

## My Project

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# Chapter 1

## termgci

**terminal graphics control interface**



## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">c16cell</a>	.....	<a href="#">7</a>
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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all documented files with brief descriptions:

<a href="#">colour16.h</a>	Contains the typedef of the <a href="#">colour16_t</a> type, along with the macro definition of its size and intended possible values . . . . .	<a href="#">9</a>
<a href="#">termgci.h</a>	Master include file for termgci based applications . . . . .	<a href="#">10</a>



# Chapter 4

## Class Documentation

### 4.1 c16cell Struct Reference

```
#include <termgci.h>
```

#### Public Attributes

- [colour16\\_t fgColour](#)
- [colour16\\_t bgColour](#)
- char [ch](#)

#### 4.1.1 Detailed Description

Represents a terminal cell whose possible foreground and background colours are part of the 8-16 colours set.

#### 4.1.2 Member Data Documentation

##### 4.1.2.1 bgColour

```
colour16_t c16cell::bgColour
```

Background colour.

##### 4.1.2.2 ch

```
char c16cell::ch
```

Character to format accordingly to the foreground and background colours.

##### 4.1.2.3 fgColour

```
colour16_t c16cell::fgColour
```

Foreground colour.

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

- [termgci.h](#)



## Chapter 5

# File Documentation

### 5.1 colour16.h File Reference

Contains the typedef of the `colour16_t` type, along with the macro definition of its size and intended possible values.

This graph shows which files directly or indirectly include this file:

### 5.2 colour16.h

[Go to the documentation of this file.](#)

```
00001 /*****
00038 #ifndef COLOUR16_H
00039 #define COLOUR16_H
00040
00041 #define C16SIZE 6
00047 typedef char colour16_t[C16SIZE];
00048
00049 #define C16_FG_BLACK      "\e[030m"
00050 #define C16_FG_RED       "\e[031m"
00051 #define C16_FG_GREEN     "\e[032m"
00052 #define C16_FG_YELLOW   "\e[033m"
00053 #define C16_FG_BLUE      "\e[034m"
00054 #define C16_FG_MAGENTA  "\e[035m"
00055 #define C16_FG_CYAN     "\e[036m"
00056 #define C16_FG_WHITE    "\e[037m"
00057
00058 #define C16_FG_DEFAULT   "\e[039m"
00059
00060 #define C16_BG_BLACK     "\e[040m"
00061 #define C16_BG_RED      "\e[041m"
00062 #define C16_BG_GREEN    "\e[042m"
00063 #define C16_BG_YELLOW   "\e[043m"
00064 #define C16_BG_BLUE     "\e[044m"
00065 #define C16_BG_MAGENTA  "\e[045m"
00066 #define C16_BG_CYAN     "\e[046m"
00067 #define C16_BG_WHITE    "\e[047m"
00068
00069 #define C16_BG_DEFAULT   "\e[049m"
00070
00071 #define C16_FG_BR_BLACK  "\e[090m"
00072 #define C16_FG_BR_RED   "\e[091m"
00073 #define C16_FG_BR_GREEN "\e[092m"
00074 #define C16_FG_BR_YELLOW "\e[093m"
00075 #define C16_FG_BR_BLUE  "\e[094m"
00076 #define C16_FG_BR_MAGENTA "\e[095m"
00077 #define C16_FG_BR_CYAN  "\e[096m"
00078 #define C16_FG_BR_WHITE "\e[097m"
00079
00080 #define C16_BG_BR_BLACK  "\e[100m"
00081 #define C16_BG_BR_RED   "\e[101m"
00082 #define C16_BG_BR_GREEN "\e[102m"
00083 #define C16_BG_BR_YELLOW "\e[103m"
00084 #define C16_BG_BR_BLUE  "\e[104m"
00085 #define C16_BG_BR_MAGENTA "\e[105m"
00086 #define C16_BG_BR_CYAN  "\e[106m"
00087 #define C16_BG_BR_WHITE "\e[107m"
00088
00089 #endif // COLOUR16_H
```

## 5.3 termgci.h File Reference

Master include file for termgci based applications.

```
#include "colour16.h"
```

Include dependency graph for termgci.h:

### Classes

- struct [c16cell](#)

### Typedefs

- typedef struct [c16cell](#) [c16cell\\_t](#)

### 5.3.1 Detailed Description

Master include file for termgci based applications.

### 5.3.2 Typedef Documentation

#### 5.3.2.1 c16cell\_t

```
typedef struct c16cell c16cell\_t
```

Represents a terminal cell whose possible foreground and background colours are part of the 8-16 colours set.

## 5.4 termgci.h

[Go to the documentation of this file.](#)

```
00001 /*****/
00009 #ifndef TERMGCI_H
00010 #define TERMGCI_H
00011
00012 #include "colour16.h"
00013
00017 typedef struct c16cell
00018 {
00019     colour16\_t fgColour;
00020     colour16\_t bgColour;
00021     char      ch;
00022 } c16cell\_t;
00023
00024 #endif // TERMGCI_H
```

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