init

initTextCell:

Setting the update action setUpdateAction:forMenu:

updateAction

Checking for a submenu hasSubmenu

Tracking the mouse trackMouse:inRect:ofView:

Setting user key equivalents+ useUserKeyEquivalents:

userKeyEquivalent

Archiving read:

write:

userKeyEquivalent

(BOOL)hasSubmenu

Return YES if the MenuCell brings up a submenu, NO otherwise.

setSubmenu:forItem: (Menu)

init

Initializes and returns the receiver, a new instance of MenuCell, with the default title ªMenuItemº.

initTextCell:

read:(NXTypedStream *)stream

Reads the MenuCell from the typed stream stream. Returns self.

write:

setUpdateAction:(SEL)aSelector forMenu:aMenu

Sets the MenuCell's update action to aSelector, and sets aMenu to autoupdate. A MenuCell's upda
method that takes one id, the MenuCell to be updated, as the argument, and returns YES if the Men
redrawn, NO if it doesn't. The update action should alter the MenuCell if needed to reflect its appl
state of the application. This may involve enabling or disable the MenuCell, changing its title, or s
MenuCell's Menu sends the update action to the first of the following that responds to it: the Men
Application object, or the Application object's delegate. Returns self.

update (Menu), setAutoupdate: (Menu), updateWindows: (Application)

(BOOL)trackMouse:(NXEvent *)theEvent
inRect:(const NXRect *)cellFrame
ofView:controlView

Passes theEvent as the argument of a mouseDown: message to the receiver's Menu. Menus handle
themselves.

mouseDown: (Menu)

(SEL)updateAction

Returns the update action used to update the receiver's state in response to an automatic applicatio

setUpdateAction:forMenu:

(unsigned short)userKeyEquivalent

If the MenuCell class has been configured to use user key equivalents, returns the user-assigned ke
receiving MenuCell.

write:(NXTypedStream *)stream

Writes the receiving MenuCell to the typed stream stream. Returns self.

read: