*.

width
height
The width and height as *CGFloats*.

class rubicon.objc.types.**CGSize** (*[width, height]*)
The **CGSize** structure from <CoreGraphics/CGGeometry.h>.

width
height
The width and height as *CGFloats*.

class rubicon.objc.types.**NSRect** (*[origin, size]*)
The **NSRect** structure from <Foundation/NSGeometry.h>.

Note: On 64-bit systems this is an alias for *CGRect*.

origin
The origin as a *NSPoint*.

size
The size as a *NSSize*.

class rubicon.objc.types.**CGRect** (*[origin, size]*)
The **CGRect** structure from <CoreGraphics/CGGeometry.h>.

origin
The origin as a *CGPoint*.

size
The size as a *CGSize*.

class rubicon.objc.types.**UIEdgeInsets** (*[top, left, bottom, right]*)
The **UIEdgeInsets** structure from <UIKit/UIGeometry.h>.

top
left
bottom
right
The insets as *CGFloats*.

class rubicon.objc.types.**NSEdgeInsets** (*[top, left, bottom, right]*)
The **NSEdgeInsets** structure from <Foundation/NSGeometry.h>.

top
left
bottom
right
The insets as *CGFloats*.

class rubicon.objc.types.**NSTimeInterval** (*[value]*)
The **NSTimeInterval** type from <Foundation/NSDate.h>. Equivalent to `c_double`.

class `rubicon.objc.types.CFIndex` (`[value]`)
 The `CFIndex` type from `<CoreFoundation/CFBase.h>`. Equivalent to `c_longlong` on 64-bit systems and `c_long` on 32-bit systems.

class `rubicon.objc.types.UniChar` (`[value]`)
 The `UniChar` type from `<MacTypes.h>`. Equivalent to `c_ushort`.

class `rubicon.objc.types.unichar` (`[value]`)
 The `unichar` type from `<Foundation/NSString.h>`. Equivalent to `c_ushort`.

class `rubicon.objc.types.CGGlyph` (`[value]`)
 The `CGGlyph` type from `<CoreGraphics/CGFont.h>`. Equivalent to `c_ushort`.

class `rubicon.objc.types.CFRange` (`[location, length]`)
 The `CFRange` type from `<CoreFoundation/CFBase.h>`.

location
length
 The location and length as *CFIndexes*.

class `rubicon.objc.types.NSRange` (`[location, length]`)
 The `NSRange` type from `<Foundation/NSRange.h>`.

location
length
 The location and length as *NSUIntegers*.

Common C constants

These are commonly used C constants from various frameworks.

`rubicon.objc.types.UIEdgeInsetsZero`
 The constant `UIEdgeInsetsZero`: a *UIEdgeInsets* instance with all insets set to zero.

`rubicon.objc.types.NSZeroPoint`
 The constant `NSZeroPoint`: a *NSPoint* instance with the X and Y coordinates set to zero.

`rubicon.objc.types.NSIntegerMax`
 The macro constant `NSIntegerMax` from `<objc/NSObjCRuntime.h>`: the maximum value that a *NSInteger* can hold.

`rubicon.objc.types.NSNotFound`
 The constant `NSNotFound` from `<Foundation/NSObjCRuntime.h>`: a *NSInteger* sentinel value indicating that an item was not found (usually when searching in a collection).

Architecture detection constants

The following constants provide information about the architecture of the current environment. All of them are equivalent to the C compiler macros of the same names.

`rubicon.objc.types.__LP64__`
 Indicates whether the current environment is 64-bit. If true, C longs and pointers are 64 bits in size, otherwise 32 bits.

`rubicon.objc.types.__i386__`
`rubicon.objc.types.__x86_64__`
`rubicon.objc.types.__arm__`

`rubicon.objc.types.__arm64__`

Each of these constants is true if the current environment uses the named architecture. At most one of these constants is true at once in a single Python runtime. (If the current architecture cannot be determined, all of these constants are false.)

Objective-C type encoding conversion

These functions are used to convert Objective-C type encoding strings to and from `ctype` types, and to manage custom conversions in both directions.

All Objective-C encoding strings are represented as `bytes` rather than `str`.

`rubicon.objc.types.ctype_for_encoding(encoding)`

Return the `ctype` corresponding to an Objective-C type encoding.

