
NSPopUpButton Class Reference

[Cocoa](#) > [User Experience](#)



2008-10-15



Apple Inc.
© 2008 Apple Inc.
All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Inc., with the following exceptions: Any person is hereby authorized to store documentation on a single computer for personal use only and to print copies of documentation for personal use provided that the documentation contains Apple's copyright notice.

The Apple logo is a trademark of Apple Inc.

Use of the "keyboard" Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. Apple retains all intellectual property rights associated with the technology described in this document. This document is intended to assist application developers to develop applications only for Apple-labeled computers.

Every effort has been made to ensure that the information in this document is accurate. Apple is not responsible for typographical errors.

Apple Inc.
1 Infinite Loop
Cupertino, CA 95014
408-996-1010

Apple, the Apple logo, Cocoa, Mac, Mac OS, and Quartz are trademarks of Apple Inc., registered in the United States and other countries.

Simultaneously published in the United States and Canada.

Even though Apple has reviewed this document, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS DOCUMENT IS PROVIDED "AS IS," AND YOU, THE READER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.

IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY

DEFECT OR INACCURACY IN THIS DOCUMENT, even if advised of the possibility of such damages.

THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.

Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Contents

NSPopUpButton Class Reference 5

Class at a Glance	5
Overview	6
Tasks	6
Initializing an NSPopUpButton	6
Setting the Type of Menu	6
Inserting and Deleting Items	6
Getting the User's Selection	7
Setting the Current Selection	7
Getting Menu Items	7
Getting the Indices of Menu Items	8
Setting the Cell Edge to Pop out in Restricted Situations	8
Setting the Title	8
Setting the Image	8
Setting the State	9
Instance Methods	9
addItemWithTitle:	9
addItemWithTitle:	9
autoenablesItems	10
indexOfItem:	11
indexOfItemWithRepresentedObject:	11
indexOfItemWithTag:	11
indexOfItemWithTarget:andAction:	12
indexOfItemWithTitle:	12
indexOfSelectedItem	13
initWithFrame:pullsDown:	13
insertItemWithTitle:atIndex:	14
itemArray	14
itemAtIndex:	15
itemTitleAtIndex:	15
itemTitles	16
itemWithTitle:	16
lastItem	17
menu	17
numberOfItems	18
objectValue	18
preferredEdge	18
pullsDown	19
removeAllItems	19
removeItemAtIndex:	19
removeItemWithTitle:	20

selectedItem	20
selectItem:	21
selectItemAtIndex:	21
selectItemWithTag:	22
selectItemWithTitle:	22
setAutoenablesItems:	23
setImage:	23
setMenu:	23
setObjectValue:	24
setPreferredEdge:	24
setPullsDown:	25
setTitle:	25
synchronizeTitleAndSelectedItem	25
titleOfSelectedItem	26
Notifications	26
NSPopUpButtonWillPopUpNotification	26

Document Revision History 27

Index 29

NSPopUpButton Class Reference

Inherits from	NSButton : NSControl : NSView : NSResponder : NSObject
Conforms to	NSUserInterfaceValidations (NSButton) NSAnimatablePropertyContainer (NSView) NSCoding (NSResponder) NSObject (NSObject)
Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	Application Menu and Pop-up List Programming Topics for Cocoa
Declared in	NSPopUpButton.h
Related sample code	ColorMatching PDF Annotation Editor Quartz Composer WWDC 2005 TextEdit TextEditPlus WhackedTV

Class at a Glance

An `NSPopUpButton` object controls a pop-up menu or a pull-down menu from which a user can select an item.

Principal Attributes

- An `NSMenu`

Interface Builder

Use Interface Builder to add a pop-up or pull-down menu to a window or panel.

Commonly Used Methods

[selectedItem](#) (page 20)

Returns the currently selected item.

[indexOfSelectedItem](#) (page 13)

Returns an integer identifying the currently selected item.

[titleOfSelectedItem](#) (page 26)

Returns a string identifying the currently selected item.

Overview

The `NSPopUpButton` class defines objects that implement the pop-up and pull-down menus of the graphical user interface.

An `NSPopUpButton` object uses an `NSPopUpButtonCell` object to implement its user interface.

Note that while a menu is tracking, adding, removing, or changing items on the menu is not reflected.

