

# CONIO 2.1

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## Namespace List

Here is a list of all documented namespaces with brief descriptions:

 <b>conio</b>	This namespace contain all C++ specific things
--	--

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## conio Namespace Reference

This namespace contain all C++ specific things. [More...](#)

## Functions

`_Setxy` **setxy** (int x, int y)  
setxy manipulator

`_Setclr` **setclr** (int color)  
setclr manipulator

`_Setbk` **setbk** (int color)  
setbk manipulator

`_Setattr` **setattr** (int \_attr)  
setattr manipulator

`_Setcsrtype` **setcsrtype** (int type)  
setcsrtype manipulator

`std::ostream &` **clrscr** (std::ostream &o)  
clrscr manipulator

`std::ostream &` **cleol** (std::ostream &o)  
cleol manipulator

`std::ostream &` **highvideo** (std::ostream &o)  
highvideo manipulator

`std::ostream &` **lowvideo** (std::ostream &o)  
lowvideo manipulator

`std::ostream &` **normvideo** (std::ostream &o)  
normvideo manipulator

`std::ostream &` **delline** (std::ostream &o)

deline manipulator

std::ostream & **inline** (std::ostream &o)  
inline manipulator

---

## Detailed Description

---

This namespace contain all C++ specific things.

## Function Documentation

---

**std::ostream& conio::clreol ( std::ostream & o )**

inline

clreol manipulator

**See Also**

[clreol\(void\)](#)

**std::ostream& conio::clrscr ( std::ostream & o )**

inline

clrscr manipulator

**See Also**

[clrscr\(void\)](#)

**std::ostream& conio::delline ( std::ostream & o )**

inline

delline manipulator

**See Also**

[delline\(void\)](#)

**std::ostream& conio::highvideo ( std::ostream & o )**

inline

highvideo manipulator

**See Also**

[highvideo\(void\)](#)

**std::ostream& conio::insline ( std::ostream & o )**

inline

insline manipulator

**See Also**

[insline\(void\)](#)

**std::ostream& conio::lowvideo ( std::ostream & o )**

inline

lowvideo manipulator

**See Also**

[lowvideo\(void\)](#)

**std::ostream& conio::normvideo ( std::ostream & o )**

inline

normvideo manipulator

**See Also**

[normvideo\(void\)](#)

**\_Setattr conio::setattr ( int \_attr )**

inline

setattr manipulator

**See Also**

[textattr](#)

**\_Setbk conio::setbk ( int color )**

inline

setbk manipulator

## See Also

[textbackground](#)

**`_Setclr conio::setclr ( int color )`**

inline

setclr manipulator

## See Also

[textcolor](#)

**`_Setcsrtype conio::setcsrtype ( int type )`**

inline

setcsrtype manipulator

## See Also

[\\_setcursortype](#)

**`_Setxy conio::setxy ( int x,  
int y  
)`**

inline

setxy manipulator

## See Also

[gotoxy](#)



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Here is a list of all documented namespace members with links to the namespaces they belong to:

- `clreol()` : [conio](#)
- `clrscr()` : [conio](#)
- `delline()` : [conio](#)
- `highvideo()` : [conio](#)
- `insline()` : [conio](#)
- `lowvideo()` : [conio](#)
- `normvideo()` : [conio](#)
- `setattr()` : [conio](#)
- `setbk()` : [conio](#)
- `setclr()` : [conio](#)
- `setcrsrtype()` : [conio](#)
- `setxy()` : [conio](#)

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- [clreol\(\)](#) : [conio](#)
- [clrscr\(\)](#) : [conio](#)
- [delline\(\)](#) : [conio](#)
- [highvideo\(\)](#) : [conio](#)
- [inline\(\)](#) : [conio](#)
- [lowvideo\(\)](#) : [conio](#)
- [normvideo\(\)](#) : [conio](#)
- [setattr\(\)](#) : [conio](#)
- [setbk\(\)](#) : [conio](#)
- [setclr\(\)](#) : [conio](#)
- [setcsrstype\(\)](#) : [conio](#)
- [setxy\(\)](#) : [conio](#)

