

**NAME**

**insch**, **winsch**, **mvinsch**, **mvwinsch** - insert a *curses* character in a window

**SYNOPSIS**

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

```
int insch(chtype ch);
int winsch(WINDOW *win, chtype ch);
int mvinsch(int y, int x, chtype ch);
int mvwinsch(WINDOW *win, int y, int x, chtype ch);
```

**DESCRIPTION**

These functions insert the *curses* character *ch* at the cursor in the specified window *win* (or **stdscr**). The character previously at the cursor and any to its right move one cell to the right; the rightmost character on the line is discarded. The cursor does not advance.

**RETURN VALUE**

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

Functions taking a *WINDOW* pointer argument fail if the pointer is **NULL**.

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

**NOTES**

**insch**, **mvinsch**, and **mvwinsch** may be implemented as macros.

A terminal's **insert\_character** (**ich1**) capability is not necessarily employed.

**PORTABILITY**

X/Open Curses, Issue 4 describes these functions.

SVr4 *curses* describes a successful return value only as "an integer value other than **ERR**".

**SEE ALSO**

**curs\_ins\_wch**(3X) describes comparable functions in the wide-character *curses* configuration.

**curses**(3X), **terminfo**(5)