NAME

bkgrnd, **wbkgrnd**, **bkgrndset**, **wbkgrndset**, **getbkgrnd**, **wgetbkgrnd** - **curses** window complex background manipulation routines

SYNOPSIS

#include <curses.h>

int bkgrnd(const cchar_t *wch**);**
int wbkgrnd(WINDOW *win**, const cchar_t ***wch**);**

void bkgrndset(const cchar_t *wch**);**
void wbkgrndset(WINDOW *win**, const cchar_t ***wch**);**

int getbkgrnd(cchar_t *wch**);**
int wgetbkgrnd(WINDOW *win**, cchar_t ***wch**);**

DESCRIPTION

bkgrndset

The **bkgrndset** and **wbkgrndset** routines manipulate the background of the named window. The window background is a **cchar_t** consisting of any combination of attributes (i.e., rendition) and a complex character. The attribute part of the background is combined (OR'ed) with all non-blank characters that are written into the window with **waddch**. Both the character and attribute parts of the background are combined with the blank characters. The background becomes a property of the character and moves with the character through any scrolling and insert/delete line/character operations.

To the extent possible on a particular terminal, the attribute part of the background is displayed as the graphic rendition of the character put on the screen.

bkgrnd

The **bkgrnd** and **wbkgrnd** functions set the background property of the current or specified window and then apply this setting to every character position in that window:

⊕   The rendition of every character on the screen is changed to the new background rendition.

⊕   Wherever the former background character appears, it is changed to the new background character.

getbkgrnd

The **getbkgrnd** function returns the given window's current background character/attribute pair via the

wch pointer. If the given window pointer is null, the character is not updated (but no error returned).

NOTES

Note that **bkgrnd**, **bkgrndset**, and **getbkgrnd** may be macros.

X/Open Curses does not provide details on how the rendition is changed. This implementation follows the approach used in SVr4 curses, which is explained in the manual page for **wbkgd**.

RETURN VALUE

The **bkgrndset** and **wbkgrndset** routines do not return a value.

Upon successful completion, the other functions return **OK**. Otherwise, they return **ERR**:

⊕   A null window pointer is treated as an error.

⊕   A null character pointer is treated as an error.

PORTABILITY

These functions are described in the XSI Curses standard, Issue 4 (X/Open Curses).

SEE ALSO

curses(3X), **curs_bkgd**(3X)