
NSMenuItem Protocol Reference

(Not Recommended)





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Contents

NSMenuItem Protocol Reference (Not Recommended) 5

Overview	5
Tasks	5
Creating a Menu Item	5
Enabling a Menu Item	6
Setting the Target and Action	6
Setting the Title	6
Setting the Tag	6
Setting the State	6
Setting the Image	7
Managing Submenus	7
Getting a Separator Item	7
Setting the Owing Menu	7
Managing Key Equivalents	8
Managing Mnemonics	8
Managing User Key Equivalents	8
Managing Alternates	8
Managing Indentation Levels	9
Managing Tool Tips	9
Representing an Object	9
Class Methods	9
separatorItem	9
setUsesUserKeyEquivalents:	9
usesUserKeyEquivalents	10
Instance Methods	10
action	10
attributedTitle	10
hasSubmenu	11
image	11
indentationLevel	11
initWithTitle:action:keyEquivalent:	12
isAlternate	12
isEnabled	12
isSeparatorItem	13
keyEquivalent	13
keyEquivalentModifierMask	13
menu	14
mixedStateImage	14
mnemonic	14
mnemonicLocation	15
offStateImage	15

- onStateImage 15
- representedObject 16
- setAction: 16
- setAlternate: 16
- setAttributedTitle: 17
- setEnabled: 18
- setImage: 18
- setIndentationLevel: 18
- setKeyEquivalent: 19
- setKeyEquivalentModifierMask: 19
- setMenu: 20
- setMixedStateImage: 21
- setMnemonicLocation: 21
- setOffStateImage: 21
- setOnStateImage: 22
- setRepresentedObject: 22
- setState: 23
- setSubmenu: 23
- setTag: 24
- setTarget: 24
- setTitle: 25
- setTitleWithMnemonic: 25
- setToolTip: 25
- state 26
- submenu 26
- tag 27
- target 27
- title 27
- toolTip 27
- userKeyEquivalent 28
- userKeyEquivalentModifierMask 28

Document Revision History 29

Index 31


NSMenuItem Protocol Reference (Not Recommended)

Adopted by	NSMenuItem
Conforms to	NSObject NSCopying NSCoding NSValidatedUserInterfaceItem
Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 through Mac OS X v10.4.
Companion guide	Application Menu and Pop-up List Programming Topics for Cocoa
Declared in	NSMenuItem.h

Overview

Important: The information in this document is obsolete and should not be used for new development.

Refer to the `NSMenuItem` class description, which replaces this protocol.

 **Warning:** The `NSMenuItem` protocol is being removed from the Application Kit; you must use the `NSMenuItem` class instead. This change does not affect binary compatibility between different versions of projects, but might cause failures in project builds. To adapt your projects to this change, alter all references to the protocol (for example, `id <NSMenuItem>`) to references to the class (`NSMenuItem *`).

Tasks

Creating a Menu Item

- `initWithTitle:action:keyEquivalent:` (page 12) *required method*
Returns an initialized instance of an `NSMenuItem`. (required)

Enabling a Menu Item

- `setEnabled:` (page 18) *required method*
Sets whether the receiver is enabled. (required)
- `isEnabled` (page 12) *required method*
Returns YES if the receiver is enabled, NO if not. (required)

Setting the Target and Action

- `setTarget:` (page 24) *required method*
Sets the receiver's target. (required)
- `target` (page 27) *required method*
Returns the receiver's target. (required)
- `setAction:` (page 16) *required method*
Sets the receiver's action method. (required)
- `action` (page 10) *required method*
Returns the receiver's action method. (required)

Setting the Title

- `setTitle:` (page 25) *required method*
Sets the receiver's title. (required)
- `title` (page 27) *required method*
Returns the receiver's title. (required)
- `setAttributedTitle:` (page 17) *required method*
Specifies a custom string for a menu item. (required)
- `attributedTitle` (page 10) *required method*
Returns the custom title string for a menu item. (required)

Setting the Tag

- `setTag:` (page 24) *required method*
Sets the receiver's tag. (required)
- `tag` (page 27) *required method*
Returns the receiver's tag. (required)

Setting the State

- `setState:` (page 23) *required method*
Sets the state of the receiver. (required)
- `state` (page 26) *required method*
Returns the state of the receiver. (required)

