int addch**(**const chtype**);**

int addchnstr**(**const chtype **\*,** int**);**

int addchstr**(**const chtype **\*);**

int addnstr**(**const char **\*,** int**);**

int addnwstr**(**const wchar\_t **\*,** int**);**

int addstr**(**const char **\*);**

int add\_wch**(**const cchar\_t **\*);**

int add\_wchnstr**(**const cchar\_t **\*,** int**);**

int add\_wchstr**(**const cchar\_t **\*);**

int addwstr**(**const wchar\_t **\*);**

int attroff**(**int**);**

int attron**(**int**);**

int attrset**(**int**);**

int attr\_get**(**attr\_t **\*,** short **\*,** void **\*);**

int attr\_off**(**attr\_t**,** void **\*);**

int attr\_on**(**attr\_t**,** void **\*);**

int attr\_set**(**attr\_t**,** short**,** void **\*);**

int baudrate**(**void**);**

int beep**(**void**);**

int bkgd**(**chtype**);**

void bkgdset**(**chtype**);**

int bkgrnd**(**const cchar\_t **\*);**

void bkgrndset**(**const cchar\_t **\*);**

int border**(**chtype**,** chtype**,** chtype**,** chtype**,** chtype**,** chtype**,** chtype**,** chtype**);**

int border\_set**(**const cchar\_t **\*,** const cchar\_t **\*,** const cchar\_t **\*,** const cchar\_t **\*,**

const cchar\_t **\*,** const cchar\_t **\*,** const cchar\_t **\*,** const cchar\_t **\*);**

int box**(**WINDOW **\*,** chtype**,** chtype**);**

int box\_set**(**WINDOW **\*,** const cchar\_t **\*,** const cchar\_t **\*);**

bool can\_change\_color**(**void**);**

int cbreak**(**void**);**

int chgat**(**int**,** attr\_t**,** short**,** const void **\*);**

int clearok**(**WINDOW **\*,** bool**);**

int clear**(**void**);**

int clrtobot**(**void**);**

int clrtoeol**(**void**);**

int color\_content**(**short**,** short **\*,** short **\*,** short **\*);**

int COLOR\_PAIR**(**int**);**

int color\_set**(**short**,**void **\*);**

int copywin**(**const WINDOW **\*,** WINDOW **\*,** int**,** int**,** int**,** int**,** int**,** int**,** int**);**

int curs\_set**(**int**);**

int def\_prog\_mode**(**void**);**

int def\_shell\_mode**(**void**);**

int delay\_output**(**int**);**

int delch**(**void**);**

int deleteln**(**void**);**

void delscreen**(**SCREEN **\*);**

int delwin**(**WINDOW **\*);**

WINDOW **\***derwin**(**WINDOW **\*,** int**,** int**,** int**,** int**);**

int doupdate**(**void**);**

WINDOW **\***dupwin**(**WINDOW **\*);**

int echo**(**void**);**

int echochar**(**const chtype**);**

int echo\_wchar**(**const cchar\_t **\*);**

int endwin**(**void**);**

char erasechar**(**void**);**

int erase**(**void**);**

int erasewchar**(**wchar\_t **\*);**

void filter**(**void**);**

int flash**(**void**);**

int flushinp**(**void**);**

chtype getbkgd**(**WINDOW **\*);**

int getbkgrnd**(**cchar\_t **\*);**

int getcchar**(**const cchar\_t **\*,** wchar\_t **\*,** attr\_t **\*,** short **\*,** void **\*);**

