

NAME

move, **wmove** – move cursor in a *curses* window

SYNOPSIS

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

```
int move(int y, int x);
```

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

DESCRIPTION

wmove relocates the cursor associated with the *curses* window *win* to line *y* and column *x*. The terminal's cursor does not move until **refresh**(3X) is called. The position (*y*, *x*) is relative to the upper left-hand corner of the window, which has coordinates (0, 0). **move** similarly moves the cursor in the **stdscr** window.

RETURN VALUE

These functions return **OK** on success and **ERR** on failure. In *ncurses*, these functions fail if

- the *curses* screen has not been initialized,
- (for **wmove**) *win* is a null pointer, or
- the position (*y*, *x*) is outside the window boundaries.

NOTES

move may be implemented as a macro.

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

4BSD (1980) introduced these functions.

SEE ALSO

curses(3X), **curs_refresh**(3X)