SetMenuFlash   Set the number of times a menu item blinks upon selection

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

void   **SetMenuFlash(**_blinkCount_ **)**;
short   _blinkCount_ ;   desired number of flashes

SetMenuFlash can be used to adjust the number of times a menu item blinks when it is selected.

blinkCount specifies how many times menu items flash when selected. Typical value is 3. Use 0 to disable blinking.

Returns: none

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Notes: The blink count is normally set by a Control Panel DA - not by applications. This call simply sets the low-memory global variable, MenuFlash. **SetMenuFlash** is functionally identical to:

MenuFlash=_blinkCount_ ;