

:mod:`curses.panel` --- A panel stack extension for curses

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\ (cpython-main) (Doc) (library) curses .panel .rst, line 1); [backlink](#)

Unknown interpreted text role "mod".

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Unknown directive type "module".

```
.. module:: curses.panel
   :synopsis: A panel stack extension that adds depth to  curses windows.
```

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Unknown directive type "sectionauthor".

```
.. sectionauthor:: A.M. Kuchling <amk@amk.ca>
```

Panels are windows with the added feature of depth, so they can be stacked on top of each other, and only the visible portions of each window will be displayed. Panels can be added, moved up or down in the stack, and removed.

Functions

The module `:mod:`curses.panel`` defines the following functions:

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Unknown directive type "function".

```
.. function:: bottom_panel()

   Returns the bottom panel in the panel stack.
```

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Unknown directive type "function".

```
.. function:: new_panel(win)

   Returns a panel object, associating it with the given window *win*. Be aware
   that you need to keep the returned panel object referenced explicitly. If you
   don't, the panel object is garbage collected and removed from the panel stack.
```

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Unknown directive type "function".

```
.. function:: top_panel()

   Returns the top panel in the panel stack.
```

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Unknown directive type "function".

```
.. function:: update_panels()
```

Updates the virtual screen after changes in the panel stack. This does not call :func:`curses.doupdate`, so you'll have to do this yourself.

Panel Objects

Panel objects, as returned by :func:`new_panel` above, are windows with a stacking order. There's always a window associated with a panel which determines the content, while the panel methods are responsible for the window's depth in the panel stack.

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Panel objects have the following methods:

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Unknown directive type "method".

```
.. method:: Panel.above()
```

Returns the panel above the current panel.

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Unknown directive type "method".

```
.. method:: Panel.below()
```

Returns the panel below the current panel.

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Unknown directive type "method".

```
.. method:: Panel.bottom()
```

Push the panel to the bottom of the stack.

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Unknown directive type "method".

```
.. method:: Panel.hidden()
```

Returns ``True`` if the panel is hidden (not visible), ``False`` otherwise.

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main\Doc\library\ (cpython-main) (Doc) (library) curses .panel .rst, line 80)

Unknown directive type "method".

```
.. method:: Panel.hide()
```

Hide the panel. This does not delete the object, it just makes the window on screen invisible.

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Unknown directive type "method".

```
.. method:: Panel.move(y, x)
```

Move the panel to the screen coordinates ``(y, x)``.

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Unknown directive type "method".

```
.. method:: Panel.replace(win)
```

Change the window associated with the panel to the window *win*.

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Unknown directive type "method".

```
.. method:: Panel.set_userptr(obj)
```

Set the panel's user pointer to *obj*. This is used to associate an arbitrary piece of data with the panel, and can be any Python object.

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Unknown directive type "method".

```
.. method:: Panel.show()
```

Display the panel (which might have been hidden).

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Unknown directive type "method".

```
.. method:: Panel.top()
```

Push panel to the top of the stack.

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Unknown directive type "method".

```
.. method:: Panel.userptr()
```

Returns the user pointer for the panel. This might be any Python object.

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Unknown directive type "method".

```
.. method:: Panel.window()
```

Returns the window object associated with the panel.