NAME

curs_addwchstr, addwchstr, addwchnstr, waddwchstr, waddwchnstr, mvaddwchstr, mvaddwchnstr, mvwaddwchstr, mvwaddwchnstr – add string of wchar_t characters (and attributes) to a curses window

SYNOPSIS

cc [*flag* . . .] *file* . . . –**lcurses** [*library* . .]
#include <curses.h>

int addwchstr(chtype ∗*wchstr***);**

int addwchnstr(chtype ∗*wchstr***, int** *n***);**

int waddwchstr(WINDOW ∗*win***, chtype** ∗*wchstr***);**

int waddwchnstr(WINDOW ∗*win***, chtype** ∗*wchstr***, int** *n* **);**

int mvaddwchstr(int *y***, int** *x***, chtype** ∗*wchstr* **);**

int mvaddwchnstr(int *y***, int** *x***, chtype** ∗ *wchstr***, int** *n***);**

int mvwaddwchstr(WINDOW ∗*win***, int** *y***, int** *x***, chtype** ∗*wchstr***);**

int mvwaddwchnstr(WINDOW ∗*win***, int** *y***, int** *x***, chtype** ∗*wchstr***, int** *n***);**

MT-LEVEL

Unsafe

DESCRIPTION

All of these routines copy *wchstr*, which points to a string of **wchar_t** characters, directly into the window image structure starting at the current cursor position. The four routines with *n* as the last argument copy at most *n* elements, but no more than will fit on the line. If **n=–1** then the whole string is copied, to the maximum number that fit on the line.

The position of the window cursor is not advanced. These routines work faster than **waddnwstr**(3X) because they merely copy *wchstr* into the window image structure. On the other hand, care must be taken when using these functions because they don't perform any kind of checking (such as for the newline character), they do not advance the current cursor position, and they truncate the string, rather than wrapping it around to the new line.

RETURN VALUE

All routines return the integer **ERR** upon failure and an integer value other than **ERR** upon successful completion, unless otherwise noted in the preceding routine descriptions.

SEE ALSO

curses(3X), **waddnwstr**(3X)

NOTES

The header file **<curses.h>** automatically includes the header files **<stdio.h>**, **<unctrl.h>** and **<widec.h>**.

Note that all routines except **waddwchnstr( )** may be macros.

None of these routines can use the color attribute in **chtype**.