int getch**(**void**);**

int getnstr**(**char **\*,** int**);**

int getn\_wstr**(**wint\_t **\*,** int**);**

int getstr**(**char **\*);**

int get\_wch**(**wint\_t **\*);**

WINDOW **\***getwin**(**FILE **\*);**

int get\_wstr**(**wint\_t **\*);**

int halfdelay**(**int**);**

bool has\_colors**(**void**);**

bool has\_ic**(**void**);**

bool has\_il**(**void**);**

int hline**(**chtype**,** int**);**

int hline\_set**(**const cchar\_t **\*,** int**);**

void idcok**(**WINDOW **\*,** bool**);**

int idlok**(**WINDOW **\*,** bool**);**

void immedok**(**WINDOW **\*,** bool**);**

chtype inch**(**void**);**

int inchnstr**(**chtype **\*,** int**);**

int inchstr**(**chtype **\*);**

WINDOW **\***initscr**(**void**);**

int init\_color**(**short**,** short**,** short**,** short**);**

int init\_pair**(**short**,** short**,** short**);**

int innstr**(**char **\*,** int**);**

int innwstr**(**wchar\_t **\*,** int**);**

int insch**(**chtype**);**

int insdelln**(**int**);**

int insertln**(**void**);**

int insnstr**(**const char **\*,** int**);**

int ins\_nwstr**(**const wchar\_t **\*,** int**);**

int insstr**(**const char **\*);**

int instr**(**char **\*);**

int ins\_wch**(**const cchar\_t **\*);**

int ins\_wstr**(**const wchar\_t **\*);**

int intrflush**(**WINDOW **\*,** bool**);**

int in\_wch**(**cchar\_t **\*);**

int in\_wchnstr**(**cchar\_t **\*,** int**);**

int in\_wchstr**(**cchar\_t **\*);**

int inwstr**(**wchar\_t **\*);**

bool isendwin**(**void**);**

bool is\_linetouched**(**WINDOW **\*,** int**);**

bool is\_wintouched**(**WINDOW **\*);**

char **\***keyname**(**int**);**

char **\***key\_name**(**wchar\_t**);**

int keypad**(**WINDOW **\*,** bool**);**

char killchar**(**void**);**

int killwchar**(**wchar\_t **\*);**

int leaveok**(**WINDOW **\*,** bool**);**

char **\***longname**(**void**);**

int meta**(**WINDOW **\*,** bool**);**

int move**(**int**,** int**);**

int mvaddch**(**int**,** int**,** const chtype**);**

int mvaddchnstr**(**int**,** int**,** const chtype **\*,** int**);**

int mvaddchstr**(**int**,** int**,** const chtype **\*);**

int mvaddnstr**(**int**,** int**,** const char **\*,** int**);**

int mvaddnwstr**(**int**,** int**,** const wchar\_t **\*,** int**);**

int mvaddstr**(**int**,** int**,** const char **\*);**

int mvadd\_wch**(**int**,** int**,** const cchar\_t **\*);**

int mvadd\_wchnstr**(**int**,** int**,** const cchar\_t **\*,** int**);**

int mvadd\_wchstr**(**int**,** int**,** const cchar\_t **\*);**

int mvaddwstr**(**int**,** int**,** const wchar\_t **\*);**

int mvchgat**(**int**,** int**,** int**,** attr\_t**,** short**,** const void **\*);**

