

**NAME**

**deleteln**, **wdeleteln**, **insdelln**, **winsdelln**, **insertln**, **winsertln** - delete and insert lines in a **curses** window

**SYNOPSIS**

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

```
int deleteln(void);
```

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

```
int insdelln(int n);
```

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

```
int insertln(void);
```

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

**DESCRIPTION**

The **deleteln** and **wdeleteln** routines delete the line under the cursor in the window; all lines below the current line are moved up one line. The bottom line of the window is cleared. The cursor position does not change.

The **insdelln** and **winsdelln** routines, for positive *n*, insert *n* lines into the specified window above the current line. The *n* bottom lines are lost. For negative *n*, delete *n* lines (starting with the one under the cursor), and move the remaining lines up. The bottom *n* lines are cleared. The current cursor position remains the same.

The **insertln** and **winsertln** routines insert a blank line above the current line and the bottom line is lost.

**RETURN VALUE**

All routines return the integer **ERR** upon failure and an **OK** (SVr4 specifies only "an integer value other than **ERR**") upon successful completion.

X/Open defines no error conditions. In this implementation, if the window parameter is null, an error is returned.

**PORTABILITY**

These functions are described in the XSI Curses standard, Issue 4. The standard specifies that they return **ERR** on failure, but specifies no error conditions.

**NOTES**

Note that all but **winsdelln** may be macros.

`curs_deleteln(3X)`

`curs_deleteln(3X)`

These routines do not require a hardware line delete or insert feature in the terminal. In fact, they will not use hardware line delete/insert unless **idlok(..., TRUE)** has been set on the current window.

**SEE ALSO**

**`curses(3X)`**

`curs_deleteln(3X)`