NAME

curs_attr, attroff, wattroff, attron, wattron, attrset, wattrset, standend, wstandend, standout, wstandout – curses character and window attribute control routines

SYNOPSIS

cc [*flag* . . .] *file* . . . **–lcurses** [*library* . .]

#include <curses.h>

int attroff(int *attrs***);**

int wattroff(WINDOW **win***, int** *attrs***);**

int attron(int *attrs***);**

int wattron(WINDOW **win***, int** *attrs***);**

int attrset(int *attrs***);**

int wattrset(WINDOW **win***, int** *attrs***);**

int standend(void);

int wstandend(WINDOW **win***);**

int standout (void);

int wstandout(WINDOW **win***);**

MT-LEVEL

Unsafe

DESCRIPTION

All of these routines manipulate the current attributes of the named window. The current attributes of a window are applied to all characters that are written into the window with **waddch( )**, **waddstr( )**, and **wprintw( )**. Attributes are a property of the character, and move with the character through any scrolling and insert/delete line/character operations. To the extent possible on the particular terminal, they are displayed as the graphic rendition of characters put on the screen.

The routine **attrset( )** sets the current attributes of the given window to *attrs*. The routine **attroff( )** turns off the named attributes without turning any other attributes on or off. The routine **attron( )** turns on the named attributes without affecting any others. The routine **standout( )** is the same as **attron(A_STANDOUT)**. The routine **standend( )** is the same as **attrset**( )**,** that is, it turns off all attributes.

Attributes

The following video attributes, defined in **<curses.h>**, can be passed to the routines **attron( )**, **attroff( )**, and **attrset( )**, or OR-ed with the characters passed to **addch( )**.

A_STANDOUT	**Best highlighting mode of the terminal.**
A_UNDERLINE	**Underlining**
A_REVERSE	**Reverse video**
A_BLINK	**Blinking**
A_DIM	**Half bright**
A_BOLD	**Extra bright or bold**
A_ALTCHARSET	**Alternate character set**
A_CHARTEXT	**Bit-mask to extract a character**
COLOR_PAIR(*n*)	**Color-pair number *n***

The following macro is the reverse of **COLOR_PAIR(***n***)**:

PAIR_NUMBER(*attrs***)**	Returns the pair number associated with the **COLOR_PAIR(***n***)** attribute.

RETURN VALUES

These routines always return 1.

SEE ALSO

curs_addch(3X), **curs_addstr**(3X), **curs_printw**(3X), **curses**(3X)

NOTES

The header **<curses.h>** automatically includes the headers **<stdio.h>** and **<unctrl.h>**.

Note that **attroff( )**, **wattroff( )**, **attron( )**, **wattron( )**, **wattrset( )**, **standend( )**, and **standout( )** may be macros.