

**NAME**

**form\_field** - make and break connections between fields and forms

**SYNOPSIS**

```
#include <form.h>
```

```
int set_form_fields(FORM *form, FIELD **fields);  
FIELD **form_fields(const FORM *form);  
int field_count(const FORM *form);  
int move_field(FIELD *field, int frow, int fcol);
```

**DESCRIPTION**

The function **set\_form\_fields** changes the field pointer array of the given *form*. The array must be terminated by a **NULL**.

The function **form\_fields** returns the field array of the given form.

The function **field\_count** returns the count of fields in *form*.

The function **move\_field** moves the given field (which must be disconnected) to a specified location on the screen.

**RETURN VALUE**

The function **form\_fields** returns a pointer (which may be **NULL**). It does not set **errno**.

The function **field\_count** returns **ERR** if the *form* parameter is **NULL**.

The functions **set\_form\_fields** and **move\_field** return one of the following codes on error:

**E\_OK**

The routine succeeded.

**E\_BAD\_ARGUMENT**

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

**E\_CONNECTED**

The field is already connected to a form.

**E\_POSTED**

The form is already posted.

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### **E\_SYSTEM\_ERROR**

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

### **SEE ALSO**

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

### **NOTES**

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

### **PORTABILITY**

These routines emulate the System V forms library. They were not supported on Version 7 or BSD versions.

The SVr4 forms library documentation specifies the **field\_count** error value as -1 (which is the value of **ERR**).

### **AUTHORS**

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