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The Objective C / Dylan bridge is designed to work with the modern Objective C 2.0 run-time as found on recent versions of Mac OS X and iOS. The bridge library itself can be found at https://github.com/dylan-foundry/objc-dylan/. A pre-release version of Open Dylan 2014.1 is currently required as the compiler has been extended to support this library.

- Quick Usage
- Design
  - Type Safety
  - Performance
- Limitations
  - Memory Management
  - Not Yet Supported
  - Unsupported
- Naming Scheme
- Type Encoding
- The OBJECTIVE-C module
  - Macros
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  - Instances
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  - Selectors
  - Associated Objects
  - Protocols
  - Core Foundation Bindings
Objective C selectors (method definitions can be described using the `objc-selector-definer` macro. Messages can be sent to Objective C classes and instances using the `send` macro.

This demonstrates the definition of 3 standard selectors and how to invoke them:

```dylan
define objc-selector @alloc
  parameter target :: <objc/class>
  result objc-instance :: <objc/instance>
  selector: "alloc"
end;

define objc-selector @init
  parameter target :: <objc/instance>
  result objc-instance :: <objc/instance>
  selector: "init"
end;

define objc-selector @retain-count
  parameter target :: <objc/instance>
  result retain-count :: <C-int>
  selector: "retainCount"
end;

begin
  let inst = send(send($NSObject, @alloc), @init);
  let count = send(inst, @retain-count);
end;
```

New subclasses of Objective C classes can be created from Dylan and methods added to them:

```dylan
define objc-method finished-launching
  (self, cmd, notification :: <NSNotification>) => ()
  c-signature: (self :: <MyDelegate>, cmd :: <objc/selector>, notification :: <NSNotification>) => ()
  format-out("Application has launched.\n")
end;

define objc-class <MyDelegate> (<NSObject>) => MyDelegate
  bind @applicationDidFinishLaunching/ => finished-launching;
end;
```

See `objc-class-definer` and `objc-method-definer` for more details.
Type Safety

This bridge library provides a type-safe mechanism for accessing Objective C libraries. A library binding must set up a hierarchy of Dylan classes that mirror the Objective C class hierarchy using the `objc-shadow-class-definer` macro.

When used correctly, instances of Objective C classes should be able to correctly participate in Dylan’s method dispatch mechanisms.

To help make this more clear, in Objective C, `NSNumber` is a subclass of `NSValue`. In Dylan, we represent this relationship:

```dylan
define objc-shadow-class <ns/value> (<ns/object>, <<ns/copying>>, <<ns/secure-coding>>) => NSValue;
define objc-shadow-class <ns/number> (<ns/value>) => NSNumber;
```

Now, instances of `NSNumber` will appear to be of type `<ns/number>` and instances of `NSValue` would be of type `<ns/value>`. This allows method definitions such as these to work:

```dylan
define method print-object (value :: <ns/value>, stream :: <stream>)
... 
end;

define method print-object (number :: <ns/number>, stream :: <stream>)
... 
end;
```

Performance

Attempts have been made to keep the overhead from using the bridge to a minimum. Most Dylan method dispatch has been eliminated (with the exception of `objc/make-instance`), and inlining has been used as needed to further reduce overhead.
LIMITATIONS

Memory Management

A design is not yet in place for simplifying Objective C memory management or integrating it with the Dylan garbage collection. This will be provided in a future version of this library.

Not Yet Supported

We do not yet support these features of the Objective C run-time:

- Doing much of anything with `<objc/method>`.
- Protocol introspection or representing Objective C protocols on the Dylan side.
- Properties of classes or instances.
- Access to instance variables.

Patches are welcome. Details about many of these things can be found in `/usr/include/objc/runtime.h`.

Unsupported

Functions available in earlier versions of the Objective C run-time that have been deprecated or removed are not supported.

The GNU Objective C run-time is also not supported.
NAMING SCHEME

Selectors are commonly named with a prefix of @ such as @alloc, @description. Colons within a selector name can be converted to / as in @perform-selector/with-object/. That example also demonstrates the conversion of the changes in case to the more Dylan-like use of hyphenated names.

