**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)