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## Data Structures

Here are the data structures with brief descriptions:

<b>N</b> <a href="#">conio</a>	This namespace contain all C++ specific things
<b>C</b> <a href="#">char_info</a>	Structure used by gettext/puttext
<b>C</b> <a href="#">text_info</a>	Structure holding information about screen

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[Data Fields](#)

## char\_info Struct Reference

Structure used by gettext/puttext. [More...](#)

```
#include <conio2.h>
```

# Data Fields

char	<b>letter</b> character value
------	----------------------------------

unsigned short	<b>attr</b> attribute value
----------------	--------------------------------

## Detailed Description

---

Structure used by `gettext`/`puttext`.

### See Also

[\\_conio\\_gettext](#)

[puttext](#)

---

The documentation for this struct was generated from the following file:

- [conio2.h](#)

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[Data Fields](#)

## text\_info Struct Reference

Structure holding information about screen. [More...](#)

```
#include <conio2.h>
```

## Data Fields

---

unsigned char **curx**  
cursor coordinate x

unsigned char **cury**  
cursor coordinate y

unsigned short **attribute**  
current text attribute

unsigned short **normattr**  
original value of text attribute after start of the application.

unsigned char **screenwidth**  
screen width

unsigned char **screenheight**  
screen height

---



## Detailed Description

---

Structure holding information about screen.

### See Also

[gettextinfo](#)

[inittextinfo](#)

## Field Documentation

---

### **unsigned short text\_info::normattr**

---

original value of text attribute after start of the application.

If you don't called the `inittextinfo` on the beginning of the application, this always will be black background and light gray foreground

---

The documentation for this struct was generated from the following file:

- [conio2.h](#)

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<a href="#">All</a>	<a href="#">Variables</a>		

Here is a list of all documented struct and union fields with links to the struct/union documentation for each field:

- attr : [char\\_info](#)
- attribute : [text\\_info](#)
- curx : [text\\_info](#)
- cury : [text\\_info](#)
- letter : [char\\_info](#)
- normattr : [text\\_info](#)
- screenheight : [text\\_info](#)
- screenwidth : [text\\_info](#)

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- attr : [char\\_info](#)
- attribute : [text\\_info](#)
- curx : [text\\_info](#)
- cury : [text\\_info](#)
- letter : [char\\_info](#)
- normattr : [text\\_info](#)
- screenheight : [text\\_info](#)
- screenwidth : [text\\_info](#)

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<a href="#">File List</a>	<a href="#">Globals</a>		

## File List

Here is a list of all documented files with brief descriptions:

 <a href="#">conio2.h</a>	A conio implementation for Mingw/Dev-C++
 <a href="#">constream</a>	A constream implementation for Mingw/Dev-C++

Generated on Fri Dec 6 2013 20:09:46 for CONIO by [doxygen](#) 1.8.2

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[Data Structures](#) | [Macros](#) | [Enumerations](#) | [Functions](#)

## conio2.h File Reference

A conio implementation for Mingw/Dev-C++. [More...](#)

```
#include <conio.h>
```

## Data Structures

---

struct **text\_info**

Structure holding information about screen. [More...](#)

struct **char\_info**

Structure used by gettext/puttext. [More...](#)

---

## Macros

---

```
#define gettext _conio_gettext  
    Define alias for _conio_gettext.
```

---

```
#define cgets _cgets  
    This defines enables you to use all MinGW conio.h  
    functions without underscore.
```

---

### Cursor types

Predefined cursor types.

```
#define _NOCURSOR 0  
    no cursor
```

```
#define _SOLIDCURSOR 100  
    cursor filling whole cell
```

```
#define _NORMALCURSOR 20  
    cursor filling 20 percent of cell height
```

---



## Enumerations

---

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

Colors which you can use in your application. [More...](#)

---

## Functions

void **gettextinfo** (struct **text\_info** \*info)  
Returns information of the screen.

