

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)**