**SetConsoleTextAttribute函数用法**



[花狗Fdog\_](https://zxfdog.blog.csdn.net/) 2019-12-30 13:15:17  3218  收藏 50

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版权

写在前面：  
大家好，我是 *花狗Fdog* ，来自内蒙古的一个小城市，目前在泰州读书。  
很感谢能有这样一个平台让我能够在这里分享所学所感。  
我喜欢编程，喜欢代码，喜欢去做一个程序员。  
努力学习，争取多年后，给亲人更好的生活。  
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**1.介绍**

很多时候，我们希望编写出能够拥有各种颜色的程序，能够让人眼前一亮，虽然system(color)函数可以设置颜色，但是system(color)函数设置的颜色只能有一种，这显然不是我们想要的结果，我们需要的是一个名为SetConsoleTextAttribute的函数。  
SetConsoleTextAttribute()函数是一个API设置字体颜色和背景色的函数。参数表中使用两个属性（属性之间用，隔开），不同于system(color)，SetConsoleTextAttribute()可以改变界面多种颜色，而system()只能修改为一种！。

**2.头文件**

<windows.h>

**3.函数原型**

BOOL SetConsoleTextAttribute(HANDLE hConsoleOutput, WORD wAttributes);

**4. 参数**

HANDLE hConsoleOutput  
consolehwnd = GetStdHandle(STD\_OUTPUT\_HANDLE)  
GetStdHandle(nStdHandle)是返回标准的输入、输出或错误的设备的句柄，也就是获得输入、输出/错误的屏幕缓冲区的句柄。

其参数nStdHandle的值为下面几种类型的一种:

| **值** | **含义** |
| --- | --- |
| STD\_INPUT\_HANDLE | 标准输入的句柄 |
| STD\_OUTPUT\_HANDLE | 标准输出的句柄 |
| STD\_ERROR\_HANDLE | 标准错误的句柄 |

这里我们只需要使用STD\_OUTPUT\_HANDLE即可，

WORD wAttributes是用来设置颜色的参数，有三种写法：

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), 0x07);

//第二个参数填十六进制数字。

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), 7);

//直接填十进制数字。

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), BACKGROUND\_BLACK | FOREGROUND\_RED);

//BACKGROUND代表背景，FOREGROUND代表前景，

* 1
* 2
* 3
* 4
* 5

**4.三种写法演示**

**(1)使用十六进制设置参数**

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), 0x06);

printf("花狗\n");

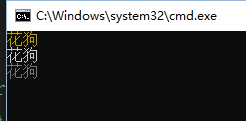
SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), 0x07);

printf("花狗\n");

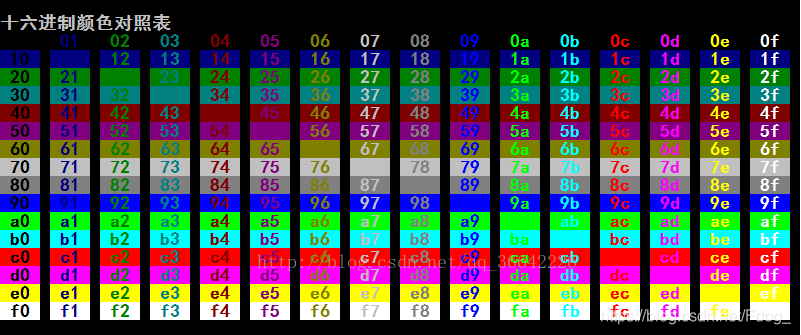
SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), 0x08);

printf("花狗\n");

* 1
* 2
* 3
* 4
* 5

结果如下：  


**其他颜色数值：**



**（2）使用十进制设置参数**

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), 10);

printf("花狗\n");

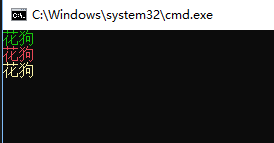
SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), 12);

printf("花狗\n");

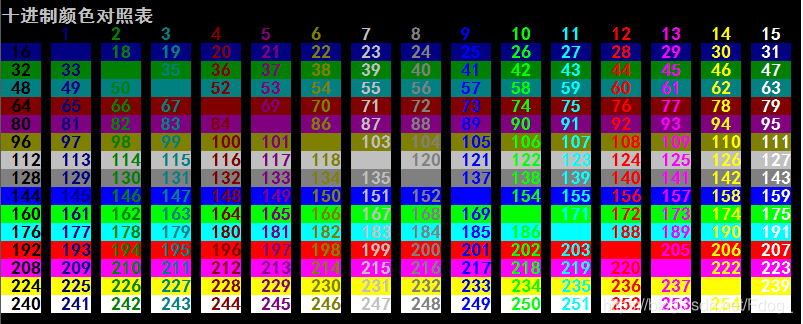
SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), 14);

printf("花狗\n");

* 1
* 2
* 3
* 4
* 5

结果如下：  


**其他颜色数据：**



**（3）使用函数已定义好的参数**

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), BACKGROUND\_GREEN | FOREGROUND\_RED);

printf("花狗\n");

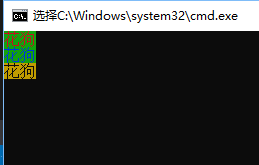
SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), BACKGROUND\_GREEN | FOREGROUND\_BLUE);

printf("花狗\n");

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), BACKGROUND\_RED | BACKGROUND\_GREEN);

printf("花狗\n");

* 1
* 2
* 3
* 4
* 5

结果如下：  


**其他颜色数值：**

| **属性** | **含义** |
| --- | --- |
| FOREGROUND\_BLUE | 文字颜色包含蓝色 |
| FOREGROUND\_GREEN | 文字颜色包含绿色 |
| FOREGROUND\_RED | 文字颜色包含红色 |
| FOREGROUND\_INTENSITY | 文字颜色加强 |
| BACKGROUND\_BLUE | 背景颜色包含蓝色 |
| BACKGROUND\_GREEN | 背景颜色包含绿色 |
| BACKGROUND\_RED | 背景颜色包含红色 |
| BACKGROUND\_INTENSITY | 背景颜色加剧 |
| COMMON\_LVB\_LEADING\_BYTE | 前导字节 |
| COMMON\_LVB\_TRAILING\_BYTE | 尾随字节 |
| COMMON\_LVB\_GRID\_HORIZONTAL | 顶部水平 |
| COMMON\_LVB\_GRID\_LVERTICAL | 左垂直 |
| COMMON\_LVB\_GRID\_RVERTICAL | 正确的垂直 |
| COMMON\_LVB\_REVERSE\_VIDEO | 反转前景和背景属性 |
| COMMON\_LVB\_UNDERSCORE | 下划线 |

好了，其他数值各位有兴趣的自行研究。

如有错误，欢迎指出批评，欢迎讨论。  
*每文一句：没有理想，就达不到目的；没有勇敢，就得不到东西。*