If a `ctype` has been registered for the encoding, that type is returned. Otherwise, if the type encoding represents a compound type (pointer, array, structure, or union), the contained types are converted recursively. A new `ctype` is then created from the converted `ctypes`, and is registered for the encoding (so that future conversions of the same encoding return the same `ctype`).

For example, the type encoding `{spam=ic}` is not registered by default. However, the contained types `i` and `c` are registered, so they are converted individually and used to create a new `Structure` with two fields of the correct types. The new structure type is then registered for the original encoding `{spam=ic}` and returned.

Raises `ValueError` – if the conversion fails at any point

`rubicon.objc.types.encoding_for_ctype(ctype)`

Return the Objective-C type encoding for the given `ctype` type.

If a type encoding has been registered for the `ctype`, that encoding is returned. Otherwise, if the `ctype` is a pointer type, its pointed-to type is encoded and used to construct the pointer type encoding.

Automatic encoding of other compound types (arrays, structures, and unions) is currently not supported. To encode such types, a type encoding must be manually provided for them using `register_preferred_encoding()` or `register_encoding()`.

Raises `ValueError` – if the conversion fails at any point

`rubicon.objc.types.register_preferred_encoding(encoding, ctype)`

Register a preferred conversion between an Objective-C type encoding and a `ctype`.

“Preferred” means that any existing conversions in each direction are overwritten with the new conversion. To register an encoding without overwriting existing conversions, use `register_encoding()`.

`rubicon.objc.types.with_preferred_encoding(encoding)`

Register a preferred conversion between an Objective-C type encoding and the decorated `ctype`.

This is equivalent to calling `register_preferred_encoding()` on the decorated `ctype`.

`rubicon.objc.types.register_encoding(encoding, ctype)`

Register an additional conversion between an Objective-C type encoding and a `ctype`.

“Additional” means that any existing conversions in either direction are *not* overwritten with the new conversion. To register an encoding and overwrite existing conversions, use `register_preferred_encoding()`.

`rubicon.objc.types.with_encoding(encoding)`

Register an additional conversion between an Objective-C type encoding and the decorated `ctype`.

This is equivalent to calling `register_encoding()` on the decorated `ctype`.

`rubicon.objc.types.unregister_encoding(encoding)`

Unregister the conversion from an Objective-C type encoding to its corresponding `ctype`.

Note that this does not remove any conversions in the other direction (from a ctype to this encoding). These conversions may be replaced with `register_encoding()`, or unregistered with `unregister_ctype()`. To remove all ctypes for an encoding, use `unregister_encoding_all()`.

If the encoding was not registered previously, nothing happens.

```
rubicon.objc.types.unregister_encoding_all(encoding)
```

Unregister all conversions between an Objective-C type encoding and all corresponding ctypes.

All conversions from any ctype to this encoding are removed recursively using `unregister_ctype_all()`.

If the encoding was not registered previously, nothing happens.

```
rubicon.objc.types.unregister_ctype(ctype)
```

Unregister the conversion from a ctype to its corresponding Objective-C type encoding.

Note that this does not remove any conversions in the other direction (from an encoding to this ctype). These conversions may be replaced with `register_encoding()`, or unregistered with `unregister_encoding()`. To remove all encodings for a ctype, use `unregister_ctype_all()`.

If the ctype was not registered previously, nothing happens.

```
rubicon.objc.types.unregister_ctype_all(ctype)
```

Unregister all conversions between a ctype and all corresponding Objective-C type encodings.

All conversions from any type encoding to this ctype are removed recursively using `unregister_encoding_all()`.

If the ctype was not registered previously, nothing happens.

```
rubicon.objc.types.get_ctype_for_encoding_map()
```

Get a copy of all currently registered encoding-to-ctype conversions as a map.

```
rubicon.objc.types.get_encoding_for_ctype_map()
```

Get a copy of all currently registered ctype-to-encoding conversions as a map.

```
rubicon.objc.types.split_method_encoding(encoding)
```

Split a method signature encoding into a sequence of type encodings.

The first type encoding represents the return type, all remaining type encodings represent the argument types.

If there are any numbers after a type encoding, they are ignored. On PowerPC, these numbers indicated each argument/return value's offset on the stack. These numbers are meaningless on modern architectures.

```
rubicon.objc.types.ctype_for_method_encoding(encoding)
```

Convert a method signature encoding into a sequence of ctypes.

