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## Instance Method

# menu(for:)

Overridden by subclasses to return a context-sensitive pop-up menu for a given mouse-down event.

macOS

```
@MainActor
func menu(for event: NSEvent) -> NSMenu?
```

## Parameters

### event

An object representing a mouse-down event.

## Mentioned in

📄 [Supporting Writing Tools via the pasteboard](#)

## Discussion

The view can use information in the mouse event, such as its location over a particular element of the view, to determine what kind of menu to return. For example, a text object might display a text-editing menu when the cursor lies over text and a menu for changing graphics attributes when the cursor lies over an embedded image.

The default implementation returns the view's normal menu.

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## See Also

### Related Documentation

`var menu: NSMenu?`

Returns the responder's menu.

### Managing Contextual Menus

`class var defaultManager: NSMenu?`

Overridden by subclasses to return the default pop-up menu for instances of the receiving class.

`func willOpenMenu(NSMenu, with: NSEvent)`

Called just before a contextual menu for a view is opened on screen.

`func didCloseMenu(NSMenu, with: NSEvent?)`

Called after a contextual menu that was displayed from the receiving view has been closed.