NAME

instr, innstr, winstr, winstr, mvinstr, mvinstr, mvwinstr, mvwinstr - get a string from a *curses* window

SYNOPSIS

#include <curses.h>

int instr(char *str); int innstr(char *str, int n); int winstr(WINDOW *win, char *str); int winnstr(WINDOW *win, char *str, int n);

int mvinstr(int y, int x, char *str); int mvinnstr(int y, int x, char *str, int n); int mvwinstr(WINDOW *win, int y, int x, char *str); int mvwinnstr(WINDOW *win, int y, int x, char *str, int n);

DESCRIPTION

These routines return a string of characters in *str*, starting at the current cursor position in the named window. Attributes are stripped from the characters.

The four functions with n as the last argument return a leading substring at most n characters long (exclusive of the trailing NUL). Transfer stops at the end of the current line, or when n characters have been stored at the location referenced by *str*.

RETURN VALUE

All of the functions return **ERR** upon failure, or the number of characters actually read into the string.

X/Open Curses defines no error conditions. This implementation returns an error

- \bullet if the *win* parameter is null or
- if the *chstr* parameter is null.

Functions prefixed with "mv" first perform cursor movement and fail if the position (y, x) is outside the window boundaries.

NOTES

All routines except **winnstr** may be macros.

Reading a line that overflows the array pointed to by *str* with **instr**, **mvinstr**, **mvwinstr** or **winstr** causes undefined results. Therefore, the use of **innstr**, **mvinnstr**, **mvwinnstr**, or **winnstr** is recommended.

PORTABILITY

SVr4 does not document whether a length limit includes or excludes the trailing NUL.

The *ncurses* library extends the X/Open Curses description by allowing a negative value for n. In this case, the functions return the string ending at the right margin.

SEE ALSO

curs_ins_wstr(3X) describes comparable functions of the *ncurses* library in its wide-character configuration (*ncursesw*).

curses(3X), curs_inch(3X), curs_inchstr(3X)