

# Conio2.h

## Interface em Modo Texto

(<http://conio.sourceforge.net/>)

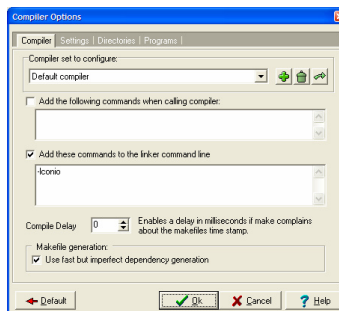
## Para que serve?



- Manipular o cursor na tela
- Mudar cor do texto e do fundo
- Acesso avançado a caracteres lidos do teclado
- Linux: ncurses.h

## Instalação

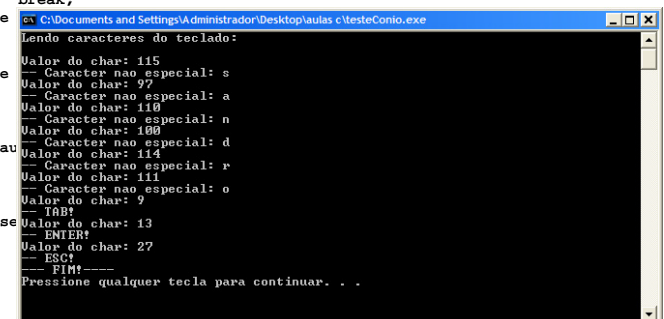
- Baixar pacote para o Dev-C++ em <http://conio.sourceforge.net/> e abrir
- No Dev-C++, ir no menu Tools→Compiler Options
- Marcar a caixa “Add these commands to the linker command line” e inserir a diretiva `-lconio`
- Definir `#include <conio2.h>` toda vez que for utilizar a biblioteca



## Exemplo: Ler do teclado

```
#include <stdio.h>
#include <stdlib.h>
#include <conio2.h>
int main(void){
    int ch = 0;
    puts("Lendo caracteres do teclado:\n");
    while (ch != 27){
        ch = getch();
        printf("Valor do char: %d\n", ch);
        switch(ch){
            case 9:
                puts("--- TAB!");
                break;
            case 115:
                puts("Caracter nao especial: s");
                break;
            case 110:
                puts("Caracter nao especial: n");
                break;
            case 100:
                puts("Caracter nao especial: d");
                break;
            case 114:
                puts("Caracter nao especial: r");
                break;
            case 111:
                puts("Caracter nao especial: o");
                break;
            case 9:
                puts("FIM!");
                break;
            default:
                puts("Caracter nao especial: ");
                break;
        }
    }
    system("pause");
}
```

int getch(void)



## Exemplo: Posicionar Texto

```
• #include <stdio.h>
• #include <stdlib.h>
• #include <conio2.h>

• int main(void){
•     gotoxy(1,1);
•     printf("posicao (1,1)");

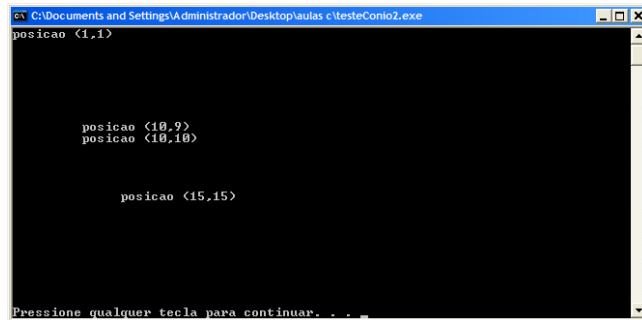
•     gotoxy(10,10);
•     printf("posicao (10,10)");

•     gotoxy(10,9);
•     printf("posicao (10,9)");

•     gotoxy(15,15);
•     printf("posicao (15,15)");

•     gotoxy(1,25);
•     system("pause");
• }
```

```
void goto(int x, int y)
```



## Exemplo: Mudar cor do Texto

```
• #include <stdio.h>
• #include <stdlib.h>
• #include <conio2.h>

• int main(void){

•     printf("Teste de cor!! ");

•     textbackground(WHITE);
•     textcolor(BLACK);
•     printf("Teste de cor!! ");

•     textcolor(BLUE);
•     printf("Teste de cor!! ");

•     textbackground(GREEN);
•     printf("Teste de cor!! ");

•     textbackground(RED);
•     textcolor(WHITE);
•     printf("Teste de cor!! ");

•     textbackground(BLUE);
•     printf("                \n\n");

•     system("pause");
• }
```

```
void textcolor(int color)
void textbackground(int color)
```

BLACK, BLUE, GREEN, CYAN,  
RED, MAGENTA, BROWN, LIGHTGRAY,  
DARKGRAY, LIGHTBLUE, LIGHTGREEN, LIGHTCYAN,  
LIGHTRED, LIGHTMAGENTA, YELLOW, WHITE

