

Contents

1	Module Curses : Bindings to the ncurses library.	1
1.1	Initialization functions	1
1.2	Cursor	2
1.3	Operations on characters	2
1.3.1	Displaying characters	4
1.3.2	Attributes	6
1.3.3	Background	10
1.3.4	Operations on lines	10
1.3.5	Characters input	10
1.4	Windows	14
1.4.1	Window manipulations	14
1.4.2	Refresh control	15
1.4.3	Overlapped windows	15
1.4.4	Decorations	16
1.4.5	Pads	16
1.5	Colors	17
1.6	Input/output options	17
1.6.1	Input options	17
1.6.2	Output options	18
1.7	Soft-label keys	18
1.8	Mouse	19
1.9	Misc	19
1.10	Screen manipulation	19
1.11	Terminal	20
1.12	Low-level curses routines	21
1.13	Configuration	21

1 Module Curses : Bindings to the ncurses library.

Beware, all coordinates are passed **y** first, then **x**.

Functions whose name start with a "w" take as first argument the window the function applies to. Functions whose name start with "mv" take as first two arguments the coordinates **y** and **x** of the point to move the cursor to. For example `mvaddch y x ch` is the same as `move y x; addch ch`.

`type window`
Windows.

`type screen`
Screens.

`type terminal`
Terminals.

`type chtype = int`

Characters. Usual characters can be converted from/to `chtype` using `char_of_int` and `int_of_char`. See also `get_acs_codes` for characters useful for drawing and the `Key` module for special input characters.

`type attr_t = int`

Attributes are borings of flags which are defined in the `A` module.

`type err = bool`

A return value. `false` means that an error occurred.

1.1 Initialization functions

`val initscr : unit -> window`

Initialize the curses library.

`val endwin : unit -> unit`

Restore the terminal (should be called before exiting).

`val isendwin : unit -> bool`

Has `endwin` been called without any subsequent call to `werefresh`?

`val newterm : string -> Unix.file_descr -> Unix.file_descr -> screen`

Create a new terminal.

`val set_term : screen -> unit`

Switch terminal.

`val delscreen : screen -> unit`

Delete a screen.

`val stdscr : unit -> window`

1.2 Cursor

`val getyx : window -> int * int`

Get the current cursor position.

`val getparyx : window -> int * int`

`val getbegyx : window -> int * int`

`val getmaxyx : window -> int * int`

`val move : int -> int -> err`

Move the cursor.

`val wmove : window -> int -> int -> err`

1.3 Operations on characters

```
module Acs :
sig
  type acs = {
    ulcorner : Curses.chtype ;
        Upper left-hand corner (+).
    llcorner : Curses.chtype ;
        Lower left-hand corner (+).
    urcorner : Curses.chtype ;
        Upper right-hand corner (+).
    lrcorner : Curses.chtype ;
        Lower right-hand corner (+).
    ltee : Curses.chtype ;
        Left tee (+).
    rtee : Curses.chtype ;
        Tight tee (+).
    btee : Curses.chtype ;
    ttee : Curses.chtype ;
    hline : Curses.chtype ;
        Horizontal line (-).
    vline : Curses.chtype ;
        Vertical line (|).
    plus : Curses.chtype ;
        Plus (+).
    s1 : Curses.chtype ;
        Scan line 1 (-).
    s9 : Curses.chtype ;
        Scan line 9 (_).
    diamond : Curses.chtype ;
        Diamond (+).
    ckboard : Curses.chtype ;
    degree : Curses.chtype ;
```

```

        Degree symbol (').
plminus : Curses.chtype ;
        Plus/minus (#).
bullet : Curses.chtype ;
larrow : Curses.chtype ;
        Arrow pointing left (<).
rarrow : Curses.chtype ;
        Arrow pointing right (>).
darrow : Curses.chtype ;
uarrow : Curses.chtype ;
        Arrow pointing up (^).
board : Curses.chtype ;
lantern : Curses.chtype ;
block : Curses.chtype ;
        Solid square block (#).
s3 : Curses.chtype ;
        Scan line 3 (-).
s7 : Curses.chtype ;
        Scan line 7 (-).
lequal : Curses.chtype ;
        Less-than-or-equal-to (<=).
gequal : Curses.chtype ;
        Greater-or-equal-to (>=).
pi : Curses.chtype ;
        Greek pi ( * ).
nequal : Curses.chtype ;
        Not-equal (!).
sterling : Curses.chtype ;
        Pound-Sterling symbol (£).
}
val bssb : acs -> Curses.chtype
val ssbb : acs -> Curses.chtype
val bbss : acs -> Curses.chtype

