

<code>initWithFrame:(NSRect)frameRect pullsDown:(BOOL)flag</code>	Initializes a newly allocated NSPopUpButton, giving it the frame specified by frameRect. If flag is YES, the receiver is initialized to operate as a pull-down list otherwise, it operates as a pop-up list.
<code>(SEL)action</code>	Returns the NSPopUpButton's action method.
<code>(void)setAction:(SEL)aSelector</code>	Sets the NSPopUpButton's action method to aSelector.
<code>(void)addItemWithTitle:(NSString *)title</code>	Adds an item with title as its title to the end of the item list.
<code>(void)addItemsWithTitles:(NSArray *)itemTitles</code>	Adds multiple items to the end of the item list. The titles for the new items are taken from the itemTitles array.
<code>(void)insertItemWithTitle:(NSString *)title atIndex:(unsigned int)index</code>	Inserts an item with title as its title at position index.
<code>(void)removeAllItems</code>	Removes all items in the receiver's item list.
<code>(void)removeItemWithTitle:(NSString *)title</code>	Removes the item whose title matches title.
<code>(void)removeItemAtIndex:(int)index</code>	Removes the item at the specified index.
<code>(int)indexOfItemWithTitle:(NSString *)title</code>	Returns the index of the item whose title matches title, or 1 if no match is found.
<code>(int)indexOfSelectedItem</code>	Returns the index of the item last selected by the user, or 1 if there's no selected item.
<code>(int)numberOfItems</code>	Returns the number of items in the receiver's item list.
<code>(NSMenuItem *)itemAtIndex:(int)index</code>	Returns the NSMenuItem for the item at index, or nil if no such item exists.
<code>(NSMatrix *)itemMatrix</code>	Returns the NSMatrix that holds the receiver's items.
<code>(NSString *)itemTitleAtIndex:(int)index</code>	Returns the title of the item at index, or the empty string if no such item exists.
<code>(NSArray *)itemTitles</code>	Returns an NSArray that holds the titles of the receiver's items.
<code>(NSMenuItem *)itemWithTitle:(NSString *)title</code>	Returns the NSMenuItem for the item whose title is title, or nil if no such item exists
<code>(NSMenuItem *)lastItem</code>	Returns the NSMenuItem corresponding to the last item in the list.
<code>(NSMenuItem *)selectedItem</code>	Returns the NSMenuItem for the selected item.

<code>(id)selectItemAtIndex:(int)index</code>	Selects the item at index and invokes <code>synchronizeTitleAndSelectedItem</code> .
<code>(id)selectItemWithTitle:(NSString *)title</code>	Selects the item whose title is title and invokes <code>synchronizeTitleAndSelectedItem</code> .
<code>(id)setFont:(NSFont *)fontObject</code>	Sets the font used to draw the items.
<code>(id)setPullsDown:(BOOL)flag</code>	If flag is YES, the receiver is configured as a pull-down list; otherwise, the receiver is configured as a pop-up list.
<code>(id)setTarget:(id)anObject</code>	Sets the target for action messages to anObject.
<code>(id)setTitle:(NSString *)aString</code>	Adds a new item (if the receiver doesn't already have an item with title aString), makes it the selected item, and invokes <code>synchronizeTitleAndSelectedItem</code> .
<code>(NSString *)stringValue</code>	Returns the title of the selected item.
<code>(id)synchronizeTitleAndSelectedItem</code>	Ensures that the receiver's title agrees with the title of the selected item (if <code>indexOfSelectedItem</code> is not -1). If there's no selected item, this method does nothing. This method is useful in subclasses that directly select items in the item list and override <code>setTitle:</code> .
<code>(id)target</code>	Returns the target for action messages.
<code>(BOOL)autoenablesItems</code>	Returns whether the NSPopUpButton enables and disables items (using the NSMenuItemActionResponder informal protocol.)
<code>(id)setAutoenablesItems:(BOOL)flag</code>	Sets whether the NSPopUpButton enables and disables items (using the NSMenuItemActionResponder informal protocol.)