

NAME

set_menu_mark, **menu_mark** - get and set the menu mark string

SYNOPSIS

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

```
int set_menu_mark(MENU *menu, const char *mark);  
const char *menu_mark(const MENU *menu);
```

DESCRIPTION

In order to make menu selections visible on older terminals without highlighting or color capability, the menu library marks selected items in a menu with a prefix string.

The function **set_menu_mark** sets the mark string for the given menu. Calling **set_menu_mark** with a null menu item will abolish the mark string. Note that changing the length of the mark string for a menu while the menu is posted is likely to produce unhelpful behavior.

The default string is "-" (a dash). Calling **set_menu_mark** with a non-NULL menu argument will change this default.

The function **menu_mark** returns the menu's mark string (or **NULL** if there is none).

RETURN VALUE

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

The function **set_menu_mark** may return the following error codes:

E_OK

The routine succeeded.

E_BAD_ARGUMENT

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

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.

AUTHORS

Juergen Pfeifer. Manual pages and adaptation for new curses by Eric S. Raymond.