This is equivalent to first splitting the method signature encoding using `split_method_encoding()`, and then converting each individual type encoding using `ctype_for_encoding()`.

Default registered type encodings

The following table lists Objective-C's standard type encodings for primitive types, and the corresponding registered ctypes. These mappings can be considered stable, but nonetheless users should not hardcode these encodings unless necessary. Instead, the `encoding_for_ctype()` function should be used to encode types, because it is less error-prone and more readable than typing encodings out by hand.

Ctype	Type encoding	Notes
None (void)	v	
c_bool	B	This refers to the <code>bool</code> type from C99 and C++. It is not necessarily the same as the <code>BOOL</code> type, which may be either <code>c_byte</code> or <code>c_bool</code> depending on the system and architecture.
c_byte	c	
c_ubyte	C	
c_short	s	
c_ushort	S	
c_long	l	
c_ulong	L	
c_int	i	On 32-bit systems, <code>c_int</code> is an alias for <code>c_long</code> , and will be encoded as such.
c_uint	I	On 32-bit systems, <code>c_uint</code> is an alias for <code>c_ulong</code> , and will be encoded as such.
c_longlong	q	On 64-bit systems, <code>c_longlong</code> is an alias for <code>c_long</code> , and will be encoded as such.
c_ulonglong	Q	On 64-bit systems, <code>c_ulonglong</code> is an alias for <code>c_ulong</code> , and will be encoded as such.
c_float	f	
c_double	d	
c_longdouble	D	On ARM, <code>c_longdouble</code> is an alias for <code>c_double</code> , and will be encoded as such.
c_char	c	Only when encoding. Decoding <code>c</code> produces <code>c_byte</code> , to allow using signed <code>char</code> as a boolean value.
c_char_p	*	
POINTER(c_char)	*	Only when encoding. Decoding <code>*</code> produces <code>c_char_p</code> for easier use of C strings.
POINTER(c_byte)	*	Only when encoding. Decoding <code>*</code> produces <code>c_char_p</code> for easier use of C strings.
POINTER(c_ubyte)	*	Only when encoding. Decoding <code>*</code> produces <code>c_char_p</code> for easier use of C strings.
c_wchar	i	Only when encoding. Decoding <code>i</code> produces <code>c_int</code> .
c_wchar_p	^i	Only when encoding. Decoding <code>^i</code> produces <code>POINTER(c_int)</code> .
c_void_p	^v	
<code>UnknownPointer</code>		This encoding stands for a pointer to a type that cannot be encoded, which in practice means a function pointer.
<code>UnknownPointer</code> , <code>^{?}</code> , <code>^(?)</code>		Only when decoding. These encodings stand for pointers to a structure or union with unknown name and fields.
objc_id	@	Class name suffixes in the encoding (e. g. @"NSString") are ignored.
objc_block@?	@?	Block signature suffixes in the encoding (e. g. @?<v@?>) are ignored.
SEL	:	
Class	#	

class `rubicon.objc.types.UnknownPointer` (*value=None*)

Placeholder for the “unknown pointer” types `^?`, `^{?}` and `^(?)`.

Not to be confused with a `^v` void pointer.

Usually a `^?` is a function pointer, but because the encoding doesn’t contain the function signature, you need to manually create a `CFUNCTYPE` with the proper types, and cast this pointer to it.

`^{?}` and `^(?)` are pointers to a structure or union (respectively) with unknown name and fields. Such a type also cannot be used meaningfully without casting it to the correct pointer type first.

In addition, the following types defined by Rubicon are registered, but their encodings may vary depending on the system and architecture:

- `ctypes.py_object`

- *NSInteger*
- *NSUInteger*
- *CGFloat*
- *NSPoint*
- *CGPoint*
- *NSSize*
- *CGSize*
- *NSRect*
- *CGRect*
- *UIEdgeInsets*
- *NSEdgeInsets*
- *NSTimeInterval*
- *CFIndex*
- *UniChar*
- *unichar*
- *CGGlyph*
- *NSRange*

Conversion of Python sequences to C structures and arrays

This function is used to convert a Python sequence (such as a `tuple` or `list`) to a specific C structure or array type. This function is mainly used internally by Rubicon, to allow passing Python sequences as method parameters where a C structure or array would normally be required. Most users will not need to use this function directly.

