Subject: Console decoration for DOS (windows)
Posted by ratah on Fri, 25 May 2012 15:28:54 GMT
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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 465 times

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 1172 times



Subject: Re: Console decoration for DOS (windows)
Posted by BioBytes on Fri, 25 May 2012 19:46:14 GMT
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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
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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.