

**NAME**

**set\_item\_userptr**, **item\_userptr** - associate application data with a menu item

**SYNOPSIS**

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

```
int set_item_userptr(ITEM *item, void *userptr);  
void *item_userptr(const ITEM *item);
```

**DESCRIPTION**

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 that field.

**RETURN VALUE**

The function **item\_userptr** returns a pointer (possibly **NULL**). It does not set **errno**.

The **set\_item\_userptr** always returns **E\_OK** (success).

**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**

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

**SEE ALSO**

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