void **inittextinfo** (void)  
Call this if you need real value of normattr attribute in the **text\_info** structure.

void **clreol** (void)  
Clears rest of the line from cursor position to the end of line without moving the cursor.

void **clrscr** (void)  
Clears whole screen.

void **delline** (void)  
Delete the current line (line on which is cursor) and then moves all lines below one line up.

void **insline** (void)  
Insert blank line at the cursor position.

void **\_conio\_gettext** (int left, int top, int right, int bottom, struct **char\_info** \*buf)  
Gets text from the screen.

void **puttext** (int left, int top, int right, int bottom, struct **char\_info** \*buf)  
Puts text back to the screen.

void **movetext** (int left, int top, int right, int bottom, int destleft, int desttop)  
Copies text.

void **gotoxy** (int x, int y)  
Moves cursor to the specified position.

void **cputsxy** (int x, int y, char \*str)  
Puts string at the specified position.

void **putchxy** (int x, int y, char ch)  
Puts char at the specified position.

void **\_setcursortype** (int type)  
Sets the cursor type.

void **textattr** (int \_attr)  
Sets attribute of text.

void **normvideo** (void)  
Sets text attribute back to value it had after program start.

void **textbackground** (int color)  
Sets text background color.

void **textcolor** (int color)  
Sets text foreground color.

int **wherex** (void)  
Reads the cursor X position.

int **wherey** (void)  
Reads the cursor Y position.

char \* **getpass** (const char \*prompt, char \*str)  
Reads password.

void **highvideo** (void)  
Makes foreground colors light.

void **lowvideo** (void)  
Makes foreground colors dark.

void **delay** (int ms)  
Pauses program execution for a given time.

void **switchbackground** (int color)  
Replaces background color in the whole window.

void **flashbackground** (int color, int ms)  
Changes background color for a given time and then it restores it back.

void **clearkeybuf** (void)  
Clears the keyboard buffer.

---

## Detailed Description

---

A conio implementation for Mingw/Dev-C++.

Written by: Hongli Lai [hongli@telekabel.nl](mailto:hongli@telekabel.nl) tkorrovi  
[tkorrovi@altavista.net](mailto:tkorrovi@altavista.net) on 2002/02/26. Andrew Westcott  
[ajwestco@users.sourceforge.net](mailto:ajwestco@users.sourceforge.net) Michal Molhanec  
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## Macro Definition Documentation

---

**#define gettext** [\\_conio\\_gettext](#)

---

Define alias for `_conio_gettext`.

If you want to use `gettext` function from some other library (e.g. GNU `gettext`) you have to define `_CONIO_NO_GETTEXT_` so you won't get name conflict.

# Enumeration Type Documentation

---

## enum COLORS

---

Colors which you can use in your application.

### Enumerator:

<i>BLACK</i>	black color
<i>BLUE</i>	blue color
<i>GREEN</i>	green color
<i>CYAN</i>	cyan color
<i>RED</i>	red color
<i>MAGENTA</i>	magenta color
<i>BROWN</i>	brown color
<i>LIGHTGRAY</i>	light gray color
<i>DARKGRAY</i>	dark gray color

*LIGHTBLUE*      light blue color

*LIGHTGREEN*    light green color

*LIGHTCYAN*     light cyan color

*LIGHTRED*       light red color

*LIGHTMAGENTA* light magenta color

*YELLOW*          yellow color

*WHITE*            white color



## Function Documentation

---

```
void _conio_gettext ( int          left,  
                     int          top,  
                     int          right,  
                     int          bottom,  
                     struct char\_info * buf  
                     )
```

---

Gets text from the screen.

If you haven't defined `_CONIO_NO_GETTEXT_` prior to including [conio2.h](#) you can use this function also under the `gettext` name.

