

**NAME**

**set\_menu\_opts**, **menu\_opts\_on**, **menu\_opts\_off**, **menu\_opts** - set and get menu options

**SYNOPSIS**

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

```
int set_menu_opts(MENU *menu, Menu_Options opts);  
Menu_Options menu_opts(const MENU *menu);
```

```
int menu_opts_on(MENU *menu, Menu_Options opts);  
int menu_opts_off(MENU *menu, Menu_Options opts);
```

**DESCRIPTION**

The function **set\_menu\_opts** sets all the given menu's option bits (menu option bits may be logically-OR'ed together).

The function **menu\_opts\_on** turns on the given option bits, and leaves others alone.

The function **menu\_opts\_off** turns off the given option bits, and leaves others alone.

The function **menu\_opts** returns the menu's current option bits.

The following options are defined (all are on by default):

**O\_ONEVALUE**

Only one item can be selected for this menu.

**O\_SHOWDESC**

Display the item descriptions when the menu is posted.

**O\_ROWMAJOR**

Display the menu in row-major order.

**O\_IGNORECASE**

Ignore the case when pattern-matching.

**O\_SHOWMATCH**

Move the cursor to within the item name while pattern-matching.

**O\_NONCYCLIC**

Don't wrap around next-item and previous-item, requests to the other end of the menu.

#### O\_MOUSE\_MENU

If user clicks with the mouse and it does not fall on the currently active menu, push **KEY\_MOUSE** and the **MEVENT** data back on the queue to allow processing in another part of the calling program.

#### RETURN VALUE

Except for **menu\_opts**, each routine returns one of the following:

##### E\_OK

The routine succeeded.

##### E\_SYSTEM\_ERROR

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

##### E\_POSTED

The menu is already posted.

#### 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)**