

Programming with conio Cheat Sheet

The OpenWatcom conio.h and graph.h functions give you the flexibility to print text on different areas of the screen, create windows, and apply text formatting.

Set text mode when your program starts, and reset it before your program exits.			
Short <code>_setvideomode(short mode);</code>			
<code>_TEXTC80</code>	80x25 color	<code>_TEXTBW80</code>	80x25 black and white
<code>_TEXTC40</code>	40x25 color	<code>_TEXTBW40</code>	40x25 black and white
<code>_TEXTMONO</code>	80x25 mono	<code>_DEFAULTMODE</code>	Mode before running your program

Text windows

Screen coordinates are `row, col` and start 1,1 in the upper-left corner:

<code>void _FAR _settextwindow(short top, short left, short bottom, short right);</code>	Define a text window from <code>top, left</code> to <code>bottom, right</code>
<code>void _FAR _clearscreen(short area);</code>	Clear screen or window
<code>_GCLEARSCREEN</code>	Clear the whole screen
<code>_GWINDOW</code>	Clear the defined window

Printing text

Screen coordinates are `row, col` and start 1,1 in the upper-left corner:

<code>struct rccoord _FAR _settextposition(short row, short col);</code>	Move the cursor to <code>row, col</code>
<code>short _FAR _settextcolor(short color);</code>	Set the text foreground color (0-15)
<code>long _FAR _setbkcolor(long color);</code>	Set the text background color (0-7)
<code>void _FAR _outtext(char _FAR *text);</code>	Print text at cursor position in current color

	0. Black		8. Bright Black		4. Red		12. Bright Red
	1. Blue		9. Bright Blue		5. Magenta		13. Bright Magenta
	2. Green		10. Bright Green		6. Brown		14. Yellow
	3. Cyan		11. Bright Cyan		7. White		15. Bright White



Video

```
struct videoconfig *
_getvideoconfig(struct videoconfig *cfg);
```

Probe the video capabilities

short humtextrows	The number of text rows (such as 25)
short numtextcols	The number of text columns (usually 80 or 40)
short numcolors	The number of available colors
short mode	The current video mode
short adapter	The video adapter connected to the system
short monitor	The display or monitor attached to the system

Common adapter values

Common monitor values

_SVGA	Super VGA adapter	_ENHANCED	Enhanced color display
_VGA	Standard VGA adapter	_COLOR	Regular color display
_EGA	Older EGA adapter	_MONO	Monochrome display
_CGA	Older CGA adapter		

Create a text window

```
Void
textwindow_color(int top,int left,int bottom,int right,int fg,int bg) {
    _settextwindow(top, left, bottom, right);
    _settextcolor(fg);
    _setbkcolor(bg);
    _clearscreen(_GWINDOW);
}
```

Print a status line at the bottom of the screen

```
void print_status(int fg, int bg, const char *text) {
    textwindow_color(25, 1, 25, 80, fg, bg);

    _settextposition(1, 1);
    _outtext(text); }
```