`rubicon.objc.types.compound_value_for_sequence(seq, tp)`

Create a C structure or array of type `tp`, initialized with values from `seq`.

If `tp` is a `Structure` type, the newly created structure's fields are initialized in declaration order with the values from `seq`. `seq` must have as many elements as the structure has fields.

If `tp` is a `Array` type, the newly created array is initialized with the values from `seq`. `seq` must have as many elements as the array type.

In both cases, if a structure field type or the array element type is itself a structure or array type, the corresponding value from `seq` is recursively converted as well.

Python to ctypes type mapping

These functions are used to map Python types to equivalent `ctypes` types, and to add or remove such mappings. This mechanism is mainly used internally by Rubicon, to for example allow `ObjCInstance` to be used instead of `objc_id` in method type annotations. Most users will not need to use these functions directly.

`rubicon.objc.types.ctype_for_type(tp)`

Look up the `ctype` corresponding to the given Python type.

This conversion is applied to types used in `objc_method` signatures, `objc_ivar` types, etc. This function translates Python built-in types and `rubicon.objc` classes to their `ctypes` equivalents. Unregistered types (including types that are already `ctypes`) are returned unchanged.

`rubicon.objc.types.register_ctype_for_type(tp, ctype)`

Register a conversion from a Python type to a `ctype`.

`rubicon.objc.types.unregister_ctype_for_type(tp)`

Unregister a conversion from a Python type to a `ctype`.

`rubicon.objc.types.get_ctype_for_type_map()`

Get a copy of all currently registered type-to-`ctype` conversions as a mapping.

Default registered mappings

The following mappings are registered by default by Rubicon.

Python type	Ctype
int	c_int
float	c_float
bool	c_bool
bytes	c_char_p
ObjCInstance	objc_id
ObjCClass	Class

This is the technical reference for public APIs provided by Rubicon.

Note that the `rubicon.objc` package also contains other submodules not documented here. These are for internal use only and not part of the public API; they may change at any time without notice.

r

rubicon.objc, 33
rubicon.objc.api, 34
rubicon.objc.eventloop, 48
rubicon.objc.runtime, 49
rubicon.objc.types, 55

Symbols

- `__LP64__` (in module `rubicon.objc.types`), 57
 - `__arm64__` (in module `rubicon.objc.types`), 57
 - `__arm__` (in module `rubicon.objc.types`), 57
 - `__call__()` (`rubicon.objc.api.ObjCBlock` method), 47
 - `__contains__()` (`rubicon.objc.api.NSArray` method), 40
 - `__contains__()` (`rubicon.objc.api.NSDictionary` method), 40
 - `__delitem__()` (`rubicon.objc.api.NSMutableArray` method), 40
 - `__delitem__()` (`rubicon.objc.api.NSMutableDictionary` method), 41
 - `__eq__()` (`rubicon.objc.api.NSArray` method), 40
 - `__eq__()` (`rubicon.objc.api.NSDictionary` method), 40
 - `__getattr__()` (`rubicon.objc.api.ObjCInstance` method), 36
 - `__getitem__()` (`rubicon.objc.api.NSArray` method), 40
 - `__getitem__()` (`rubicon.objc.api.NSDictionary` method), 40
 - `__i386__` (in module `rubicon.objc.types`), 57
 - `__instancecheck__()` (`rubicon.objc.api.ObjCClass` method), 38
 - `__instancecheck__()` (`rubicon.objc.api.ObjCProtocol` method), 42
 - `__iter__()` (`rubicon.objc.api.NSArray` method), 40
 - `__iter__()` (`rubicon.objc.api.NSDictionary` method), 40
 - `__len__()` (`rubicon.objc.api.NSArray` method), 40
 - `__len__()` (`rubicon.objc.api.NSDictionary` method), 40
 - `__ne__()` (`rubicon.objc.api.NSArray` method), 40
 - `__ne__()` (`rubicon.objc.api.NSDictionary` method), 40
 - `__repr__()` (`rubicon.objc.api.ObjCInstance` method), 36
 - `__setattr__()` (`rubicon.objc.api.ObjCInstance` method), 36
 - `__setitem__()` (`rubicon.objc.api.NSMutableArray` method), 40
 - `__setitem__()` (`rubicon.objc.api.NSMutableDictionary` method), 41
 - `__str__()` (`rubicon.objc.api.NSString` method), 39
 - `__str__()` (`rubicon.objc.api.ObjCInstance` method), 36
 - `__subclasscheck__()` (`rubicon.objc.api.ObjCClass` method), 38
 - `__subclasscheck__()` (`rubicon.objc.api.ObjCProtocol` method), 42
 - `__x86_64__` (in module `rubicon.objc.types`), 57
 - `__as_parameter__` (`rubicon.objc.api.ObjCInstance` attribute), 35
- ## A
- `add_ivar()` (in module `rubicon.objc.runtime`), 54
 - `add_method()` (in module `rubicon.objc.runtime`), 54
 - `append()` (`rubicon.objc.api.NSMutableArray` method), 40
 - `at()` (in module `rubicon.objc.api`), 43
- ## B
- `Block` (class in `rubicon.objc.api`), 47
 - `bottom` (`rubicon.objc.types.NSEdgeInsets` attribute), 56
 - `bottom` (`rubicon.objc.types.UIEdgeInsets` attribute), 56
- ## C
- `c_ptrdiff_t` (class in `rubicon.objc.types`), 55
 - `CFIndex` (class in `rubicon.objc.types`), 56
 - `CFRange` (class in `rubicon.objc.types`), 57
 - `CGFloat` (class in `rubicon.objc.types`), 55
 - `CGGlyph` (class in `rubicon.objc.types`), 57
 - `CGPoint` (class in `rubicon.objc.types`), 55
 - `CGRect` (class in `rubicon.objc.types`), 56
 - `CGSize` (class in `rubicon.objc.types`), 56
 - `Class` (class in `rubicon.objc.runtime`), 51
 - `clear()` (`rubicon.objc.api.NSMutableArray` method), 40

