

**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)`