

NAME

set_item_value, **item_value** - set and get menu item values

SYNOPSIS

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

```
int set_item_value(ITEM *item, bool value);
```

```
bool item_value(const ITEM *item);
```

DESCRIPTION

If you turn off the menu option **O_ONEVALUE** (e.g., with **set_menu_opts** or **menu_opts_off**; see **menu_opts(3X)**), the menu becomes multi-valued; that is, more than one item may simultaneously be selected.

In a multi_valued menu, you can use **set_item_value** to select the given menu item (second argument **TRUE**) or deselect it (second argument **FALSE**).

RETURN VALUE

The function **set_item_value** returns one of the following:

E_OK

The routine succeeded.

E_SYSTEM_ERROR

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

E_REQUEST_DENIED

The menu driver could not process the request.

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

mitem_value(3X)

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