

NAME

getattrs, **getbegx**, **getbegy**, **getcurx**, **getcury**, **getmaxx**, **getmaxy**, **getparx**, **getpary** – get *curses* cursor and window coordinates or attributes (legacy)

SYNOPSIS

```
#include <curses.h>

int getattrs(const WINDOW *win);
int getbegx(const WINDOW *win);
int getbegy(const WINDOW *win);

int getcurx(const WINDOW *win);
int getcury(const WINDOW *win);

int getmaxx(const WINDOW *win);
int getmaxy(const WINDOW *win);

int getparx(const WINDOW *win);
int getpary(const WINDOW *win);
```

DESCRIPTION

These legacy functions are simpler to use than the X/Open *curses* functions:

- The **getattrs** function returns the same attribute data as **wattr_get**.

However, **getattrs** returns an integer (actually a **chtype**), while **wattr_get** returns the current color pair in a separate parameter. In the wide-character library configuration, color pairs may not fit into **achtype**, so **wattr_get** is the only way to obtain the color information.

Because **getattrs** returns the attributes in a single parameter, it would not be possible for an application to distinguish that from **ERR** (a *-1*). If the window parameter is null, **getattrs** returns **A_NORMAL** (zero).

- The **getbegy** and **getbegx** functions return the same data as **getbegyx**.
- The **getcury** and **getcurx** functions return the same data as **getyx**.
- The **getmaxy** and **getmaxx** functions return the same data as **getmaxyx**.
- The **getpary** and **getparx** functions return the same data as **getparyx**.

RETURN VALUE

Except as noted, these functions return an integer, or **ERR** if the window parameter is null.

PORTABILITY

These functions were supported on Version 7, BSD or System V implementations. None of those implementations checked the window parameter.

The **getattrs** function and macro are defined to return a (signed) integer for compatibility with those implementations although an unsigned type would have been more appropriate.

SEE ALSO

curses(3X), **curs_getyx**(3X), **curs_opaque**(3X)