### See Also

[char\\_info](#)

[puttext](#)

### Parameters

- left** Left coordinate of the rectangle, inclusive, starting from 1.
- top** Top coordinate of the rectangle, inclusive, starting from 1.
- right** Right coordinate of the rectangle, inclusive, starting from 1.
- bottom** Bottom coordinate of the rectangle, inclusive, starting from 1.
- buf** You have to pass buffer of size  $(right - left + 1) * (bottom - top + 1) * sizeof(char\_info)$ .

```
void _setcursortype ( int type )
```

---

Sets the cursor type.

### See Also

[cursortypes](#)

### Parameters

**type** cursor type, under Win32 it is height of the cursor in percents

---

### **void clearkeybuf ( void )**

Clears the keyboard buffer.

To see it in effect run `conio_test` and try to press a key during the 'Flashing...' phase.

```
void cputsxy ( int    x,  
               int    y,  
               char * str  
               )
```

---

Puts string at the specified position.

### Parameters

**x** horizontal position  
**y** vertical position  
**str** string

---

### **void delay ( int ms )**

Pauses program execution for a given time.

---

## See Also

[switchbackground](#)

## Parameters

**ms** milliseconds

**void delline ( void )**

---

Delete the current line (line on which is cursor) and then moves all lines below one line up.

Lines below the line are moved one line up.

**void flashbackground ( int **color**,  
int **ms**  
)**

---

Changes background color for a given time and then it restores it back.

You can use it for visual bell. Does not modify [textbackground\(\)](#).

## See Also

[switchbackground](#)

[delay](#)

## Parameters

**color** background color

**ms** milliseconds

**char\* getpass ( const char \* **prompt**,  
char \* **str**  
)**

---

Reads password.

This function behaves like `cgets`.

### See Also

[cgets](#)

### Parameters

**prompt** prompt which will be displayed to user

**str** string for the password. `str[0]` have to contain length of the `str - 3`

### Returns

`&str[2]`, the password will be stored in `str` beginning at `str[2]`, in `str[1]` will be length of the string without `\0`, at `str[2 + str[1]]` will be `\0`.

---

**void** `getttextinfo ( struct text\_info * info )`

---

Returns information of the screen.

### See Also

[text\\_info](#)

**void** `gotoxy ( int x,  
                  int y  
                  )`

---

Moves cursor to the specified position.

### Parameters

**x** horizontal position

**y** vertical position

## **void highvideo ( void )**

---

Makes foreground colors light.

If the current foreground color is less than DARKGRAY adds 8 to the its value making dark colors light.

### **See Also**

[\*\*COLORS\*\*](#)

[\*\*lowvideo\*\*](#)

## **void inittextinfo ( void )**

---

Call this if you need real value of normattr attribute in the [\*\*text\\_info\*\*](#) structure.

### **See Also**

[\*\*text\\_info\*\*](#)

## **void inline ( void )**

---

Insert blank line at the cursor position.

Original content of the line and content of lines below moves one line down. The last line is deleted.

## **void lowvideo ( void )**

---

Makes foreground colors dark.

If the current foreground color is higher than LIGHTGRAY subtracts 8 from its value making light colors dark.

## See Also

[COLORS](#)

[highvideo](#)

```
void movetext ( int left,  
                int top,  
                int right,  
                int bottom,  
                int destleft,  
                int desttop  
                )
```

---

Copies text.

### Parameters

- left** Left coordinate of the rectangle, inclusive, starting from 1.
- top** Top coordinate of the rectangle, inclusive, starting from 1.
- right** Right coordinate of the rectangle, inclusive, starting from 1.
- bottom** Bottom coordinate of the rectangle, inclusive, starting from 1.
- destleft** Left coordinate of the destination rectangle.
- desttop** Top coordinate of the destination rectangle.

```
void normvideo ( void )
```

---

Sets text attribute back to value it had after program start.

It uses [text\\_info](#)'s normattr value.

## See Also

## text\_info

```
void putchxy ( int    x,  
               int    y,  
               char ch  
               )
```

---

Puts char at the specified position.

