

NAME

addchstr, **addchnstr**, **waddchstr**, **waddchnstr**, **mvaddchstr**, **mvaddchnstr**, **mvwaddchstr**, **mvwaddchnstr** - add a *curses* character string to a window

SYNOPSIS

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

```
int addchstr(const chtype *chstr);
int waddchstr(WINDOW *win, const chtype *chstr);
int mvaddchstr(int y, int x, const chtype *chstr);
int mvwaddchstr(WINDOW *win, int y, int x, const chtype *chstr);

int addchnstr(const chtype *chstr, int n);
int waddchnstr(WINDOW *win, const chtype *chstr, int n);
int mvaddchnstr(int y, int x, const chtype *chstr, int n);
int mvwaddchnstr(WINDOW *win, int y, int x, const chtype *chstr, int n);
```

DESCRIPTION

These functions copy the (null-terminated) *chstr* array into the window image structure starting at the current cursor position.

The four functions with *n* as the last argument copy at most *n* elements, but no more than will fit on the line. If **n=-1** then the whole array is copied, to the maximum number of characters that will fit on the line.

The window cursor is *not* advanced. These functions are faster than **waddnstr**. On the other hand:

- ⊕ they do not perform checking (such as for the newline, backspace, or carriage return characters),
- ⊕ they do not advance the current cursor position,
- ⊕ they do not expand other control characters to ^-escapes, and
- ⊕ they truncate the string if it crosses the right margin, rather than wrapping it around to the new line.

RETURN VALUE

All functions return the integer **ERR** upon failure and **OK** on success.

X/Open Curses does not specify any error conditions. This implementation returns an error

- ⊕ if the *win* parameter is null or
- ⊕ if the *wchstr* parameter is null.

Functions prefixed with "mv" first perform cursor movement and fail if the position (*y*, *x*) is outside the window boundaries.

NOTES

All functions except **waddchnstr** may be macros.

PORTABILITY

These functions are described in X/Open Curses, Issue 4.

SEE ALSO

curs_add_wchstr(3X) describes comparable functions of the *ncurses* library in its wide-character configuration (*ncursesw*).

curses(3X), **curs_addch(3X)**, **curs_addstr(3X)**