
NSMenuItem

Inherits From:	NSObject
Conforms To:	NSMenuItem NSObject (NSObject)
Declared In:	AppKit/NSMenuItem.h

Class Description

NSMenuItem is the class that OPENSTEP uses to implement the functionality of the NSMenuItem protocol. The NSMenuItem class defines objects that are used as command items in menus. In addition to implementing all of the methods in the NSMenuItem protocol, the NSMenuItem class also includes some additional private functionality that is needed to maintain binary compatibility with other components of NeXT's OPENSTEP software. Because of this, you cannot replace the NSMenuItem class with a different class which conforms to the NSMenuItem protocol. You may, however, subclass the NSMenuItem class if necessary.

The appearance of NSMenuItem objects is tailored to match the user interface of the host system, presently either Mach or Microsoft Windows.

See the NSMenu class specification and the NSMenuItem protocol specification for more information on menus.

Adopted Protocols

NSMenuItem

- + setUsesUserKeyEquivalents:
- + usesUserKeyEquivalents

- action
- hasSubmenu
- isEnabled
- keyEquivalent
- keyEquivalentModifierMask
- mnemonic
- mnemonicLocation
- representedObject
- setAction:
- setEnabled:
- setKeyEquivalent:
- setKeyEquivalentModifierMask:
- setMnemonicLocation:
- setRepresentedObject:
- setTag:
- setTarget:
- setTitle:
- setTitleWithMnemonic:
- tag
- target
- title
- userKeyEquivalent