)initWithImage:(NSImage *)newImage	Initializes a new NSCursor object with newImage.
SPoint)hotSpot	Returns the point on the cursor that's aligned with the mouse.
SImage *)image	Returns the NSImage object that has the cursor image.
id)setHotSpot:(NSPoint)spot	Sets the point on the cursor that's aligned with the mouse.
id)setImage:(NSImage *)newImage	Makes newImage the NSImage object that supplies the cursor image.
OOL)isSetOnMouseEntered	Returns YES if mouseEntered: sets cursor.
OOL)isSetOnMouseExited	Returns YES if mouseExited: sets cursor.
id)mouseEntered:(NSEvent *)theEvent	Responds to a mouse-entered event by setting the cursor if setOnMouseEntered was sent.
id)mouseExited:(NSEvent *)theEvent	Responds to a mouse-exited event by setting the cursor if setOnMouseExited was sent.
id)pop	Removes the topmost NSCursor object from the cursor stack, and makes the next NSCursor down the current cursor.
id)push	Puts the receiving NSCursor on the cursor stack and sets it to be the current cursor.
id)set	Sets the NSCursor to be the current cursor.
id)setOnMouseEntered:(BOOL)flag	Determines whether mouseEntered: sets cursor.
id)setOnMouseExited:(BOOL)flag	Determines whether mouseExited: sets cursor.