CONIO Reference Manual

2.0

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CONIO Main Page

Borland-style CONIO implementation for MinGW/Dev-C++.

Homepage

Send any improvements to this library to me, I'll do new release of this devpak.

For the example of use, look at example in the `Examples\conio\conio_test.c` subdirectory of your Dev-C++ directory. It's simple:

1. Include `conio2.h`.
2. Link with `libconio.a` (add `-lconio` parameter to linker).

Functions defined already in MinGW's `conio.h`

`conio2.h` automatically includes `conio.h`. It also provides several #defines so you can use all these functions without underscores.

```
char* _cgets (char*);
int _cprintf (const char*, ...);
int _cputs (const char*);
int _cscanf (char*, ...);

int _getch (void);
int _getche (void);
int _kbhit (void);
int _putch (int);
int _ungetch (int);

int getch (void);
int getche (void);
int kbhit (void);
int putch (int);
int ungetch (int);
```

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tkorrovi <tkorrovi@altavista.net> on 2002/02/26.
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Version:
2.0

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2.1 CONIO Namespace List

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4.1 CONIO File List

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CONIO Namespace Documentation

5.1

This namespace contain all C++ specific things.

Functions

- _Setxy setxy (int x, int y)
  setxy manipulator
- _Setclr setclr (int color)
  setclr manipulator
- _Setbk setbk (int color)
  setbk manipulator
- _Setattr setattr (int _attr)
  setattr manipulator
- _Setcrsrtype setcrsrtype (int type)
  setcrsrtype manipulator
- std::ostream & clrscr (std::ostream &o)
  clrscr manipulator
- std::ostream & clreol (std::ostream &o)
  clreol manipulator
- std::ostream & highvideo (std::ostream &o)
  highvideo manipulator
- std::ostream & lowvideo (std::ostream &o)
  lowvideo manipulator
- std::ostream & normvideo (std::ostream &o)

normvideo manipulator

- std::ostream & delline (std::ostream &o)

  delline manipulator

- std::ostream & insline (std::ostream &o)

  insline manipulator

5.1.1 Detailed Description

This namespace contain all C++ specific things.

5.1.2 Function Documentation

5.1.2.1 std::ostream& clreol (std::ostream & *o*) [inline]

clreol manipulator

See also:
clreol(void)

5.1.2.2 std::ostream& clrscr (std::ostream & *o*) [inline]

clrscr manipulator

See also:
clrscr(void)

5.1.2.3 std::ostream& delline (std::ostream & *o*) [inline]

delline manipulator

See also:
delline(void)

5.1.2.4 std::ostream& highvideo (std::ostream & *o*) [inline]

highvideo manipulator

See also:
highvideo(void)

5.1.2.5 std::ostream& insline (std::ostream & *o*) [inline]

insline manipulator

See also:
insline(void)

5.1.2.6 std::ostream& lowvideo (std::ostream & *o*) [inline]

lowvideo manipulator

See also:
lowvideo(void)

5.1.2.7 std::ostream& normvideo (std::ostream & *o*) [inline]

normvideo manipulator

See also:
normvideo(void)

5.1.2.8 _Setattr setattr (int *_attr*) [inline]

setattr manipulator

See also:
textattr

5.1.2.9 _Setbk setbk (int *color*) [inline]

setbk manipulator

See also:
textbackground

5.1.2.10 _Setclr setclr (int *color*) [inline]

setclr manipulator

See also:
textcolor

5.1.2.11 _Setcrsrtype setcrsrtype (int *type*) [inline]

setcrsrtype manipulator

See also:
_setcursortype

5.1.2.12 _Setxy setxy (int *x*, int *y*) [inline]

setxy manipulator

See also:
gotoxy

Chapter 6

CONIO Data Structure Documentation

6.1 char_info Struct Reference

Structure used by gettext/puttext.

`#include <conio2.h>`

Data Fields

- char letter
  character value
- unsigned short attr
  attribute value

6.1.1 Detailed Description

Structure used by gettext/puttext.

