

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 *create* is YES.
- (NSFontPanel *)**fontPanel:(BOOL)create** Returns the Font panel, creating one if it doesn't exist and *create* 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 *aSelector* 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 *flag*.
- (void)**setFontMenu:(NSMenu *)newMenu** Sets the font menu to *newMenu*.
- (void)**setSelectedFont:(NSFont *)fontObject** Notifies FontManager of the selection's current font from *fontObject* with *flag* indicating whether the selection has multiple fonts.
isMultiple:(BOOL)flag
- (NSFontTraitMask)**traitsOfFont:(NSFont *)fontObject** Returns the font traits of *fontObject*.
- (int)**weightOfFont:(NSFont *)fontObject** Returns the font weight of *fontObject*.

Target and Action Methods

- (BOOL)**sendAction** Dispatches the action message up the responder chain.

Assigning a Delegate

- (id)**delegate** Returns the FontManager's delegate.
- (void)**setDelegate:(id)anObject** Sets the FontManager's delegate to *anObject*.

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 *fontName* in the list displayed to the user; if this method returns NO, the font isn't added; otherwise, it is.