

addstr(3NCURSES)

addstr(3NCURSES)

NAME

addstr, **addnstr**, **waddstr**, **waddnstr**, **mvaddstr**, **mvaddnstr**, **mvwaddstr**, **mvwaddnstr** – add a string of characters to a **curses** window and advance cursor

SYNOPSIS

```
#include <curses.h>

int addstr(const char *str);
int addnstr(const char *str, int n);
int waddstr(WINDOW *win, const char *str);
int waddnstr(WINDOW *win, const char *str, int n);
int mvaddstr(int y, int x, const char *str);
int mvaddnstr(int y, int x, const char *str, int n);
int mvwaddstr(WINDOW *win, int y, int x, const char *str);
int mvwaddnstr(WINDOW *win, int y, int x, const char *str, int n);
```

DESCRIPTION

These routines write the characters of the (null-terminated) character string *str* on the given window. It is similar to calling **waddch** once for each character in the string. The four routines with *n* as the last argument write at most *n* characters. If *n* is -1 , then the entire string will be added, up to the maximum number of characters that will fit on the line, or until a terminating null is reached.

RETURN VALUE

All routines return the integer **ERR** upon failure and **OK** on success (the SVr4 manuals specify only "an integer value other than **ERR**") upon successful completion.

X/Open does not define any error conditions. This implementation returns an error if the window pointer is null or if the string pointer is null or if the corresponding calls to **waddch** return an error.

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.

NOTES

Note that all of these routines except **waddstr** and **waddnstr** may be macros.

PORATABILITY

All these entry points are described in the XSI Curses standard, Issue 4. The XSI errors EILSEQ and EOVERRLOW, associated with extended-level conformance, are not yet detected.

SEE ALSO

ncurses(3NCURSES), **addch**(3NCURSES).