Tasks

Initializing an NSPopUpButton

- [initWithFrame:pullsDown:](#) (page 13)

Returns an `NSPopUpButton` object initialized to the specified dimensions.

Setting the Type of Menu

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

Sets whether the receiver behaves as a pull-down or pop-up menu.

- [pullsDown](#) (page 19)

Returns a Boolean value indicating the behavior of the control's menu.

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

Sets whether the receiver automatically enables and disables its items every time a user event occurs.

- [autoenablesItems](#) (page 10)

Returns whether the receiver automatically enables and disables its items every time a user event occurs.

Inserting and Deleting Items

- [addItemWithTitle:](#) (page 9)

Adds an item with the specified title to the end of the menu.

- [addItemsWithTitles:](#) (page 9)

Adds multiple items to the end of the menu.

- [insertItemWithTitle:atIndex:](#) (page 14)

Inserts an item at the specified position in the menu.

- [removeAllItems](#) (page 19)
Removes all items in the receiver's item menu.
- [removeItemWithTitle:](#) (page 20)
Removes the item with the specified title from the menu.
- [removeItemAtIndex:](#) (page 19)
Removes the item at the specified index.

Getting the User's Selection

- [selectedItem](#) (page 20)
Returns the menu item last selected by the user.
- [titleOfSelectedItem](#) (page 26)
Returns the title of the item last selected by the user.
- [indexOfSelectedItem](#) (page 13)
Returns the index of the item last selected by the user.
- [objectValue](#) (page 18)
Returns the index of the selected item.

Setting the Current Selection

- [selectItem:](#) (page 21)
Selects the specified menu item.
- [selectItemAtIndex:](#) (page 21)
Selects the item in the menu at the specified index.
- [selectItemWithTag:](#) (page 22)
Selects the menu item with the specified tag.
- [selectItemWithTitle:](#) (page 22)
Selects the item with the specified title.
- [setObjectValue:](#) (page 24)
Selects the item at a specific index using an object value.

Getting Menu Items

- [menu](#) (page 17)
Returns the pop-up button's associated menu.
- [setMenu:](#) (page 23)
Sets the pop-up button's associated menu .
- [numberOfItems](#) (page 18)
Returns the number of items in the menu.
- [itemArray](#) (page 14)
Returns the items in the menu.
- [itemAtIndex:](#) (page 15)
Returns the menu item at the specified index.

- `itemTitleAtIndex:` (page 15)
Returns the title of the item at the specified index.
- `itemTitles` (page 16)
Returns the titles of all of the items in the menu.
- `itemWithTitle:` (page 16)
Returns the menu item with the specified title.
- `lastItem` (page 17)
Returns the last item in the menu.

Getting the Indices of Menu Items

- `indexOfItem:` (page 11)
Returns the index of the specified menu item.
- `indexOfItemWithTag:` (page 11)
Returns the index of the menu item with the specified tag.
- `indexOfItemWithTitle:` (page 12)
Returns the index of the item with the specified title.
- `indexOfItemWithRepresentedObject:` (page 11)
Returns the index of the menu item that holds the specified represented object.
- `indexOfItemWithTarget:andAction:` (page 12)
Returns the index of the menu item with the specified target and action.

Setting the Cell Edge to Pop out in Restricted Situations

- `preferredEdge` (page 18)
Returns the edge of the receiver next to which the pop-up menu is displayed under restrictive screen conditions.
- `setPreferredEdge:` (page 24)
Sets the edge of the receiver next to which the pop-up menu should appear under restrictive screen conditions.

Setting the Title

- `setTitle:` (page 25)
Sets the string displayed in the receiver when the user isn't pressing the mouse button.

Setting the Image

- `setImage:` (page 23)
This method has no effect.

Setting the State

- [synchronizeTitleAndSelectedItem](#) (page 25)

Ensures that the item being displayed by the receiver agrees with the selected item.

Instance Methods

addItemWithTitle:

Adds multiple items to the end of the menu.

```
- (void)addItemWithTitle:(NSArray *)itemTitles
```

Parameters

itemTitles

An array of `NSString` objects containing the titles of the items you want to add. Each string in the array should be unique. If an item with the same title already exists in the menu, the existing item is removed and the new one is added.

