

**NAME**

**menu\_win** - make and break menu window and subwindow associations

**SYNOPSIS**

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

```
int set_menu_win(MENU *menu, WINDOW *win);  
WINDOW *menu_win(const MENU *menu);
```

```
int set_menu_sub(MENU *menu, WINDOW *sub);  
WINDOW *menu_sub(const MENU *menu);
```

```
int scale_menu(const MENU *menu, int *rows, int *columns);
```

**DESCRIPTION**

Every menu has an associated pair of **curses** windows. The menu window displays any title and border associated with the window; the menu subwindow displays the items of the menu that are currently available for selection.

The first four functions get and set those windows. It is not necessary to set either window; by default, the driver code uses **stdscr** for both.

In the **set\_** functions, window argument of **NULL** is treated as though it were **stdscr**. A menu argument of **NULL** is treated as a request to change the system default menu window or subwindow.

The function **scale\_menu** returns the minimum size required for the subwindow of *menu*.

**RETURN VALUE**

Routines that return pointers return **NULL** on error. Routines that return an integer return one of the following error codes:

**E\_OK**

The routine succeeded.

**E\_SYSTEM\_ERROR**

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

**E\_BAD\_ARGUMENT**

Routine detected an incorrect or out-of-range argument.

**E\_POSTED**

The menu has already been posted.

**E\_NOT\_CONNECTED**

No items are connected to the 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)**, **curs\_variables(3X)**, **menu(3X)**