

NAME

in_wch, **mvin_wch**, **mvwin_wch**, **win_wch** - extract a complex character and rendition from a window

SYNOPSIS

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

```
int in_wch(cchar_t *wcval);
```

```
int win_wch(WINDOW *win, cchar_t *wcval);
```

```
int mvin_wch(int y, int x, cchar_t *wcval);
```

```
int mvwin_wch(WINDOW *win, int y, int x, cchar_t *wcval);
```

DESCRIPTION

These functions extract the complex character and rendition from the current position in the named window into the **cchar_t** object referenced by *wcval*.

RETURN VALUE

No errors are defined in the XSI Curses standard. This implementation checks for null pointers, returns **ERR** in that case. Also, the *mv* routines check for error moving the cursor, returning **ERR** in that case. Otherwise they return **OK**.

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.

NOTES

Note that all of these routines may be macros.

PORTABILITY

These functions are described in the XSI Curses standard, Issue 4.

SEE ALSO

curses(3X), **curs_inch(3X)**.