NAME

move, wmove - move cursor in a curses window

SYNOPSIS

#include <curses.h>

```
int move(int y, int x);
int wmove(WINDOW *win, int y, int x);
```

DESCRIPTION

wmove relocates the cursor associated with the *curses* window *win* to line y and column x. The terminal's cursor does not move until **refresh**(3X) is called. The position (y, x) is relative to the upper left-hand corner of the window, which has coordinates (0, 0). **ncurses**(3X) describes the **move** variant of this function.

RETURN VALUE

These functions return **OK** on success and **ERR** on failure.

They fail if the position (y, x) is outside the window boundaries.

wmove fails if its WINDOW pointer argument is NULL.

NOTES

move may be implemented as a macro.

PORTABILITY

X/Open Curses, Issue 4 describes these functions.

SEE ALSO

curses(3X), curs_refresh(3X)