

rl_redisplay()

The `rl_redisplay()` function refreshes the prompt and the current input line. It tells Readline to reprint the line buffer as the user sees it, updating the screen display to match the internal state.

This is especially useful after printing messages while the user is typing or clearing the screen and re-show the current input.

It's included in the "readline/readline.h" system header.

```
#include <readline/readline.h>
```

```
void rl_redisplay(void);
```

It doesn't modify the buffer, only redraws it. The line buffer doesn't include the prompt, but it's handled separately by Readline. The line buffer contains only what the user has typed.