NAME

set_menu_userptr, **menu_userptr** - associate application data with a menu item

SYNOPSIS

#include <menu.h>

int set_menu_userptr(MENU *_menu_, void *_userptr_);
void *menu_userptr(const MENU *_menu_);

DESCRIPTION

Every menu and every menu item has a field that can be used to hold application-specific data (that is, the menu-driver code leaves it alone). These functions get and set the menu user pointer field.

RETURN VALUE

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

set_menu_userptr returns **E_OK** (success).

PORTABILITY

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

The user pointer is a void pointer. We chose not to leave it as a char pointer for SVr4 compatibility.

AUTHORS

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

SEE ALSO

curses(3X), **menu**(3X)