

curs_move(3X)

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NAME

move, **wmove** - move **curses** window cursor

SYNOPSIS

#include <curses.h>

int move(**int** y, **int** x);

int wmove(WINDOW *win, **int** y, **int** x);

DESCRIPTION

These routines move the cursor associated with the window to line *y* and column *x*. This routine does not move the physical cursor of the terminal until **refresh**(3X) is called. The position specified is relative to the upper left-hand corner of the window, which is (0,0).

RETURN VALUE

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

Specifically, they return an error if the window pointer is null, or if the position is outside the window.

NOTES

Note that **move** may be a macro.

PORTABILITY

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

SEE ALSO

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

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