

NAME

addstr, **addnstr**, **waddstr**, **waddnstr**, **mvaddstr**, **mvaddnstr**, **mvwaddstr**, **mvwaddnstr** - add a string to a *curses* window and advance the cursor

SYNOPSIS

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

```
int addstr(const char *str);
```

```
int mvaddstr(int y, int x, const char *str);
```

```
int mvwaddstr(WINDOW *win, int y, int x, const char *str);
```

```
int waddstr(WINDOW *win, const char *str);
```

```
int addnstr(const char *str, int n);
```

```
int mvaddnstr(int y, int x, const char *str, int n);
```

```
int mvwaddnstr(WINDOW *win, int y, int x, const char *str, int n);
```

```
int waddnstr(WINDOW *win, const char *str, int n);
```

DESCRIPTION

waddstr writes the characters of the (null-terminated) string *str* to the window *win*. Its process is similar to calling **waddch(3X)** for each *char* in *str*. Control characters are processed as in **waddch(3X)**.

waddnstr writes at most *n* characters, or until a terminating null character occurs in *str*. If *n* is -1, **waddnstr** writes the entire string.

ncurses(3X) describes the variants of these functions.

RETURN VALUE

These functions return **OK** on success and **ERR** on failure.

X/Open Curses does not specify any error conditions. *ncurses* returns an error

- ⊕ if the window pointer is **NULL**,
- ⊕ if the string pointer is **NULL**, or
- ⊕ if an internal **waddch(3X)** call returns an error.

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

NOTES

All of these functions except **waddnstr** may be macros.

PORTABILITY

X/Open Curses, Issue 4 describes these functions.

SEE ALSO

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

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