Discussion

If you want to move an item, it's better to invoke [removeItemWithTitle:](#) (page 20) explicitly and then send this method. After adding the items, this method uses the [synchronizeTitleAndSelectedItem](#) (page 25) method to make sure the item being displayed matches the currently selected item.

Since this method searches for duplicate items, it should not be used if you are adding items to an already populated menu with more than a few hundred items. Add items directly to the receiver's menu instead.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [insertItemWithTitle:atIndex:](#) (page 14)
- [removeAllItems](#) (page 19)
- [removeItemWithTitle:](#) (page 20)

Related Sample Code

AlbumToSlideshow

Declared In

NSPopUpButton.h

addItemWithTitle:

Adds an item with the specified title to the end of the menu.

```
- (void)addItemWithTitle:(NSString *)title
```

Parameters*title*

The title of the menu-item entry. If an item with the same title already exists in the menu, the existing item is removed and the new one is added.

Discussion

If you want to move an item, it's better to invoke [removeItemWithTitle:](#) (page 20) explicitly and then send this method. After adding the item, this method calls the [synchronizeTitleAndSelectedItem](#) (page 25) method to make sure the item being displayed matches the currently selected item.

Since this method searches for duplicate items, it should not be used if you are adding an item to an already populated menu with more than a few hundred items. Add items directly to the receiver's menu instead.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [insertItemWithTitle:atIndex:](#) (page 14)
- [removeItemWithTitle:](#) (page 20)
- [setTitle:](#) (page 25)

Related Sample Code

Quartz Composer WWDC 2005 TextEdit

SampleScannerApp

TextEditPlus

WhackedTV

Declared In

NSPopupMenu.h

autoenablesItems

Returns whether the receiver automatically enables and disables its items every time a user event occurs.

- (BOOL)autoenablesItems

Return Value

YES if the receiver automatically enables and disables items; otherwise, NO. The default value is YES.

Discussion

For more information on enabling and disabling menu items, see the NSMenuValidation protocol specification.

Availability

Available in Mac OS X v10.0 and later.

See Also

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

Declared In

NSPopupMenu.h

indexOfItem:

Returns the index of the specified menu item.

```
- (NSInteger)indexOfItem:(NSMenuItem *)anObject
```

Parameters

anObject

The menu item whose index you want.

Return Value

The index of the item or -1 if no such item was found.

Discussion

This method invokes the method of the same name of its `NSPopUpButtonCell` object.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSPopUpButton.h`

indexOfItemWithRepresentedObject:

Returns the index of the menu item that holds the specified represented object.

```
- (NSInteger)indexOfItemWithRepresentedObject:(id)anObject
```

Parameters

anObject

The represented object associated with a menu item.

Return Value

The index of the menu item that owns the specified object, or -1 if no such menu item was found.

Discussion

Represented objects bear some direct relation to the title or image of a menu item; for example, an item entitled "100" might have an `NSNumber` object encapsulating that value as its represented object. This method invokes the method of the same name of its `NSPopUpButtonCell` object.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSPopUpButton.h`

indexOfItemWithTag:

Returns the index of the menu item with the specified tag.

```
- (NSInteger)indexOfItemWithTag:(NSInteger)tag
```

Parameters*tag*

The tag of the menu item you want.

Return Value

The index of the item or -1 if no item with the specified tag was found.

DiscussionThis method invokes the method of the same name of its `NSPopUpButtonCell` object.**Availability**

Available in Mac OS X v10.0 and later.

Declared In`NSPopUpButton.h`**indexOfItemWithTarget:andAction:**

Returns the index of the menu item with the specified target and action.

- (NSInteger)indexOfItemWithTarget:(id)target andAction:(SEL)actionSelector

Parameters*target*

The target object associated with the menu item.

actionSelector

The action method associated with the menu item.

Return Value

The index of the menu item, or -1 if no menu item contains the specified target and action.

DiscussionIf you specify `NULL` for the *actionSelector* parameter, the index of the first menu item with the specified target is returned. This method invokes the method of the same name of its `NSPopUpButtonCell` object.**Availability**

Available in Mac OS X v10.0 and later.

Declared In`NSPopUpButton.h`**indexOfItemWithTitle:**

Returns the index of the item with the specified title.

