

Libreria conio.h (C) Borland

Costanti colore

typedef enum

```
{
    BLACK,
    BLUE,
    GREEN,
    CYAN,
    RED,
    MAGENTA,
    BROWN,
    LIGHTGRAY,
    DARKGRAY,
    LIGHTBLUE,
    LIGHTGREEN,
    LIGHTCYAN,
    LIGHTRED,
    LIGHTMAGENTA,
    YELLOW,
    WHITE
} COLORS;
```

#define BLINK 0

#define _NOCURSOR 0

#define _SOLIDCURSOR 100

#define _NORMALCURSOR 25

/* console info */

typedef struct

```
{
    unsigned char winleft, wintop, winright, winbottom,
        attribute, normattr, currmode, screenheight, screenwidth, curx, cury;
} text_info;
```

typedef struct

```
{
    int left, top, right, bottom, width, height, totalwidth, totalheight,
        maxwidth, maxheight, attr, cx, cy;
} con_info;
```

/* conio functions defined in msvcrt */

char* _cgets (char*);

int _cprintf (const char*, ...);

int _cputs (const char*);

int _cscanf (char*, ...);

int _getch ();

int _getche ();

int _kbhit ();

int _putch (int);

int _ungetch (int);

#define cgets _cgets

#define cprintf _cprintf

#define cputs _cputs

#define cscanf _cscanf

int getch ();

int getche ();

int kbhit ();

int putch (int);

```

int ungetch (int);

/* other conio functions */

void clrscr();
void clreol();
void gotoxy(int x, int y);
int wherex();
int wherey();
void textattr(int attr);
void textbackground(int color);
void textcolor(int color);

void insline();
void delline();

/* 1.2: workaround for a gcc issue with the gettext identifier */
int _gettext(int left, int top, int right, int bottom, void*buf);
#define gettext _gettext
int puttext(int left, int top, int right, int bottom, void*buf);
int movetext(int left, int top, int right, int bottom, int newleft, int newtop);

void gettextinfo(text_info *r);
void _setcursortype(int type);

/* delay functions; they were originally in dos.h */

void delay(unsigned msec);
void sleep(unsigned sec);

/* new useful functions; all of them use 0-based coordinates */

void con_wherexy(int*x, int*y);
void con_gotoxy(int x, int y);

void con_getinfo(con_info*inf);
void con_setwindow(int left, int top, int right, int bottom);
void con_resize(int width, int height);
void con_setbuffer(int width, int height);
void con_crop();
void con_settitle(const char*str);

void con_fillchar(char c, int n, int x, int y);

void con_fillattr(int fg, int bg, int n, int x, int y);
void con_fill(char c, int fg, int bg, int n, int x, int y);
void con_fillcr(char c, int n, int x, int y);

int con_get(int left, int top, int right, int bottom, void*buf);
int con_put(int left, int top, int right, int bottom, void*buf);
int con_getchars(int left, int top, int right, int bottom, char *str);
int con_putchar(int left, int top, int right, int bottom, char *str);
int con_getattrs(int left, int top, int right, int bottom, int*buf);
int con_putattrs(int left, int top, int right, int bottom, int*buf);

void con_scroll(int left, int top, int right, int bottom, int newleft, int
newtop);
void con_scrollup(int left, int top, int right, int bottom);
void con_scrolldown(int left, int top, int right, int bottom);
void con_scrollleft(int left, int top, int right, int bottom);
void con_scrollright(int left, int top, int right, int bottom);

/* todo: implement djgpp libc conio functions?

```

```
http://www.delorie.com/djgpp/doc/libc/libc_4.html */
```

```
#ifdef __cplusplus  
}  
#endif
```

```
#endif      /* Not RC_INVOKED */
```

```
#endif      /* Not _CONIO_H_ */
```