```

```

    val sbbs : acs -> Curses.chtype
    val sbss : acs -> Curses.chtype
    val sssb : acs -> Curses.chtype
    val ssbs : acs -> Curses.chtype
    val bsss : acs -> Curses.chtype
    val bsbs : acs -> Curses.chtype
    val sbsb : acs -> Curses.chtype
    val ssss : acs -> Curses.chtype
end

```

Predefined characters.

```

val get_acs_codes : unit -> Acs.acs
    Get the predefined characters.

```

1.3.1 Displaying characters

```

val addch : chtype -> err

```

Add a character at the current position, then advance the cursor.

```

val waddch : window -> chtype -> err
val mvaddch : int -> int -> chtype -> err
val mvwaddch : window -> int -> int -> chtype -> err
val echochar : chtype -> err

```

`echochar ch` is equivalent to `addch ch` followed by `refresh ()`.

```

val wechochar : window -> chtype -> err
val addchstr : chtype array -> err

```

Add a sequence of characters at the current position. See also `addstr`.

```

val waddchstr : window -> chtype array -> err
val mvaddchstr : int -> int -> chtype array -> err
val mvwaddchstr : window -> int -> int -> chtype array -> err
val addchnstr : chtype array -> int -> int -> err
val waddchnstr : window -> chtype array -> int -> int -> err
val mvaddchnstr : int -> int -> chtype array -> int -> int -> err
val mvwaddchnstr :
    window ->
    int -> int -> chtype array -> int -> int -> err
val addstr : string -> err

```

Add a string at the current position.

```

val waddstr : window -> string -> err
val mvaddstr : int -> int -> string -> err
val mvwaddstr : window -> int -> int -> string -> err
val addnstr : string -> int -> int -> err
val waddnstr : window -> string -> int -> int -> err
val mvaddnstr : int -> int -> string -> int -> int -> err
val mvwaddnstr : window -> int -> int -> string -> int -> int -> err
val insch : chtype -> err

```

Insert a character before cursor.

```

val winsch : window -> chtype -> err
val mvwinsch : int -> int -> chtype -> err
val mvwinsch : window -> int -> int -> chtype -> err
val insstr : string -> err

```

Insert a string before cursor.

```

val winsstr : window -> string -> err
val mvwinsstr : int -> int -> string -> err
val mvwinsstr : window -> int -> int -> string -> err
val insnstr : string -> int -> int -> err
val winsnstr : window -> string -> int -> int -> err
val mvinsnstr : int -> int -> string -> int -> int -> err
val mvwinsnstr : window -> int -> int -> string -> int -> int -> err
val delch : unit -> err

```

Delete a character.

```

val wdelch : window -> err
val mvdelch : int -> int -> err
val mvwdelch : window -> int -> int -> err

```

1.3.2 Attributes

module A :

sig

```
val normal : int
```

Normal display (no highlight).

```
val attributes : int
```

```
val chartext : int
```

Bit-mask to extract a character.

```
val color : int
val standout : int
    Best highlighting mode of the terminal.

val underline : int
    Underlining.

val reverse : int
    Reverse video.

val blink : int
    Blinking.

val dim : int
    Half bright.

val bold : int
    Extra bright or bold.

val altcharset : int
    Alternate character set.

val invis : int
    Invisible or blank mode.

val protect : int
    Protected mode.

val horizontal : int
val left : int
val low : int
val right : int
val top : int
val vertical : int
val combine : int list -> int
val color_pair : int -> int
    Color-pair number n.

val pair_number : int -> int
    Get the pair number associated with the color_pair n attribute.
```

end

Attributes.