Setting the Image

- [setImage:](#) (page 18) *required method*
Sets the receiver's image. (required)
- [image](#) (page 11) *required method*
Returns the image displayed by the receiver, or `nil` if it displays no image. (required)
- [setImage:](#) (page 22) *required method*
Sets the image of the receiver that indicates an "on" state. (required)
- [onStateImage](#) (page 15) *required method*
Returns the image used to depict the receiver's "on" state, or `nil` if the image has not been set. (required)
- [setImage:](#) (page 21) *required method*
Sets the image of the receiver that indicates an "off" state. (required)
- [offStateImage](#) (page 15) *required method*
Returns the image used to depict the receiver's "off" state, or `nil` if the image has not been set. (required)
- [setImage:](#) (page 21) *required method*
Sets the image of the receiver that indicates a "mixed" state, that is, a state neither "on" nor "off." (required)
- [mixedStateImage](#) (page 14) *required method*
Returns the image used to depict a "mixed state." (required)

Managing Submenus

- [setSubmenu:](#) (page 23) *required method*
Sets the submenu of the receiver. (required)
- [submenu](#) (page 26) *required method*
Returns the submenu associated with the receiving menu item, or `nil` if no submenu is associated with it. (required)
- [hasSubmenu](#) (page 11) *required method*
Returns YES if the receiver has a submenu, NO if it doesn't. (required)

Getting a Separator Item

- + [separatorItem](#) (page 9) *required method*
Returns a menu item that is used to separate logical groups of menu commands. (required)
- [isSeparatorItem](#) (page 13) *required method*
Returns whether the receiver is a separator item (that is, a menu item used to visually segregate related menu items). (required)

Setting the Owning Menu

- [setMenu:](#) (page 20) *required method*
Sets the receiver's menu. (required)

- `menu` (page 14) *required method*
Returns the menu to which the receiver belongs, or `nil` if no menu has been set. (required)

Managing Key Equivalents

- + `setUsesUserKeyEquivalents:` (page 9) *required method*
Sets whether menu items conform to user preferences for key equivalents. (required)
- + `usesUserKeyEquivalents` (page 10) *required method*
Returns YES if menu items conform to user preferences for key equivalents; otherwise, returns NO. (required)
- `setKeyEquivalent:` (page 19) *required method*
Sets the receiver's unmodified key equivalent. (required)
- `keyEquivalent` (page 13) *required method*
Returns the receiver's unmodified keyboard equivalent, or the empty string if one hasn't been defined. (required)
- `setKeyEquivalentModifierMask:` (page 19) *required method*
Sets the receiver's keyboard equivalent modifiers (indicating modifiers such as the Shift or Option key) to those in *mask*. (required)
- `keyEquivalentModifierMask` (page 13) *required method*
Returns the receiver's keyboard equivalent modifier mask. (required)

Managing Mnemonics

- `setMnemonicLocation:` (page 21) *required method*
Sets the character of the specified menu item that is to be underlined. (required)
- `mnemonicLocation` (page 15) *required method*
Returns the position of the underlined character in the menu item title used as a mnemonic. (required)
- `setTitleWithMnemonic:` (page 25) *required method*
Sets the title of a menu item with a character underlined to denote an access key. (required)
- `mnemonic` (page 14) *required method*
Returns the character in the menu item title that appears underlined for use as a mnemonic. (required)

Managing User Key Equivalents

- `userKeyEquivalent` (page 28) *required method*
Returns the user-assigned key equivalent for the receiver. (required)
- `userKeyEquivalentModifierMask` (page 28) *required method*
Returns the modifier mask for the receiver's user-assigned key equivalent. (required)

Managing Alternates

- `setAlternate:` (page 16) *required method*
Marks the receiver as an alternate to the previous menu item. (required)

- `isAlternate` (page 12) *required method*
Returns whether the receiver is an alternate to the previous menu item. (required)

Managing Indentation Levels

- `setIndentationLevel:` (page 18) *required method*
Sets the menu item indentation level for the receiver. (required)
- `indentationLevel` (page 11) *required method*
Returns the menu item indentation level for the receiver. (required)

Managing Tool Tips

- `setToolTip:` (page 25) *required method*
Sets a help tag for a menu item. (required)
- `toolTip` (page 27) *required method*
Returns the help tag for a menu item. (required)

