

Re: conio.h --> window (int left, int top, int right, int bottom)

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-09/5081.html>

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Date: 09/21/04

Date: Tue, 21 Sep 2004 03:19:07 -0500

"Maverick" <Maverick@discussions.microsoft.com> wrote in message news:1058730C-6273-41F5-B337-E4920D228306@microsoft.com...

> *thx for the tips Daniel*

> *Assume the follow is the layout of a console screen*

> -----

> //

> //

> /-----/-----/

> /x//

> /-----/-----/

> *If I want to place a text on a certain area of the screen (for example*

> *Area*

> *X in the above console screen), I use window(int, int, int, int) method.*

> *Arguments are left, top, right and bottom coordinates of the window, and*

> *after calling this method cout (or Console.out.writeline in C#) will print*

> *in*

> *that console area until you create a new one. Point to remember:*

> *window-arguments are not pixel coordinates, they refer to 80 colums and 24*

> *rows of text. This makes placing text exactly inside (for example) an area*

> *somewhat difficult... Header file is conio.h.*

>

I see. Unfortunately I don't see anything within the framework that supports this. I even looked for a .NET ncurses library and failed to find anything useful(though I did find several arrogant linux blog owners, not quite sure how that happened...). Anyway, you will probably have to use pinvoke and implement it yourself.