Shadow classes are named in typical Dylan fashion with the name of the Objective C class wrapped in <...>: <NSObject>, NSApplication. The actual underlying Objective C class is available as a constant: $NSObject, $NSApplication.

Protocols are commonly named with double << and >> as with <<NSObject>> to distinguish them from a regular class or shadow class.
The types correspond to the Dylan C-FFI types as follows:

<table>
<thead>
<tr>
<th>Type</th>
<th>Enc</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;objc/instance&gt;</td>
<td>'@'</td>
</tr>
<tr>
<td>&lt;objc/class&gt;</td>
<td>'#'</td>
</tr>
<tr>
<td>&lt;objc-selector&gt;</td>
<td>':'</td>
</tr>
<tr>
<td>&lt;C-character&gt;</td>
<td>'c'</td>
</tr>
<tr>
<td>&lt;C-unsigned-char&gt;</td>
<td>'C'</td>
</tr>
<tr>
<td>&lt;C-short&gt;</td>
<td>'s'</td>
</tr>
<tr>
<td>&lt;C-unsigned-short&gt;</td>
<td>'S'</td>
</tr>
<tr>
<td>&lt;C-int&gt;</td>
<td>'i'</td>
</tr>
<tr>
<td>&lt;C-unsigned-int&gt;</td>
<td>'I'</td>
</tr>
<tr>
<td>&lt;C-long&gt;</td>
<td>'l'</td>
</tr>
<tr>
<td>&lt;C-unsigned-long&gt;</td>
<td>'L'</td>
</tr>
<tr>
<td>&lt;C-float&gt;</td>
<td>'f'</td>
</tr>
<tr>
<td>&lt;C-double&gt;</td>
<td>'d'</td>
</tr>
<tr>
<td>&lt;C-boolean&gt;</td>
<td>'B'</td>
</tr>
<tr>
<td>&lt;C-void&gt;</td>
<td>'v'</td>
</tr>
<tr>
<td>pointer to</td>
<td>'^'</td>
</tr>
<tr>
<td>&lt;C-string&gt;</td>
<td>'*'</td>
</tr>
</tbody>
</table>
Macros

**send Macro**
Sends an Objective C message to a target.

**Macro Call**

```
send(*target*, *selector*, *args*)
```

**Discussion** The selector must be the binding name that refers to the Objective C selector as the name given here is used literally to construct a function call.

**Example** This example:

```
let inst = send($NSObject, @alloc);
```

expands to:

```
let inst = %send-@alloc($NSObject);
```

**objc-class-definer Macro**
Defines a new Objective C class, creates the corresponding shadow class, and allows binding method implementations to the class.

**Macro Call**

```
define objc-class *class-name* (*superclass*) => *objective-c-name*
  bind *selector* => *objc-method*;
  ...
end;
```

**Parameters**

- **class-name** – the name of the Dylan shadow class.
- **superclass** – the names of the Dylan shadow superclass.
- **objective-c-name** – the name of the Objective C class being created.
- **selector** – The selector to be bound to a method implementation.
Discussion

Defines a new Objective C class and the corresponding Dylan shadow class. The new class can only have a single super-class (named by `superclass`). Protocol support will be added in the future.

Methods may be bound to the new Objective C class using the bind syntax:

```dylan
bind *selector* to *objc-method* (*type-encoding*);
```

Example

```dylan
define objc-selector @adder
    parameter target :: <ns/object>;
    parameter a :: <C-int>;
    result r :: <C-int>;
    selector: "adder:"
end;
define objc-method adder
    (self, selector, a :: <integer>)
    => (r :: <integer>)
    c-signature: (self :: <objc/instance>, selector :: <objc/selector>,
        a :: <C-int> => (r :: <C-int>));
    assert-true(instance?(self, <test-class>));
    a + 1
end;
define objc-class <test-class> (<ns/object>) => DylanTestClass
    bind @adder => adder;
end;
```

objc-method-definer Macro

Defines a function in Dylan and the associated information needed to invoke it from Objective C.