Representing an Object

- `setRepresentedObject:` (page 22) *required method*
Sets the object represented by the receiver. (required)
- `representedObject` (page 16) *required method*
Returns the object that the receiving menu item represents. (required)

Class Methods

separatorItem

Returns a menu item that is used to separate logical groups of menu commands. (required)

```
+ (id <NSMenuItem>)separatorItem
```

Discussion

This menu item is disabled. The default separator item is blank space.

setUsesUserKeyEquivalents:

Sets whether menu items conform to user preferences for key equivalents. (required)

```
+ (void)setUsesUserKeyEquivalents:(BOOL)flag
```

Parameters

flag

If YES, menu items conform to user preferences for key equivalents; if NO, the key equivalents originally assigned to the menu items are used.

See Also

- + [usesUserKeyEquivalents](#) (page 10)
- [userKeyEquivalent](#) (page 28)

usesUserKeyEquivalents

Returns YES if menu items conform to user preferences for key equivalents; otherwise, returns NO. (required)

+ (BOOL)usesUserKeyEquivalents

See Also

- + [setUsesUserKeyEquivalents:](#) (page 9)
- [userKeyEquivalent](#) (page 28)

Instance Methods

action

Returns the receiver's action method. (required)

- (SEL)action

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [target](#) (page 27)
- [setAction:](#) (page 16)

Declared In

NSMenuItem.h

attributedString

Returns the custom title string for a menu item. (required)

- (NSAttributedString *)attributedString

Availability

Available in Mac OS X v10.3 and later.

See Also

- [setAttributedString:](#) (page 17)
- [title](#) (page 27)

Declared In

NSMenuItem.h

hasSubmenu

Returns YES if the receiver has a submenu, NO if it doesn't. (required)

- (BOOL)hasSubmenu

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setSubmenu:forItem:](#) (NSMenu)

Declared In

NSMenuItem.h

image

Returns the image displayed by the receiver, or nil if it displays no image. (required)

- (NSImage *)image

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setImage:](#) (page 18)

Declared In

NSMenuItem.h

indentationLevel

Returns the menu item indentation level for the receiver. (required)

- (NSInteger)indentationLevel

Discussion

The return value will be from 0 to 15. The default indentation level is 0.

Availability

Available in Mac OS X v10.3 and later.

See Also

- [setIndentationLevel:](#) (page 18)

Declared In

NSMenuItem.h

initWithTitle:action:keyEquivalent:

Returns an initialized instance of an `NSMenuItem`. (required)

```
- (id)initWithTitle:(NSString *)itemName action:(SEL)anAction keyEquivalent:(NSString *)charCode
```

Parameters

itemName

The title of the menu item. It must not be `nil` (if there is no title, specify an empty `NSString`).

anAction

The action selector to be associated with the menu item. It must be a valid selector or `NULL`.

charCode

A string representing a keyboard key to be used as the key equivalent. It must not be `nil` (if there is no key equivalent, specify an empty `NSString`).

Return Value

Returns an instance of `NSMenuItem` or `nil` if the object couldn't be created.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

Declared In

`NSMenuItem.h`

isAlternate

Returns whether the receiver is an alternate to the previous menu item. (required)

```
- (BOOL)isAlternate
```

Availability

Available in Mac OS X v10.3 and later.

See Also

- [setAlternate:](#) (page 16)

Declared In

`NSMenuItem.h`

isEnabled

Returns YES if the receiver is enabled, NO if not. (required)

```
- (BOOL)isEnabled
```

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setEnabled:](#) (page 18)

Declared In

NSMenuItem.h

isSeparatorItem

Returns whether the receiver is a separator item (that is, a menu item used to visually segregate related menu items). (required)

- (BOOL)isSeparatorItem

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

Declared In

NSMenuItem.h

keyEquivalent

Returns the receiver's unmodified keyboard equivalent, or the empty string if one hasn't been defined. (required)

- (NSString *)keyEquivalent

Discussion

Use [keyEquivalentModifierMask](#) (page 13) to determine the modifier mask for the key equivalent.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [userKeyEquivalent](#) (page 28)
- [mnemonic](#) (page 14)
- [setKeyEquivalent:](#) (page 19)

Declared In

NSMenuItem.h

keyEquivalentModifierMask

Returns the receiver's keyboard equivalent modifier mask. (required)

- (NSUInteger)keyEquivalentModifierMask

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setKeyEquivalentModifierMask:](#) (page 19)

