

**NAME**

**getyx**, **getparyx**, **getbegyx**, **getmaxyx** - get *curses* cursor and window coordinates

**SYNOPSIS**

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

```
void getyx(WINDOW *win, int y, int x);  
void getparyx(WINDOW *win, int y, int x);  
void getbegyx(WINDOW *win, int y, int x);  
void getmaxyx(WINDOW *win, int y, int x);
```

**DESCRIPTION**

The **getyx** macro places the current cursor position of the given window in the two integer variables *y* and *x*.

If *win* is a subwindow, the **getparyx** macro places the beginning coordinates of the subwindow relative to the parent window into two integer variables *y* and *x*. Otherwise, **-1** is placed into *y* and *x*.

Like **getyx**, the **getbegyx** and **getmaxyx** macros store the current beginning coordinates and size of the specified window.

**RETURN VALUE**

The return values of these macros are undefined (i.e., they should not be used as the right-hand side of assignment statements).

**NOTES**

All of these interfaces are macros. A "&" is not necessary before the variables *y* and *x*.

**PORTABILITY**

The **getyx**, **getparyx**, **getbegyx** and **getmaxyx** macros are described in X/Open Curses, Issue 4.

This implementation also provides functions **getbegx**, **getbegy**, **getcurx**, **getcury**, **getmaxx**, **getmaxy**, **getparx** and **getpary** for compatibility with older versions of *curses*; see **curs\_legacy(3X)**.

Although X/Open Curses does not address this, many implementations provide members of the **WINDOW** structure containing values corresponding to these macros. For best portability, do not rely on using the data in **WINDOW**, since some implementations make **WINDOW** opaque (do not allow direct use of its members).

Besides the problem of opaque structures, the data stored in like-named members may not have like-

values in different implementations. For example, the **WINDOW.\_maxx** and **WINDOW.\_maxy** values in *ncurses* have (at least since release 1.8.1) differed by one from some other implementations. The difference is hidden by means of the macro **getmaxyx**.

**SEE ALSO**

**curses(3X)**, **curs\_legacy(3X)**, **curs\_opaque(3X)**