

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

<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>(id)fontTraits:(NSFont *)fontObject</code>	Returns the font traits of fontObject.
<code>(id)weightOfFont:(NSFont *)fontObject</code>	Returns the font weight of fontObject.
<code>(BOOL)sendAction</code>	Dispatches the action message up the responder chain.
<code>(id)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 NO, the font isn't added otherwise, it is.