

NAME

overlay, **overwrite**, **copywin** – overlay *curses* windows and manipulate them

SYNOPSIS

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

```
int overlay(const WINDOW *srcwin, WINDOW *dstwin);
int overwrite(const WINDOW *srcwin, WINDOW *dstwin);
int copywin(const WINDOW *srcwin, WINDOW *dstwin, int sminrow,
            int smincol, int dminrow, int dmincol, int dmaxrow,
            int dmaxcol, int overlay);
```

DESCRIPTION**overlay**, **overwrite**

The **overlay** and **overwrite** routines overlay *srcwin* on top of *dstwin*. *srcwin* and *dstwin* are not required to be the same size; only text where the two windows overlap is copied. The difference is that **overlay** is non-destructive (blanks are not copied) whereas **overwrite** is destructive.

copywin

The **copywin** routine provides a finer granularity of control over the **overlay** and **overwrite** routines. As in the **prefresh** routine, a rectangle is specified in the destination window, (*dminrow*, *dmincol*) and (*dmaxrow*, *dmaxcol*), and the upper-left-corner coordinates of the source window, (*sminrow*, *smincol*). If the argument *overlay* is **true**, then copying is non-destructive, as in **overlay**.

RETURN VALUE

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

In *ncurses*, they return **ERR** if

- either of the window pointers are null, or
- any part of the window would be placed off-screen.

NOTES

overlay and **overwrite** may be implemented as macros.

PORTABILITY

X/Open Curses Issue 4 describes these functions. It specifies no error conditions for them. It adds *const* qualifiers to the arguments. It further specifies their behavior in the presence of characters with multibyte renditions (not yet supported in this implementation).

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

SEE ALSO

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