

**NAME**

**baudrate, erasechar, eraseswchar, has\_ic, has\_il, killchar, killwchar, longname, term\_attrs, termattrs, termname** - curses environment query routines

**SYNOPSIS**

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

```
int baudrate(void);
char erasechar(void);
int eraseswchar(wchar_t *ch);
bool has_ic(void);
bool has_il(void);
char killchar(void);
int killwchar(wchar_t *ch);
char *longname(void);
attr_t term_attrs(void);
chtype termattrs(void);
char *termname(void);
```

**DESCRIPTION****baudrate**

The **baudrate** routine returns the output speed of the terminal. The number returned is in bits per second, for example **9600**, and is an integer.

**erasechar, eraseswchar**

The **erasechar** routine returns the user's current erase character.

The **eraseswchar** routine stores the current erase character in the location referenced by *ch*. If no erase character has been defined, the routine fails and the location referenced by *ch* is not changed.

**has\_ic, has\_il**

The **has\_ic** routine is true if the terminal has insert- and delete- character capabilities.

The **has\_il** routine is true if the terminal has insert- and delete-line capabilities, or can simulate them using scrolling regions. This might be used to determine if it would be appropriate to turn on physical scrolling using **scrollok**.

**killchar, killwchar**

The **killchar** routine returns the user's current line kill character.

The **killwchar** routine stores the current line-kill character in the location referenced by *ch*. If no line-kill character has been defined, the routine fails and the location referenced by *ch* is not changed.

### **longname**

The **longname** routine returns a pointer to a static area containing a verbose description of the current terminal. The maximum length of a verbose description is 128 characters. It is defined only after the call to **initscr** or **newterm**. The area is overwritten by each call to **newterm** and is not restored by **set\_term**, so the value should be saved between calls to **newterm** if **longname** is going to be used with multiple terminals.

### **termattrs, term\_attrs**

If a given terminal does not support a video attribute that an application program is trying to use, **curses** may substitute a different video attribute for it. The **termattrs** and **term\_attrs** functions return a logical **OR** of all video attributes supported by the terminal using *A\_* and *WA\_* constants respectively. This information is useful when a **curses** program needs complete control over the appearance of the screen.

### **termname**

The **termname** routine returns the terminal name used by **setupterm**.

## **RETURN VALUE**

**longname** and **termname** return **NULL** on error.

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

## **NOTES**

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

## **PORTABILITY**

The XSI Curses standard, Issue 4 describes these functions. It changes the return type of **termattrs** to the new type **attr\_t**. Most versions of **curses** truncate the result returned by **termname** to 14 characters.

## **SEE ALSO**

**curses(3X)**, **curs\_initscr(3X)**, **curs\_outopts(3X)**