Macro Call

```dylan
define objc-method *name* (*args*) => (*result*)
c-signature: (*cffi-args*) => (*cffi-result*);
*body*
end;
```

Parameters

- **name** – The name of the method.
- **args** – A typical parameter list for a method.
- **result** – A typical result definition. If no result, then just `()`.  
- **cffi-args** – A typical parameter list for a method, but all parameters must have a C-FFI type associated with them.
- **cffi-result** – A typical result definition, but the type must be one of the C-FFI types. If no result, then just `()`.  
- **body** – The body of the method.

Discussion

Defines a function in Dylan and the associated information needed to invoke it from Objective C. This is used in combination with `objc-class-definer` to add methods to an Objective C class.
Example

```dylan
define objc-method finished-launching
  (self, cmd, notification :: <NSNotification>)
=> ()
c-signature: (self :: <MyDelegate>, cmd :: <objc-selector>,
  notification :: <NSNotification>) => ()
format-out("Application has launched.\n");
end;
```

objc-protocol-definer Macro

Macro Call

```dylan
define objc-protocol *protocol-name*;
```

Discussion

Note: This will change in the near future when we introduce improved support for Objective C protocols.

Example

```dylan
define objc-protocol <<ns/copying>>;
```

This currently expands to:

```dylan
define abstract class <<ns-copying>> (<object>)
end;
```

objc-selector-definer Defining Macro

Describe Objective C selectors to the c-ffi.

Macro Call

```dylan
define objc-selector *name*
  [*parameter-spec*; ...]
  [*result-spec*;]
  [*function-option*, ...;]
end [C-function] [*name*]
```

Parameters

- **name** – A Dylan variable name.
- **parameter-spec** –
- **result-spec** –
- **function-option** – A property list.

Discussion

Describes an Objective C selector to the C-FFI. In order for a selector to be invoked correctly by Dylan, the same information about the selector must be given as is needed by C callers, including the selector’s name and the types of its parameters and results.

The result of processing a `define objc-selector` definition is a Dylan function and a constant bound to `name`. This function takes Dylan objects as arguments, converting them to
their C representations according to the types declared for the parameters of the C function before invoking the selector with them. If the corresponding Objective C method returns results, these results are converted to Dylan representations according to the declared types of those results before being returned to the Dylan caller of the function. By default the function created is a raw function, not a generic function. A generic function method can be defined by using the generic-function-method: option.

The selector: function option must be supplied with a constant string value for the name of the selector.

There must be at least one parameter specification. The first parameter specifies the target of the method, so it should be either an Objective C class or an object instance.

A parameter-spec has the following syntax:


/*adjectives*/ parameter name :: *c-type* #key *c-name*

If only the target parameter is specified, the selector is taken to have no arguments.

The adjectives can be either output, input, or both. The calling discipline is specified by the input and output adjectives.

By itself, input indicates that the argument is passed into the function by value. This option is the default and is used primarily to document the code. There is a parameter to the generated Dylan function corresponding to each input parameter of the C function.

The output adjective specifies that the argument value to the C function is used to identify a location into which an extra result of the C function will be stored. There is no parameter in the generated Dylan function corresponding to an output parameter of the C function. The C-FFI generates a location for the extra return value itself and passes it to the C function. When the C function returns, the value in the location is accessed and returned as an extra result from the Dylan function. The C-FFI allocates space for the output parameter's referenced type, passes a pointer to the allocated space, and returns pointer-value of that pointer. A struct or union type may not be used as an output parameter.

If both input and output are supplied, they specify that the argument value to the C function is used to identify a location from which a value is accessed and into which an extra result value is placed by the C function. There is a parameter to the generated Dylan function corresponding to each input output parameter of the C function that is specialized as the union of the export type of the referenced type of the type given for the parameter in define c-function, and #f. When the C function returns, the value in the location is accessed and returned as an extra result from the Dylan function. If an input output parameter is passed as #f from Dylan then a NULL pointer is passed to the C function, and the extra value returned by the Dylan function will be #f.

Note that neither output nor input output affects the declared type of an argument: it must have the same type it has in C and so, because it represents a location, must be a pointer type.

A result-spec has the following syntax:


result [name :: c-type]

If no result is specified, the Dylan function does not return a value for the C result, and the C function is expected to have a return type of void.