### Parameters

**x** horizontal position  
**y** vertical position  
**ch** char

```
void puttext ( int          left,  
               int          top,  
               int          right,  
               int          bottom,  
               struct char_info * buf  
               )
```

---

Puts text back to the screen.

### See Also

[char\\_info](#)  
[\\_conio\\_gettext](#)

### Parameters

**left** Left coordinate of the rectangle, inclusive, starting from 1.  
**top** Top coordinate of the rectangle, inclusive, starting from 1.

- right** Right coordinate of the rectangle, inclusive, starting from 1.
- bottom** Bottom coordinate of the rectangle, inclusive, starting from 1.
- buf** You have to pass buffer of size  $(\text{right} - \text{left} + 1) * (\text{bottom} - \text{top} + 1) * \text{sizeof}(\text{char\_info})$ .

## **void switchbackground ( int **color** )**

---

Replaces background color in the whole window.

The text however is left intact. Does not modify [textbackground\(\)](#).

### **See Also**

[flashbackground](#)

### **Parameters**

**color** background color

## **void textattr ( int **\_attr** )**

---

Sets attribute of text.

### **Parameters**

**\_attr** new text attribute

## **void textbackground ( int **color** )**

---

Sets text background color.

### **See Also**

[COLORS](#)



## Parameters

**color** new background color

**void textcolor ( int **color** )**

---

Sets text foreground color.

## See Also

**COLORS**

## Parameters

**color** new foreground color

**int wherex ( void )**

---

Reads the cursor X position.

## Returns

cursor X position

**int wherey ( void )**

---

Reads the cursor Y position.

## Returns

cursor Y position

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[Namespaces](#) | [Functions](#)

## constream File Reference

A constream implementation for Mingw/Dev-C++. [More...](#)

```
#include <iostream> #include "conio2.h"
```

# Namespaces

---

namespace **conio**

This namespace contain all C++ specific things.

---

## Functions

`_Setxy` **`conio::setxy`** (int x, int y)  
setxy manipulator

`_Setclr` **`conio::setclr`** (int color)  
setclr manipulator

`_Setbk` **`conio::setbk`** (int color)  
setbk manipulator

`_Setattr` **`conio::setattr`** (int \_attr)  
setattr manipulator

`_Setcsrtype` **`conio::setcsrtype`** (int type)  
setcsrtype manipulator

`std::ostream &` **`conio::clrscr`** (std::ostream &o)  
clrscr manipulator

`std::ostream &` **`conio::cleol`** (std::ostream &o)  
cleol manipulator

`std::ostream &` **`conio::highvideo`** (std::ostream &o)  
highvideo manipulator

`std::ostream &` **`conio::lowvideo`** (std::ostream &o)  
lowvideo manipulator

`std::ostream &` **`conio::normvideo`** (std::ostream &o)  
normvideo manipulator

`std::ostream &` **`conio::delline`** (std::ostream &o)

deline manipulator

std::ostream & **conio::inline** (std::ostream &o)  
inline manipulator

---

## Detailed Description

---

A constream implementation for Mingw/Dev-C++.

### **Warning**

There is not implemented constream class, only manipulators for iostream, so use them on cin/cout.

### **Author**

Michal Molhanec [michal@molhanec.net](mailto:michal@molhanec.net)

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Here is a list of all documented functions, variables, defines, enums, and typedefs with links to the documentation:

- \_ -

- `_conio_gettext()` : [conio2.h](#)
- `_NOCURSOR` : [conio2.h](#)
- `_NORMALCURSOR` : [conio2.h](#)
- `_setcursortype()` : [conio2.h](#)
- `_SOLIDCURSOR` : [conio2.h](#)

- b -

- `BLACK` : [conio2.h](#)
- `BLUE` : [conio2.h](#)
- `BROWN` : [conio2.h](#)

- c -

- `cgets` : [conio2.h](#)
- `clearkeybuf()` : [conio2.h](#)
- `clreol()` : [conio2.h](#)
- `clrscr()` : [conio2.h](#)
- `COLORS` : [conio2.h](#)
- `cputsxy()` : [conio2.h](#)
- `CYAN` : [conio2.h](#)

