

add_wchstr(3NCURSES)

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NAME

add_wchstr, **add_wchnstr**, **wadd_wchstr**, **wadd_wchnstr**, **mvadd_wchstr**, **mvadd_wchnstr**, **mvwadd_wchstr**, **mvwadd_wchnstr** – add an array of complex characters (and attributes) to a curses window

SYNOPSIS

```
#include <curses.h>

int add_wchstr(const cchar_t *wchstr);
int add_wchnstr(const cchar_t *wchstr, int n);
int wadd_wchstr(WINDOW *win, const cchar_t *wchstr);
int wadd_wchnstr(WINDOW *win, const cchar_t *wchstr, int n);
int mvadd_wchstr(int y, int x, const cchar_t *wchstr);
int mvadd_wchnstr(int y, int x, const cchar_t *wchstr, int n);
int mvwadd_wchstr(WINDOW *win, int y, int x, const cchar_t *wchstr);
int mvwadd_wchnstr(WINDOW *win, int y, int x, const cchar_t *wchstr, int n);
```

DESCRIPTION

These routines copy the array of complex characters *wchstr* into the window image structure at and after 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 array is copied, to the maximum number of characters that will fit on the line.

The window cursor is *not* advanced. These routines work faster than **waddnstr**. On the other hand, they do not perform checking (such as for the newline, backspace, or carriage return characters), they do not advance the current cursor position, they do not expand other control characters to ^-escapes, and they truncate the string if it crosses the right margin, rather than wrapping it around to the new line.

These routines end successfully on encountering a null *cchar_t*, or when they have filled the current line. If a complex character cannot completely fit at the end of the current line, the remaining columns are filled with the background character and rendition.

NOTES

All functions except **wadd_wchnstr** may be macros.

RETURN VALUES

All routines return the integer **ERR** upon failure and **OK** on success.

Functions with a "mv" prefix first perform a cursor movement using **wmove**, and return an error if the position is outside the window, or if the window pointer is null.

PORATABILITY

All these entry points are described in the XSI Curses standard, Issue 4.

SEE ALSO

ncurses(3NCURSES), **addchstr(3NCURSES)**, **addwstr(3NCURSES)**

