NAME

ins_wstr, **ins_nwstr**, **wins_wstr**, **wins_nwstr**, **mvins_wstr**, **mvins_nwstr**, **mvwins_wstr**, **mvwins_nwstr** - insert a wide-character string into a curses window

SYNOPSIS

#include <curses.h>

**int ins_wstr(const wchar_t ***wstr);*
int ins_nwstr(const wchar_t ***wstr*, int** *n***);**
int wins_wstr(WINDOW ***win*, const wchar_t ***wstr***);**
int wins_nwstr(WINDOW ***win*, const wchar_t ***wstr***, int** *n***);**

int mvins_wstr(int *y***, int** *x***, const wchar_t ***wstr***);**
int mvins_nwstr(int *y***, int** *x***, const wchar_t ***wstr***, int** *n***);**
int mvwins_wstr(WINDOW ***win*, int** *y***, int** *x***, const wchar_t ***wstr***);**
int mvwins_nwstr(WINDOW ***win*, int** *y***, int** *x***, const wchar_t ***wstr***, int** *n***);**

DESCRIPTION

These routines insert a **wchar_t** character string (as many characters as will fit on the line) before the character under the cursor. All characters to the right of the cursor are shifted right, with the possibility of the rightmost characters on the line being lost. No wrapping is performed. The cursor position does not change (after moving to *y*, *x*, if specified). The four routines with *n* as the last argument insert a leading substring of at most *n* **wchar_t** characters. If *n* is less than 1, the entire string is inserted.

If a character in *wstr* is a tab, newline, carriage return or backspace, the cursor is moved appropriately within the window. A newline also does a **clrtoeol** before moving. Tabs are considered to be at every eighth column. If a character in *wstr* is another control character, it is drawn in the ^*X* notation. Calling **win_wch** after adding a control character (and moving to it, if necessary) does not return the control character, but instead returns a character in the ^-representation of the control character.

NOTES

Note that all but wins_nwstr may be macros.

If the first character in the string is a nonspacing character, these functions will fail. XSI does not define what will happen if a nonspacing character follows a control character.

RETURN VALUE

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

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

curses(3X), **curs_insstr**(3X), **curs_in_wch**(3X), **curs_ins_wch**(3X).