

# GnuDOS library

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for version 1.2

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This manual is for the GnuDOS library (version 1.2).

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## Table of Contents

<b>1</b>	<b>Overview of the GnuDOS library .....</b>	<b>1</b>
<b>2</b>	<b>An example of using the GnuDOS library ....</b>	<b>3</b>
<b>3</b>	<b>An example of using the strings utility .....</b>	<b>5</b>
<b>4</b>	<b>Using the Kbd utility .....</b>	<b>6</b>
<b>5</b>	<b>Using the Dialogs utility .....</b>	<b>9</b>
<b>6</b>	<b>Using the Screen utility .....</b>	<b>12</b>
<b>7</b>	<b>Using the Strings utility .....</b>	<b>14</b>
<b>8</b>	<b>Fog: The console Form Designer .....</b>	<b>16</b>
 <b>Appendix A    GNU Free Documentation License</b>		
	<b>.....</b>	<b>17</b>
	<b>A.1   GNU Free Documentation License .....</b>	<b>17</b>
 <b>Index .....</b>		
		<b>24</b>

# 1 Overview of the GnuDOS library

## About the GnuDOS library

GnuDOS package is a GNU software. It is a library designed to help new users of the GNU system, who are coming from a DOS background, fit into the picture and start using the GNU system with ease. It also addresses the console programmers of such programs that have the look and feel of old DOS system. The library is composed of core utilities and software applications: \* The core library (corelib) contains five utilities: Kbd (for keyboard handling), UKbd (includes unicode support), Screen (for screen drawing), Dialogs (for dialog boxes/window drawing), and Strings (for strings functions). \* The software applications are three: Prime (console file manager), Mino (console text editor), and Fog (console form designer).

## The rationale behind the GnuDOS corelib library

So, you like programming under the GNU/Linux console, right?. And you came from the DOS land where every thing was white/blue or yellow/black. You want to make users coming from DOS land feel home when switching to the powerful GNU system. Okay, That's good. But there are some catches when programming under the console. First of all, you can't format your output exactly the way you want in terms of color, positioning, and so on. You can go deep and use terminal escape sequences (as most GNU/Linux consoles emulate the VT100 terminal), but who can remember these?.

Next comes the problem of the terminal driver interfering with the keyboard input. You don't get the real key scancodes sent by the keyboard. The driver gets in the way and performs a lot of steps to map the right key to the right keycode, process some special key combinations (like CTRL+ALT+DEL) and so on, before passing the result to the terminal. And in the case of XTerminal, the X terminal does more processing before sending the final result to your program. You say what difference does it make? you are taking all the pain off my head, why should I bother? Here is why:

If you want your program to be REALLY interactive, like waiting the user to press a key (press, not press and release and press ENTER!) you can't rely on the good old `getc()` or `getchar()` functions, as they will return an input char alright, but only after the user presses ENTER!. That's no good for us, you know. Another thing is reading special keys, like SHIFT, ALT and CTRL. You don't get scancodes for these keys (not all times, at least).

So how to make your program get over these problems? well, you can implement your own keyboard driver, which will be very painful to construct your keymap tables and do all the calculations, or your can interfere with the input sent from the console driver before it does any further processing on it. The console-utils See [Chapter 4 \[Kbd\], page 6](#). utility does this. It tells the console driver to send it raw data (with no processing), and it then looks into its own table to see what key (or key combinations) does this scancode means, and then gives you the result.

Right now, the See [Chapter 4 \[Kbd\], page 6](#). utility doesn't recognize ALL the possible keys that can be entered through a keyboard. It recognizes all the alphanumeric charset, the TAB, CAPS, ENTER, SPACE, CTRL, ALT, SHIFT, DEL, INS, HOME, ESC, and END. More keys (like function keys F1-F12) will be added with future releases.

The other thing the GnuDOS library provides is a utility for controlling the screen See [Chapter 6 \[Screen\], page 12](#). It provides functions for getting the screen size (height and width), setting the screen colors, and clearing the screen.

The third utility is the See [Chapter 5 \[Dialogs\], page 9](#). utility, which (as its name says) provides a ready to use class of dialog boxes under the console. It provides two types of boxes: simple dialog box (to provide the user with a message, or asking for confirmation, ...) and an input box (to ask the user to enter some input).

The fourth utility is the See [Chapter 7 \[Strings\], page 14](#). utility. It provides some handy functions to make working with strings under C much easier for the programmer.

