

**NAME**

**is\_cleared, is\_idlok, is\_idcok, is\_immedok, is\_keypad, is\_leaveok, is\_nodelay, is\_notimeout, is\_pad, is\_scrolllok, is\_subwin, is\_syncok, wgetdelay, wgetparent, wgetscrreg** – obtain *curses* window properties

**SYNOPSIS**

```
#include <curses.h>

bool is_cleared(const WINDOW *win);
bool is_idcok(const WINDOW *win);
bool is_idlok(const WINDOW *win);
bool is_immedok(const WINDOW *win);
bool is_keypad(const WINDOW *win);
bool is_leaveok(const WINDOW *win);
bool is_nodelay(const WINDOW *win);
bool is_notimeout(const WINDOW *win);
bool is_pad(const WINDOW *win);
bool is_scrolllok(const WINDOW *win);
bool is_subwin(const WINDOW *win);
bool is_syncok(const WINDOW *win);

WINDOW * wgetparent(const WINDOW *win);
int wgetdelay(const WINDOW *win);
int wgetscrreg(const WINDOW *win, int *top, int *bottom);
```

**DESCRIPTION**

*ncurses* provides functions returning properties of a *WINDOW* structure, allowing it to be “opaque” if the application defines the **NCURSES\_OPAQUE** preprocessor symbol. *Opacity* in this sense means that the members of *struct* data types are not directly accessible (for instance, through “.” or “->” operators), but instead must be queried and/or set via library functions. Advantages of opacity include greater abstraction and improved management of concurrent accesses to data structures, keeping object states coherent.

**is\_cleared**

returns the value set by **clearok**(3X).

**is\_idcok**

returns the value set by **idcok**(3X).

**is\_idlok**

returns the value set by **idlok**(3X).

**is\_immedok**

returns the value set by **immedok**(3X).

**is\_keypad**

returns the value set by **keypad**(3X).

**is\_leaveok**

returns the value set by **leaveok**(3X).

**is\_nodelay**

returns the value set by **nodelay**(3X).

**is\_notimeout**

returns the value set by **notimeout**(3X).

**is\_pad** returns **TRUE** if the window is a pad; that is, it was created by **newpad**(3X).

**is\_scrolllok**

returns the value set by **scrolllok**(3X).

**is\_subwin**

returns **TRUE** if the window is a subwindow, that is, it was created by **subwin**(3X) or **derwin**(3X).

**is\_syncok**

returns the value set by **syncok(3X)**.

**wgetdelay**

returns the delay timeout set by **wtimeout(3X)**.

**wgetparent**

returns the parent *WINDOW* pointer for subwindows, or *NULL* for windows having no parent.

**wgetscrreg**

stores the top and bottom rows for the scrolling margin set by **wsetscrreg(3X)** in the corresponding arguments, returning **ERR** upon failure and **OK** upon successful completion.

**RETURN VALUE**

These functions return **TRUE** or **FALSE** except as noted.

**NOTES**

*ncurses* provides both a C function and a preprocessor macro for each function documented in this page.

**EXTENSIONS**

These functions originated with *ncurses*.

**PORTABILITY**

Applications employing *ncurses* extensions should condition their use on the visibility of the **NCURSES\_VERSION** preprocessor macro.

NetBSD *curses* since 10.1 (2024) supports *wgetscr\_reg*. It also implements *etscr\_reg*, operating on *stdscr*.

**SEE ALSO**

**curses(3X)**, **curs\_inopts(3X)**, **curs\_outopts(3X)**, **curs\_threads(3X)**, **curs\_window(3X)**