See also:
_conio_gettext
puttext

The documentation for this struct was generated from the following file:

- conio2.h

6.2 text_info Struct Reference

Structure holding information about screen.

`#include <conio2.h>`

Data Fields

- unsigned char curx
  cursor coordinate x
- unsigned char cury
  cursor coordinate y
- unsigned short attribute
  current text attribute
- unsigned short normattr
  original value of text attribute after start of the application
- unsigned char screenwidth
  screen width
- unsigned char screenheight
  screen height

6.2.1 Detailed Description

Structure holding information about screen.

See also:
gettextinfo
inittextinfo

6.2.2 Field Documentation

6.2.2.1 unsigned short text_info::normattr

original value of text attribute after start of the application

If you don't called the `inittextinfo` on the beginning of the application, this always will be black background and light gray foreground

The documentation for this struct was generated from the following file:

- conio2.h

Chapter 7

CONIO File Documentation

7.1 conio2.h File Reference

A conio implementation for Mingw/Dev-C++.

`#include <conio.h>`

Data Structures

- struct text_info
  Structure holding information about screen.
- struct char_info
  Structure used by gettext/puttext.

Cursor types

Predefined cursor types.

- #define _NOCURSOR 0
  no cursor
- #define _SOLIDCURSOR 100
  cursor filling whole cell
- #define _NORMALCURSOR 20
  cursor filling 20 percent of cell height

Defines

- #define gettext _conio_gettext
  Define alias for _conio_gettext.

Enumerations

- enum COLORS {
  BLACK, BLUE, GREEN, CYAN,
  RED, MAGENTA, BROWN, LIGHTGRAY,
  DARKGRAY, LIGHTBLUE, LIGHTGREEN, LIGHTCYAN,
  LIGHTRED, LIGHTMAGENTA, YELLOW, WHITE }
  Colors which you can use in your application.

Functions

- void gettextinfo (struct text_info *info)
  Returns information of the screen.
- void inittextinfo (void)
  Call this if you need real value of normattr attribute in the text_info structure.
- void clreol (void)
  Clears rest of the line from cursor position to the end of line without moving the cursor.
- void clrscr (void)
  Clears whole screen.
- void delline (void)
  Delete the current line (line on which is cursor) and then moves all lines below one line up.
- void insline (void)
  Insert blank line at the cursor position.
- void _conio_gettext (int left, int top, int right, int bottom, struct char_info *buf)
  Gets text from the screen.
- void puttext (int left, int top, int right, int bottom, struct char_info *buf)
  Puts text back to the screen.
- void movetext (int left, int top, int right, int bottom, int destleft, int desttop)
  Copies text.
- void gotoxy (int x, int y)
  Moves cursor to the specified position.
- void cputsxy (int x, int y, char *str)
  Puts string at the specified position.
- void putchxy (int x, int y, char ch)
  Puts char at the specified position.
- void _setcursortype (int type)

Sets the cursor type.

- void textattr (int _attr)

  Sets attribute of text.

- void normvideo (void)

  Sets text attribute back to value it had after program start.

- void textbackground (int color)

  Sets text background color.

- void textcolor (int color)

  Sets text foreground color.

- int wherex (void)

  Reads the cursor X position.

- int wherey (void)

  Reads the cursor Y position.

- char * getpass (const char *prompt, char *str)

  Reads password.

- void highvideo (void)

  Makes foreground colors light.

- void lowvideo (void)

  Makes foreground colors dark.

7.1.1 Detailed Description

A conio implementation for Mingw/Dev-C++.

Written by: Hongli Lai <hongli@telekabel.nl> tkorrovi <tkorrovi@altavista.net> on 2002/02/26. Andrew Westcott <ajwestco@users.sourceforge.net> Michal Molhanec <michal@molhanec.net>

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7.1.2 Define Documentation

7.1.2.1 #define gettext _conio_gettext

Define alias for _conio_gettext.

If you want to use gettext function from some other library (e.g. GNU gettext) you have to define _-CONIO_NO_GETTEXT_ so you won't get name conflict.