There are two sample programs: the See [Chapter 2 \[hello\\_gnudos\], page 3](#). demonstrates how to use the various elements and utilities of the console-utils (GnuDOS) library (except for the strings utility). The other example is See [Chapter 3 \[hello\\_strings\], page 5](#). which demonstrates how to use the strings utility.

## 2 An example of using the GnuDOS library

This is a sample program that demonstrates how to use the GnuDOS library utilities:

```
#include "console/dialogs.h"
#include "console/screen.h"
#include "console/kbd.h"

void sighandler(int signo)
{
    //do what ever needs to be done here. The following line is just an example.
    fprintf(stderr, "SIGNAL %d received\n", signo);
}

int main(int argc, char *argv[])
{
    if(!catchSignals())
    {
        fprintf(stderr, "Error catching signals. Exiting.\n");
        exit(1);
    }
    if(!init_kbd())
    {
        fprintf(stderr, "Error initializing keyboard. Aborting.\n");
        exit(1);
    }

    getScreenSize(); //gets screen size
    clearScreenC(WHITE, BGBLACK); //clear the screen
    //loads color arrays with default values
    loadDefaultColors();
    setScreenColors(FG_COLOR[COLOR_WINDOW], BG_COLOR[COLOR_WINDOW]);

    msgBox("This was an example", OK, INFO);
    drawBox(2, 2, SCREEN_H-2, SCREEN_W-2, " Example ", YES);
    locate(3, 3); printf("Hello GnuDOS!");
    locate(4, 3); printf("This is an example Window.");
    locate(5, 3); printf("Press ENTER to exit...");
    while(1)
    {
        if(getKey() == ENTER_KEY) break;
    }

    clearScreen();
    //very important to restore keyboard state to its
    //previous state before exiting
    restore_kbd();
    exit(0);
}
```

```
}
```

Note that including the header file "dialogs.h" automatically includes both "screen.h" and "kbd.h" as the dialogs utility uses both of the other two.

And now REMEMBER two things: (1) a call to `initTerminal()` must be invoked before using the library (2) a call `restoreTerminal()` must be done before exiting the program For details about these functions please see See [Chapter 4 \[Kbd\]](#), page 6.

If you forget point (2), you will leave the user's terminal in raw mode, which (under console) means he/she will not be able to do virtually anything (not even switching terminal by CTRL+ALT+F key!). The only way out is a reboot!. Under X it is less worse, usually the user will need to close the xterm or kill the process. Still though, it is IMPERATIVE to call `restoreTerminal()` before exiting your program!. To make sure no funny things happen (like your progrm crashing for whatever reason, or your admin killing it, to name a few) before you call `restoreTerminal()`, you better use the `catchSignals()` function of the See [Chapter 5 \[Dialogs\]](#), page 9. utility. Remember though that there are some signals that can't be caught by your program, like the SIGSTOP and SIGKILL signals. This is why we used the `catchSignals()` function instead of the `catchAllSignals()` function.

### 3 An example of using the strings utility

This is a sample program that demonstrates how to use the strings utility:

```
#include <stdio.h>
#include "strings.h"

int main(int argc, char **argv)
{
    printf("Hello World");
    str s;
    s = "Hello world";
    printf("\n%s", s);
    printf("\n%d", indexof(s, 'H'));
    printf("\n%d", nindexof('H'));
    printf("\n%d", lindexof(s, 'H'));
    printf("\n%s", substr(s, 4));
    printf("\n%s", nsubstr(s, 4, 5));
    return 0;
}
```



## 4 Using the Kbd utility

The Kbd utility of the GnuDOS library provides functions for getting input from the keyboard, initializing and restoring the terminal state to enable the utility to grasp proper keyboard input, and some global variables.