Each function-option is a keyword–value pair.

The generic-function-method: option may be either #t or #f, indicating whether to add a method to the generic function name or to bind a bare constant method directly to name. The default value for generic-function-method: is #f.
The option **C-modifiers:** can be used to specify alternate versions of `objc_msgSend` to use. For example, if a selector needs to be sent using `objc_msgSend_fpret`, then you would use C-modifiers: "_fpret".

In effect, a `define objc-selector` such as:

```dylan
define objc-selector @alloc
    parameter objc-class :: <objc/class>
    result instance :: <objc/instance>
    c-name: "alloc"
end;
```

expands into something like:

```dylan
define constant @alloc = objc/register-selector("alloc", "@#:"");
define function %send-@alloc (target)
    let c-target = %as-c-representation(<objc/class>,
        target);
    let c-selector = %as-c-representation(<objc/selector,
        @alloc);
    let c-result = %objc-msgsend(c-target, c-selector);
    %as-dylan-representation(<objc/instance>, c-result)
end;
```

with the declared type.

**Example**

```dylan
define objc-selector @alloc
    parameter target :: <objc/class>
    result objc-instance :: <objc/instance>
    selector: "alloc"
end;
```

**objc-shadow-class-definer** Macro

**Macro Call**

```dylan
define objc-shadow-class *class-name* (*superclasses*)
=> *objective-c-class*;
```

**Parameters**

- **class-name** – the name of the Dylan shadow class.
- **superclasses** – the names of the Dylan shadow superclasses and protocols.
- **objective-c-class** – the name of the Objective C class being shadowed.

**Discussion** The shadow class hierarchy is an important part of how we enable a type-safe binding to an Objective C library.

**Example**

```dylan
define objc-shadow-class <ns/value> (<ns/object>, <<ns/copying>>,
    <<ns/secure-coding>>) => NSValue;
define objc-shadow-class <ns/number> (<ns/value>) => NSNumber;
```

The definition of `<ns/number>` would expand to a couple of important definitions:
We can see that the important elements are:

- The constant, $NSNumber$, that represents the Objective C class.
- The shadow class, <ns/number>.
- The shadow class is registered so that objc/make-instance can work.

**Classes**

<objc/class> Class

The Dylan representation of an Objective C class object.

**Superclasses** <c-statically-typed-pointer>

**Discussion**

This class is not meant to be inherited from. To represent an instance of an Objective C class, a subclass of <objc/instance> as created by a hierarchy of objc-shadow-class-definer calls would be used.

Messages may be sent to Objective C classes using instances of this class.

**objc/class-name Function**

Returns the name of an Objective C class.

**Signature** objc/class-name (objc-class) => (objc-class-name)

**Parameters**

- **objc-class** – An instance of <objc/class>.

**Values**

- **objc-class-name** – An instance of <string>.

**objc/super-class Function**

Returns the superclass of an Objective C class.

**Signature** objc/super-class (objc-class) => (objc-super-class?)

**Parameters**

- **objc-class** – An instance of <objc/class>.

**Values**

- **objc-super-class?** – An instance of false-or(<objc/class>).

**objc/class-responds-to-selector? Function**

Returns whether or not an Objective C class responds to the given selector.

**Signature** objc/class-responds-to-selector? (objc-class selector) => (well?)

**Parameters**

- **objc-class** – An instance of <objc/class>.
• **selector** – An instance of `<objc-selector>`.

**Values**

• **well?** – An instance of `<boolean>`.

**objc/get-class Function**

Looks up an Objective C class, given its name.

**Signature** `objc/get-class (name) => (objc-class)`

**Parameters**

• **name** – An instance of `<string>`.

**Values**

• **objc-class** – An instance of `false-or(<objc/class>)`.

**objc/get-class-method Function**

**Signature** `objc/get-class-method (objc-class selector) => (method?)`

**Parameters**

• **objc-class** – An instance of `<objc/class>`.

• **selector** – An instance of `<objc-selector>`.

**Values**

• **method?** – An instance of `false-or(<objc/method>)`.

