NAME
 set_menu_format, **menu_format** - set and get menu sizes

SYNOPSIS
 #include <menu.h>

 int set_menu_format(MENU *menu**, int** rows**, int** cols**);**
 void menu_format(const MENU *menu**, int ***rows**, int ***cols**);**

DESCRIPTION
 The function **set_menu_format** sets the maximum display size of the given menu. If this size is too
 small to display all menu items, the menu will be made scrollable. If this size is larger than the menus
 subwindow and the subwindow is too small to display all menu items, **post_menu** will fail.

 The default format is 16 rows, 1 column. Calling **set_menu_format** with a null menu pointer will
 change this default. A zero row or column argument to **set_menu_format** is interpreted as a request not
 to change the current value.

 The function **menu_format** returns the maximum-size constraints for the given menu into the storage
 addressed by **rows** and **cols**.

RETURN VALUE
 These routines returns one of the following:

 E_OK
  The routine succeeded.

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

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

 E_POSTED
  The menu is already posted.

 E_NOT_CONNECTED
  No items are connected to the menu.

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.

AUTHORS

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