

**NAME**

**set\_item\_opts**, **item\_opts\_on**, **item\_opts\_off**, **item\_opts** - set and get menu item options

**SYNOPSIS**

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

```
int set_item_opts(ITEM *item, Item_Options opts);
```

```
Item_Options item_opts(const ITEM *item);
```

```
int item_opts_on(ITEM *item, Item_Options opts);
```

```
int item_opts_off(ITEM *item, Item_Options opts);
```

**DESCRIPTION**

The function **set\_item\_opts** sets all the given item's option bits (menu option bits may be logically-OR'ed together).

The function **item\_opts\_on** turns on the given option bits, and leaves others alone.

The function **item\_opts\_off** turns off the given option bits, and leaves others alone.

The function **item\_opts** returns the item's current option bits.

There is only one defined option bit mask, **O\_SELECTABLE**. When this is on, the item may be selected during menu processing. This option defaults to on.

**RETURN VALUE**

Except for **item\_opts**, each routine returns one of the following:

**E\_OK**

The routine succeeded.

**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.