- (NSInteger)indexOfItemWithTitle:(NSString *)title

Parameters*title*

The title of the item you want.

Return Value

The index of the item or -1 if no item with the specified title was found.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

AlbumToSlideshow

Declared In

NSPopUpButton.h

indexOfSelectedItem

Returns the index of the item last selected by the user.

- (NSInteger)indexOfSelectedItem

Return Value

The index of the selected item, or -1 if no item is selected.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [selectedItem](#) (page 20)
- [titleOfSelectedItem](#) (page 26)

Related Sample Code

AlbumToSlideshow

Declared In

NSPopUpButton.h

initWithFrame:pullsDown:

Returns an NSPopUpButton object initialized to the specified dimensions.

- (id)initWithFrame:(NSRect)frameRect pullsDown:(BOOL)flag

Parameters

frameRect

The frame rectangle for the button, specified in the parent view's coordinate system.

flag

YES if you want the receiver to display a pull-down menu; otherwise, NO if you want it to display a pop-up menu.

Return Value

An initialized NSPopUpButton object, or nil if the object could not be initialized.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [pullsDown](#) (page 19)
- [setPullsDown:](#) (page 25)

Related Sample Code

MenuItemView

Quartz Composer WWDC 2005 TextEdit

TextEditPlus

Declared In

NSPopUpButton.h

insertItemWithTitle:atIndex:

Inserts an item at the specified position in the menu.

```
- (void)insertItemWithTitle:(NSString *)title atIndex:(NSInteger)index
```

Parameters*title*

The title of the new item. If an item with the same title already exists in the menu, the existing item is removed and the new one is added

index

The zero-based index at which to insert the item. Specifying 0 inserts the item at the top of the menu.

Discussion

If you want to move an item, it's better to invoke [removeItemWithTitle:](#) (page 20) explicitly and then send this method. After adding the item, this method uses the [synchronizeTitleAndSelectedItem](#) (page 25) method to make sure the item displayed matches the currently selected item.

Since this method searches for duplicate items, it should not be used if you are adding an item to an already populated menu with more than a few hundred items. Add items directly to the receiver's menu instead.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [addItemWithTitle:](#) (page 9)
- [addItemWithTitle:](#) (page 9)
- [indexOfItemWithTitle:](#) (page 12)
- [removeItemWithTitle:](#) (page 20)

Related Sample Code

CAPlayThrough

Declared In

NSPopUpButton.h

itemArray

Returns the items in the menu.

```
- (NSArray *)itemArray
```

Return Value

An array of id <NSMenuItem> objects representing the items in the menu.

Discussion

Usually you access the menu's items and modify the menu using the methods of `NSPopUpButton` rather than accessing the array of items directly.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [itemAtIndex:](#) (page 15)
- [insertItemWithTitle:atIndex:](#) (page 14)
- [removeItemAtIndex:](#) (page 19)

Declared In

`NSPopUpButton.h`

itemAtIndex:

Returns the menu item at the specified index.

```
- (NSMenuItem *)itemAtIndex:(NSInteger) index
```

Parameters

index

The index of the item you want.

Return Value

The menu item, or `nil` if no item exists at the specified index.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [itemWithTitle:](#) (page 16)
- [lastItem](#) (page 17)

Related Sample Code

Quartz Composer WWDC 2005 TextEdit

SampleScannerApp

TextEditPlus

Declared In

`NSPopUpButton.h`

itemTitleAtIndex:

Returns the title of the item at the specified index.

```
- (NSString *)itemTitleAtIndex:(NSInteger) index
```

Parameters

index

The index of the item you want.

Return Value

The title of the item, or an empty string if no item exists at the specified index.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [itemTitles](#) (page 16)

Declared In

NSPopUpButton.h

itemTitles

Returns the titles of all of the items in the menu.

```
- (NSArray *)itemTitles
```

Return Value

An array of `NSString` objects containing the titles of every item in the menu. The titles appear in the order in which the items appear in the menu.

Discussion

If the menu contains separator items, the array contains an empty string (`@""`) for each separator item.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [itemTitleAtIndex:](#) (page 15)

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

- [numberOfItems](#) (page 18)

Declared In

NSPopUpButton.h

itemWithTitle:

Returns the menu item with the specified title.

```
- (NSMenuItem *)itemWithTitle:(NSString *)title
```

Parameters

title

The title of the menu item you want.

