

NAME

post_menu, **unpost_menu** - write or erase menus from associated subwindows

SYNOPSIS

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

```
int post_menu(MENU *menu);
```

```
int unpost_menu(MENU *menu);
```

DESCRIPTION

The function **post_menu** displays a menu to its associated subwindow. To trigger physical display of the subwindow, use **refresh(3X)** or some equivalent **curses** routine (the implicit **doupdate** triggered by an **curses** input request will do). **post_menu** resets the selection status of all items.

The function **unpost_menu** erases menu from its associated subwindow.

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 has already been posted.

E_BAD_STATE

Routine was called from an initialization or termination function.

E_NO_ROOM

Menu is too large for its window. You should consider using **set_menu_format** to solve the problem.

E_NOT_POSTED

The menu has not been posted.

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E_NOT_CONNECTED

No items are connected to the menu.

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.

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