



Posix-Nexus Linux



Canine-Table

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Abstract

POSIX-Nexus (Linux)

Linux Edition

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i Terminal Capabilities

Various terminal attributes and functionalities.

- ➔ hs ⇒ (Has Status Line - Terminal has a status line that can be updated separately)
- ➔ eslok ⇒ (Escape Sequences Lock - Supports switching between normal and application mode)
- ➔ xhp ⇒ (Hardcopy Mode - Terminal has a hardware print mechanism)
- ➔ bw ⇒ (Backspace Wraparound - Cursor wraps from leftmost to rightmost position of the previous line)
- ➔ hz ⇒ (Hazeltine Bug Fix - Prevents incorrect display of characters)
- ➔ xon ⇒ (Uses XON/XOFF Flow Control - Supports XON/XOFF for output handling)
- ➔ eo ⇒ (Erase Overstrike - Allows overstriking characters to be erased properly)
- ➔ km ⇒ (Has Meta Key - Indicates presence of an Alt/meta key)
- ➔ am ⇒ (Auto-Margin - Cursor automatically moves to the next line at the right margin)
- ➔ bce ⇒ (Back Color Erase - Erases screen content while retaining background color)
- ➔ ccc ⇒ (Can Change Colors - Allows modifying color definitions dynamically)
- ➔ mc5i ⇒ (Printer Control - Controls a printer connected to the terminal)
- ➔ mir ⇒ (Insert-Replace Mode - Allows character insertion without overwriting)
- ➔ msgr ⇒ (Safe Move in Standout Mode - Ensures safe cursor movement in highlight mode)
- ➔ npc ⇒ (No Pad Characters - Terminal does not require padding for operations)
- ➔ xenl ⇒ (Fast Wraparound - Cursor wraps to the next line without performance delay)



i.i Color and Screen Properties

Terminal properties related to colors, screen size, and character encoding.

- ➔ `colors#256` ⇒ (Defines the number of colors supported—256 in this case)
- ➔ `cols#80` ⇒ (Terminal screen width is 80 columns)
- ➔ `it#8` ⇒ (Default tab stop is set at 8 spaces)
- ➔ `lines#24` ⇒ (Terminal screen height is 24 rows)
- ➔ `pairs#65536` ⇒ (Defines the number of color pairs available for foreground/background combinations)

i.ii Character Encoding and Alternate Character Set

Defines graphical symbol mappings within the terminal.

- ➔ `acsc` ⇒ (Maps specific graphical symbols like box drawing characters to ASCII characters)



i.iii Cursor Movement and Positioning

Controls how the cursor behaves in the terminal.

- ➔ `bel` ⇒ (Rings the terminal bell - audible alert: ^G)
- ➔ `blink` ⇒ (\E[5m] - Enables blinking text)
- ➔ `bold` ⇒ (\E[1m] - Enables bold text)
- ➔ `civis` ⇒ (\E[?25l] - Hides the cursor)
- ➔ `cnorm` ⇒ (\E[?12l]\E[?25h] - Restores normal cursor visibility)
- ➔ `cr` ⇒ (\r - Moves the cursor to the beginning of the current line)
- ➔ `csr` ⇒ (\E[%i%p1%d;%p2%dr] - Sets the scrolling region in the terminal)
- ➔ `cub` ⇒ (\E[%p1%D] - Moves the cursor backward by a specified number of characters)
- ➔ `cub1` ⇒ (^H - Moves the cursor back by one character (same as backspace))
- ➔ `cud` ⇒ (\E[%p1%dB] - Moves the cursor down by a specified number of rows)
- ➔ `cud1` ⇒ (\n - Moves the cursor down by one row)
- ➔ `cuf` ⇒ (\E[%p1%DC] - Moves the cursor forward by a specified number of characters)
- ➔ `cuf1` ⇒ (\E[C] - Moves the cursor forward by one character)
- ➔ `cup` ⇒ (\E[%i%p1%d;%p2%dH] - Moves the cursor to a specific row and column)
- ➔ `cuu` ⇒ (\E[%p1%DA] - Moves the cursor up by a specified number of rows)
- ➔ `cuu1` ⇒ (\E[A] - Moves the cursor up by one row)
- ➔ `cvvis` ⇒ (\E[?12;25h] - Makes the cursor visible again)