

NAME

inwstr, **innwstr**, **winwstr**, **winnwstr**, **mvinwstr**, **mvinnwstr**, **mvwinwstr**, **mvwinnwstr** - get a string of **wchar_t** characters from a curses window

SYNOPSIS

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

```
int inwstr(wchar_t *wstr);
```

```
int innwstr(wchar_t *wstr, int n);
```

```
int winwstr(WINDOW *win, wchar_t *wstr);
```

```
int winnwstr(WINDOW *win, wchar_t *wstr, int n);
```

```
int mvinwstr(int y, int x, wchar_t *wstr);
```

```
int mvinnwstr(int y, int x, wchar_t *wstr, int n);
```

```
int mvwinwstr(WINDOW *win, int y, int x, wchar_t *wstr);
```

```
int mvwinnwstr(WINDOW *win, int y, int x, wchar_t *wstr, int n);
```

DESCRIPTION

These routines return a string of **wchar_t** wide characters in *wstr*, extracted starting at the current cursor position in the named window.

The four functions with *n* as the last argument return a leading substring at most *n* characters long (exclusive of the trailing NUL). Transfer stops at the end of the current line, or when *n* characters have been stored at the location referenced by *wstr*.

If the size *n* is not large enough to store a complete complex character, an error is generated.

NOTES

All routines except **winnwstr** may be macros.

Each cell in the window holds a complex character (i.e., base- and combining-characters) together with attributes and color. These functions store only the wide characters, ignoring attributes and color. Use **in_wchstr** to return the complex characters from a window.

RETURN VALUE

All routines return **ERR** upon failure. Upon successful completion, the ***inwstr** routines return **OK**, and the ***innwstr** routines return the number of characters read into the string.

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.

`curs_inwstr(3X)`

`curs_inwstr(3X)`

SEE ALSO

`curses(3X), curs_instr(3X), curs_in_wchstr(3X)`

`curs_inwstr(3X)`