

NAME

set_menu_pattern, **menu_pattern** - set and get a menu's pattern buffer

SYNOPSIS

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

```
int set_menu_pattern(MENU *menu, const char *pattern);  
char *menu_pattern(const MENU *menu);
```

DESCRIPTION

Every menu has an associated pattern match buffer. As input events that are printable characters come in, they are appended to this match buffer and tested for a match, as described in **menu_driver**(3X).

The function **set_menu_pattern** sets the pattern buffer for the given menu and tries to find the first matching item. If it succeeds, that item becomes current; if not, the current item does not change.

The function **menu_pattern** returns the pattern buffer of the given *menu*.

RETURN VALUE

The function **menu_pattern** returns a pointer, which is **NULL** if the *menu* parameter is **NULL**. Otherwise, it is a pointer to a string which is empty if no pattern has been set. It does not set **errno**.

The function **set_menu_pattern** may return the following error codes:

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 menu.

E_NO_MATCH

Character failed to match.

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.