

**NAME**

**ins\_wch**, **mvins\_wch**, **mvwins\_wch**, **wins\_wch** - insert a complex character and rendition into a window

**SYNOPSIS**

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

```
int ins_wch(const cchar_t *wch);
```

```
int wins_wch(WINDOW *win, const cchar_t *wch);
```

```
int mvins_wch(int y, int x, const cchar_t *wch);
```

```
int mvwins_wch(WINDOW *win, int y, int x, const cchar_t *wch);
```

**DESCRIPTION**

These routines, insert the complex character *wch* with rendition before the character under the cursor. All characters to the right of the cursor are moved one space to the right, with the possibility of the rightmost character on the line being lost. The insertion operation does not change the cursor position.

**RETURN VALUE**

If successful, these functions return **OK**. If not, they return **ERR**.

Functions with a "mv" prefix first perform a cursor movement using **wmove**, and return an error if the position is outside the window, or if the window pointer is null.

**ERRORS**

No errors are defined.

**SEE ALSO**

**curses(3X)**, **curs\_insch(3X)**.