

NAME

addstr, **addnstr**, **waddstr**, **waddnstr**, **mvaddstr**, **mvaddnstr**, **mvwaddstr**, **mvwaddnstr** - add a string of characters to a **curses** window and advance cursor

SYNOPSIS

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

```
int addstr(const char *str);
```

```
int addnstr(const char *str, int n);
```

```
int waddstr(WINDOW *win, const char *str);
```

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

```
int mvaddstr(int y, int x, const char *str);
```

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

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

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

DESCRIPTION

These functions write the (null-terminated) character string *str* on the given window. It is similar to calling **waddch** once for each byte in the string.

The *mv* functions perform cursor movement once, before writing any characters. Thereafter, the cursor is advanced as a side-effect of writing to the window.

The four functions with *n* as the last argument write at most *n* bytes, or until a terminating null is reached. If *n* is -1, then the entire string will be added.

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 or
- ⊕ if the string pointer is null or
- ⊕ if the corresponding calls to **waddch** return an error.

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. If an error is returned by the **wmove**,

`curs_addstr(3X)`

`curs_addstr(3X)`

no characters are added to the window.

If an error is returned by **waddch** (e.g., because the window is not large enough, or an illegal byte sequence was detected) only part of the string may be added. Aside from that, there is a special case in **waddch** where an error may be returned after successfully writing a character to the lower-right corner of a window when **scrollok** is disabled.

NOTES

All of these functions except **waddnstr** may be macros.

PORTABILITY

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

SEE ALSO

curses(3X), **curs_addch(3X)**.

`curs_addstr(3X)`