

**GetItemIcon**

See which icon, if any, is attached to a menu item

#include &lt;Menus.h&gt;

**Menu Manager**

```
void      GetItemIcon(theMenu, whichItem, icon );  
MenuHandle theMenu ;      handle of menu containing item of inquiry  
short      whichItem ;    ID of an item in theMenu  
short      *icon          receives 'ICON' or 'cicn' resource ID-256 (0=none)
```

**GetItemIcon** obtains a value indicating which icon, if any, is associated with a specified menu item. This can be used to see if a previous **SetItemIcon** call succeeded.

*theMenu* is a handle leading to a variable-length MenuInfo structure. It identifies the menu containing the item whose icon you wish to query.

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

*icon* is the address of a 16-bit short integer. Upon return, it will contain 0 if no icon is associated with the menu item. Otherwise, it returns a value ranging from 1 to 255 *that is 256 less than the resource ID* of the 'ICON' or 'cicn' resource. For instance, if this contains 3, the resource ID of the icon is 259.

The designation as a **short\*** is not a typo. A Pascal Byte data type is actually a 16-bit word. If you use a 1-byte char variable, the Menu Manager will overwrite the byte above it.

**Returns:** none