NAME

new_menu, **free_menu** - create and destroy menus

SYNOPSIS

#include <menu.h>

MENU *new_menu(ITEM ***items***);**
int free_menu(MENU **menu***);**

DESCRIPTION

The function **new_menu** creates a new menu connected to a specified item pointer array (which must be **NULL**-terminated).

The function **free_menu** disconnects *menu* from its item array and frees the storage allocated for the menu.

RETURN VALUE

The function **new_menu** returns **NULL** on error. It sets **errno** according to the function's failure:

E_NOT_CONNECTED
> No items are connected to the menu.

E_SYSTEM_ERROR
> System error occurred, e.g., malloc failure.

The function **free_menu** 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 has already been posted.

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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