

NAME

mitem_current – set and get current_menu_item

SYNOPSIS

```
#include <menu.h>

int set_current_item(MENU *menu, ITEM *item);
ITEM *current_item(const MENU *menu);

int set_top_row(MENU *menu, int row);
int top_row(const MENU *menu);

int item_index(const ITEM *item);
```

DESCRIPTION

The function **set_current_item** sets the current item (the item on which the menu cursor is positioned). **current_item** returns a pointer to the current item in the given menu.

The function **set_top_row** sets the top row of the menu to show the given row (the top row is initially 0, and is reset to this value whenever the **O_ROWMAJOR** option is toggled). The item leftmost on the given row becomes current. The function **top_row** returns the number of the top menu row being displayed.

The function **item_index** returns the (zero-origin) index of *item* in the menu's item pointer list.

RETURN VALUE

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

top_row and **item_index** return **ERR** (the general **curses** error value) if their *menu* parameter is *NULL*.

set_current_item and **set_top_row** return one of the following:

E_OK

The routine succeeded.

E_BAD_ARGUMENT

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

E_BAD_STATE

Routine was called from an initialization or termination function.

E_NOT_CONNECTED

No items are connected to the menu.

E_SYSTEM_ERROR

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

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 **top_row** and **index_item** error value as -1 (which is the value of **ERR**).

AUTHORS

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

SEE ALSO

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