**NAME**

    **add_wchstr**, **add_wchnstr**, **wadd_wchstr**, **wadd_wchnstr**, **mvadd_wchstr**, **mvadd_wchnstr**,
    **mvwadd_wchstr**, **mvwadd_wchnstr** - add an array of complex characters (and attributes) to a curses
    window

**SYNOPSIS**

    **#include <curses.h>**

    **int add_wchstr(const cchar_t \***_wchstr_**);**
    **int add_wchnstr(const cchar_t \***_wchstr_**, int** _n_**);**
    **int wadd_wchstr(WINDOW \*** _win_**, const cchar_t \***_wchstr_**);**
    **int wadd_wchnstr(WINDOW \*** _win_**, const cchar_t \***_wchstr_**, int** _n_**);**

    **int mvadd_wchstr(int** _y_**, int** _x_**, const cchar_t \***_wchstr_**);**
    **int mvadd_wchnstr(int** _y_**, int** _x_**, const cchar_t \***_wchstr_**, int** _n_**);**
    **int mvwadd_wchstr(WINDOW \***_win_**, int** _y_**, int** _x_**, const cchar_t \***_wchstr_**);**
    **int mvwadd_wchnstr(WINDOW \***_win_**, int** _y_**, int** _x_**, const cchar_t \***_wchstr_**, int** _n_**);**

**DESCRIPTION**

    These functions copy the (null-terminated) array of complex characters _wchstr_ 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:

       &oplus;    they do not perform checking (such as for the newline, backspace, or carriage return characters),

       &oplus;    they do not advance the current cursor position,

       &oplus;    they do not expand other control characters to ^-escapes, and

       &oplus;    they truncate the string if it crosses the right margin, rather than wrapping it around to the new
           line.

    These functions end successfully on encountering a null _cchar_t_, or when they have filled the current
    line. If a complex character cannot completely fit at the end of the current line, the remaining columns
    are filled with the background character and rendition.

**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.

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 **wadd_wchnstr** may be macros.

**PORTABILITY**

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

**SEE ALSO**

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

Comparable functions in the narrow-character (ncurses) library are described in **curs_addchstr**(3X).