

- (Font *)convertFont:(NSFont *)fontObject	Converts fontObject according to the user's selections from the Font panel or the Font menu.
- (Font *)convertFont:(NSFont *)fontObject toFamily:(NSString *)family	Returns a Font object whose traits are the same as those of fontObject except as specified by family.
- (Font *)convertFont:(NSFont *)fontObject toFace:(NSString *)typeface	Returns a Font object whose traits are the same as those of fontObject except as specified by typeface.
- (Font *)convertFont:(NSFont *)fontObject toHaveTrait:(NSFontTraitMask)trait	Returns a Font object whose traits are the same as those of fontObject except as altered by the addition of the traits specified by trait.
- (Font *)convertFont:(NSFont *)fontObject toNotHaveTrait:(NSFontTraitMask)trait	Returns a Font object whose traits are the same as those of fontObject except as altered by the removal of the traits specified by trait.
- (Font *)convertFont:(NSFont *)fontObject toSize:(float)size	Returns a Font object whose traits are the same as those of fontObject except as specified by size.
- (Font *)convertWeight:(BOOL)upFlag ofFont:(NSFont *)fontObject	Attempts to increase (if upFlag is YES) or decrease (if upFlag is NO) the weight of the font specified by fontObject.
- (Font *)fontWithFamily:(NSString *)family traits:(NSFontTraitMask)traits weight:(int)weight size:(float)size	Tries to find a font that matches the specified characteristics.
- (SEL)action	Gets the action sent by the FontManager.

<code>(id)setAction:(SEL)aSelector</code>	Sets the action to that specified by aSelector to be sent by the user selects a new font.
<code>(id)setEnabled:(BOOL)flag</code>	Enables or disables the Font panel and menu depending on flag.
<code>(id)setFontMenu:(NSMenu *)newMenu</code>	Sets the font menu to newMenu.
<code>(id)setSelectedFont:(NSFont *)fontObject isMultiple:(BOOL)flag</code>	Notifies FontManager of the selection's current font from fontObject with flag indicating whether the selection has multiple fonts.
<code>(BOOL)traitsOfFont:(NSFont *)fontObject</code>	Returns the font traits of fontObject.
<code>(CGFloat)weightOfFont:(NSFont *)fontObject</code>	Returns the font weight of fontObject.
<code>(BOOL)sendAction</code>	Dispatches the action message up the responder chain.
<code>delegate</code>	Returns the FontManager's delegate.
<code>(id)setDelegate:(id)anObject</code>	Sets the FontManager's delegate to anObject.
<code>(BOOL)fontManager:(id)sender willIncludeFont:(NSString *)fontName</code>	Responds to a message informing the FontManager's delegate that fontName is about to include fontName in the list displayed to the user. If the delegate returns YES, the font is added; if it returns NO, the font isn't added otherwise, it is.