

NSFontManager

Inherits From: NSObject
Declared In: appkit/NSFontManager.h

Managing the FontManager

- + (void)**setFontManagerFactory:(Class)classId** Sets the class used to create the NSFontManager.
- + (void)**setFontPanelFactory:(Class)classId** Sets the class used to create the FontPanel.
- + (NSFontManager *)**sharedFontManager** Returns a shared FontManager.

Converting Fonts

- (NSFont *)**convertFont:(NSFont *)fontObject toFace:(NSString *)typeface** Returns a Font object whose traits are the same as those of *fontObject* except as specified by *typeface*.
- (NSFont *)**convertFont:(NSFont *)fontObject toFamily:(NSString *)family** Returns a Font object whose traits are the same as those of *fontObject* except as specified by *family*.
- (NSFont *)**convertFont:(NSFont *)fontObject toHaveTrait:(NSFontTraitMask)trait** 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*.
- (NSFont *)**convertFont:(NSFont *)fontObject toNotHaveTrait:(NSFontTraitMask)trait** 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*.
- (NSFont *)**convertFont:(NSFont *)fontObject toSize:(float)size** Returns a Font object whose traits are the same as those of *fontObject* except as specified by *size*.
- (NSFont *)**convertWeight:(BOOL)upFlag ofFont:(NSFont *)fontObject** Attempts to increase (if *upFlag* is YES) or decrease (if *upFlag* is NO) the weight of the font specified by *fontObject*.
- (NSFont *)**fontWithFamily:(NSString *)family traits:(NSFontTraitMask)traits weight:(int)weight size:(float)size** Tries to find a font that matches the specified characteristics.

Setting and Getting Parameters

- (SEL) action	Gets the action sent by the FontManager.
- (NSArray *) availableFonts	Provides an array listing all available fonts.
- (NSMenu *) fontMenu:(BOOL)create	Returns the Font menu, creating one if it doesn't exist and <i>create</i> is YES.
- (NSFontPanel *) fontPanel:(BOOL)create	Returns the Font panel, creating one if it doesn't exist and <i>create</i> is YES.
- (BOOL) isEnabled	Returns whether the Font panel and menu are enabled.
- (BOOL) isMultiple	Returns whether the selection contains multiple fonts.
- (NSFont *) selectedFont	Returns the first font in the current selection
- (void) setAction:(SEL)aSelector	Sets the action to that specified by <i>aSelector</i> to be sent by the FontManager when the user selects a new font.
- (void) setEnabled:(BOOL)flag	Enables or disables the Font panel and menu depending on <i>flag</i> .
- (void) setFontMenu:(NSMenu *)newMenu	Sets the font menu to <i>newMenu</i> .
- (void) setSelectedFont:(NSFont *)fontObject isMultiple:(BOOL)flag	Notifies FontManager of the selection's current font from <i>fontObject</i> with <i>flag</i> indicating whether the selection has multiple fonts.
- (NSFontTraitMask) traitsOfFont:(NSFont *)fontObject	Returns the font traits of <i>fontObject</i> .
- (int) weightOfFont:(NSFont *)fontObject	Returns the font weight of <i>fontObject</i> .

Target and Action Methods

- (BOOL) sendAction	Dispatches the action message up the responder chain.
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Assigning a Delegate

- (id) delegate	Returns the FontManager's delegate.
- (void) setDelegate:(id)anObject	Sets the FontManager's delegate to <i>anObject</i> .

Method Implemented by the Delegate

- (BOOL) fontManager:(id)sender willIncludeFont:(NSString *)fontName	Responds to a message informing the FontManager's delegate that the FontPanel is about to include <i>fontName</i> in the list displayed to the user; if this method returns NO, the font isn't added; otherwise, it is.
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