

NAME

in_wch, **win_wch**, **mvin_wch**, **mvwin_wch** – get a *curses* complex character from a window

SYNOPSIS

```
#include <curses.h>

int in_wch(cchar_t * wch);
int win_wch(WINDOW * win, cchar_t * wch);
int mvin_wch(int y, int x, cchar_t * wch);
int mvwin_wch(WINDOW * win, int y, int x, cchar_t * wch);
```

DESCRIPTION

win_wch copies the *curses* complex character at the cursor position in *win* into *wch*. Use **getcchar**(3X) to extract its character code, attributes, and color pair identifier. **ncurses**(3X) describes the variants of this function.

RETURN VALUE

These functions return **OK** on success and **ERR** on failure.

In *ncurses*, they return **ERR** if *win* is *NULL*.

Functions prefixed with “mv” first perform cursor movement and fail if the position (*y*, *x*) is outside the window boundaries.

NOTES

in_wch, **mvin_wch**, and **mvwin_wch** may be implemented as macros.

Unlike **winch**(3X), **win_wch** and its variants store the value of the retrieved character in an additional *wch* parameter instead of the return value.

PORTABILITY

X/Open Curses Issue 4 describes these functions. It specifies no error conditions for them.

HISTORY

X/Open Curses Issue 4 (1995) initially specified these functions. The System V Interface Definition Version 4 of the same year specified a function named *winwch* (and the usual variants). This was a later addition to SVr4.x, not appearing in the first SVr4 (1989). It differed from X/Open’s later *win_wch* in that it returned a value of type *chtype* instead of *cchar_t*.

SEE ALSO

curs_inch(3X) describes comparable functions of the *ncurses* library in its non-wide-character configuration.

curses(3X), **curs_inwstr**(3X)