module WA :

sig

val normal : int

Normal display (no highlight).

val attributes : int

val chartext : int

val color : int

val standout : int

Best highlighting mode of the terminal. Same as `attron A.standout`.

val underline : int

Underlining.

val reverse : int

Reverse video.

val blink : int

Blinking.

val dim : int

Half bright.

val bold : int

Extra bright or bold.

val altcharset : int

Alternate character set.

val invis : int

val protect : int

val horizontal : int

val left : int

val low : int

val right : int

val top : int


```

    val vertical : int
    val combine : int list -> int
    val color_pair : int -> int
    val pair_number : int -> int
end

```

New series of highlight attributes.

```
val attroff : int -> unit
```

Turn off the attributes given in argument (see the A module).

```
val wattroff : window -> int -> unit
```

```
val attron : int -> unit
```

Turn on the attributes given in argument.

```
val wattron : window -> int -> unit
```

```
val attrset : int -> unit
```

Set the attributes.

```
val wattrset : window -> int -> unit
```

```
val standend : unit -> unit
```

```
val wstandend : window -> unit
```

```
val standout : unit -> unit
```

```
val wstandout : window -> unit
```

```
val attr_off : attr_t -> unit
```

Turn off the attributes given in argument (see the WA module).

```
val wattr_off : window -> attr_t -> unit
```

```
val attr_on : attr_t -> unit
```

```
val wattr_on : window -> attr_t -> unit
```

```
val attr_set : attr_t -> int -> unit
```

```
val wattr_set : window -> attr_t -> int -> unit
```

```
val chgat : int -> attr_t -> int -> unit
```

chgat n attr color changes the attributes of n characters.

```
val wchgat : window -> int -> attr_t -> int -> unit
```

```
val mvchgat : int -> int -> int -> attr_t -> int -> unit
```

```
val mvwchgat : window -> int -> int -> int -> attr_t -> int -> unit
```

```
val inch : unit -> chtype
```

Get the attributes of the character at current position.

```

val winch : window -> chtype
val mvinch : int -> int -> chtype
val mvwinch : window -> int -> int -> chtype
val inchstr : chtype array -> err
    Get the attributes of a sequence of characters.

val winchstr : window -> chtype array -> err
val mvinchstr : int -> int -> chtype array -> err
val mvwinchstr : window -> int -> int -> chtype array -> err
val inchnstr : chtype array -> int -> int -> err
val winchnstr : window -> chtype array -> int -> int -> err
val mvinchnstr : int -> int -> chtype array -> int -> int -> err
val mvwinchnstr : window ->
    int -> int -> chtype array -> int -> int -> err
val instr : string -> err
    Get the attributes of a string.

val winstr : window -> string -> err
val mvinstr : int -> int -> string -> err
val mvwinstr : window -> int -> int -> string -> err
val innstr : string -> int -> int -> err
val winnstr : window -> string -> int -> int -> err
val mvinnstr : int -> int -> string -> int -> int -> err
val mvwinnstr : window -> int -> int -> string -> int -> int -> err

```

1.3.3 Background

```

val bkgdset : chtype -> unit
    Set the background of the current character.

val wbkgdset : window -> chtype -> unit
val bkgd : chtype -> unit
    Set the background of every character.

val wbkgd : window -> chtype -> unit
val getbkgd : window -> chtype
    Get the current background.

```

1.3.4 Operations on lines

```
val deleteln : unit -> err
```

Delete a line.

```
val wdeleteln : window -> err
```

```
val insdelln : int -> err
```

insdelln *n* inserts *n* lines above the current line if *n* is positive or deletes *-n* lines if *n* is negative.

```
val winsdelln : window -> int -> err
```

```
val insertln : unit -> err
```

Insert a blank line above the current line.

```
val wininsertln : window -> err
```

