

NAME

in_wchstr, **in_wchnstr**, **win_wchstr**, **win_wchnstr**, **mvin_wchstr**, **mvin_wchnstr**, **mvwin_wchstr**, **mvwin_wchnstr** – get a *curses* complex character string from a window

SYNOPSIS

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#include <curses.h>

int in_wchstr(cchar_t * wchstr);
int win_wchstr(WINDOW * win, cchar_t * wchstr);
int mvin_wchstr(int y, int x, cchar_t * wchstr);
int mvwin_wchstr(WINDOW * win, int y, int x, cchar_t * wchstr);

int in_wchnstr(cchar_t * wchstr, int n);
int win_wchnstr(WINDOW * win, cchar_t * wchstr, int n);
int mvin_wchnstr(int y, int x, cchar_t * wchstr, int n);
int mvwin_wchnstr(WINDOW * win, int y, int x, cchar_t * wchstr, int n)
```

DESCRIPTION

win_wchstr extracts a *curses* complex character string from a *curses* window *win*, starting at the cursor and stopping at the end of the line, and stores it in *wchstr*, terminating it with a wide null *curses* character. **win_wchnstr** does the same, but copies at most *n curses* complex characters from *win*. A negative *n* implies no limit; **win_wchnstr** then works like **win_wchstr**. **ncurses(3X)** describes the variants of these functions.

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 functions taking a *WINDOW* pointer argument) *win* is a null pointer, or
- *wchstr* 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

All of these functions except **win_wchnstr** may be implemented as macros.

Reading a line that overflows the array pointed to by *wchstr* and its variants causes undefined results. Instead, use the *n*-infix functions with a positive *n* argument no larger than the size of the buffer backing *wchstr*.

PORTABILITY

X/Open Curses Issue 4 describes these functions. It specifies no error conditions for them.

HISTORY

X/Open Curses Issue 4 (1995) initially specified these functions. The System V Interface Definition Version 4 of the same year specified a function named *winwchstr* (and the usual variants). This was a later addition to SVr4.x, not appearing in the first SVr4 (1989). It differed from X/Open’s later *win_wchstr* in that it took an argument of type pointer-to-*ctype* instead of pointer-to-*cchar_t*.

SEE ALSO

curs_inchstr(3X) describes comparable functions of the *ncurses* library in its non-wide-character configuration.

curses(3X), **curs_inwstr(3X)**, **curs_in_wch(3X)**