clear() (*rubicon.objc.api.NSMutableDictionary method*), 41
 CocoaLifecycle (*class in rubicon.objc.eventloop*), 49
 compound_value_for_sequence() (*in module rubicon.objc.types*), 61
 copy() (*rubicon.objc.api.NSArray method*), 40
 copy() (*rubicon.objc.api.NSDictionary method*), 40
 count() (*rubicon.objc.api.NSArray method*), 40
 ctype_for_encoding() (*in module rubicon.objc.types*), 58
 ctype_for_type() (*in module rubicon.objc.types*), 61
 ctypes_for_method_encoding() (*in module rubicon.objc.types*), 59

D

debugDescription (*rubicon.objc.api.NSObject attribute*), 39
 declare_class_property() (*rubicon.objc.api.ObjCClass method*), 38
 declare_property() (*rubicon.objc.api.ObjCClass method*), 37
 description (*rubicon.objc.api.NSObject attribute*), 39

E

encoding_for_ctype() (*in module rubicon.objc.types*), 58
 EventLoopPolicy (*class in rubicon.objc.eventloop*), 48
 extend() (*rubicon.objc.api.NSMutableArray method*), 40

F

for_objcclass() (*in module rubicon.objc.api*), 48
 Foundation (*in module rubicon.objc.runtime*), 51

G

get() (*rubicon.objc.api.NSDictionary method*), 40
 get_child_watcher() (*rubicon.objc.eventloop.EventLoopPolicy method*), 49
 get_class() (*in module rubicon.objc.runtime*), 52
 get_ctype_for_encoding_map() (*in module rubicon.objc.types*), 59
 get_ctype_for_type_map() (*in module rubicon.objc.types*), 61
 get_default_loop() (*rubicon.objc.eventloop.EventLoopPolicy method*), 49
 get_encoding_for_ctype_map() (*in module rubicon.objc.types*), 59
 get_ivar() (*in module rubicon.objc.api*), 46

get_ivar() (*in module rubicon.objc.runtime*), 54
 get_type_for_objcclass_map() (*in module rubicon.objc.api*), 48

H

height (*rubicon.objc.types.CGSize attribute*), 56
 height (*rubicon.objc.types.NSSize attribute*), 56

I

IMP (*class in rubicon.objc.runtime*), 52
 index() (*rubicon.objc.api.NSArray method*), 40
 insert() (*rubicon.objc.api.NSMutableArray method*), 40
 iOSLifecycle (*class in rubicon.objc.eventloop*), 49
 items() (*rubicon.objc.api.NSDictionary method*), 40
 Ivar (*class in rubicon.objc.runtime*), 52