int mvcur**(**int**,** int**,** int**,** int**);**

int mvdelch**(**int**,** int**);**

int mvderwin**(**WINDOW **\*,** int**,** int**);**

int mvgetch**(**int**,** int**);**

int mvgetnstr**(**int**,** int**,** char **\*,** int**);**

int mvgetn\_wstr**(**int**,** int**,** wint\_t **\*,** int**);**

int mvgetstr**(**int**,** int**,** char **\*);**

int mvget\_wch**(**int**,** int**,** wint\_t **\*);**

int mvget\_wstr**(**int**,** int**,** wint\_t **\*);**

int mvhline**(**int**,** int**,** chtype**,** int**);**

int mvhline\_set**(**int**,** int**,** const cchar\_t **\*,** int**);**

chtype mvinch**(**int**,** int**);**

int mvinchnstr**(**int**,** int**,** chtype **\*,** int**);**

int mvinchstr**(**int**,** int**,** chtype **\*);**

int mvinnstr**(**int**,** int**,** char **\*,** int**);**

int mvinnwstr**(**int**,** int**,** wchar\_t **\*,** int**);**

int mvinsch**(**int**,** int**,** chtype**);**

int mvinsnstr**(**int**,** int**,** const char **\*,** int**);**

int mvins\_nwstr**(**int**,** int**,** const wchar\_t **\*,** int**);**

int mvinsstr**(**int**,** int**,** const char **\*);**

int mvinstr**(**int**,** int**,** char **\*);**

int mvins\_wch**(**int**,** int**,** const cchar\_t **\*);**

int mvins\_wstr**(**int**,** int**,** const wchar\_t **\*);**

int mvin\_wch**(**int**,** int**,** cchar\_t **\*);**

int mvin\_wchnstr**(**int**,** int**,** cchar\_t **\*,** int**);**

int mvin\_wchstr**(**int**,** int**,** cchar\_t **\*);**

int mvinwstr**(**int**,** int**,** wchar\_t **\*);**

int mvprintw**(**int**,** int**,** char **\*,** **...);**

int mvscanw**(**int**,** int**,** char **\*,** **...);**

int mvvline**(**int**,** int**,** chtype**,** int**);**

int mvvline\_set**(**int**,** int**,** const cchar\_t **\*,** int**);**

int mvwaddch**(**WINDOW **\*,** int**,** int**,** const chtype**);**

int mvwaddchnstr**(**WINDOW **\*,** int**,** int**,** const chtype **\*,** int**);**

int mvwaddchstr**(**WINDOW **\*,** int**,** int**,** const chtype **\*);**

int mvwaddnstr**(**WINDOW **\*,** int**,** int**,** const char **\*,** int**);**

int mvwaddnwstr**(**WINDOW **\*,** int**,** int**,** const wchar\_t **\*,** int**);**

int mvwaddstr**(**WINDOW **\*,** int**,** int**,** const char **\*);**

int mvwadd\_wch**(**WINDOW **\*,** int**,** int**,** const cchar\_t **\*);**

int mvwadd\_wchnstr**(**WINDOW **\*,** int**,** int**,** const cchar\_t **\*,** int**);**

int mvwadd\_wchstr**(**WINDOW **\*,** int**,** int**,** const cchar\_t **\*);**

int mvwaddwstr**(**WINDOW **\*,** int**,** int**,** const wchar\_t **\*);**

int mvwchgat**(**WINDOW **\*,** int**,** int**,** int**,** attr\_t**,** short**,** const void **\*);**

int mvwdelch**(**WINDOW **\*,** int**,** int**);**

int mvwgetch**(**WINDOW **\*,** int**,** int**);**

int mvwgetnstr**(**WINDOW **\*,** int**,** int**,** char **\*,** int**);**

int mvwgetn\_wstr**(**WINDOW **\*,** int**,** int**,** wint\_t **\*,** int**);**

int mvwgetstr**(**WINDOW **\*,** int**,** int**,** char **\*);**

int mvwget\_wch**(**WINDOW **\*,** int**,** int**,** wint\_t **\*);**

int mvwget\_wstr**(**WINDOW **\*,** int**,** int**,** wint\_t **\*);**

int mvwhline**(**WINDOW **\*,** int**,** int**,** chtype**,** int**);**

int mvwhline\_set**(**WINDOW **\*,** int**,** int**,** const cchar\_t **\*,** int**);**

int mvwin**(**WINDOW **\*,** int**,** int**);**

chtype mvwinch**(**WINDOW **\*,** int**,** int**);**

int mvwinchnstr**(**WINDOW **\*,** int**,** int**,** chtype **\*,** int**);**

int mvwinchstr**(**WINDOW **\*,** int**,** int**,** chtype **\*);**

int mvwinnstr**(**WINDOW **\*,** int**,** int**,** char **\*,** int**);**

int mvwinnwstr**(**WINDOW **\*,** int**,** int**,** wchar\_t **\*,** int**);**

int mvwinsch**(**WINDOW **\*,** int**,** int**,** chtype**);**

int mvwinsnstr**(**WINDOW **\*,** int**,** int**,** const char **\*,** int**);**

int mvwins\_nwstr**(**WINDOW **\*,** int**,** int**,** const wchar\_t **\*,** int**);**