1.3.5 Characters input

```
module Key :
```

```
sig
```

```
  val code_yes : int
```

```
  val min : int
```

```
  val break : int
```

```
  val down : int
```

```
  val up : int
```

```
  val left : int
```

```
  val right : int
```

```
  val home : int
```

```
  val backspace : int
```

```
  val f0 : int
```

```
  val dl : int
```

```
  val il : int
```

```
  val dc : int
```

```
  val ic : int
```

```
  val eic : int
```

```
  val clear : int
```

```
  val eos : int
```

```
  val eol : int
```

```
  val sf : int
```

```
  val sr : int
```

```
  val npage : int
```

```
val ppage : int
val stab : int
val ctab : int
val catab : int
val enter : int
val sreset : int
val reset : int
val print : int
val ll : int
val a1 : int
val a3 : int
val b2 : int
val c1 : int
val c3 : int
val btab : int
val beg : int
val cancel : int
val close : int
val command : int
val copy : int
val create : int
val end_ : int
val exit : int
val find : int
val help : int
val mark : int
val message : int
val move : int
val next : int
val open_ : int
val options : int
val previous : int
val redo : int
val reference : int
val refresh : int
val replace : int
val restart : int
val resume : int
```

```
val save : int
val sbeg : int
val scancel : int
val scommand : int
val scopy : int
val screate : int
val sdc : int
val sdl : int
val select : int
val send : int
val seol : int
val sexit : int
val sfind : int
val shelp : int
val shome : int
val sic : int
val sleft : int
val smessage : int
val smove : int
val snext : int
val soptions : int
val sprevious : int
val sprint : int
val sredo : int
val sreplace : int
val sright : int
val srsume : int
val ssave : int
val ssuspend : int
val sundo : int
val suspend : int
val undo : int
val mouse : int
val resize : int
val max : int
val f : int -> int
end
```

Special keys.

```
val getch : unit -> int
```

Read a character in a window.

```
val wgetch : window -> int
```

```
val mvgetch : int -> int -> int
```

```
val mvwgetch : window -> int -> int -> int
```

```
val ungetch : int -> err
```

```
val getstr : string -> err
```

Read a string in a window.

```
val wgetstr : window -> string -> err
```

```
val mvwgetstr : int -> int -> string -> err
```

```
val mvwgetstr : window -> int -> int -> string -> err
```

```
val getnstr : string -> int -> int -> err
```

```
val wgetnstr : window -> string -> int -> int -> err
```

```
val mvwgetnstr : int -> int -> string -> int -> int -> err
```

```
val mvwgetnstr : window -> int -> int -> string -> int -> int -> err
```

1.4 Windows

1.4.1 Window manipulations

```
val newwin : int -> int -> int -> int -> window
```

`newwin l c y x` create a new window with `l` lines, `c` columns. The upper left-hand corner is at `(x,y)`.

```
val delwin : window -> err
```

Delete a window.

```
val mvwin : window -> int -> int -> err
```

Move a window.

```
val subwin : window -> int -> int -> int -> int -> window
```

`subwin l c y x` create a subwindow with `l` lines and `c` columns at screen-relative position `(x,y)`.

```
val derwin : window -> int -> int -> int -> int -> window
```

Same as `subwin` excepting that the position `(x,y)` is relative to the parent window.

```
val mvderwin : window -> int -> int -> err
```

Move a derived window.

```
val dupwin : window -> window
```

Duplicate a window.

```
val wsyncup : window -> unit
```

```
val syncok : window -> bool -> err
```

If `syncok` is called with `true` as second argument, `wsyncup` is called automatically whenever there is a change in the window.

```
val wcursyncup : window -> unit
```

```
val wsyncdown : window -> unit
```

```
val winch_handler_on : unit -> unit
```

```
val winch_handler_off : unit -> unit
```

```
val get_size : unit -> int * int
```

```
val get_size_fd : Unix.file_descr -> int * int
```

```
val null_window : window
```