Return Value

The menu item, or `nil` if no item with the specified title exists in the menu.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [addItemWithTitle:](#) (page 9)
- [selectItemWithTitle:](#) (page 22)
- [itemAtIndex:](#) (page 15)
- [indexOfItemWithTitle:](#) (page 12)

Declared In

NSPopUpButton.h

lastItem

Returns the last item in the menu.

- (NSMenuItem *)lastItem

Return Value

The last menu item.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [itemAtIndex:](#) (page 15)

Related Sample Code

NewsReader

Quartz Composer WWDC 2005 TextEdit

TextEditPlus

WhackedTV

Declared In

NSPopUpButton.h

menu

Returns the pop-up button's associated menu.

- (NSMenu *)menu

Return Value

The menu for the pop-up button.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

Quartz Composer WWDC 2005 TextEdit

TextEditPlus

WhackedTV

Declared In

NSPopUpButton.h

numberOfItems

Returns the number of items in the menu.

- (NSInteger)numberOfItems

Return Value

The number of items in the menu.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [lastItem](#) (page 17)

Declared In

NSPopUpButton.h

objectValue

Returns the index of the selected item.

- (id)objectValue

Return Value

An object (typically an `NSNumber` object) that responds to the `intValue` message and contains the index of the selected item.

See Also

- [setObjectValue:](#) (page 24)

preferredEdge

Returns the edge of the receiver next to which the pop-up menu is displayed under restrictive screen conditions.

- (NSRectEdge)preferredEdge

Return Value

Possible values include `NSMinXEdge`, `NSMinYEdge`, `NSMaxXEdge`, or `NSMaxYEdge`. The default value is the bottom edge, which is `NSMaxYEdge` for flipped views or `NSMinYEdge` for unflipped views.

Discussion

For pull-down menus, the default behavior is to display the menu under the receiver. For most pop-up menus, the `NSPopUpButton` object attempts to show the selected item directly over the button.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [setPreferredEdge:](#) (page 24)

Declared In

NSPopUpButton.h

pullsDown

Returns a Boolean value indicating the behavior of the control's menu.

- (BOOL)pullsDown

Return Value

YES if the menu behaves like a pull-down menu; otherwise, NO if it behaves like a pop-up menu.

Availability

Available in Mac OS X v10.0 and later.

See Also

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

Declared In

NSPopUpButton.h

removeAllItems

Removes all items in the receiver's item menu.

- (void)removeAllItems

Discussion

After removing the items, this method uses the [synchronizeTitleAndSelectedItem](#) (page 25) method to refresh the menu.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [numberOfItems](#) (page 18)
- [removeItemAtIndex:](#) (page 19)
- [removeItemWithTitle:](#) (page 20)

Related Sample Code

AlbumToSlideshow
CAPlayThrough
Quartz Composer WWDC 2005 TextEdit
TextEditPlus
WhackedTV

Declared In

NSPopUpButton.h

removeItemAtIndex:

Removes the item at the specified index.

- (void)removeItemAtIndex:(NSInteger)*index*

Parameters*index*

The zero-based index indicating which item to remove. Specifying 0 removes the item at the top of the menu.

Discussion

After removing the item, this method uses the [synchronizeTitleAndSelectedItem](#) (page 25) method to make sure the title displayed matches the currently selected item.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [insertItemWithTitle:atIndex:](#) (page 14)
- [removeAllItems](#) (page 19)
- [removeItemWithTitle:](#) (page 20)

Declared In

NSPopUpButton.h

removeItemWithTitle:

Removes the item with the specified title from the menu.

```
- (void)removeItemWithTitle:(NSString *)title
```

Parameters*title*

The title of the item you want to remove. If no menu item exists with the specified title, this method triggers an assertion.

Discussion

This method removes the first item it finds with the specified name. This method then uses [synchronizeTitleAndSelectedItem](#) (page 25) to refresh the menu.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [addItemWithTitle:](#) (page 9)
- [removeAllItems](#) (page 19)
- [removeItemAtIndex:](#) (page 19)

Declared In

NSPopUpButton.h

selectedItem

Returns the menu item last selected by the user.

```
- (NSMenuItem *)selectedItem
```

Return Value

The menu item that is currently selected, or `nil` if no item is selected.