int mvwinsstr**(**WINDOW **\*,** int**,** int**,** const char **\*);**

int mvwinstr**(**WINDOW **\*,** int**,** int**,** char **\*);**

int mvwins\_wch**(**WINDOW **\*,** int**,** int**,** const cchar\_t **\*);**

int mvwins\_wstr**(**WINDOW **\*,** int**,** int**,** const wchar\_t **\*);**

int mvwin\_wch**(**WINDOW **\*,** int**,** int**,** cchar\_t **\*);**

int mvwin\_wchnstr**(**WINDOW **\*,** int**,** int**,** cchar\_t **\*,** int**);**

int mvwin\_wchstr**(**WINDOW **\*,** int**,** int**,** cchar\_t **\*);**

int mvwinwstr**(**WINDOW **\*,** int**,** int**,** wchar\_t **\*);**

int mvwprintw**(**WINDOW **\*,** int**,** int**,** char **\*,** **...);**

int mvwscanw**(**WINDOW **\*,** int**,** int**,** char **\*,** **...);**

int mvwvline**(**WINDOW **\*,** int**,** int**,** chtype**,** int**);**

int mvwvline\_set**(**WINDOW **\*,** int**,** int**,** const cchar\_t **\*,** int**);**

int napms**(**int**);**

WINDOW **\***newpad**(**int**,** int**);**

SCREEN **\***newterm**(**char **\*,** FILE **\*,** FILE **\*);**

WINDOW **\***newwin**(**int**,** int**,** int**,** int**);**

int nl**(**void**);**

int nocbreak**(**void**);**

int nodelay**(**WINDOW **\*,** bool**);**

int noecho**(**void**);**

int nonl**(**void**);**

void noqiflush**(**void**);**

int noraw**(**void**);**

int notimeout**(**WINDOW **\*,** bool**);**

int overlay**(**const WINDOW **\*,** WINDOW **\*);**

int overwrite**(**const WINDOW **\*,** WINDOW **\*);**

int pair\_content**(**short**,** short **\*,** short **\*);**

int PAIR\_NUMBER**(**int**);**

int pechochar**(**WINDOW **\*,** chtype**);**

int pecho\_wchar**(**WINDOW **\*,** const cchar\_t**\*);**

int pnoutrefresh**(**WINDOW **\*,** int**,** int**,** int**,** int**,** int**,** int**);**

int prefresh**(**WINDOW **\*,** int**,** int**,** int**,** int**,** int**,** int**);**

int printw**(**char **\*,** **...);**

int putp**(**const char **\*);**

int putwin**(**WINDOW **\*,** FILE **\*);**

void qiflush**(**void**);**

int raw**(**void**);**

int redrawwin**(**WINDOW **\*);**

int refresh**(**void**);**

int reset\_prog\_mode**(**void**);**

int reset\_shell\_mode**(**void**);**

int resetty**(**void**);**

int ripoffline**(**int**,** int **(\*)(**WINDOW **\*,** int**));**

int savetty**(**void**);**

int scanw**(**char **\*,** **...);**

int scr\_dump**(**const char **\*);**

int scr\_init**(**const char **\*);**

int scrl**(**int**);**

int scroll**(**WINDOW **\*);**

int scrollok**(**WINDOW **\*,** bool**);**

int scr\_restore**(**const char **\*);**

int scr\_set**(**const char **\*);**

int setcchar**(**cchar\_t**\*,** const wchar\_t**\*,** const attr\_t**,** short**,** const void**\*);**

