

addwstr(3NCURSES)

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NAME

addwstr, **addnwstr**, **waddwstr**, **waddnwstr**, **mvaddwstr**, **mvaddnwstr**, **mvwaddwstr**, **mvwaddnwstr** – add a string of wide characters to a **curses** window and advance cursor

SYNOPSIS

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

```
int addwstr(const wchar_t *wstr);
int addnwstr(const wchar_t *wstr, int n);
int waddwstr(WINDOW *win, const wchar_t *wstr);
int waddnwstr(WINDOW *win, const wchar_t *wstr, int n);
int mvaddwstr(int y, int x, const wchar_t *wstr);
int mvaddnwstr(int y, int x, const wchar_t *wstr, int n);
int mvwaddwstr(WINDOW *win, int y, int x, const wchar_t *wstr);
int mvwaddnwstr(WINDOW *win, int y, int x, const wchar_t *wstr, int n);
```

DESCRIPTION

These routines write the characters of the (null-terminated) **wchar_t** character string *wstr* on the given window. It is similar to constructing a **cchar_t** for each **wchar_t** in the string, then calling **wadd_wch** for the resulting **cchar_t**.

The *mv* routines perform cursor movement once, before writing any characters. Thereafter, the cursor is advanced as a side-effect of writing to the window.

The four routines with *n* as the last argument write at most *n* **wchar_t** 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 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.

NOTES

Note that all of these routines except **waddnwstr** may be macros.

PORTABILITY

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

SEE ALSO

ncurses(3NCURSES), **add_wch**(3NCURSES)

