

instr(3NCURSES)

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NAME

instr, **innstr**, **winstr**, **winnstr**, **mvinstr**, **mvinnstr**, **mvwinstr**, **mvwinnstr** – get a string of characters from a **curses** window

SYNOPSIS

```
#include <curses.h>
```

```
int instr(char *str);
int innstr(char *str, int n);
int winstr(WINDOW *win, char *str);
int winnstr(WINDOW *win, char *str, int n);
int mvinstr(int y, int x, char *str);
int mvinnstr(int y, int x, char *str, int n);
int mvwinstr(WINDOW *win, int y, int x, char *str);
int mvwinnstr(WINDOW *win, int y, int x, char *str, int n);
```

DESCRIPTION

These routines return a string of characters in *str*, extracted starting at the current cursor position in the named window. Attributes are stripped from the characters. The four functions with *n* as the last argument return a leading substring at most *n* characters long (exclusive of the trailing NUL).

RETURN VALUE

All of the functions return **ERR** upon failure, or the number of characters actually read into the string.

X/Open defines no error conditions. In this implementation, if the window parameter is null or the *str* parameter is null, a zero is returned.

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 routines except **winnstr** may be macros.

PORTABILITY

SVr4 does not document whether a length limit includes or excludes the trailing NUL.

The ncurses library extends the XSI description by allowing a negative value for *n*. In this case, the functions return the string ending at the right margin.

SEE ALSO

ncurses(3NCURSES).

