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Subject: Re: Console decoration for DOS (windows)

Posted by [lectus](#) on Sun, 01 Jul 2012 00:08:05 GMT

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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.

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