1.4.2 Refresh control

```
val refresh : unit -> err
```

Refresh windows.

```
val wrefresh : window -> err
```

```
val wnoutrefresh : window -> err
```

```
val doupdate : unit -> err
```

```
val redrawwin : window -> err
```

```
val wredrawln : window -> int -> int -> err
```

```
val wresize : window -> int -> int -> err
```

```
val resizeterm : int -> int -> err
```

```
val scroll : window -> err
```

```
val sclr : int -> err
```

```
val wscr : window -> int -> err
```

```
val touchwin : window -> err
```

```
val touchline : window -> int -> int -> err
```

```
val untouchwin : window -> err
```

```
val wtouchln : window -> int -> int -> bool -> err
```

```
val is_linetouched : window -> int -> int
```

```
val is_wintouched : window -> bool
```

```
val erase : unit -> unit
```

Clear a window.

```

val werase : window -> unit
val clear : unit -> unit
val wclear : window -> unit
val clrtoobot : unit -> unit
val wclrtoobot : window -> unit
val clrtoeol : unit -> unit
val wclrtoeol : window -> unit

```

1.4.3 Overlapped windows

```

val overlay : window -> window -> err
    overlay srcwin dstwin overlays srcwin on top of dstwin.

val overwrite : window -> window -> err
val copywin :
    window ->
    window -> int -> int -> int -> int -> int -> int -> bool -> err

```

1.4.4 Decorations

```

val border :
    chtype ->
    chtype ->
    chtype ->
    chtype ->
    chtype -> chtype -> chtype -> chtype -> unit
    Draw a box around the edges of a window.

val wborder :
    window ->
    chtype ->
    chtype ->
    chtype ->
    chtype ->
    chtype -> chtype -> chtype -> chtype -> unit
val box : window -> chtype -> chtype -> unit
    Draw a box.

val hline : chtype -> int -> unit
    Draw an horizontal line.

val whline : window -> chtype -> int -> unit
val mvhline : int -> int -> chtype -> int -> unit
val mvwhline : window -> int -> int -> chtype -> int -> unit
val vline : chtype -> int -> unit

```


Draw a vertical line.

```
val wvline : window -> chtype -> int -> unit
val mvvline : int -> int -> chtype -> int -> unit
val mvwvline : window -> int -> int -> chtype -> int -> unit
```

1.4.5 Pads

A pad is like a window except that it is not restricted by the screen size, and is not necessarily associated with a particular part of the screen.

```
val newpad : int -> int -> window
```

Create a new pad.

```
val subpad : window -> int -> int -> int -> int -> window
val prefresh : window -> int -> int -> int -> int -> int -> int -> err
val pnoutrefresh : window -> int -> int -> int -> int -> int -> int -> err
val pechochar : window -> chtype -> err
```

1.5 Colors

```
module Color :
```

```
sig
```

```
    val black : int
    val red : int
    val green : int
    val yellow : int
    val blue : int
    val magenta : int
    val cyan : int
    val white : int
```

```
end
```

Colors.

```
val start_color : unit -> err
val use_default_colors : unit -> err
val init_pair : int -> int -> int -> err
val init_color : int -> int -> int -> int -> err
val has_colors : unit -> bool
val can_change_color : unit -> bool
val color_content : int -> int * int * int
val pair_content : int -> int * int
val colors : unit -> int
val color_pairs : unit -> int
```

1.6 Input/output options

1.6.1 Input options

`val cbreak : unit -> err`

Disable line buffering.

`val halfdelay : int -> err`

Similar to `cbreak` but with delay.

`val nocbreak : unit -> err`

Enable line buffering (waits for characters until newline is typed).

`val echo : unit -> err`

Don't echo typed characters.

`val noecho : unit -> err`

Echo typed characters.

`val intrflush : window -> bool -> err`

`val keypad : window -> bool -> err`

`val meta : window -> bool -> err`

`val nodelay : window -> bool -> err`

`val raw : unit -> err`

`val noraw : unit -> err`

`val noqiflush : unit -> unit`

`val qiflush : unit -> unit`

`val notimeout : window -> bool -> err`

`val timeout : int -> unit`

`val wtimeout : window -> int -> unit`

`val typeahead : Unix.file_descr -> err`

`val notypeahead : unit -> err`

1.6.2 Output options

`val clearok : window -> bool -> unit`

If called with `true` as second argument, the next call to `wrefresh` with this window will clear the screen completely and redraw the entire screen from scratch.