Discussion

The last selected menu item is the one that was highlighted when the user released the mouse button. It is possible for a pull-down menu's selected item to be its first item.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

Quartz Composer WWDC 2005 TextEdit

TextEditPlus

Declared In

NSPopUpButton.h

selectItem:

Selects the specified menu item.

```
- (void)selectItem:(NSMenuItem *)item
```

Parameters

anObject

The menu item to select, or `nil` if you want to deselect all menu items.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

NewsReader

WhackedTV

Declared In

NSPopUpButton.h

selectItemAtIndex:

Selects the item in the menu at the specified index.

```
- (void)selectItemAtIndex:(NSInteger)index
```

Parameters

index

The index of the item you want to select, or `-1` you want to deselect all menu items.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [indexOfSelectedItem](#) (page 13)

Related Sample Code

AlbumToSlideshow

CAPlayThrough

Quartz Composer WWDC 2005 TextEdit

TextEditPlus

WhackedTV

Declared In

NSPopUpButton.h

selectItemWithTag:

Selects the menu item with the specified tag.

- (BOOL)selectItemWithTag:(NSInteger)tag

Parameters*tag*

The tag of the item you want to select.

Return Value

YES if the item was successfully selected; otherwise, NO.

Discussion

If no item with the specified tag is found, this method returns NO and leaves the menu state unchanged.

You typically assign tags to menu items from Interface Builder, but you can also assign them programmatically using the `setTag:` method of `NSMenuItem`.

Availability

Available in Mac OS X v10.4 and later.

See Also- [indexOfItemWithTag:](#) (page 11)**Related Sample Code**

WhackedTV

Declared In

NSPopUpButton.h

selectItemWithTitle:

Selects the item with the specified title.

- (void)selectItemWithTitle:(NSString *)title

Parameters*title*

The title of the item to select. If you specify `nil`, an empty string, or a string that does not match the title of a menu item, this method deselects the currently selected item.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [indexOfItemWithTitle:](#) (page 12)
- [addItemWithTitle:](#) (page 9)
- [setTitle:](#) (page 25)

Declared In

NSPopUpButton.h

setAutoenablesItems:

Sets whether the receiver automatically enables and disables its items every time a user event occurs.

```
- (void)setAutoenablesItems:(BOOL)flag
```

Parameters

flag

YES if you want the receiver to automatically enable and disable items; otherwise, NO.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [autoenablesItems](#) (page 10)

Related Sample Code

WhackedTV

Declared In

NSPopUpButton.h

setImage:

This method has no effect.

```
- (void)setImage:(NSImage *)anImage
```

Parameters

anImage

The image to display.

Discussion

The image displayed in a pop up button cell is taken from the selected menu item (in the case of a pop up menu) or from the first menu item (in the case of a pull-down menu).

setMenu:

Sets the pop-up button's associated menu .

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

Parameters*menu*

The menu to associate with the pop-up button.

Discussion

If another menu was already associated with the pop-up button, this method releases the old menu. If you want to explicitly save the old menu, you should retain it before invoking this method.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSPopUpButton.h

setObjectValue:

Selects the item at a specific index using an object value.

- (void)setObjectValue:(id)object

Parameters*object*

An `NSNumber` object containing the index (an integer) of the item you want to select. Specify the index -1 to deselect all items. You can also use an object other than an `NSNumber` object. In that case, the object must respond to the `intValue` method and return an appropriate index value.

Discussion**See Also**

- [objectValue](#) (page 18)

setPreferredEdge:

Sets the edge of the receiver next to which the pop-up menu should appear under restrictive screen conditions.

- (void)setPreferredEdge:(NSRectEdge)edge

Parameters*edge*

The preferred edge. Possible values include `NSMinXEdge`, `NSMinYEdge`, `NSMaxXEdge`, or `NSMaxYEdge`.

Discussion

For pull-down menus, the default behavior is to display the menu under the receiver. For most pop-up menus, the `NSPopUpButton` object attempts to show the selected item directly over the button.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [preferredEdge](#) (page 18)

Declared In

NSPopUpButton.h

setPullsDown:

Sets whether the receiver behaves as a pull-down or pop-up menu.

