

NAME

scroll, **sctrl**, **wscrl** – scroll a *curses* window

SYNOPSIS

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

```
int scroll(WINDOW * win);
```

```
int sctrl(int n);
```

```
int wscrl(WINDOW * win, int n);
```

DESCRIPTION

scroll scrolls the given window up one line. That is, every visible line we might number i becomes line $i-1$. **wscrl** and **sctrl** scroll the specified window or **stdscr**, respectively, up or down per the sign of n .

- For positive n , line $i+n$ becomes i (scrolling up);
- for negative n , line $i-n$ becomes i (scrolling down).

A line that scrolls beyond the window boundaries disappears; *curses* populates a new one emerging at the opposite boundary with the background character; see **bkgrnd**(3X) (wide-character API users: **bkgrnd**(3X)). As an optimization, if the scrolling region of the window is the entire screen, the physical screen may be scrolled at the same time; see **curscr**(3X).

The cursor does not move. These functions perform no operation unless scrolling is enabled for the window via **scrollok**(3X).

RETURN VALUE

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

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

- the *curses* screen has not been initialized,
- (for functions taking a *WINDOW* pointer argument) *win* is a null pointer, or
- scrolling is not enabled in the window (as by **scrollok**(3X)).

NOTES

scroll and **sctrl** may be implemented as macros.

Unusually, there is no **wscroll** function; **scroll** behaves as one would expect **wscroll** to, accepting a *WINDOW* pointer argument.

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*”.

SVr4 indicates that the optimization of physically scrolling immediately if the scroll region is the entire screen “is” performed, not “may be” performed. *ncurses* deliberately does not guarantee that this occurs, to leave open the possibility of better optimization of multiple scroll actions on the next update.

Neither SVr4 *curses* nor X/Open Curses specify whether these functions zero the attributes or color pair identifier of the background character. *Inncurses*, they do not.

HISTORY

4BSD (1980) introduced *scroll*, defining it as a function.

SVr3.1 (1987) added *sctrl* and *wscrl*, redefining *scroll* as a macro wrapping the latter.

SEE ALSO

curses(3X), **curs_outopts**(3X)