

NAME

set_item_opts, **item_opts_on**, **item_opts_off**, **item_opts** - set and get menu item options

SYNOPSIS

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

```
int set_item_opts(ITEM *item, Item_Options opts);
```

```
Item_Options item_opts(const ITEM *item);
```

```
int item_opts_on(ITEM *item, Item_Options opts);
```

```
int item_opts_off(ITEM *item, Item_Options opts);
```

DESCRIPTION

The function **set_item_opts** sets all the given item's option bits (menu option bits may be logically-OR'ed together).

The function **item_opts_on** turns on the given option bits, and leaves others alone.

The function **item_opts_off** turns off the given option bits, and leaves others alone.

The function **item_opts** returns the item's current option bits.

There is only one defined option bit mask, **O_SELECTABLE**. When this is on, the item may be selected during menu processing. This option defaults to on.

RETURN VALUE

Except for **item_opts**, each routine returns one of the following:

E_OK

The routine succeeded.

E_SYSTEM_ERROR

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

PORTABILITY

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

AUTHORS

Juergen Pfeifer. Manual pages and adaptation for new curses by Eric S. Raymond.

mitem_opts(3X)

Library calls

mitem_opts(3X)

SEE ALSO

curses(3X), menu(3X)