**objc/get-instance-method Function**

**Signature** `objc/get-instance-method (objc-class selector) => (method?)`

**Parameters**

• **objc-class** – An instance of `<objc/class>`.

• **selector** – An instance of `<objc-selector>`.

**Values**

• **method?** – An instance of `false-or(<objc/method>)`.

### Instances

**<objc/instance> Abstract Class**

Represents an instance of an Objective C class.

**Superclasses** `<c-statically-typed-pointer>`

**Discussion**

Direct instances of this class are not used. Instead, use instances of subclasses created with `objc-shadow-class-definer`.

When this class is used as the result type for a selector, the value will be mapped back into the correct instance of a subclass of `<objc/instance>`. This requires that the actual class has been correctly set up as a shadow class or an error will be signaled.

**$nil Constant**

**objc/instance-class Function**
**objc/instance-class** Function

Signature: `objc/instance-class (objc-instance) => (objc-class)`

Parameters:
- `objc-instance` – An instance of `<objc/instance>`.

Values:
- `objc-class` – An instance of `<objc/class>`.

**objc/instance-class-name** Function

Signature: `objc/instance-class-name (objc-instance) => (objc-class-name)`

Parameters:
- `objc-instance` – An instance of `<objc/instance>`.

Values:
- `objc-class-name` – An instance of `<string>`.

**objc/instance-size** Function

Signature: `objc/instance-size (objc-class) => (objc-instance-size)`

Parameters:
- `objc-class` – An instance of `<objc/class>`.

Values:
- `objc-instance-size` – An instance of `<integer>`.

**objc/make-instance** Function

Signature: `objc/make-instance (raw-instance) => (objc-instance)`

Parameters:
- `raw-instance` – An instance of `<machine-word>`.

Values:
- `objc-instance` – An instance of `<objc/instance>`.

### Methods

**<objc/method>** Class

Represents an Objective C method object.

Superclasses: `<c-statically-typed-pointer>`

**objc/method-name** Function

Signature: `objc/method-name (objc-method) => (objc-method-selector)`

Parameters:
- `objc-method` – An instance of `<objc/method>`.

Values:
- `objc-method-selector` – An instance of `<objc/selector>`.
selectors

objc/selector Class
Represents an Objective C selector.

objc/register-selector Function
Returns an objc/selector for the given selector name.

objc/selector-name Function
Returns the name of the given selector.

objc/associated-object Generic function

objc/remove-associated-objects Function

$objc-association-assign Constant
$objc-association-copy Constant
$objc-association-copy-nonatomic Constant
$objc-association-retain-nonatomic Constant
$objc-association-return Constant
objc/set-associated-object Generic function

  Signature  objc/set-associated-object (objc-instance key value association-policy) => ()

  Parameters
  • objc-instance – An instance of <objc/instance>.
  • key – An instance of either a <string> or a <symbol>.
  • value – An instance of <objc/instance>.
  • association-policy – An instance of <integer>.

Protocols
<objc/protocol> Class
  Represents an Objective C protocol.

  Superclasses  <C-statically-typed-pointer>
objc/get-protocol Function
  Looks up an Objective C protocol, given its name.

  Signature  objc/get-protocol (name) => (objc-protocol)

  Parameters
  • name – An instance of <string>.

objc/protocol-name Function
  Signature  objc/protocol-name (objc-protocol) => (objc-protocol-name)

  Parameters
  • objc-protocol – An instance of <objc/protocol>.

objc/conforms-to-protocol? Generic function
  Signature  objc/conforms-to-protocol? (object) => (conforms?)

  Parameters
  • object – An instance of <objc/class> or <objc/protocol>.

objc/protocol-name Function
  Signature  objc/protocol-name (objc-protocol) => (objc-protocol-name)

  Parameters
  • objc-protocol – An instance of <objc/protocol>.

objc/conforms-to-protocol? Generic function
  Signature  objc/conforms-to-protocol? (object) => (conforms?)

  Parameters
  • object – An instance of <objc/class> or <objc/protocol>.

Values
  • conforms? – An instance of <boolean>.
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<<ns/object>> Abstract Class
  Superclasses <<object>>

<<ns/object>> Class
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