

NAME

border_set, **wborder_set**, **box_set**, **hline_set**, **whline_set**, **mvhline_set**, **mvwhline_set**, **vline_set**, **wvline_set**, **mvvline_set**, **mvwvline_set** - create **curses** borders or lines using complex characters and renditions

SYNOPSIS

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

```
int border_set(  
    const cchar_t *ls, const cchar_t *rs,  
    const cchar_t *ts, const cchar_t *bs,  
    const cchar_t *tl, const cchar_t *tr,  
    const cchar_t *bl, const cchar_t *br );
```

```
int wborder_set(  
    WINDOW *win,  
    const cchar_t *ls, const cchar_t *rs,  
    const cchar_t *ts, const cchar_t *bs,  
    const cchar_t *tl, const cchar_t *tr,  
    const cchar_t *bl, const cchar_t *br);
```

```
int box_set(  
    WINDOW *win,  
    const cchar_t *verch,  
    const cchar_t *horch);
```

```
int hline_set(  
    const cchar_t *wch, int n);
```

```
int whline_set(  
    WINDOW *win,  
    const cchar_t *wch, int n);
```

```
int mvhline_set(  
    int y, int x,  
    const cchar_t *wch, int n);
```

```
int mvwhline_set(  
    WINDOW *win,  
    int y, int x,  
    const cchar_t *wch, int n);
```

```
int vline_set(  
    const cchar_t *wch, int n);
```

```
int wvline_set(  
    WINDOW *win,  
    const cchar_t *wch, int n);
```

```

int mvvline_set(
    int y, int x,
    const cchar_t *wch, int n);
int mvwvline_set(
    WINDOW *win,
    int y, int x,
    const cchar_t *wch, int n);

```

DESCRIPTION

The **border_set** and **wborder_set** functions draw a border around the edges of the current or specified window. These functions do not change the cursor position, and do not wrap.

Other than the window, each argument is a complex character with attributes:

- ls* - left side,
- rs* - right side,
- ts* - top side,
- bs* - bottom side,
- tl* - top left-hand corner,
- tr* - top right-hand corner,
- bl* - bottom left-hand corner, and
- br* - bottom right-hand corner.

If any of these arguments is zero, then the corresponding default values (defined in **curses.h**) are used instead:

- WACS_VLINE,**
- WACS_VLINE,**
- WACS_HLINE,**
- WACS_HLINE,**
- WACS_ULCORNER,**
- WACS_URCORNER,**
- WACS_LLCORNER,** and
- WACS_LRCORNER.**

box_set(*win, verch, horch*); is a shorthand for the following call:

```

wborder_set(win, verch, verch,
    horch, horch, NULL, NULL, NULL, NULL);

```

The ***line_set** functions use *wch* to draw a line starting at the current cursor position in the window. The line is at most *n* characters long or as many as fit into the window. The current cursor position is

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not changed.

The **hline_set**, **mvhline_set**, **mvwhline_set**, and **whline_set** functions draw a line proceeding toward the last column of the same line.

The **vline_set**, **mvvline_set**, **mvwvline_set**, and **wvline_set** functions draw a line proceeding toward the last line of the window.

NOTES

Note that **border_set**, **hline_set**, **mvhline_set**, **mvvline_set**, **mvwhline_set**, **mvwvline_set**, and **vline_set** may be macros.

RETURN VALUE

Upon successful completion, these functions return **OK**. Otherwise, they return **ERR**.

Functions using a window parameter return an error if it is null.

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.

SEE ALSO

ncurses(3X), **curs_add_wch(3X)**, **curs_border(3X)**, **curs_outopts(3X)**

`curs_border_set(3X)`