

NAME

set_menu_items, **menu_items**, **item_count** - make and break connections between items and menus

SYNOPSIS

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

```
int set_menu_items(MENU *menu, ITEM **items);
```

```
ITEM **menu_items(const MENU *menu);
```

```
int item_count(const MENU *menu);
```

DESCRIPTION

The function **set_menu_items** changes the item pointer array of the given *menu*. The array must be terminated by a **NULL**.

The function **menu_items** returns the item array of the given menu.

The function **item_count** returns the count of items in *menu*.

RETURN VALUE

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

The function **item_count** returns **ERR** (the general **curses** error return value) if its *menu* parameter is **NULL**.

The function **set_menu_items** returns 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_NOT_CONNECTED

No items are connected to the menu.

E_POSTED

The menu is already posted.

E_SYSTEM_ERROR

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

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.

The SVr4 menu library documentation specifies the **item_count** error value as -1 (which is the value of **ERR**).

AUTHORS

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