7.1.3 Enumeration Type Documentation

7.1.3.1 enum COLORS

Colors which you can use in your application.

Enumeration values:

BLACK black color

BLUE blue color

GREEN green color

CYAN cyan color

RED red color

MAGENTA magenta color

BROWN brown color

LIGHTGRAY light gray color

DARKGRAY dark gray color

LIGHTBLUE light blue color

LIGHTGREEN light green color

LIGHTCYAN light cyan color

LIGHTRED light red color

LIGHTMAGENTA light magenta color

YELLOW yellow color

WHITE white color

7.1.4 Function Documentation

7.1.4.1 void _conio_gettext (int *left*, int *top*, int *right*, int *bottom*, struct char_info * *buf*)

Gets text from the screen.

If you haven't defined `_CONIO_NO_GETTEXT_` prior to including `conio2.h` you can use this function also under the `gettext` name.

See also:

char_info
puttext

Parameters:

left Left coordinate of the rectangle, inclusive, starting from 1.

top Top coordinate of the rectangle, inclusive, starting from 1.

right Right coordinate of the rectangle, inclusive, starting from 1.

bottom Bottom coordinate of the rectangle, inclusive, starting from 1.

buf You have to pass buffer of size `(right - left + 1) * (bottom - top + 1) * sizeof(char_info)`.

7.1.4.2 void _setcursortype (int *type*)

Sets the cursor type.

See also:
cursortypes

Parameters:
type cursor type, under Win32 it is height of the cursor in percents

7.1.4.3 void cputsxy (int *x*, int *y*, char * *str*)

Puts string at the specified position.

Parameters:
x horizontal position
y vertical position
str string

7.1.4.4 void delline (void)

Delete the current line (line on which is cursor) and then moves all lines below one line up.

Lines below the line are moved one line up.

7.1.4.5 char* getpass (const char * *prompt*, char * *str*)

Reads password.

This function behaves like cgets.

See also:
cgets

Parameters:
prompt prompt which will be displayed to user
str string for the password. `str[0]` have to contain length of the `str` - 3

Returns:
`&str[2]`, the password will be stored in `str` beginning at `str[2]`, in `str[1]` will be length of the string without \0, at `str[2 + str[1]]` will be \0.

7.1.4.6 void gettextinfo (struct text_info * *info*)

Returns information of the screen.

See also:
text_info

7.1.4.7 void gotoxy (int *x*, int *y*)

Moves cursor to the specified position.

Parameters:

x horizontal position

y vertical position

7.1.4.8 void highvideo (void)

Makes foreground colors light.

If the current foreground color is less than DARKGRAY adds 8 to the its value making dark colors light.

See also:

COLORS
lowvideo

7.1.4.9 void inittextinfo (void)

Call this if you need real value of normattr attribute in the text_info structure.

See also:

text_info

7.1.4.10 void insline (void)

Insert blank line at the cursor position.

Original content of the line and content of lines below moves one line down. The last line is deleted.

7.1.4.11 void lowvideo (void)

Makes foreground colors dark.

If the current foreground color is higher than LIGHTGRAY substracts 8 from its value making light colors dark.

See also:

COLORS
highvideo

7.1.4.12 void movetext (int *left*, int *top*, int *right*, int *bottom*, int *destleft*, int *desttop*)

Copies text.

Parameters:

left Left coordinate of the rectangle, inclusive, starting from 1.

top Top coordinate of the rectangle, inclusive, starting from 1.

right Right coordinate of the rectangle, inclusive, starting from 1.

bottom Bottom coordinate of the rectangle, inclusive, starting from 1.

destleft Left coordinate of the destination rectangle.

desttop Top coordinate of the destination rectangle.

7.1.4.13 void normvideo (void)

Sets text attribute back to value it had after program start.

It uses text_info's normattr value.

See also:
text_info

7.1.4.14 void putchxy (int *x*, int *y*, char *ch*)

Puts char at the specified position.

