NAME

inchstr, **inchnstr**, **winchstr**, **winchnstr**, **mvinchstr**, **mvinchnstr**, **mvwinchstr**, **mvwinchnstr** - get a *curses* character string from a window

SYNOPSIS

#include <curses.h>

int inchstr(chtype *chstr**);**
int inchnstr(chtype *chstr**, int** *n***);**
int winchstr(WINDOW *win**, chtype ***chstr**);**
int winchnstr(WINDOW *win**, chtype ***chstr**, int** *n***);**

int mvinchstr(int *y***, int** *x***, chtype ***chstr**);**
int mvinchnstr(int *y***, int** *x***, chtype ***chstr**, int** *n***);**
int mvwinchstr(WINDOW *win**, int** *y***, int** *x***, chtype ***chstr**);**
int mvwinchnstr(WINDOW *win**, int** *y***, int** *x***, chtype ***chstr**, int** *n***);**

DESCRIPTION

These routines return a NULL-terminated array of **chtype** quantities, starting at the current cursor position in the named window and ending at the right margin of the window.

The four functions with *n* as the last argument, return a leading substring at most *n* characters long (exclusive of the trailing (chtype)0). Transfer stops at the end of the current line, or when *n* characters have been stored at the location referenced by *chstr*.

Constants defined in **<curses.h>** can be used with the **&** (logical AND) operator to extract the character or the attribute alone from any position in the *chstr* [see **curs_inch**(3X)].

RETURN VALUE

All routines return the integer **ERR** upon failure and an integer value other than **ERR** upon successful completion (the number of characters retrieved, exclusive of the trailing 0).

X/Open Curses defines no error conditions. This implementation returns an error

⊕   if the *win* parameter is null or

⊕   if the *chstr* 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 routines except **winchnstr** may be macros.

SVr4 does not document whether the result string is zero-terminated; it does not document whether a length limit argument includes any trailing 0; and it does not document the meaning of the return value.

Reading a line that overflows the array pointed to by *chstr* with **inchstr**, **mvinchstr**, **mvwinchstr** or **winchstr** causes undefined results. Therefore, the use of **inchnstr**, **mvinchnstr**, **mvwinchnstr**, or **winchnstr** is recommended.

PORTABILITY

These functions are described in X/Open Curses, Issue 4. It is no more specific than the SVr4 documentation on the trailing 0. It does specify that the successful return of the functions is **OK**.

SEE ALSO

curses(3X), **curs_inch**(3X), **curs_inwstr**(3X), **curs_in_wchstr**(3X)