The global variables defined in kbd.h are:

```
bool ALT;  
bool CTRL;  
bool SHIFT;  
bool CAPS;  
bool INSERT;  
bool X_IS_RUNNING;
```

This is their explanation:

ALT: Boolean variable that indicates the state of the ALT key

(1=pressed, 0=released)

CTRL: Boolean variable that indicates the state of the CTRL key

(1=pressed, 0=released)

SHIFT: Boolean variable that indicates the state of the SHIFT key

(1=pressed, 0=released)

CAPS: Boolean variable that indicates the state of CAPSLOCK

(1=pressed/ON, 0=released/OFF)

INSERT: Boolean variable that indicates the state of the INSERT key

(1=pressed/ON, 0=released/OFF)

X\_IS\_RUNNING: Boolean variable that indicates whether X is running

(1=running under X, 0=running under console)

Three functions are defined:

```
int initTerminal();  
void restoreTerminal();  
int getKey();
```

The `initTerminal()` function must be called before any other library function is used. It initializes the terminal for library use. What this means in simple English is that the console will be messed up for other programs during your program execution. This is why it is MANDATORY to call `restoreTerminal()` just before your program exits to ensure that the terminal is restored to its previous state. Failing to do so, the terminal is left in an intermediate state that the user will have only one option: to reboot (under console) or to kill (or close) the terminal (under X).

The function `getKey()` is called to get the next key press from the keyboard. It actually relies on two functions internally: one to get the key under X, the other to get it under console mode. The difference between the two is of no relevance to the user. Just call `getKey()` to get the next keypress whether under X or not.

The `getKey()` function returns its result as an integer. For alphanumeric keys this will mean the ASCII value of that key (ASCII 65-90 for Latin capitals, 97-122 for Latin smalls, 32 for Space, 33-64 for numbers and punctuation, 96 for backtick, 123-126 for braces, vertical bar and tilde). Other keys like arrows and ESC and ENTER are defined as macros in the `kbd.h` file:

```
#define ESC_KEY 27
#define BACKSPACE_KEY 8
#define TAB_KEY 9
#define ENTER_KEY 13
#define CAPS_KEY 1
#define SHIFT_KEY 2
#define CTRL_KEY 3
#define ALT_KEY 4
#define SPACE_KEY 32
#define UP_KEY 5
#define DOWN_KEY 6
#define LEFT_KEY 7
#define RIGHT_KEY 10
#define DEL_KEY 11
#define HOME_KEY 12
#define END_KEY 14
#define INS_KEY 15
#define SHIFT_DOWN 17
#define SHIFT_UP 18
#define PGUP_KEY 19
#define PGDOWN_KEY 20
```

What you need to do is to match the return value of `getKey()` against the desired key. For example:

```
if(getKey() == ESC_KEY)
    exit(0);
```

Or, more elegantly, in a switch loop:

```
int c = getKey();
switch(c)
{
    case(ESC_KEY):
        //do-something
        break;
    case(UP_KEY):
        //do-other-stuff
        break;
    default:
        if(c >= 32 && c <= 126)
            print("%c", c);
        break;
}
```

To test for special key combinations (e.g. CTRL+S):

```
c = getKey()
if(c == 's' && CTRL)
{
    //do something
}
```

Another utility has been added, which is called UKbd ("U" stands for Unicode). As such, this utility is the exact same replica of the Kbd utility, with the exception that it handles unicode characters. The functions defined are almost the same as Kbd's functions, with an added "u" in front of each, i.e.:

```
char *ugetKey();
char *ugetKeyUnderConsole();
char *ugetKeyUnderX();
```

The results are returned as character pointer in each.

One additional piece of information is the mask that is used to determine the length of a given unicode char, as unicode chars have variable lengths:

```
static unsigned short mask[] = {192, 224, 240};
```

## 5 Using the Dialogs utility

The Dialogs utility provides three types of dialog boxes: simple dialog boxes, input boxes, and empty boxes.

### Simple Dialog Box

The function to draw a simple dialog box is defined in "dialogs.h" as:

```
int msgBox(char *msg, int buttons, msgtype tmsg);
```

Where:

- msg: is a pointer to the string that will be the output message of the dialog box
- buttons: an integer value defining the number and type of buttons to be displayed (see below)
- tmsg: a value of type "msgtype" (see below) defining the type of dialog box. This will be the title of the dialog

The value of `buttons` can be: OK, OK|CANCEL, or YES|NO. Note when using two buttons they need to be ORed with the vertical bar. The macros defining those buttons are declared in "dialogs.h" as:

```
//buttons used in message boxes//
#define OK 1 //00000001
#define YES 2 //00000010
#define CANCEL 4 //00000100
#define NO 8 //00001000
```

The value of `tmsg` can be:

- INFO: This is an information box. The title will be "INFORMATION"
- ERROR: This is an error message box. The title will be "ERROR"
- CONFIRM: This is a confirmation dialog box. The title will be "CONFIRMATION"

