

move(3NCURSES)

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**NAME****move**, **wmove** – move **curses** window cursor**SYNOPSIS**

#include &lt;curses.h&gt;

int move(int y, int x);

int wmove(WINDOW \*win, int y, int x);

**DESCRIPTION**

These routines move the cursor associated with the window to line *y* and column *x*. This routine does not move the physical cursor of the terminal until **refresh** is called. The position specified is relative to the upper left-hand corner of the window, which is (0,0).

**RETURN VALUE**

These routines return **ERR** upon failure and OK (SVr4 specifies only "an integer value other than **ERR**") upon successful completion.

Specifically, they return an error if the window pointer is null, or if the position is outside the window.

**NOTES**

Note that **move** may be a macro.

**PORTABILITY**

These functions are described in the XSI Curses standard, Issue 4.

**SEE ALSO**

**ncurses**(3NCURSES), **refresh**(3NCURSES)