- d -

- DARKGRAY : [conio2.h](#)
- delay() : [conio2.h](#)
- delline() : [conio2.h](#)

## - f -

- flashbackground() : [conio2.h](#)

## - g -

- getpass() : [conio2.h](#)
- gettext : [conio2.h](#)
- gettextinfo() : [conio2.h](#)
- gotoxy() : [conio2.h](#)
- GREEN : [conio2.h](#)

## - h -

- highvideo() : [conio2.h](#)

## - i -

- inittextinfo() : [conio2.h](#)
- insline() : [conio2.h](#)

## - l -

- LIGHTBLUE : [conio2.h](#)
- LIGHTCYAN : [conio2.h](#)
- LIGHTGRAY : [conio2.h](#)
- LIGHTGREEN : [conio2.h](#)
- LIGHTMAGENTA : [conio2.h](#)
- LIGHTRED : [conio2.h](#)
- lowvideo() : [conio2.h](#)

## - m -



- MAGENTA : [conio2.h](#)
- movetext() : [conio2.h](#)

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- putchxy() : [conio2.h](#)
- puttext() : [conio2.h](#)

**- r -**

- RED : [conio2.h](#)

**- S -**

- switchbackground() : [conio2.h](#)

**- t -**

- textattr() : [conio2.h](#)
- textbackground() : [conio2.h](#)
- textcolor() : [conio2.h](#)

**- W -**

- wherex() : [conio2.h](#)
- wherey() : [conio2.h](#)
- WHITE : [conio2.h](#)

**- y -**

- YELLOW : [conio2.h](#)
-



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  - [\\_setcursortype\(\)](#) : [conio2.h](#)
  - [clearkeybuf\(\)](#) : [conio2.h](#)
  - [clreol\(\)](#) : [conio2.h](#)
  - [clrscr\(\)](#) : [conio2.h](#)
  - [cputsxy\(\)](#) : [conio2.h](#)
  - [delay\(\)](#) : [conio2.h](#)
  - [delline\(\)](#) : [conio2.h](#)
  - [flashbackground\(\)](#) : [conio2.h](#)
  - [getpass\(\)](#) : [conio2.h](#)
  - [gettextinfo\(\)](#) : [conio2.h](#)
  - [gotoxy\(\)](#) : [conio2.h](#)
  - [highvideo\(\)](#) : [conio2.h](#)
  - [inittextinfo\(\)](#) : [conio2.h](#)
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  - [lowvideo\(\)](#) : [conio2.h](#)
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- COLORS : [conio2.h](#)

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- BLACK : [conio2.h](#)
- BLUE : [conio2.h](#)
- BROWN : [conio2.h](#)
- CYAN : [conio2.h](#)
- DARKGRAY : [conio2.h](#)
- GREEN : [conio2.h](#)
- LIGHTBLUE : [conio2.h](#)
- LIGHTCYAN : [conio2.h](#)
- LIGHTGRAY : [conio2.h](#)
- LIGHTGREEN : [conio2.h](#)
- LIGHTMAGENTA : [conio2.h](#)
- LIGHTRED : [conio2.h](#)
- MAGENTA : [conio2.h](#)
- RED : [conio2.h](#)
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- `_NOCURSOR` : [conio2.h](#)
- `_NORMALCURSOR` : [conio2.h](#)
- `_SOLIDCURSOR` : [conio2.h](#)
- `cgets` : [conio2.h](#)
- `gettext` : [conio2.h](#)

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## c: Directory Reference



## Directories

---

directory **prgrming**

---

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## prgrming Directory Reference

# Directories

---

directory **conio2**

---

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## conio2 Directory Reference

# Directories

---

directory **conio2**

---

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## conio2 Directory Reference

## Files

---

file **conio2.h**

A conio implementation for Mingw/Dev-C++.

file **constream**

A constream implementation for Mingw/Dev-C++.

file **titledoc**

---