
Subject: Re: Console decoration for DOS (windows)

Posted by [ratah](#) on Fri, 25 May 2012 15:31:09 GMT

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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 713 times
