NAME

form_field - make and break connections between fields and forms

SYNOPSIS

#include <form.h>

int set_form_fields(FORM **form***, FIELD *****fields***);**
FIELD **form_fields(const FORM **form***);**
int field_count(const FORM **form***);**
int move_field(FIELD **field***, int** *frow***, int** *fcol***);**

DESCRIPTION

The function **set_form_fields** changes the field pointer array of the given *form*. The array must be terminated by a **NULL**.

The function **form_fields** returns the field array of the given form.

The function **field_count** returns the count of fields in *form*.

The function **move_field** moves the given field (which must be disconnected) to a specified location on the screen.

RETURN VALUE

The function **form_fields** returns a pointer (which may be **NULL**). It does not set **errno**.

The function **field_count** returns **ERR** if the *form* parameter is **NULL**.

The functions **set_form_fields** and **move_field** return one of the following codes on error:

E_OK

The routine succeeded.

E_BAD_ARGUMENT

Routine detected an incorrect or out-of-range argument.

E_CONNECTED

The field is already connected to a form.

E_POSTED

The form is already posted.

E_SYSTEM_ERROR
    System error occurred (see **errno**(3)).

PORTABILITY
    These routines emulate the System V forms library. They were not supported on Version 7 or BSD versions.

    The SVr4 forms library documentation specifies the **field_count** error value as -1 (which is the value of **ERR**).

AUTHORS
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SEE ALSO
    curses(3X), **form**(3X)