int setscrreg**(**int**,** int**);**

SCREEN **\***set\_term**(**SCREEN **\*);**

int setupterm**(**char **\*,** int**,** int **\*);**

int slk\_attr\_off**(**const attr\_t**,** void **\*);**

int slk\_attroff**(**const chtype**);**

int slk\_attr\_on**(**const attr\_t**,** void **\*);**

int slk\_attron**(**const chtype**);**

int slk\_attr\_set**(**const attr\_t**,** short**,** void **\*);**

int slk\_attrset**(**const chtype**);**

int slk\_clear**(**void**);**

int slk\_color**(**short**);**

int slk\_init**(**int**);**

char **\***slk\_label**(**int**);**

int slk\_noutrefresh**(**void**);**

int slk\_refresh**(**void**);**

int slk\_restore**(**void**);**

int slk\_set**(**int**,** const char **\*,** int**);**

int slk\_touch**(**void**);**

int slk\_wset**(**int**,** const wchar\_t **\*,** int**);**

int standend**(**void**);**

int standout**(**void**);**

int start\_color**(**void**);**

WINDOW **\***subpad**(**WINDOW **\*,** int**,** int**,** int**,** int**);**

WINDOW **\***subwin**(**WINDOW **\*,** int**,** int**,** int**,** int**);**

int syncok**(**WINDOW **\*,** bool**);**

chtype termattrs**(**void**);**

attr\_t term\_attrs**(**void**);**

char **\***termname**(**void**);**

int tigetflag**(**char **\*);**

int tigetnum**(**char **\*);**

char **\***tigetstr**(**char **\*);**

void timeout**(**int**);**

int touchline**(**WINDOW **\*,** int**,** int**);**

int touchwin**(**WINDOW **\*);**

char **\***tparm**(**char **\*,** long**,** long**,** long**,** long**,** long**,** long**,** long**,** long**,** long**);**

int typeahead**(**int**);**

int ungetch**(**int**);**

int unget\_wch**(**const wchar\_t**);**

int untouchwin**(**WINDOW **\*);**

void use\_env**(**bool**);**

int vid\_attr**(**attr\_t**,** short**,** void **\*);**

int vidattr**(**chtype**);**

int vid\_puts**(**attr\_t**,** short**,** void **\*,** int **(\*)(**int**));**

int vidputs**(**chtype**,** int **(\*)(**int**));**

int vline**(**chtype**,** int**);**

int vline\_set**(**const cchar\_t **\*,** int**);**

int vwprintw**(**WINDOW **\*,** char **\*,** va\_list **\*);**

int vw\_printw**(**WINDOW **\*,** char **\*,** va\_list **\*);**

int vwscanw**(**WINDOW **\*,** char **\*,** va\_list **\*);**

int vw\_scanw**(**WINDOW **\*,** char **\*,** va\_list **\*);**

int waddch**(**WINDOW **\*,** const chtype**);**

int waddchnstr**(**WINDOW **\*,** const chtype **\*,** int**);**

int waddchstr**(**WINDOW **\*,** const chtype **\*);**

int waddnstr**(**WINDOW **\*,** const char **\*,** int**);**

int waddnwstr**(**WINDOW **\*,** const wchar\_t **\*,** int**);**

int waddstr**(**WINDOW **\*,** const char **\*);**

int wadd\_wch**(**WINDOW **\*,** const cchar\_t **\*);**

int wadd\_wchnstr**(**WINDOW **\*,** const cchar\_t **\*,** int**);**

int wadd\_wchstr**(**WINDOW **\*,** const cchar\_t **\*);**

int waddwstr**(**WINDOW **\*,** const wchar\_t **\*);**

int wattroff**(**WINDOW **\*,** int**);**

int wattron**(**WINDOW **\*,** int**);**

int wattrset**(**WINDOW **\*,** int**);**

int wattr\_get**(**WINDOW **\*,** attr\_t **\*,** short **\*,** void **\*);**

int wattr\_off**(**WINDOW **\*,** attr\_t**,** void **\*);**

int wattr\_on**(**WINDOW **\*,** attr\_t**,** void **\*);**

int wattr\_set**(**WINDOW **\*,** attr\_t**,** short**,** void **\*);**

int wbkgd**(**WINDOW **\*,** chtype**);**

void wbkgdset**(**WINDOW **\*,** chtype**);**

int wbkgrnd**(**WINDOW **\*,** const cchar\_t **\*);**

void wbkgrndset**(**WINDOW **\*,** const cchar\_t **\*);**

int wborder**(**WINDOW **\*,** chtype**,** chtype**,** chtype**,** chtype**,** chtype**,** chtype**,** chtype**,** chtype**);**

