NAME

   ins_wch, **mvins_wch**, **mvwins_wch**, **wins_wch** - insert a complex character and rendition into a window

SYNOPSIS

   #include <curses.h>

   int ins_wch(const cchar_t **wch*);
   int wins_wch(WINDOW **win*, const cchar_t **wch*);

   int mvins_wch(int *y*, int *x*, const cchar_t **wch*);
   int mvwins_wch(WINDOW **win*, int *y*, int *x*, const cchar_t **wch*);

DESCRIPTION

   These routines, insert the complex character *wch* with rendition before the character under the cursor. All characters to the right of the cursor are moved one space to the right, with the possibility of the rightmost character on the line being lost. The insertion operation does not change the cursor position.

RETURN VALUE

   If successful, these functions return **OK**. If not, 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.

ERRORS

   No errors are defined.

SEE ALSO

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