

LIBTERM

=====  
Copyright © 2001 VM Labs, Inc.  
All Rights Reserved

The information contained in this document is confidential and proprietary to VM Labs, Inc. It may not be distributed or copied in any form whatsoever without the prior written permission of VM Labs.

This is a preliminary specification. VM Labs reserves the right to make changes to any information in this document.

=====

```
void InitTerminalX(int p,int scr,int width, int height, int dmafl,int bg);
```

Initialize terminal. No video setup is done. The framebuffer parameters have to be passed in:

p:           0=no logging, 1=logging (ONLY ON DEVELOPMENT SYSTEMS WITH FILESERVER!)

scr:         Framebuffer address

width:       Screen width

height:      Screen height

dmafl:       DMA command flags for the framebuffer

bg:          Background color (used in e.g. ClearScreen)

-----

```
void InitTerminal(int pr,int res);
```

Initializes terminal and sets up video.

p:           0=no logging, 1=logging (ONLY ON DEVELOPMENT SYSTEMS WITH FILESERVER!)

res:         0=360x240, 1=720x480

-----

```
void Print(char *str,int fg, int bg);
```

Print string with line feed.

str:         String

fg,bg:       Used foreground and background colors

-----

```
void PrintStatus(char *str,int fg, int bg);
```

Print string, NO line feed.

str:         String

fg,bg:       Used foreground and background colors

-----

```
void ClearScreen(void);
```

Clear screen

-----

```
void DrawText(char *str,int XOrigin,int YOrigin,int fg, int bg);
```

Draw string to absolute screen coordinates

-----

```
void FillRect(int initx, int inity, int wide, int high, int color);
```

Fill rectangular area on the screen (screen coordinates) with given color

---