

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.

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

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