NAME

overlay, **overwrite**, **copywin** - overlay and manipulate overlapped **curses** windows

SYNOPSIS

```
#include <curses.h>

int overlay(const WINDOW *srcwin, WINDOW *dstwin);
int overwrite(const WINDOW *srcwin, WINDOW *dstwin);
int copywin(const WINDOW *srcwin, WINDOW *dstwin, int sminrow,
    int smincol, int dminrow, int dmincol, int dmaxrow,
    int dmaxcol, int overlay);
```

DESCRIPTION

overlay, overwrite

The **overlay** and **overwrite** routines overlay *srcwin* on top of *dstwin*. *scrwin* and *dstwin* are not required to be the same size; only text where the two windows overlap is copied. The difference is that **overlay** is non-destructive (blanks are not copied) whereas **overwrite** is destructive.

copywin

The **copywin** routine provides a finer granularity of control over the **overlay** and **overwrite** routines. As in the **prefresh** routine, a rectangle is specified in the destination window, (*dminrow*, *dmincol*) and (*dmaxrow*, *dmaxcol*), and the upper-left-corner coordinates of the source window, (*sminrow*, *smincol*). If the argument *overlay* is **true**, then copying is non-destructive, as in **overlay**.

RETURN VALUE

Routines that return an integer return **ERR** upon failure, and **OK** (SVr4 only specifies "an integer value other than **ERR**") upon successful completion.

X/Open defines no error conditions. In this implementation, **copywin**, **overlay** and **overwrite** return an error if either of the window pointers are null, or if some part of the window would be placed off-screen.

NOTES

Note that **overlay** and **overwrite** may be macros.

PORTABILITY

The XSI Curses standard, Issue 4 describes these functions (adding the const qualifiers). It further specifies their behavior in the presence of characters with multibyte renditions (not yet supported in this implementation).

SEE ALSO

curses(3X), **curs_pad**(3X), **curs_refresh**(3X)