

NAME

new_item, **free_item** - create and destroy menu items

SYNOPSIS

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

```
ITEM *new_item(const char *name, const char *description);  
int free_item(ITEM *item);
```

DESCRIPTION

The function **new_item** allocates a new item and initializes it from the **name** and **description** pointers. Please notice that the item stores only the pointers to the name and description. Those pointers must be valid during the lifetime of the item. So you should be very careful with names or descriptions allocated on the stack of some routines.

The function **free_item** de-allocates an item. Please notice that it is the responsibility of the application to release the memory for the name or the description of the item.

RETURN VALUE

The function **new_item** returns **NULL** on error. It sets **errno** according to the function's failure:

E_BAD_ARGUMENT

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

E_SYSTEM_ERROR

System error occurred, e.g., malloc failure.

The function **free_item** returns one of the following:

E_OK

The routine succeeded.

E_BAD_ARGUMENT

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

E_CONNECTED

Item is connected to a 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.

AUTHORS

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

SEE ALSO

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