Parameters:
x horizontal position

y vertical position

ch char

7.1.4.15 void puttext (int *left*, int *top*, int *right*, int *bottom*, struct char_info * *buf*)

Puts text back to the screen.

See also:
char_info
_conio_gettext

Parameters:
left Left coordinate of the rectangle, inclusive, starting from 1.

top Top coordinate of the rectangle, inclusive, starting from 1.

right Right coordinate of the rectangle, inclusive, starting from 1.

bottom Bottom coordinate of the rectangle, inclusive, starting from 1.

buf You have to pass buffer of size `(right - left + 1) * (bottom - top + 1) * sizeof(char_info)`.

7.1.4.16 void textattr (int *_attr*)

Sets attribute of text.

Parameters:
_attr new text attribute

7.1.4.17 void textbackground (int *color*)

Sets text background color.

See also:
COLORS

Parameters:
color new background color

7.1.4.18 void textcolor (int *color*)

Sets text foreground color.

See also:
COLORS

Parameters:
color new foreground color

7.1.4.19 int wherex (void)

Reads the cursor X position.

Returns:
cursor X position

7.1.4.20 int wherey (void)

Reads the cursor Y position.

Returns:
cursor Y position

7.2 constream File Reference

A constream implementation for Mingw/Dev-C++.

```
#include <iostream>
#include "conio2.h"
```

Namespaces

- namespace conio

Functions

- _Setxy setxy (int x, int y)
  setxy manipulator
- _Setclr setclr (int color)
  setclr manipulator
- _Setbk setbk (int color)
  setbk manipulator
- _Setattr setattr (int _attr)
  setattr manipulator
- _Setcrsrtype setcrsrtype (int type)
  setcrsrtype manipulator
- std::ostream & clrscr (std::ostream &o)
  clrscr manipulator
- std::ostream & clreol (std::ostream &o)
  clreol manipulator
- std::ostream & highvideo (std::ostream &o)
  highvideo manipulator
- std::ostream & lowvideo (std::ostream &o)
  lowvideo manipulator
- std::ostream & normvideo (std::ostream &o)
  normvideo manipulator
- std::ostream & delline (std::ostream &o)
  delline manipulator
- std::ostream & insline (std::ostream &o)
  insline manipulator

7.2.1 Detailed Description

A constream implementation for Mingw/Dev-C++.

Warning:
There is not implemented constream class, only manipulators for iostream, so use them on cin/cout.

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7.2.2 Function Documentation

7.2.2.1 std::ostream& clreol (std::ostream & *o*) [inline]

clreol manipulator

See also:
clreol(void)

7.2.2.2 std::ostream& clrscr (std::ostream & *o*) [inline]

clrscr manipulator

See also:
clrscr(void)

7.2.2.3 std::ostream& delline (std::ostream & *o*) [inline]

delline manipulator

See also:
delline(void)

7.2.2.4 std::ostream& highvideo (std::ostream & *o*) [inline]

highvideo manipulator

See also:
highvideo(void)

7.2.2.5 std::ostream& insline (std::ostream & *o*) [inline]

insline manipulator

See also:
insline(void)

7.2.2.6 std::ostream& lowvideo (std::ostream & *o*) [inline]

lowvideo manipulator

See also:
lowvideo(void)

7.2.2.7 std::ostream& normvideo (std::ostream & *o*) [inline]

normvideo manipulator

See also:
normvideo(void)

7.2.2.8 _Setattr setattr (int *_attr*) [inline]

setattr manipulator

See also:
textattr

7.2.2.9 _Setbk setbk (int *color*) [inline]

setbk manipulator

See also:
textbackground

7.2.2.10 _Setclr setclr (int *color*) [inline]

setclr manipulator

See also:
textcolor

7.2.2.11 _Setcrsrtype setcrsrtype (int *type*) [inline]

setcrsrtype manipulator

See also:
_setcursortype

7.2.2.12 _Setxy setxy (int *x*, int *y*) [inline]

setxy manipulator

See also:
gotoxy

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