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0.1 Package Visual

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Date	16/08/04
Description	Draw in text mode. Visual files can be used as resources by others programs
File name	visual.ads

0.1.1 Clauses

Context clauses

- V04.Crt

Use clauses

- V04

0.1.2 Basic objects

<i>Name</i>	<i>Type</i>	<i>Default</i>	
Constants			
Screen depth			
MAX_LINE	Natural	Crt.Max_Line	constant
MAX_COLUMN	Natural	Crt.Max_Column	constant
Cursor			
FORE_COLOR_CURSOR	Crt.Color_Type	Crt.White	constant
BACK_COLOR_CURSOR	Crt.Color_Type	Crt.Black	constant
CHARACTER_CURSOR	Character	Character'Val (177)	constant
Definite colors			
MAGIC_COLOR	Crt.Color_Type	Crt.Black	constant
Keys (functions)			
KEY_CHOICE_MACRO	Integer	Crt.K_Shift_F1	constant
KEY_CHOICE_COLOR_FORE	Integer	Crt.K_Ctrl_F	constant
KEY_INSERT_CODE_CHARACTER	Integer	Crt.K_Ctrl_I	constant
KEY_INITIALIZE_FILE	Integer	Crt.K_Ctrl_N	constant
KEY_OPEN_FILE	Integer	Crt.K_Ctrl_O	constant
KEY_SAVE_FILE	Integer	Crt.K_Ctrl_S	constant
KEY_APPLY_COLOR_BACK	Integer	Crt.K_Delete	constant
KEY_APPLY_COLOR_FORE	Integer	Crt.K_Delete	constant
KEY_SELECT_COPY	Integer	Crt.K_Alt_F5	constant
KEY_COPY	Integer	Crt.K_F5	constant
KEY_PASTE	Integer	Crt.K_Alt_F7	constant
KEY_MODE_INSERT_REPLACE	Integer	Crt.K_Insert	constant
KEY_EXIT_VISUAL	Integer	Crt.K_Escape	constant
Keys (colors)			
KEY_BLACK	Integer	Crt.K_F1	constant
KEY_BLUE	Integer	Crt.K_F2	constant
KEY_GREEN	Integer	Crt.K_F3	constant
KEY_CYAN	Integer	Crt.K_F4	constant
KEY_RED	Integer	Crt.K_F5	constant
KEY_MAGENTA	Integer	Crt.K_F6	constant

KEY_BROWN	Integer	Crt.K_F7	constant
KEY_GRAY	Integer	Crt.K_F8	constant
KEY_LIGHT_BLUE	Integer	Crt.K_Ctrl_F2	constant
KEY_LIGHT_GREEN	Integer	Crt.K_Ctrl_F3	constant
KEY_LIGHT_CYAN	Integer	Crt.K_Ctrl_F4	constant
KEY_LIGHT_RED	Integer	Crt.K_Ctrl_F5	constant
KEY_LIGHT_MAGENTA	Integer	Crt.K_Ctrl_F6	constant
KEY_YELLOW	Integer	Crt.K_F9	constant
KEY_WHITE	Integer	Crt.K_F10	constant
NULL_FILE	Visual_File	(Tab_Fore ⇒ (others ⇒ (others ⇒ Crt.Gray)), Tab_Back ⇒ (others ⇒ (others ⇒ Crt.Black)), Tab_Char ⇒ (others ⇒ (others ⇒ ' ')))	constant

0.1.3 Definitions

Types

<i>Name</i>	<i>Declaration</i>
T_Tab_Color	array (Line,Column) of Crt.Color_Type
T_Tab_Char	array (Line,Column) of Character
Line	Natural range 1..MAX_LINE
Column	Natural range 1..MAX_COLUMN

Record Visual_File

<i>Component</i>	<i>Type</i>	<i>Default</i>
Tab_Char	T_Tab_Char	
Tab_Back	T_Tab_Color	
Tab_Fore	T_Tab_Color	

Exceptions

- Open_Visual_File_Error

Pragmas

Elaborate_Body

0.1.4 Subprograms

0.1.4.1 Open

function Open *return* Visual_File

<i>Parameter name</i>	<i>Type</i>	<i>Mode</i>	<i>Default</i>
Name	String	in	

Description : Load a visual file

Name : The visual file name to load

Return : The loaded visual file

Exceptions : Raise Open_Visual_File_Error if Name is not available or file is not a Visual file

0.1.4.2 Open

function Open *return* Visual_File

<i>Parameter name</i>	<i>Type</i>	<i>Mode</i>	<i>Default</i>
Name	String	in	
Success	Boolean	access	

Description : Load a visual file

Name : The visual file name to load

Success : Tre if open succeed, false otherwise

Return : The loaded visual file

Exceptions : Raise Open_Visual_File_Error if Name is not available or file is not a Visual file

0.1.4.3 Create

procedure Create

<i>Parameter name</i>	<i>Type</i>	<i>Mode</i>	<i>Default</i>
Name	String	in	
Item	Visual_File	in	

Description : Create a visual file

Name : The visual file name to create

Item : The visual file to create

0.1.4.4 Text_File_To_Visual

function Text_File_To_Visual *return* Visual_File

<i>Parameter name</i>	<i>Type</i>	<i>Mode</i>	<i>Default</i>
From	String	in	

Description : Load a visual file from an external text file

From : The text file name to load

Return : The visual file

0.1.4.5 Visual_To_Text_File

procedure Visual_To_Text_File

<i>Parameter name</i>	<i>Type</i>	<i>Mode</i>	<i>Default</i>
From	Visual_File	in	
To	String	in	

Description : Write an external text file from a visual file

From : The visual file to write

To : The external test file

0.1.4.6 Clean_Screen

procedure Clean_Screen

<i>Parameter name</i>	<i>Type</i>	<i>Mode</i>	<i>Default</i>
Item	Visual_File	in	
Min_C_Scr	Column	in	1
Min_L_Scr	Line	in	1
Max_C_Scr	Column	in	MAX_COLUMN
Max_L_Scr	Line	in	MAX_LINE
Min_C_Fil	Column	in	1
Min_L_Fil	Line	in	1
Put_Magic_Color	Boolean	in	True

Description : Display item to screen

Item :

Min_C_Scr :

Min_L_Scr :

Max_C_Scr :

Max_L_Scr :

Min_C_Fil :

Min_L_Fil :

Put_Magic_Color :

0.1.4.7 Processing

procedure Processing

Colors

Black : **(F1)**

Blue : **(F2)**

Green : **(F3)**

Cyan : **(F4)**

Red : **(F5)**

Magenta : **(F6)**

Brown : **(F7)**

Gray : **(F8)**

Yellow : **(F9)**

White : **(F10)**

Light_Blue : **(C-F2)**

Light_Green : **(C-F3)**

Light_Cyan : **(C-F4)**

Light_Red : **(C-F5)**

Light_Magenta : **(C-F6)**

Main commands

(Esc) : Quit; **(F5)** : Copy; **(F7)** : Paste;

`<C-s>` : Save; `<C-o>` : Load; `<C-n>` : New file;
`<C-f>` : Shape color; `` : Fill background color;
`<C-i>` : Character code; `<C-m>` : macro character code

Editing commands

`<Up>`, `<Down>`, `<Right>`, `<Left>` : Write;
`<C-Up>`, `<C-Down>`, `<C-Right>`, `<C-Left>` : Move cursor;
`<M-Up>`, `<M-Down>`, `<M-Right>`, `<M-Left>` : Write macro character;

0.1.4.8 Code_Char

function Code_Char *return* Character

Description : Get character code

Code_Char : Character code

Return : ASCII.NUL if character code is not available