NAME

in_wchstr, **in_wchnstr**, **win_wchstr**, **win_wchnstr**, **mvin_wchstr**, **mvin_wchnstr**, **mvwin_wchstr**, **mvwin_wchnstr** - get an array of complex characters and renditions from a curses window

SYNOPSIS

#include <curses.h>

int in_wchstr(cchar_t ****wchstr*);**
int in_wchnstr(cchar_t ****wchstr*, int** *n***);**
int win_wchstr(WINDOW ****win*, cchar_t ****wchstr***);**
int win_wchnstr(WINDOW ****win*, cchar_t ****wchstr***, int** *n***);**

int mvin_wchstr(int *y***, int** *x***, cchar_t ****wchstr***);**
int mvin_wchnstr(int *y***, int** *x***, cchar_t ****wchstr***, int** *n***);**
int mvwin_wchstr(WINDOW ****win*, int** *y***, int** *x***, cchar_t ****wchstr***);**
int mvwin_wchnstr(WINDOW ****win*, int** *y***, int** *x***, cchar_t ****wchstr***,** int *n***);**

DESCRIPTION

These functions return an array of complex characters in *wchstr*, starting at the current cursor position in the named window. Attributes (rendition) are stored with the characters.

The **in_wchnstr**, **mvin_wchnstr**, **mvwin_wchnstr** and **win_wchnstr** fill the array with at most *n* **cchar_t** elements.

NOTES

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

Reading a line that overflows the array pointed to by *wchstr* with **in_wchstr**, **mvin_wchstr**, **mvwin_wchstr** or **win_wchstr** causes undefined results. Therefore, the use of **in_wchnstr**, **mvin_wchnstr**, **mvwin_wchnstr**, or **win_wchnstr** is recommended.

RETURN VALUE

Upon successful completion, these functions return **OK**. Otherwise, they return **ERR**.

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.

PORTABILITY

The XSI Curses defines no error conditions. This implementation checks for null pointers, returning **ERR** in that case.

SEE ALSO

Functions: **curses**(3X), **curs_in_wch**(3X), **curs_instr**(3X), **curs_inwstr**(3X) **curs_inchstr**(3X)