### Input boxes

The function to draw a simple dialog box is defined in "dialogs.h" as:

```
char* inputBox(char *msg, char *title);
```

Where:

- msg: is a pointer to the string that will be the output message of the dialog box
- title: is a pointer to the string that will be the title of the input box

The function returns the user input as a char pointer. If the user entered nothing, or pressed CANCEL button or ESC, the function returns NULL. You can also access the return value in the globally accessed variable 'input', which is defined:

```
char input[MAX_INPUT_MSG_LEN+1]; //input string returned by inputBox() function
```

Another function for drawing input boxes is defined:

```
char* inputBoxI(char *msg, char *inputValue, char *title);
```

The only difference is that it takes as the second parameter a string that will be displayed in the input box as an initial input value for the user. This is helpful if you want to give the user a default value for whatever input is required from the user. The user can change the input or just press ENTER and accept the default value.

## Empty boxes

Drawing empty boxes or windows is done via one of two functions:

```
void drawBox(int x1, int y1, int x2, int y2, char *title, int clearArea);
void drawBoxP(point p1, point p2, char *title, int clearArea);
```

They basically do the same thing, except that drawBoxP() accepts the window coordinates as two 'point' structures which are defined as:

```
typedef struct { int row; int col; } point;
```

Whereas the drawBox() function accepts coordinates as four integer values. The explanation of the parameters to the two functions is as follows:

- x1: The x-coordinate (row) of the upper left corner
- y1: The y-coordinate (column) of the upper left corner
- x2: The x-coordinate (row) of the lower right corner
- y2: The y-coordinate (column) of the lower right corner
- char \*title: A string pointer to the title of the dialog box
- int clearArea: A boolean value indicating whether to clear the box area (YES=clear, NO=don't clear). Not clearing the box area can be handy when, for example, you need to redraw the window frame but leave the window contents intact.

Other things of concern are:

```
int MAX_MSG_BOX_W;
int MAX_MSG_BOX_H;
#define MAX_INPUT_MSG_LEN 100
```

The first two are global variables used to determine the maximum size of a dialog box. MAX\_MSG\_BOX\_W defines the maximum width (columns) and MAX\_MSG\_BOX\_H the maximum height (rows). Their values are calculated in the msgBox() and inputBox() functions as:

```
MAX_MSG_BOX_W = SCREEN_W-2;
MAX_MSG_BOX_H = SCREEN_H-2;
```

The last one, MAX\_INPUT\_MSG\_LEN is a macro defining the maximum length of the input string returned by an input box. Currently it is restricted to 100 chars.

## The `catchSignals()` function

The last two functions of "dialogs.h" are:

```
int catchSignals();
int catchAllSignals();
```

Which are handy and so important. Remember that after a call to `initTerminal()` the terminal will be in an intermediate state, which is not of much use to the user. Calling `restoreTerminal()` is an important step to do before leaving your program. But what if your program crashed for whatever reason? (bad things happen all the time), or if a system administrator decided to kill your process?. Here is what `catchSignals()` does: it catches all the important signals (namely: `SIGINT`, `SIGQUIT`, `SIGABRT`, and `SIGTERM`) and passes them to a signal handler, which you will define as:

```
void sighandler(int signo)
{
    //do what ever needs to be done here. The following line is just an example.
    fprintf(stderr, "SIGNAL %d received\n", signo);
}
```

The `catchAllSignals()` does the same, except it tries to catch also `SIGSTP`, `SIGKILL`, and `SIGSTOP`. It is a futile effort of course, as these signals can't be caught, it is just included for convenience.

If either function succeeds in catching the signals, it will return 1. Otherwise, 0. Expect `catchAllSignals()` to return 0 at all times because of the reason above.

Note that you will need to define the signal handler even if you will not use the `catchSignals()` function (which is, by the way, not recommended at all! We explained the reasons several times above). It can be defined as an empty function as:

```
void sighandler(int signo)
{
}
```

Again, please define the signal handler in a proper way whenever possible.