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

Parameters

flag

YES if you want the receiver to operate as a pull-down menu; otherwise, NO if you want it to operate as a pop-up menu.

Discussion

This method does not change the contents of the menu; it changes only the style of the menu.

When changing the menu type to a pull-down menu, if the menu was a pop-up menu and the cell alters the state of its selected items, this method sets the state of the currently selected item to `NSStateOff` before changing the menu type.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [initWithFrame:pullsDown:](#) (page 13)
- [pullsDown](#) (page 19)

Declared In

NSPopUpButton.h

setTitle:

Sets the string displayed in the receiver when the user isn't pressing the mouse button.

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

Parameters

aString

The string to display.

Discussion

If the receiver displays a pop-up menu, this method changes the current item to be the item with the specified title, adding a new item by that name if one does not already exist. If the receiver displays a pull-down list, this method sets its title to the specified string.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSPopUpButton.h

synchronizeTitleAndSelectedItem

Ensures that the item being displayed by the receiver agrees with the selected item.

- (void)synchronizeTitleAndSelectedItem

Discussion

If there's no selected item, this method selects the first item in the item menu and sets the receiver's item to match. For pull-down menus, this method makes sure that the first item is being displayed (the `NSPopUpButtonCell` object must be set to use the selected menu item, which happens by default).

Availability

Available in Mac OS X v10.0 and later.

See Also

- [itemArray](#) (page 14)
- [indexOfSelectedItem](#) (page 13)

Declared In

`NSPopUpButton.h`

titleOfSelectedItem

Returns the title of the item last selected by the user.

```
- (NSString *)titleOfSelectedItem
```

Return Value

The title of the selected menu item, or an empty string if no item is selected.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [indexOfSelectedItem](#) (page 13)

Related Sample Code

[AlbumToSlideshow](#)

[WhackedTV](#)

Declared In

`NSPopUpButton.h`

Notifications

NSPopUpButtonWillPopUpNotification

Posted when an `NSPopUpButton` object receives a mouse-down event—that is, when the user is about to select an item from the menu.

The notification object is the selected `NSPopUpButton` object. This notification does not contain a *userInfo* dictionary.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSPopUpButton.h`

Document Revision History

This table describes the changes to *NSPopUpButton Class Reference*.

Date	Notes
2008-10-15	Replace parameter types of "id < MenuItem>" with "MenuItem *".
2006-05-23	First publication of this content as a separate document.

Index

A

addItemWithTitle: instance method [9](#)
addItemWithTitle: instance method [9](#)
autoenablesItems instance method [10](#)

I

indexOfItem: instance method [11](#)
indexOfItemWithRepresentedObject: instance method [11](#)
indexOfItemWithTag: instance method [11](#)
indexOfItemWithTarget:andAction: instance method [12](#)
indexOfItemWithTitle: instance method [12](#)
indexOfSelectedItem instance method [13](#)
initWithFrame:pullsDown: instance method [13](#)
insertItemWithTitle:atIndex: instance method [14](#)
itemArray instance method [14](#)
itemAtIndex: instance method [15](#)
itemTitleAtIndex: instance method [15](#)
itemTitles instance method [16](#)
itemWithTitle: instance method [16](#)

L

lastItem instance method [17](#)

M

menu instance method [17](#)

N

NSPopUpButtonWillPopUpNotification notification [26](#)
numberOfItems instance method [18](#)

O

objectValue instance method [18](#)

P

preferredEdge instance method [18](#)
pullsDown instance method [19](#)

R

removeAllItems instance method [19](#)
removeItemAtIndex: instance method [19](#)
removeItemWithTitle: instance method [20](#)

S

selectedItem instance method [20](#)
selectItemAtIndex: instance method [21](#)
selectItem: instance method [21](#)
selectItemWithTag: instance method [22](#)
selectItemWithTitle: instance method [22](#)
setAutoenablesItems: instance method [23](#)
setImage: instance method [23](#)
setMenu: instance method [23](#)
setObjectValue: instance method [24](#)
setPreferredEdge: instance method [24](#)
setPullsDown: instance method [25](#)
setTitle: instance method [25](#)

synchronizeTitleAndSelectedItem **instance method**
[25](#)

T

titleOfSelectedItem **instance method** [26](#)