

**NAME**

**set\_menu\_items**, **menu\_items**, **item\_count** - make and break connections between items and menus

**SYNOPSIS**

```
#include <menu.h>
```

```
int set_menu_items(MENU *menu, ITEM **items);  
ITEM **menu_items(const MENU *menu);  
int item_count(const MENU *menu);
```

**DESCRIPTION**

The function **set\_menu\_items** changes the item pointer array of the given *menu*. The array must be terminated by a **NULL**.

The function **menu\_items** returns the item array of the given menu.

The function **item\_count** returns the count of items in *menu*.

**RETURN VALUE**

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

The function **item\_count** returns **ERR** (the general  **curses**  error return value) if its *menu* parameter is **NULL**.

The function **set\_menu\_items** returns 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\_NOT\_CONNECTED**

No items are connected to the menu.

**E\_POSTED**

The menu is already posted.

**E\_SYSTEM\_ERROR**

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

**SEE ALSO**

**curses(3X)**, **menu(3X)**.

**NOTES**

The header file **<menu.h>** automatically includes the header file **<curses.h>**.

**PORTABILITY**

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

The SVr4 menu library documentation specifies the **item\_count** error value as -1 (which is the value of **ERR**).

**AUTHORS**

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