Declared In

NSMenuItem.h

menu

Returns the menu to which the receiver belongs, or `nil` if no menu has been set. (required)

- (NSMenu *)menu

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setMenu:](#) (page 20)

Declared In

NSMenuItem.h

mixedStateImage

Returns the image used to depict a “mixed state.” (required)

- (NSImage *)mixedStateImage

Discussion

A mixed state is useful for indicating “off” and “on” attribute values in a group of selected objects, such as a selection of text containing bold and plain (nonbolded) words.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setMixedStateImage:](#) (page 21)

Declared In

NSMenuItem.h

mnemonic

Returns the character in the menu item title that appears underlined for use as a mnemonic. (required)

- (NSString *)mnemonic

Discussion

If there is no mnemonic character, returns an empty string. Mnemonics are not supported in Mac OS X.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setTitleWithMnemonic:](#) (page 25)

Declared In

NSMenuItem.h

mnemonicLocation

Returns the position of the underlined character in the menu item title used as a mnemonic. (required)

- (NSInteger)mnemonicLocation

Discussion

The position is the zero-based index of that character in the title string. If the receiver has no mnemonic character, returns `NSNotFound`. Mnemonics are not supported in Mac OS X.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setMnemonicLocation:](#) (page 21)

Declared In

NSMenuItem.h

offStateImage

Returns the image used to depict the receiver's "off" state, or `nil` if the image has not been set. (required)

- (NSImage *)offStateImage

Discussion

By default, there is no off state image.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setOffStateImage:](#) (page 21)

Declared In

NSMenuItem.h

onStateImage

Returns the image used to depict the receiver's "on" state, or `nil` if the image has not been set. (required)

- (NSImage *)onStateImage

Discussion

By default, the on state image is a checkmark.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setOnStateImage:](#) (page 22)

Declared In

NSMenuItem.h

representedObject

Returns the object that the receiving menu item represents. (required)

- (id)representedObject

Discussion

For example, you might have a menu list the names of views that are swapped into the same panel. The represented objects would be the appropriate `NSView` objects. The user would then be able to switch back and forth between the different views that are displayed by selecting the various menu items.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [tag](#) (page 27)
- [setRepresentedObject:](#) (page 22)

Declared In

NSMenuItem.h

setAction:

Sets the receiver's action method. (required)

- (void)setAction:(SEL)aSelector

Parameters

aSelector

A selector identifying the action method.

Discussion

See *Action Messages* for additional information on action messages.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setTarget:](#) (page 24)
- [action](#) (page 10)

Declared In

NSMenuItem.h

setAlternate:

Marks the receiver as an alternate to the previous menu item. (required)

- (void)setAlternate:(BOOL)isAlternate

Parameters

isAlternate

YES if the receiver is an alternate to the previous menu item, NO otherwise.

Discussion

If the receiver has the same key equivalent as the previous item, but has different key equivalent modifiers, the items are folded into a single visible item and the appropriate item shows while tracking the menu. The menu items may also have no key equivalent as long as the key equivalent modifiers are different.

If there are two or more items with no key equivalent but different modifiers, then the only way to get access to the alternate items is with the mouse. If you mark items as alternates but their key equivalents don't match, they might be displayed as separate items. Marking the first item as an alternate has no effect.

The *isAlternate* value is archived.

Availability

Available in Mac OS X v10.3 and later.

See Also

- [isAlternate](#) (page 12)

Declared In

NSMenuItem.h

setAttributeTitle:

Specifies a custom string for a menu item. (required)

```
- (void)setAttributeTitle:(NSAttributedString *)string
```

Parameters

string

An attributed string to use as the receiver's title.

Discussion

You can use this method to add styled text and embedded images to menu item strings. If you do not set a text color for the attributed string, it is black when not selected, white when selected, and gray when disabled. Colored text remains unchanged when selected.

When you call this method to set the menu title to an attributed string, the [setTitle:](#) (page 25) method is also called to set the menu title with a plain string. If you clear the attributed title, the plain title remains unchanged.

The attributed string is not archived in the old nib format.

Availability

Available in Mac OS X v10.3 and later.

See Also

- [attributedString](#) (page 10)

- [setTitle:](#) (page 25)

Declared In

NSMenuItem.h

setEnabled:

Sets whether the receiver is enabled. (required)

- (void)setEnabled:(BOOL)*flag*

Parameters

flag

YES if the receiver is to be enabled, NO otherwise.

