NAME
use_legacy_coding - override *curses* locale encoding checks

SYNOPSIS
#include <curses.h>

int use_legacy_coding(int *level***);**

DESCRIPTION
use_legacy_coding is an extension to the *curses* library. It allows the caller to change the result of **unctrl**(3X), suppressing *isprint*(3)-based checks within the library that would normally cause nonprinting characters to be rendered in visible form. The alteration affects only eight-bit characters.

The *level* parameter controls the result.

0   The library functions normally, rendering nonprinting characters as described in **unctrl**(3X),

1   the library ignores *isprint* for codes in the range 160-255.

2   the library ignores *isprint* for codes in the range 128-255. It also modifies the output of **unctrl**(3X), showing codes in the range 128-159 as is.

RETURN VALUE
If the screen has not been initialized, or the *level* parameter is out of range, **use_legacy_coding** returns **ERR**. Otherwise, it returns the previous level: **0**, **1**, or **2**.

PORTABILITY
use_legacy_coding is specific to *ncurses*. It was not supported on Version 7, BSD or System V implementations. Applications employing *ncurses* extensions should condition their use on the visibility of the **NCURSES_VERSION** preprocessor macro.

AUTHORS
Thomas Dickey (to support *lynx*(1)'s font-switching feature).

SEE ALSO
unctrl(3X)