

**NAME**

**delch**, **wdelch**, **mvdelch**, **mvwdelch** - delete character under the cursor in a **curses** window

**SYNOPSIS**

```
#include <curses.h>
```

```
int delch(void);
```

```
int wdelch(WINDOW *win);
```

```
int mvdelch(int y, int x);
```

```
int mvwdelch(WINDOW *win, int y, int x);
```

**DESCRIPTION**

These routines delete the character under the cursor; all characters to the right of the cursor on the same line are moved to the left one position and the last character on the line is filled with a blank. The cursor position does not change (after moving to *y*, *x*, if specified). (This does not imply use of the hardware delete character feature.)

**RETURN VALUE**

All routines return the integer **ERR** upon failure and an **OK** (SVr4 specifies only "an integer value other than **ERR**") upon successful completion.

Functions with a "mv" prefix first perform a cursor movement using **wmove**, and return an error if the position is outside the window, or if the window pointer is null.

**NOTES**

Note that **delch**, **mvdelch**, and **mvwdelch** may be macros.

**PORTABILITY**

These functions are described in the XSI Curses standard, Issue 4. The standard specifies that they return **ERR** on failure, but specifies no error conditions.

**SEE ALSO**

**curses**(3X)