

**NAME**

**mitem\_visible** - check visibility of a menu item

**SYNOPSIS**

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

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

**DESCRIPTION**

A menu item is visible when it is in the portion of a posted menu that is mapped onto the screen (if the menu is scrollable, in particular, this portion will be smaller than the whole 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.