

NAME

deleteln, **wdeleteln**, **insertln**, **winsertrl**, **insdelln**, **winsdelln** – delete or insert lines in a *curses* window

SYNOPSIS

```
#include <curses.h>

int deleteln(void);
int wdeleteln(WINDOW * win);

int insertln(void);
int winsertrl(WINDOW * win);

int insdelln(int n);
int winsdelln(WINDOW * win, int n);
```

DESCRIPTION

wdeleteln deletes the line at the cursor in *win*; all lines below it move up one line. *curses* then fills the bottom line of *win* with the background character configured by **wbkgdset**(3X) (wide-character API users: **wbkgndset**(3X)). The cursor position does not change.

winsertrl inserts a new, empty line of characters above the line at the cursor in *win*, shifting the existing lines down by one. The content of the window's bottom line is lost; *curses* fills the new line with the background character. The cursor position does not change.

winsdelln inserts or deletes *n* lines in *win* as *n* is positive or negative, respectively, as if by repeatedly calling **winsertrl** or **wdeleteln**. **winsdelln**(..., 0) performs no operation.

RETURN VALUE

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

In *ncurses*, they fail if *win* is *NULL*.

NOTES

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

These functions do not require the terminal to possess hardware line deletion or insertion capabilities. Even if available, by default *curses* does not use them; see **idlok**(3X).

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*”.

HISTORY

4BSD (1980) introduced *deleteln*, *wdeleteln*, *insertln*, and *winsertrl*.

SVr3.1 (1987) added *insdelln* and *winsdelln*.

SEE ALSO

curses(3X)