K

keys() (*rubicon.objc.api.NSDictionary method*), 40

L

left (*rubicon.objc.types.NSEdgeInsets attribute*), 56
 left (*rubicon.objc.types.UIEdgeInsets attribute*), 56
 length (*rubicon.objc.types.CFRange attribute*), 57
 length (*rubicon.objc.types.NSRange attribute*), 57
 libc (*in module rubicon.objc.runtime*), 49
 libobjc (*in module rubicon.objc.runtime*), 50
 load_library() (*in module rubicon.objc.runtime*), 51
 location (*rubicon.objc.types.CFRange attribute*), 57
 location (*rubicon.objc.types.NSRange attribute*), 57

M

Method (*class in rubicon.objc.runtime*), 52

N

name (*rubicon.objc.api.ObjCClass attribute*), 37
 name (*rubicon.objc.api.ObjCProtocol attribute*), 41
 name (*rubicon.objc.runtime.objc_method_description attribute*), 52
 name (*rubicon.objc.runtime.objc_property_attribute_t attribute*), 52
 name (*rubicon.objc.runtime.SEL attribute*), 51
 new_event_loop() (*rubicon.objc.eventloop.EventLoopPolicy method*), 49
 ns_from_py() (*in module rubicon.objc.api*), 42
 NSArray (*class in rubicon.objc.api*), 39
 NSData (*class in rubicon.objc.api*), 39
 NSDecimalNumber (*class in rubicon.objc.api*), 39
 NSDictionary (*class in rubicon.objc.api*), 40
 NSEdgeInsets (*class in rubicon.objc.types*), 56
 NSInteger (*class in rubicon.objc.types*), 55

NSIntegerMax (in module *rubicon.objc.types*), 57
 NSMutableArray (class in *rubicon.objc.api*), 40
 NSMutableDictionary (class in *rubicon.objc.api*), 41
 NSNotFound (in module *rubicon.objc.types*), 57
 NSNumber (class in *rubicon.objc.api*), 39
 NSObject (class in *rubicon.objc.api*), 38
 NSObjectProtocol (in module *rubicon.objc.api*), 42
 NSPoint (class in *rubicon.objc.types*), 55
 NSRange (class in *rubicon.objc.types*), 57
 NSRect (class in *rubicon.objc.types*), 56
 NSSize (class in *rubicon.objc.types*), 55
 NSString (class in *rubicon.objc.api*), 39
 NSTimeInterval (class in *rubicon.objc.types*), 56
 NSUInteger (class in *rubicon.objc.types*), 55
 NSZeroPoint (in module *rubicon.objc.types*), 57

O

objc_block (class in *rubicon.objc.runtime*), 51
 objc_class (rubicon.objc.api.ObjCInstance attribute), 35
 objc_classmethod() (in module *rubicon.objc.api*), 44
 objc_const() (in module *rubicon.objc.api*), 37
 objc_id (class in *rubicon.objc.runtime*), 51
 objc_ivar() (in module *rubicon.objc.api*), 45
 objc_method() (in module *rubicon.objc.api*), 44
 objc_method_description (class in *rubicon.objc.runtime*), 52
 objc_property() (in module *rubicon.objc.api*), 45
 objc_property_attribute_t (class in *rubicon.objc.runtime*), 52
 objc_property_t (class in *rubicon.objc.runtime*), 52
 objc_rawmethod() (in module *rubicon.objc.api*), 45
 objc_super (class in *rubicon.objc.runtime*), 52
 ObjCBlock (class in *rubicon.objc.api*), 47
 ObjCClass (class in *rubicon.objc.api*), 37
 ObjCInstance (class in *rubicon.objc.api*), 35
 ObjCMetaClass (class in *rubicon.objc.api*), 38
 ObjCProtocol (class in *rubicon.objc.api*), 41
 object_isClass() (in module *rubicon.objc.runtime*), 52
 origin (rubicon.objc.types.CGRect attribute), 56
 origin (rubicon.objc.types.NSRect attribute), 56

P

pop() (rubicon.objc.api.NSMutableArray method), 40
 pop() (rubicon.objc.api.NSMutableDictionary method), 41
 popitem() (rubicon.objc.api.NSMutableDictionary method), 41
 Protocol (class in *rubicon.objc.api*), 39
 protocols (rubicon.objc.api.ObjCClass attribute), 37

protocols (rubicon.objc.api.ObjCProtocol attribute), 42
 ptr (rubicon.objc.api.ObjCInstance attribute), 35
 py_from_ns() (in module *rubicon.objc.api*), 42
 Python Enhancement Proposals
 PEP 468, 36

