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)