

**NAME**

**addchstr**, **addchnstr**, **waddchstr**, **waddchnstr**, **mvaddchstr**, **mvaddchnstr**, **mvwaddchstr**, **mvwaddchnstr** - add a string of characters (and attributes) to a **curses** window

**SYNOPSIS**

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

```
int addchstr(const chtype *chstr);
int addchnstr(const chtype *chstr, int n);
int waddchstr(WINDOW *win, const chtype *chstr);
int waddchnstr(WINDOW *win, const chtype *chstr, int n);

int mvaddchstr(int y, int x, const chtype *chstr);
int mvaddchnstr(int y, int x, const chtype *chstr, int n);
int mvwaddchstr(WINDOW *win, int y, int x, const chtype *chstr);
int mvwaddchnstr(WINDOW *win, int y, int x, const chtype *chstr, int n);
```

**DESCRIPTION**

These functions copy the (null-terminated) *chstr* array into the window image structure starting at the current cursor position. The four functions with *n* as the last argument copy at most *n* elements, but no more than will fit on the line. If **n=-1** then the whole array is copied, to the maximum number of characters that will fit on the line.

The window cursor is *not* advanced. These functions work faster than **waddnstr**. On the other hand:

- ⊕ they do not perform checking (such as for the newline, backspace, or carriage return characters),
- ⊕ they do not advance the current cursor position,
- ⊕ they do not expand other control characters to ^-escapes, and
- ⊕ they truncate the string if it crosses the right margin, rather than wrapping it around to the new line.

**RETURN VALUE**

All functions return the integer **ERR** upon failure and **OK** on success.

X/Open does not define any error conditions. This implementation returns an error if the window pointer is null.

`curs_addchstr(3X)`

`curs_addchstr(3X)`

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**

All functions except **waddchnstr** may be macros.

#### **PORTABILITY**

These entry points are described in the XSI Curses standard, Issue 4.

#### **SEE ALSO**

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

Comparable functions in the wide-character (ncursesw) library are described in **curs\_add\_wchstr(3X)**.

`curs_addchstr(3X)`