

**NAME**

**mitem\_current** - set and get current\_menu\_item

**SYNOPSIS**

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

```
int set_current_item(MENU *menu, ITEM *item);  
ITEM *current_item(const MENU *menu);
```

```
int set_top_row(MENU *menu, int row);  
int top_row(const MENU *menu);
```

```
int item_index(const ITEM *item);
```

**DESCRIPTION**

The function **set\_current\_item** sets the current item (the item on which the menu cursor is positioned). **current\_item** returns a pointer to the current item in the given menu.

The function **set\_top\_row** sets the top row of the menu to show the given row (the top row is initially 0, and is reset to this value whenever the **O\_ROWMAJOR** option is toggled). The item leftmost on the given row becomes current. The function **top\_row** returns the number of the top menu row being displayed.

The function **item\_index** returns the (zero-origin) index of *item* in the menu's item pointer list.

**RETURN VALUE**

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

**top\_row** and **item\_index** return **ERR** (the general **curses** error value) if their *menu* parameter is **NULL**.

**set\_current\_item** and **set\_top\_row** return one of the following:

**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 the menu.

**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.

The SVr4 menu library documentation specifies the **top\_row** and **index\_item** error value as -1 (which is the value of **ERR**).

**AUTHORS**

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

**SEE ALSO**

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