

**NAME**

**item\_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).

**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)**