Discussion

If a menu item is disabled, its keyboard equivalent is also disabled. See the NSMenuValidation informal protocol specification for cautions regarding this method.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [isEnabled](#) (page 12)

Declared In

NSMenuItem.h

setImage:

Sets the receiver's image. (required)

- (void)setImage:(NSImage *)*menuImage*

Parameters

menuImage

An NSImage object representing an image to be displayed in the menu item. If *menuImage* is nil, the current image (if any) is removed.

Discussion

The menu item's image is not affected by changes in its state.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [image](#) (page 11)

Declared In

NSMenuItem.h

setIndentationLevel:

Sets the menu item indentation level for the receiver. (required)

- (void)setIndentationLevel:(NSInteger)*indentationLevel*

Parameters*indentationLevel*

The value for *indentationLevel* may be from 0 to 15. If *indentationLevel* is greater than 15, the value is pinned to the maximum. If *indentationLevel* is less than 0, an exception is raised. The default indentation level is 0.

Discussion

The *indentationLevel* value is archived.

Availability

Available in Mac OS X v10.3 and later.

See Also

- [indentationLevel](#) (page 11)

Declared In

NSMenuItem.h

setKeyEquivalent:

Sets the receiver's unmodified key equivalent. (required)

```
- (void)setKeyEquivalent:(NSString *)aKeyEquivalent
```

Parameters*aKeyEquivalent*

A string containing a character code representing a keyboard key. If you want to remove the key equivalent from a menu item, pass an empty string (@" ") for *aString* (never pass nil).

Discussion

Use [setKeyEquivalentModifierMask:](#) (page 19) to set the appropriate mask for the modifier keys for the key equivalent.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setMnemonicLocation:](#) (page 21)

- [keyEquivalent](#) (page 13)

Declared In

NSMenuItem.h

setKeyEquivalentModifierMask:

Sets the receiver's keyboard equivalent modifiers (indicating modifiers such as the Shift or Option key) to those in *mask*. (required)

```
- (void)setKeyEquivalentModifierMask:(NSUInteger)mask
```

Parameters*mask*

The key masks indicate modifiers such as the Shift or Option keys. *mask* is an integer bit field containing any of these modifier key masks, combined using the C bitwise OR operator:

NSShiftKeyMask

NSAlternateKeyMask

NSCommandKeyMask

NSControlKeyMask

You should always set `NSCommandKeyMask` in *mask*.

`NSShiftKeyMask` is relevant only for function keys—that is, for key events whose modifier flags include `NSFunctionKeyMask`. For all other key events `NSShiftKeyMask` is ignored, and characters typed while the Shift key is pressed are interpreted as the shifted versions of those characters; for example, Command-Shift-c is interpreted as Command-C.

Discussion

See the `NSEvent` class specification for more information about modifier mask values.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [keyEquivalentModifierMask](#) (page 13)

Declared In

`NSMenuItem.h`

setMenu:

Sets the receiver's menu. (required)

```
- (void)setMenu:(NSMenu *)aMenu
```

Parameters*aMenu*

The menu object that "owns" the receiver.

Discussion

This method is invoked by the owning `NSMenu` object when the receiver is added or removed. You shouldn't have to invoke this method in your own code, although it can be overridden to provide specialized behavior.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [menu](#) (page 14)

Declared In

`NSMenuItem.h`

setMixedStateImage:

Sets the image of the receiver that indicates a “mixed” state, that is, a state neither “on” nor “off.” (required)

```
- (void)setMixedStateImage:(NSImage *)itemImage
```

Parameters

itemImage

The `NSImage` object to use for the “mixed” state of the menu item. If *itemImage* is `nil`, any current mixed-state image is removed.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [mixedStateImage](#) (page 14)
- [setOffStateImage:](#) (page 21)
- [setOnStateImage:](#) (page 22)
- [setState:](#) (page 23)

Declared In

`NSMenuItem.h`

setMnemonicLocation:

Sets the character of the specified menu item that is to be underlined. (required)

```
- (void)setMnemonicLocation:(NSUInteger)location
```

Parameters

location

An integer index into the character array of the title.

