

**NAME**

**menu\_hook** - set hooks for automatic invocation by applications

**SYNOPSIS**

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

```
int set_item_init(MENU *menu, Menu_Hook func);
```

```
Menu_Hook item_init(const MENU *menu);
```

```
int set_item_term(MENU *menu, Menu_Hook func);
```

```
Menu_Hook item_term(const MENU *menu);
```

```
int set_menu_init(MENU *menu, Menu_Hook func);
```

```
Menu_Hook menu_init(const MENU *menu);
```

```
int set_menu_term(MENU *menu, Menu_Hook func);
```

```
Menu_Hook menu_term(const MENU *menu);
```

**DESCRIPTION**

These functions make it possible to set hook functions to be called at various points in the automatic processing of input event codes by **menu\_driver**.

The function **set\_item\_init** sets a hook to be called at menu-post time and each time the selected item changes (after the change). **item\_init** returns the current item init hook, if any (**NULL** if there is no such hook).

The function **set\_item\_term** sets a hook to be called at menu-unpost time and each time the selected item changes (before the change). **item\_term** returns the current item term hook, if any (**NULL** if there is no such hook).

The function **set\_menu\_init** sets a hook to be called at menu-post time and just after the top row on the menu changes once it is posted. **menu\_init** returns the current menu init hook, if any (**NULL** if there is no such hook).

The function **set\_menu\_term** sets a hook to be called at menu-unpost time and just before the top row on the menu changes once it is posted. **menu\_term** returns the current menu term hook, if any (**NULL** if there is no such hook).

**RETURN VALUE**

Routines that return pointers return **NULL** on error. Other routines return 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.

**SEE ALSO**

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