int wborder\_set**(**WINDOW **\*,** const cchar\_t **\*,** const cchar\_t **\*,** const cchar\_t **\*,** const cchar\_t **\*,** **.** const cchar\_t **\*,** const cchar\_t **\*,** const cchar\_t **\*,** const cchar\_t **\*);**

int wchgat**(**WINDOW **\*,** int**,** attr\_t**,** short**,** const void **\*);**

int wclear**(**WINDOW **\*);**

int wclrtobot**(**WINDOW **\*);**

int wclrtoeol**(**WINDOW **\*);**

void wcursyncup**(**WINDOW **\*);**

int wcolor\_set**(**WINDOW **\*,** short**,** void **\*);**

int wdelch**(**WINDOW **\*);**

int wdeleteln**(**WINDOW **\*);**

int wechochar**(**WINDOW **\*,** const chtype**);**

int wecho\_wchar**(**WINDOW **\*,** const cchar\_t **\*);**

int werase**(**WINDOW **\*);**

int wgetbkgrnd**(**WINDOW **\*,** cchar\_t **\*);**

int wgetch**(**WINDOW **\*);**

int wgetnstr**(**WINDOW **\*,** char **\*,** int**);**

int wgetn\_wstr**(**WINDOW **\*,** wint\_t **\*,** int**);**

int wgetstr**(**WINDOW **\*,** char **\*);**

int wget\_wch**(**WINDOW **\*,** wint\_t **\*);**

int wget\_wstr**(**WINDOW **\*,** wint\_t **\*);**

int whline**(**WINDOW **\*,** chtype**,** int**);**

int whline\_set**(**WINDOW **\*,** const cchar\_t **\*,** int**);**

chtype winch**(**WINDOW **\*);**

int winchnstr**(**WINDOW **\*,** chtype **\*,** int**);**

int winchstr**(**WINDOW **\*,** chtype **\*);**

int winnstr**(**WINDOW **\*,** char **\*,** int**);**

int winnwstr**(**WINDOW **\*,** wchar\_t **\*,** int**);**

int winsch**(**WINDOW **\*,** chtype**);**

int winsdelln**(**WINDOW **\*,** int**);**

int winsertln**(**WINDOW **\*);**

int winsnstr**(**WINDOW **\*,** const char **\*,** int**);**

int wins\_nwstr**(**WINDOW **\*,** const wchar\_t **\*,** int**);**

int winsstr**(**WINDOW **\*,** const char **\*);**

int winstr**(**WINDOW **\*,** char **\*);**

int wins\_wch**(**WINDOW **\*,** const cchar\_t **\*);**

int wins\_wstr**(**WINDOW **\*,** const wchar\_t **\*);**

int win\_wch**(**WINDOW **\*,** cchar\_t **\*);**

int win\_wchnstr**(**WINDOW **\*,** cchar\_t **\*,** int**);**

int win\_wchstr**(**WINDOW **\*,** cchar\_t **\*);**

int winwstr**(**WINDOW **\*,** wchar\_t **\*);**

int wmove**(**WINDOW **\*,** int**,** int**);**

int wnoutrefresh**(**WINDOW **\*);**

int wprintw**(**WINDOW **\*,** char **\*,** **...);**

int wredrawln**(**WINDOW **\*,** int**,** int**);**

int wrefresh**(**WINDOW **\*);**

int wscanw**(**WINDOW **\*,** char **\*,** **...);**

int wscrl**(**WINDOW **\*,** int**);**

int wsetscrreg**(**WINDOW **\*,** int**,** int**);**

int wstandend**(**WINDOW **\*);**

int wstandout**(**WINDOW **\*);**

void wsyncup**(**WINDOW **\*);**

void wsyncdown**(**WINDOW **\*);**

void wtimeout**(**WINDOW **\*,** int**);**

int wtouchln**(**WINDOW **\*,** int**,** int**,** int**);**

wchar\_t **\***wunctrl**(**cchar\_t **\*);**

int wvline**(**WINDOW **\*,** chtype**,** int**);**

int wvline\_set**(**WINDOW **\*,** const cchar\_t **\*,** int**);**