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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.SetConsoleCursorPosition(coord1);
```

```
            s1 << i;
```

```
        }
```

```
}
```

```
    void thr_2()
```

```
    {
```

```
        for(int i=0; i<=15; i++)
```

```
        {
```

```
            th1.Sleep(100);
```

```
            s2.SetConsoleCursorPosition(coord2);
```

```
            s2 << i;
```

```
        }
```

```
}
```

```
    void Test()
```

```
{
```

```
    s1 << "\n\tTHREAD 1 ...";
```

```
    s1.GetConsoleCursorPosition(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 642 times
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