R

receiver (rubicon.objc.runtime.objc_super attribute), 52
 register_ctype_for_type() (in module *rubicon.objc.types*), 61
 register_encoding() (in module *rubicon.objc.types*), 58
 register_preferred_encoding() (in module *rubicon.objc.types*), 58
 register_type_for_objcclass() (in module *rubicon.objc.api*), 48
 remove() (rubicon.objc.api.NSMutableArray method), 40
 reverse() (rubicon.objc.api.NSMutableArray method), 40
 right (rubicon.objc.types.NSEdgeInsets attribute), 56
 right (rubicon.objc.types.UIEdgeInsets attribute), 56
 rubicon.objc (module), 33
 rubicon.objc.api (module), 34
 rubicon.objc.eventloop (module), 48
 rubicon.objc.runtime (module), 49
 rubicon.objc.types (module), 55

S

SEL (class in *rubicon.objc.runtime*), 51
 send_message() (in module *rubicon.objc.runtime*), 53
 send_super() (in module *rubicon.objc.runtime*), 53
 set_child_watcher() (rubicon.objc.eventloop.EventLoopPolicy method), 49
 set_ivar() (in module *rubicon.objc.api*), 46
 set_ivar() (in module *rubicon.objc.runtime*), 54
 setdefault() (rubicon.objc.api.NSMutableDictionary method), 41
 should_use_fpret() (in module *rubicon.objc.runtime*), 53
 should_use_stret() (in module *rubicon.objc.runtime*), 52
 size (rubicon.objc.types.CGRect attribute), 56
 size (rubicon.objc.types.NSRect attribute), 56
 split_method_encoding() (in module *rubicon.objc.types*), 59
 start() (rubicon.objc.eventloop.CocoaLifecycle method), 49

start() (*rubicon.objc.eventloop.iOSLifecycle method*), 49
 stop() (*rubicon.objc.eventloop.CocoaLifecycle method*), 49
 stop() (*rubicon.objc.eventloop.iOSLifecycle method*), 49
 super_class (*rubicon.objc.runtime.objc_super attribute*), 52
 superclass (*rubicon.objc.api.ObjCClass attribute*), 37

T

top (*rubicon.objc.types.NSEdgeInsets attribute*), 56
 top (*rubicon.objc.types.UIEdgeInsets attribute*), 56
 type_for_objcclass() (*in module rubicon.objc.api*), 48
 types (*rubicon.objc.runtime.objc_method_description attribute*), 52

U

UIEdgeInsets (*class in rubicon.objc.types*), 56
 UIEdgeInsetsZero (*in module rubicon.objc.types*), 57
 UniChar (*class in rubicon.objc.types*), 57
 unichar (*class in rubicon.objc.types*), 57
 UnknownPointer (*class in rubicon.objc.types*), 60
 unregister_ctype() (*in module rubicon.objc.types*), 59
 unregister_ctype_all() (*in module rubicon.objc.types*), 59
 unregister_ctype_for_type() (*in module rubicon.objc.types*), 61
 unregister_encoding() (*in module rubicon.objc.types*), 58
 unregister_encoding_all() (*in module rubicon.objc.types*), 59
 unregister_type_for_objcclass() (*in module rubicon.objc.api*), 48
 update() (*rubicon.objc.api.NSMutableDictionary method*), 41
 UTF8String (*rubicon.objc.api.NSString attribute*), 39

V

value (*rubicon.objc.runtime.objc_property_attribute_t attribute*), 52
 values() (*rubicon.objc.api.NSDictionary method*), 40

W

width (*rubicon.objc.types.CGSize attribute*), 56
 width (*rubicon.objc.types.NSSize attribute*), 56
 with_encoding() (*in module rubicon.objc.types*), 58
 with_preferred_encoding() (*in module rubicon.objc.types*), 58

X

x (*rubicon.objc.types.CGPoint attribute*), 55
 x (*rubicon.objc.types.NSPoint attribute*), 55

Y

y (*rubicon.objc.types.CGPoint attribute*), 55
 y (*rubicon.objc.types.NSPoint attribute*), 55