NAME

set_menu_pattern, **menu_pattern** - set and get a menu's pattern buffer

SYNOPSIS

#include <menu.h>

int set_menu_pattern(MENU **menu*, const char **pattern*);
char *menu_pattern(const MENU **menu*);

DESCRIPTION

Every menu has an associated pattern match buffer. As input events that are printable characters come in, they are appended to this match buffer and tested for a match, as described in **menu_driver**(3X).

The function **set_menu_pattern** sets the pattern buffer for the given menu and tries to find the first matching item. If it succeeds, that item becomes current; if not, the current item does not change.

The function **menu_pattern** returns the pattern buffer of the given *menu*.

RETURN VALUE

The function **menu_pattern** returns a pointer, which is **NULL** if the *menu* parameter is **NULL**. Otherwise, it is a pointer to a string which is empty if no pattern has been set. It does not set **errno**.

The function **set_menu_pattern** may return the following error codes:

E_OK
The routine succeeded.

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

E_BAD_STATE
Routine was called from an initialization or termination function.

E_NOT_CONNECTED
No items are connected to menu.

E_NO_MATCH
Character failed to match.

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

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SEE ALSO

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