GetItemCmd Query current command character of a menu item

#include <Menus.h> **Menu Manager**

```
void        GetItemCmd(theMenu, whichItem, cmdChar );
MenuHandle  theMenu ;     handle of menu containing item of inquiry
short       whichItem ;   ID of an item in theMenu
short       *cmdChar ;    receives current command char; 0=none
```

GetItemCmd copies the command character of a selected menu item into the caller's variable. A command character is normally assigned when a menu item is inserted or appended (see **InsMenuItem** and **AppendMenu**) with the item text containing a metacharacter of "/". It is the command-key code that is assigned to a menu item (as obtained via **MenuKey**).

theMenu is a handle leading to a variable-length MenuInfo structure. It identifies the menu containing the item whose command character you wish to obtain.

whichItem identifies which item in menu *theMenu* to query. Items are numbered sequentially with the topmost item having an ID of 1.

cmdChar is the address of a 2-byte buffer. Upon return, the byte will contain the ASCII value of the current command character. If the return value is hMenuCmd (0x1B), the menu item has a submenu. A returned value of 0 indicates that no command character is currently assigned.

The designation as a **short*** is not a typo. Pascal CHAR data types are actually 16-bit words. Using a 1-byte char variable will cause the Menu Manager to overwrite the next higher byte in memory.

Returns: none

Notes: **GetItemCmd** is new with the 256K ROMs and might be handy for working with hierarchical menu systems. If the value returned in *cmdChar* is 0x1B, you may use **GetItemMark** to learn the ID of the submenu associated with item *whichItem*.

Most applications, having defined each menu internally, will already know the command key equivalent of each menu item; therefore, this function is needed rarely.