

NAME

deleteln, **wdeleteln**, **insdelln**, **winsdelln**, **insertln**, **winsertln** - delete and insert lines in a **curses** window

SYNOPSIS

```
#include <curses.h>
```

```
int deleteln(void);
```

```
int wdeleteln(WINDOW *win);
```

```
int insdelln(int n);
```

```
int winsdelln(WINDOW *win, int n);
```

```
int insertln(void);
```

```
int winsertln(WINDOW *win);
```

DESCRIPTION

The **deleteln** and **wdeleteln** routines delete the line under the cursor in the window; all lines below the current line are moved up one line. The bottom line of the window is cleared. The cursor position does not change.

The **insdelln** and **winsdelln** routines, for positive *n*, insert *n* lines into the specified window above the current line. The *n* bottom lines are lost. For negative *n*, delete *n* lines (starting with the one under the cursor), and move the remaining lines up. The bottom *n* lines are cleared. The current cursor position remains the same.

The **insertln** and **winsertln** routines insert a blank line above the current line and the bottom line is lost.

RETURN VALUE

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

X/Open defines no error conditions. In this implementation, if the window parameter is null, an error is returned.

PORTABILITY

These functions are described in the XSI Curses standard, Issue 4. The standard specifies that they return **ERR** on failure, but specifies no error conditions.

NOTES

Note that all but **winsdelln** may be macros.

`curs_deleteln(3X)`

`curs_deleteln(3X)`

These routines do not require a hardware line delete or insert feature in the terminal. In fact, they will not use hardware line delete/insert unless **idlok(..., TRUE)** has been set on the current window.

SEE ALSO

`curses(3X)`

`curs_deleteln(3X)`