

mitem_visible(3X)

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NAME

mitem_visible - check visibility of a menu item

SYNOPSIS

#include <menu.h>

bool item_visible(const ITEM *item);

DESCRIPTION

A menu item is visible when it is in the portion of a posted menu that is mapped onto the screen (if the menu is scrollable, in particular, this portion will be smaller than the whole menu).

SEE ALSO

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

NOTES

The header file <**menu.h**> automatically includes the header file <**curses.h**>.

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.

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