Discussion

This character identifies the access key by which users can access the menu item. Mnemonics are not supported in Mac OS X.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [mnemonicLocation](#) (page 15)

Declared In

`NSMenuItem.h`

setOffStateImage:

Sets the image of the receiver that indicates an “off” state. (required)

```
- (void)setOffStateImage:(NSImage *)itemImage
```

Parameters*itemImage*

The `NSImage` object to use for the "off" state of the menu item. If *itemImage* is `nil`, any current off-state image is removed.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [offStateImage](#) (page 15)
- [setMixedStateImage:](#) (page 21)
- [setOffStateImage:](#) (page 21)
- [setState:](#) (page 23)

Declared In

`NSMenuItem.h`

setOnStateImage:

Sets the image of the receiver that indicates an "on" state. (required)

```
- (void)setOnStateImage:(NSImage *)itemImage
```

Parameters*itemImage*

The `NSImage` object to use for the "on" state of the menu item. If *itemImage* is `nil`, any current on-state image is removed.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [onStateImage](#) (page 15)
- [setMixedStateImage:](#) (page 21)
- [setOffStateImage:](#) (page 21)
- [setState:](#) (page 23)

Declared In

`NSMenuItem.h`

setRepresentedObject:

Sets the object represented by the receiver. (required)

```
- (void)setRepresentedObject:(id)anObject
```

Parameters*anObject*

The object to be represented by the receiver.

Discussion

By setting a represented object for a menu item, you make an association between the menu item and that object. The represented object functions as a more specific form of tag that allows you to associate any object, not just an arbitrary integer, with the items in a menu.

For example, an `NSView` object might be associated with a menu item—when the user chooses the menu item, the represented object is fetched and displayed in a panel. Several menu items might control the display of multiple views in the same panel.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setTag:](#) (page 24)
- [representedObject](#) (page 16)

Declared In

`NSMenuItem.h`

setState:

Sets the state of the receiver. (required)

```
- (void)setState:(NSInteger)itemState
```

Parameters

itemState

An integer constant representing a state; it should be one of `NSOffState`, `NSOnState`, or `NSMixedState`.

Discussion

The image associated with the new state is displayed to the left of the menu item.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [state](#) (page 26)
- [setMixedStateImage:](#) (page 21)
- [setOffStateImage:](#) (page 21)
- [setOnStateImage:](#) (page 22)

Declared In

`NSMenuItem.h`

setSubmenu:

Sets the submenu of the receiver. (required)

```
- (void)setSubmenu:(NSMenu *)aSubmenu
```

Parameters

aSubmenu

The menu object to set as submenu.

Discussion

The default implementation raises an exception if *aSubmenu* already has a supermenu.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [submenu](#) (page 26)
- [hasSubmenu](#) (page 11)

Declared In

NSMenuItem.h

setTag:

Sets the receiver's tag. (required)

- (void)setTag:(NSInteger)*anInt*

Parameters

anInt

An integer tag to associate with the receiver.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setRepresentedObject:](#) (page 22)
- [tag](#) (page 27)

Declared In

NSMenuItem.h

setTarget:

Sets the receiver's target. (required)

- (void)setTarget:(id)*anObject*

Parameters

anObject

An object to be the target of action messages sent by the receiver.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setAction:](#) (page 16)
- [target](#) (page 27)

Declared In

NSMenuItem.h

setTitle:

Sets the receiver's title. (required)

- (void)setTitle:(NSString *)*aString*

Parameters

aString

The new title of the menu item. If you do not want a title, use an empty string, not nil.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [title](#) (page 27)

Declared In

NSMenuItem.h

setTitleWithMnemonic:

Sets the title of a menu item with a character underlined to denote an access key. (required)

- (void)setTitleWithMnemonic:(NSString *)*aString*

Discussion

Mnemonics are not supported in Mac OS X.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [mnemonic](#) (page 14)

- [setMnemonicLocation:](#) (page 21)

Declared In

NSMenuItem.h

setToolTip:

Sets a help tag for a menu item. (required)

- (void)setToolTip:(NSString *)*toolTip*

Parameters

toolTip

A short string that describes the menu item.

Discussion

You can invoke this method for any menu item, including items in the main menu bar. This string is not archived in the old nib format.

Availability

Available in Mac OS X v10.3 and later.

