# Settingattributesofmenucellsandpopuplists;¬Setting attributes of menu items and pop-up lists

**arrow.eps ¬      Set whether the list is a pop-up or pull-down type (not applicable to menu items).**

**arrow.eps ¬      Set whether the item is initially disabled.**

**arrow.eps ¬      Assign a tag to the item.**

Menus and pop-up or pull-down lists (NSPopUpButton instances) are compound objects containing objects that conform to the NSMenuItem protocol. The Attributes displays for menu items and NSPopUpButtons are almost identical. The following is the display for NSPopUpButtons.

_SettingPopUpAttributes.eps ¬

If you choose Disabled, the menu item's text is gray at application launch. When the user clicks the item, no action message is sent. If conditions change to make the items's function relevant, your code must re-enable the item.

## Pop-Up Lists and Pull-Down Lists

An NSPopUpButton contains a trigger button and three menu items. Double-click the trigger button to see the menu items; you can initialize their titles or (in the Attributes display) disable them and assign them tags.

_PopUpList.eps ¬

A *pop-up list*'s trigger button always displays the item that was last selected. In a *pull-down list* the trigger button's title is fixed. A pull-down list is effective for selecting actions in a very specific context, like the ªOperationsº pull-down list in Interface Builder's Classes display.

A tag is an internal identifier of an object that you can use in your code. See the task, ªUsing Tags,º in this chapter

for more information.   ;UsingTags.rtfd;;¬

Once you expose a pop-up list's menu items, you can add more menu items to it from the Menus palette. See ªCreating menusº in Chapter€2 for details.   ;../02_Composing/CreatingMenus.rtfd;;¬

**Related Concept:**   ;SettingAttributesConcepts.rtfd;linkMarkername CompoundObjects;,   Compound Objects