

**NAME**

**set\_item\_value**, **item\_value** - set and get menu item values

**SYNOPSIS**

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

```
int set_item_value(ITEM *item, bool value);
```

```
bool item_value(const ITEM *item);
```

**DESCRIPTION**

If you turn off the menu option **O\_ONEVALUE** (e.g., with **set\_menu\_opts** or **menu\_opts\_off**; see **menu\_opts(3X)**), the menu becomes multi-valued; that is, more than one item may simultaneously be selected.

In a multi\_valued menu, you can use **set\_item\_value** to select the given menu item (second argument **TRUE**) or deselect it (second argument **FALSE**).

**RETURN VALUE**

The function **set\_item\_value** returns one of the following:

**E\_OK**

The routine succeeded.

**E\_SYSTEM\_ERROR**

System error occurred (see **errno(3)**).

**E\_REQUEST\_DENIED**

The menu driver could not process the request.

**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)**