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 neurses 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.

```
Page 1 of 1 ---- Generated from U++ Forum
```