`val idlok : window -> bool -> unit`

`val idcok : window -> bool -> unit`

`val immedok : window -> bool -> unit`

`val leaveok : window -> bool -> unit`

```
val setscrreg : int -> int -> err
val wsetscrreg : window -> int -> int -> err
val scrollok : window -> bool -> unit
val nl : unit -> unit
val nonl : unit -> unit
```

1.7 Soft-label keys

```
val slk_init : int -> err
    Initialize soft labels.

val slk_set : int -> string -> int -> err
val slk_refresh : unit -> err
val slk_noutrefresh : unit -> err
val slk_label : int -> string
val slk_clear : unit -> err
val slk_restore : unit -> err
val slk_touch : unit -> err
val slk_attron : attr_t -> err
val slk_attroff : attr_t -> err
val slk_attrset : attr_t -> err
```

1.8 Mouse

```
val mousemask : int -> int * int
    Sets the mouse mask.
```

1.9 Misc

```
val beep : unit -> err
    Ring a bell.

val flash : unit -> err
    Flash the screen.

val unctrl : chtype -> string
val keyname : int -> string
val filter : unit -> unit
val use_env : bool -> unit
val putwin : window -> Unix.file_descr -> err
val getwin : Unix.file_descr -> window
val delay_output : int -> err
val flushinp : unit -> unit
```

1.10 Screen manipulation

`val scr_dump : string -> err`

Dump the current screen to a file.

`val scr_restore : string -> err`

`val scr_init : string -> err`

`val scr_set : string -> err`

1.11 Terminal

`val baudrate : unit -> int`

Get the speed of a terminal (in bits per second).

`val erasechar : unit -> char`

Get user's current erase character.

`val has_ic : unit -> bool`

Has the terminal insert- and delete-character capabilities?

`val has_il : unit -> bool`

Has the terminal insert- and delete-line capabilities?

`val killchar : unit -> char`

Get user's current line kill character.

`val longname : unit -> string`

Get a description of the terminal.

`val termattrs : unit -> attr_t`

`val termname : unit -> string`

`val tgetent : string -> bool`

`val tgetflag : string -> bool`

`val tgetnum : string -> int`

`val tgetstr : string -> bool`

`val tgoto : string -> int -> int -> string`

`val setupterm : string -> Unix.file_descr -> err`

`val setterm : string -> err`

`val cur_term : unit -> terminal`

`val set_curterm : terminal -> terminal`

`val del_curterm : terminal -> err`

`val restartterm : string -> Unix.file_descr -> err`

```

val putp : string -> err
val vidattr : chtype -> err
val mvcur : int -> int -> int -> int -> err
val tigetflag : string -> bool
val tigetnum : string -> int
val tigetstr : string -> string
val tputs : string -> int -> (char -> unit) -> err
val vidputs : chtype -> (char -> unit) -> err
val tparm : string -> int array -> string
val bool_terminfo_variable : int -> string * string * string
val num_terminfo_variable : int -> string * string * string
val str_terminfo_variable : int -> string * string * string
val bool_terminfo_variables : (string, string * string) Hashtbl.t
val num_terminfo_variables : (string, string * string) Hashtbl.t
val str_terminfo_variables : (string, string * string) Hashtbl.t

```

1.12 Low-level curses routines

```

val def_prog_mode : unit -> unit
    Save the current terminal modes as the "program" state for use by the reser_prog_mod and
    reset_shell_mode functions.

val def_shell_mode : unit -> unit
val reset_prog_mode : unit -> unit
val reset_shell_mode : unit -> unit
val resetty : unit -> unit
val savetty : unit -> unit
val getsyx : unit -> int * int
val setsyx : int -> int -> unit
val curs_set : int -> err
val napms : int -> unit
val ripoffline : bool -> unit
val get_ripcoff : unit -> window * int

```

1.13 Configuration

```

module Curses_config :
  sig
    val wide_ncurses : bool

```

If `Curses` has been linked against a curses library with wide character support, then `wide_ncurses` is `true`.

`end`