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)