
Subject: Console decoration for DOS (windows)
Posted by [ratah](#) on Fri, 25 May 2012 15:28:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello all,

I share you a modified Stream version to allow
- text coloration (foreground and background)
- cursor positionning
for DOS operating system.

I added these functions to Stream.h

```
void GetConsoleCursorPos(COORD& posCur)
void SetConsoleCursorPos(const COORD& posCur)
void Colorize(int foreground,int background)
```

File Attachments

1) [console decoration.zip](#), downloaded 458 times

Subject: Re: Console decoration for DOS (windows)
Posted by [ratah](#) on Fri, 25 May 2012 15:31:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here is a sample test

Quote:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
COORD coord1, coord2;
Stream& s1 = Cout();
Stream& s2 = Cout();
StaticMutex mutex1, mutex2;
```

```
class multithread
```

```
{
```

```
    public :
```

```
        typedef multithread CLASSNAME;
```

```
        Thread th1, th2;
```

```
        void thr_1()
```

```
        {
```

```

        for(int i=0; i<=10; i++)
        {
            th2.Sleep(100);
            s1.SetConsoleCursorPos(coord1);
            s1 << i;
        }
    }

void thr_2()
{
    for(int i=0; i<=15; i++)
    {
        th1.Sleep(100);
        s2.SetConsoleCursorPos(coord2);
        s2 << i;
    }
}

void Test()
{
    s1 << "\n\tTHREAD 1 ...";
    s1.GetConsoleCursorPos(coord1);

    s2 << "\n\tTHREAD 2 ...";
    s2.GetConsoleCursorPos(coord2);

    th1.Run(THISBACK(thr_1));
    th2.Run(THISBACK(thr_2));

    th1.Wait();
    th2.Wait();
}

};

CONSOLE_APP_MAIN
{
    Stream& s = Cout();

    s.PutEol();
    s.PutEol();
    s << "\t";

    s.Colorize(1,14);
    s << " THIS IS A CONSOLE DECORATION TEST ";
    s.Colorize();
    s.PutEol();
}

```

```
s.PutEol();

multithread mt;
mt.Test();

s.PutEol();
s.PutEol();
}
```

and the result

Wish it will be usefull for you.

Ratah

File Attachments

1) [console.jpg](#), downloaded 1146 times



Subject: Re: Console decoration for DOS (windows)
Posted by [BioBytes](#) on Fri, 25 May 2012 19:46:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Ratah,

Nice decoration!

Do you plan to add some other features as the possibility to use semi-graphic characters ? I know that it brings me back to the old times of Turbo Pascal running in extended DOS. But I remember my first projects in Pascal using DOS.

You should be too young for that, should you ?

Regards

Biobytes

Subject: Re: Console decoration for DOS (windows)
Posted by [lectus](#) on Sun, 01 Jul 2012 00:08:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Interesting.

Borland C++ compiler used to have a conio.h library for this stuff.

Turbo Pascal had this too.

You should take a look at the ncurses library that does this on Linux.

I think this is a cool feature request here:

Why not make .lay files GUI create console widgets when we set a flag? That would be very useful to have consistent GUIs for GUI environments and text mode.

If U++ produces GUI from the same layouts for:

Windows GUI

Linux GUI (GTK)

Mac OS X GUI (Cocoa)

Web (HTML)

Android

Text Mode GUI (DOS and unix text mode)

Then it would be pretty universal.
