

NAME

set_menu_userptr, **menu_userptr** - associate application data with a menu item

SYNOPSIS

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

```
int set_menu_userptr(MENU *menu, void *userptr);  
void *menu_userptr(const MENU *menu);
```

DESCRIPTION

Every menu and every menu item has a field that can be used to hold application-specific data (that is, the menu-driver code leaves it alone). These functions get and set the menu user pointer field.

RETURN VALUE

menu_userptr returns a pointer (which may be **NULL**). It does not set **errno**.

set_menu_userptr returns **E_OK** (success).

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.

The user pointer is a void pointer. We chose not to leave it as a char pointer for SVr4 compatibility.

AUTHORS

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