

NAME

menu_win - make and break menu window and subwindow associations

SYNOPSIS

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

```
int set_menu_win(MENU *menu, WINDOW *win);
```

```
WINDOW *menu_win(const MENU *menu);
```

```
int set_menu_sub(MENU *menu, WINDOW *sub);
```

```
WINDOW *menu_sub(const MENU *menu);
```

```
int scale_menu(const MENU *menu, int *rows, int *columns);
```

DESCRIPTION

Every menu has an associated pair of **curses** windows. The menu window displays any title and border associated with the window; the menu subwindow displays the items of the menu that are currently available for selection.

The first four functions get and set those windows. It is not necessary to set either window; by default, the driver code uses **stdscr** for both.

In the **set_** functions, window argument of **NULL** is treated as though it were **stdscr**. A menu argument of **NULL** is treated as a request to change the system default menu window or subwindow.

The function **scale_menu** returns the minimum size required for the subwindow of *menu*.

RETURN VALUE

Routines that return pointers return **NULL** on error. Routines that return an integer return one of the following error codes:

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.

E_NOT_CONNECTED

No items are connected to the menu.

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), **curs_variables(3X)**, **menu(3X)**