See Also

- [toolTip](#) (page 27)

Declared In

NSMenuItem.h

state

Returns the state of the receiver. (required)

- (NSInteger)state

Discussion

A menu-item state can be one of `NSOffState` (the default), `NSOnState`, or `NSMixedState`.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setState:](#) (page 23)

Declared In

NSMenuItem.h

submenu

Returns the submenu associated with the receiving menu item, or `nil` if no submenu is associated with it. (required)

- (NSMenu *)submenu

Discussion

If the receiver responds YES to [hasSubmenu](#) (page 11), the submenu is returned.

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [hasSubmenu](#) (page 11)

- [setSubmenu:](#) (page 23)

Declared In

NSMenuItem.h

tag

Returns the receiver's tag. (required)

- (NSInteger)tag

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [representedObject](#) (page 16)
- [setTag:](#) (page 24)

Declared In

NSMenuItem.h

target

Returns the receiver's target. (required)

- (id)target

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [action](#) (page 10)
- [setTarget:](#) (page 24)

Declared In

NSMenuItem.h

title

Returns the receiver's title. (required)

- (NSString *)title

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

See Also

- [setTitle:](#) (page 25)

Declared In

NSMenuItem.h

toolTip

Returns the help tag for a menu item. (required)

- (NSString *)toolTip

Availability

Available in Mac OS X v10.3 and later.

See Also

- [setToolTip:](#) (page 25)

Declared In

NSMenuItem.h

userKeyEquivalent

Returns the user-assigned key equivalent for the receiver. (required)

- (NSString *)userKeyEquivalent

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

Declared In

NSMenuItem.h

userKeyEquivalentModifierMask

Returns the modifier mask for the receiver's user-assigned key equivalent. (required)

- (NSUInteger)userKeyEquivalentModifierMask

Availability

Available in Mac OS X v10.0 through Mac OS X v10.4.

Declared In

NSMenuItem.h

Document Revision History

This table describes the changes to *NSMenuItem Protocol Reference*.

Date	Notes
2007-02-08	Moving to Legacy because all content is deprecated.
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

Document Revision History

Index

A

action protocol instance method [10](#)
attributedString protocol instance method [10](#)

H

hasSubMenu protocol instance method [11](#)

I

image protocol instance method [11](#)
indentationLevel protocol instance method [11](#)
initWithTitle:action:keyEquivalent: protocol instance method [12](#)
isAlternate protocol instance method [12](#)
isEnabled protocol instance method [12](#)
isSeparatorItem protocol instance method [13](#)

K

keyEquivalent protocol instance method [13](#)
keyEquivalentModifierMask protocol instance method [13](#)

M

menu protocol instance method [14](#)
mixedStateImage protocol instance method [14](#)
mnemonic protocol instance method [14](#)
mnemonicLocation protocol instance method [15](#)

O

offStateImage protocol instance method [15](#)
onStateImage protocol instance method [15](#)

R

representedObject protocol instance method [16](#)

S

separatorItem protocol class method [9](#)
setAction: protocol instance method [16](#)
setAlternate: protocol instance method [16](#)
setAttributedString: protocol instance method [17](#)
setEnabled: protocol instance method [18](#)
setImage: protocol instance method [18](#)
setIndentationLevel: protocol instance method [18](#)
setKeyEquivalent: protocol instance method [19](#)
setKeyEquivalentModifierMask: protocol instance method [19](#)
setMenu: protocol instance method [20](#)
setMixedStateImage: protocol instance method [21](#)
setMnemonicLocation: protocol instance method [21](#)
setOffStateImage: protocol instance method [21](#)
setOnStateImage: protocol instance method [22](#)
setRepresentedObject: protocol instance method [22](#)
setState: protocol instance method [23](#)
setSubMenu: protocol instance method [23](#)
setTag: protocol instance method [24](#)
setTarget: protocol instance method [24](#)
setTitle: protocol instance method [25](#)
setTitleWithMnemonic: protocol instance method [25](#)
setToolTip: protocol instance method [25](#)
setUsesUserKeyEquivalents: protocol class method [9](#)
state protocol instance method [26](#)
submenu protocol instance method [26](#)

T

tag protocol instance method [27](#)
target protocol instance method [27](#)
title protocol instance method [27](#)
toolTip protocol instance method [27](#)

U

userKeyEquivalent protocol instance method [28](#)
userKeyEquivalentModifierMask protocol instance
method [28](#)
usesUserKeyEquivalents protocol class method [10](#)