NAME

    border_set, **wborder_set**, **box_set**, **hline_set**, **whline_set**, **mvhline_set**, **mvwhline_set**, **vline_set**, **wvline_set**, **mvvline_set**, **mvwvline_set** - create **curses** borders or lines using complex characters and renditions

SYNOPSIS

    #include <curses.h>

    int border_set(
      const cchar_t *ls, **const cchar_t ****rs*,
      const cchar_t *ts, **const cchar_t ****bs*,
      const cchar_t *tl, **const cchar_t ****tr*,
      const cchar_t *bl, **const cchar_t ****br* **);**
    int wborder_set(
      WINDOW *win,
      const cchar_t *ls, **const cchar_t ****rs*,
      const cchar_t *ts, **const cchar_t ****bs*,
      const cchar_t *tl, **const cchar_t ****tr*,
      const cchar_t *bl, **const cchar_t ****br***);**
    int box_set(
      WINDOW *win,
      const cchar_t *verch,
      const cchar_t **horch***);**
    int hline_set(
      const cchar_t *wch, **int** *n***);**
    int whline_set(
      WINDOW *win,
      const cchar_t *wch, **int** *n***);**
    int mvhline_set(
      int *y*, **int** *x*,
      const cchar_t *wch, **int** *n***);**
    int mvwhline_set(
      WINDOW *win,
      int *y*, **int** *x*,
      const cchar_t *wch, **int** *n***);**
    int vline_set(
      const cchar_t *wch, **int** *n***);**
    int wvline_set(
      WINDOW *win,
      const cchar_t *wch, **int** *n***);**

    int mvvline_set(
      int *y*, **int** *x*,
      const cchar_t *wch, **int** *n***);**
    int mvwvline_set(
      WINDOW *win,
      int *y*, **int** *x*,
      const cchar_t *wch, **int** *n***);**

DESCRIPTION

The **border_set** and **wborder_set** functions draw a border around the edges of the current or specified window. These functions do not change the cursor position, and do not wrap.

Other than the window, each argument is a complex character with attributes:
    ls - left side,
    rs - right side,
    ts - top side,
    bs - bottom side,
    tl - top left-hand corner,
    tr - top right-hand corner,
    bl - bottom left-hand corner, and
    br - bottom right-hand corner.

If any of these arguments is zero, then the corresponding default values (defined in **curses.h**) are used instead:
    WACS_VLINE,
    WACS_VLINE,
    WACS_HLINE,
    WACS_HLINE,
    WACS_ULCORNER,
    WACS_URCORNER,
    WACS_LLCORNER, and
    WACS_LRCORNER.

box_set(*win*, *verch*, *horch***);** is a shorthand for the following call:

wborder_set(*win*, *verch*, *verch*,
   horch, *horch*, **NULL, NULL, NULL, NULL**);

The ***line_set** functions use *wch* to draw a line starting at the current cursor position in the window. The line is at most *n* characters long or as many as fit into the window. The current cursor position is

not changed.

The **hline_set**, **mvhline_set**, **mvwhline_set**, and **whline_set** functions draw a line proceeding toward the last column of the same line.

The **vline_set**, **mvvline_set**, **mvwvline_set**, and **wvline_set** functions draw a line proceeding toward the last line of the window.

NOTES

Note that **border_set**, **hline_set**, **mvhline_set**, **mvvline_set**, **mvwhline_set**, **mvwvline_set**, and **vline_set** may be macros.

RETURN VALUE

Upon successful completion, these functions return **OK**. Otherwise, they return **ERR**.

Functions using a window parameter return an error if it is null.

Functions with a "mv" prefix first perform a cursor movement using **wmove**, and return an error if the position is outside the window, or if the window pointer is null.

SEE ALSO

ncurses(3X), **curs_add_wch**(3X), **curs_border**(3X), **curs_outopts**(3X)