

<code>initWithTitle:(NSString *)aTitle</code>	Initializes and returns a new NSMenu using aTitle for its title.
<code>addItemWithTitle:(NSString *)aString action:(SEL)aSelector keyEquivalent:(NSString *)charCode</code>	Adds a new item with title aString, action aSelector, and key equivalent charCode to the end of the NSMenu. Returns the new NSMenuItem.
<code>insertItemWithTitle:(NSString *)aString action:(SEL)aSelector keyEquivalent:(NSString *)charCode atIndex:(unsigned int)index</code>	Adds a new item at index having the title aString, action aSelector, and key equivalent charCode. Returns the new NSMenuItem.
<code>itemMatrix</code>	Returns the NSMatrix of NSMenuItem items.
<code>setItemMatrix:(NSMatrix *)aMatrix</code>	Replaces the current matrix of items with aMatrix.
<code>menuItemWithTag:(int)aTag</code>	Returns the NSMenuItem that has aTag as its tag.
<code>menuItem *)setSubmenu:(NSMenu *)aMenu forItem:(NSMenuItem *)aCell</code>	Makes aMenu a submenu controlled by aCell.
<code>menuItem *)submenuAction:(id)sender</code>	Activates a submenu attached to sender's NSMenu.
<code>menuItem *)attachedMenu</code>	Returns the NSMenu attached to the receiver or nil if there's no such object.
<code>menuItem *)isAttached</code>	Returns YES if the receiver is attached to another menu and NO otherwise.
<code>menuItem *)isTornOff</code>	Returns NO if the receiver is attached to another menu (or if it's the main menu) and YES otherwise.
<code>menuItem *)locationForSubmenu:(NSMenu *)aSubmenu</code>	Determines where to display an attached submenu when it's brought up.

