

NAME

set_menu_format, **menu_format** - set and get menu sizes

SYNOPSIS

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

```
int set_menu_format(MENU *menu, int rows, int cols);
```

```
void menu_format(const MENU *menu, int *rows, int *cols);
```

DESCRIPTION

The function **set_menu_format** sets the maximum display size of the given menu. If this size is too small to display all menu items, the menu will be made scrollable. If this size is larger than the menu's subwindow and the subwindow is too small to display all menu items, **post_menu** will fail.

The default format is 16 rows, 1 column. Calling **set_menu_format** with a null menu pointer will change this default. A zero row or column argument to **set_menu_format** is interpreted as a request not to change the current value.

The function **menu_format** returns the maximum-size constraints for the given menu into the storage addressed by **rows** and **cols**.

RETURN VALUE

These routines return one of the following:

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 is already posted.

E_NOT_CONNECTED

No items are connected to the menu.

SEE ALSO

menu_format(3X)

menu_format(3X)

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.

menu_format(3X)