

NAME

insch, **winsch**, **mvinsch**, **mvwinsch** – insert a *curses* character in a window

SYNOPSIS

```
#include <curses.h>

int insch(chtype ch);
int winsch(WINDOW * win, chtype ch);
int mvinsch(int y, int x, chtype ch);
int mvwinsch(WINDOW * win, int y, int x, chtype ch);
```

DESCRIPTION

winsch inserts the *curses* character *ch* 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 **addch**(3X), **winsch** 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

insch, **mvinsch**, and **mvwinsch** 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.

SVr4 describes a successful return value only as “an integer value other than *ERR*”.

HISTORY

SVr2 (1984) introduced these functions.

SEE ALSO

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

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