

**NAME**

**instr**, **innstr**, **winstr**, **winnstr**, **mvinstr**, **mvinnstr**, **mvwinstr**, **mvwinnstr** - get a string of characters from a curses window

**SYNOPSIS**

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

```
int instr(char *str);
```

```
int innstr(char *str, int n);
```

```
int winstr(WINDOW *win, char *str);
```

```
int winnstr(WINDOW *win, char *str, int n);
```

```
int mvinstr(int y, int x, char *str);
```

```
int mvinnstr(int y, int x, char *str, int n);
```

```
int mvwinstr(WINDOW *win, int y, int x, char *str);
```

```
int mvwinnstr(WINDOW *win, int y, int x, char *str, int n);
```

**DESCRIPTION**

These routines return a string of characters in *str*, extracted starting at the current cursor position in the named window. Attributes are stripped from the characters. The four functions with *n* as the last argument return a leading substring at most *n* characters long (exclusive of the trailing NUL).

**RETURN VALUE**

All of the functions return **ERR** upon failure, or the number of characters actually read into the string.

X/Open Curses defines no error conditions. In this implementation:

- ⊕ If the *win* parameter is null, an error is returned,
- ⊕ If the *chstr* parameter is null, an error is returned,

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.

**NOTES**

Note that all routines except **winnstr** may be macros.

**PORTABILITY**

SVr4 does not document whether a length limit includes or excludes the trailing NUL.

`curs_instr(3X)`

`curs_instr(3X)`

The ncurses library extends the XSI description by allowing a negative value for *n*. In this case, the functions return the string ending at the right margin.

**SEE ALSO**

**`curses(3X)`**.

`curs_instr(3X)`