NAME

delch, **wdelch**, **mvdelch**, **mvwdelch** - delete a character from a *curses* window

SYNOPSIS

#include <curses.h>

int delch(void);
int wdelch(WINDOW **win***);**
int mvdelch(int *y***, int** *x***);**
int mvwdelch(WINDOW **win***, int** *y***, int** *x***);**

DESCRIPTION

wdelch deletes the character at the cursor position in *win*. **ncurses**(3X) describes the variants of this function.

wdelch moves all characters to the right of the cursor on the same line to the left one position and replaces the contents of the rightmost position on the line with the window's blank character; see **bkgd**(3X) (wide-character API users may consult **bkgrnd**(3X) instead). The cursor position does not change (after moving to (*y*, *x*), if specified).

RETURN VALUE

These functions return **OK** on success and **ERR** on failure.

Functions taking a *WINDOW* pointer argument fail if the pointer is **NULL**.

Functions prefixed with "mv" first perform cursor movement and fail if the position (*y*, *x*) is outside the window boundaries.

NOTES

delch, **mvdelch**, and **mvwdelch** may be implemented as macros.

A terminal's **delete_character** (**dch1**) capability is not necessarily employed.

PORTABILITY

X/Open Curses, Issue 4 describes these functions.

SVr4 *curses* describes a successful return value only as "an integer value other than **ERR**".

SEE ALSO

curses(3X)