

NAME

ins_wch, **wins_wch**, **mvins_wch**, **mvwins_wch** – insert a *curses* complex character in a window

SYNOPSIS

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

```
int ins_wch(const cchar_t * wch);
int wins_wch(WINDOW * win, const cchar_t * wch);
int mvins_wch(int y, int x, const cchar_t * wch);
int mvwins_wch(WINDOW * win, int y, int x, const cchar_t * wch);
```

DESCRIPTION

wins_wch inserts the *curses* complex character *wch* at the cursor position in the window *win*. The character previously at the cursor and any to its right move one cell to the right; the formerly rightmost character on the line is discarded. Unlike **add_wch**(3X), **wins_wch** does not advance the cursor. **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

- the *curses* screen has not been initialized, or
- (for functions taking a *WINDOW* pointer argument) *win* is a null pointer.

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

NOTES

ins_wch, **mvins_wch**, and **mvwins_wch** may be implemented as macros.

curses does not necessarily employ the terminal’s **insert_character** (**ich1**) capability to achieve insertion.

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 *winswch* (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 *wins_wch* in that it took an argument of type *chtype* instead of *cchar_t*.

SEE ALSO

curs_insch(3X) describes comparable functions in the non-wide-character *curses* configuration.

curses(3X), **terminfo**(5)