## 6 Using the Screen utility

The screen utility provides functions to manipulate the screen colors, clearing the screen, and positioning of the cursor. It also defines values for the screen size. The member variables of the screen utility (defined in `screen.h`) are:

```
int SCREEN_W;
int SCREEN_H;
```

Both these variables are filled with values after a call to `getScreenSize()`.

```
int FG_COLOR[color_components];
int BG_COLOR[color_components];
```

The `color_components` is a macro defined with a value of 4. The possible values for `color_components` which is an index into arrays of colors determining what color is assigned to which component (i.e., dialogs, buttons, ...) are:

```
COLOR_WINDOW 0
COLOR_HIGHLIGHT_TEXT 1
COLOR_BUTTONS 2
COLOR_HBUTTONS 3
```

You can define the colors in the color arrays by using integer values, although using macro names (as discussed below) is recommended. Initializing the arrays can be done with code like:

```
FG_COLOR[COLOR_WINDOW] = 37;
FG_COLOR[COLOR_HIGHLIGHT_TEXT] = 34;
FG_COLOR[COLOR_MENU_BAR] = 34;
FG_COLOR[COLOR_STATUS_BAR] = 34;
FG_COLOR[COLOR_BUTTONS] = 37;
FG_COLOR[COLOR_HBUTTONS] = 32;
BG_COLOR[COLOR_WINDOW] = 44;
BG_COLOR[COLOR_HIGHLIGHT_TEXT] = 47;
BG_COLOR[COLOR_MENU_BAR] = 47;
BG_COLOR[COLOR_STATUS_BAR] = 47;
BG_COLOR[COLOR_BUTTONS] = 41;
BG_COLOR[COLOR_HBUTTONS] = 41;
```

For convenience, the names of colors used in screen utility functions can be retrieved from the array `screen_colors[]` after a call to `getScreenColors()`:

```
getScreenColors();
for(int i = 0; i < 16; i++)
    printf("%s\n", screen_colors[i]);
```

To set the screen colors (e.g. before clearing the screen,), use the function:

```
void setScreenColors(int FG, int BG);
```

where FG is the foreground color, BG is the background color. Color values are defined as macros in the (`screen.h`) file:

```
#define BLACK      30      //set black foreground
#define RED        31      //set red foreground
#define GREEN      32      //set green foreground
```

```
#define BROWN      33      //set brown foreground
#define BLUE       34      //set blue foreground
#define MAGENTA    35      //set magenta foreground
#define CYAN       36      //set cyan foreground
#define WHITE      37      //set white foreground
#define BGBLACK    40      //set black background
#define BGGREEN    41      //set red background
#define BGGREEN    42      //set green background
#define BGBROWN    43      //set brown background
#define BGBLUE     44      //set blue background
#define BGMAGENTA  45      //set magenta background
#define BGCYAN     46      //set cyan background
#define BGWHITE    47      //set white background
#define BGDEFAULT  49      //set default background color
```

To get the size of screen coordinates, use function:

```
void getScreenSize();
```

which will fill the values into SCREEN\_W and SCREEN\_H global variables.

The functions

```
void clearScreen();
void clearScreenC(int FG, int BG);
```

basically do the same thing, except clearScreen() uses whatever colors where passed into previous call of setScreenColors(), and clearScreenC() takes the values of colors to use when clearing the screen. Last color function is

```
void loadDefaultColors();
```

which resets the color arrays into default values.

To reposition the cursor, use:

```
void locate(int row, int col);
```

giving the row and column as int values. Remember the screen has top-left based coordinates, meaning position 1-1 is at the top-left corner, position 25-80 is at the bottom-right (for a 25x80 screen size).



## 7 Using the Strings utility

The strings utility defines some handy functions for dealing with strings. Strings in C are problematic: they involve a lot of pointer manipulation which is often complicated, error-prone and a source of bugs. The strings utility defines a wrapper type for strings (only for convenience), which is defined as:

```
typedef char *str;
```

The functions of the strings utility, as defined in "strings.h", are:

```
int indexof(str string, char chr);
int nindexof(char chr);
int lindexof(str string, char chr);

str substr(str string, int start);
str nsubstr(str string, int start, int length);
str ltrim(str string);
str rtrim(str string);
str trim(str string);

str toupper(str string);
str tolower(str string);
```

What the functions do is as following:

- The `indexof()` function returns the zero-based index of the first occurrence of 'chr' in 'string'.
- The `nindexof()` function returns the zero-based index of the next occurrence of 'chr' in 'string'. It should be called after a previous call the `indexof()`.
- The `lindexof()` function returns the zero-based index of the last occurrence of 'chr' in 'string'. If there is only one occurrence of 'chr' in 'string', the return value is essentially the same as that of `indexof()`.
- The `substr()` function returns a substring of 'string' starting from position 'start'. Note start is zero-based.
- The `nsubstr()` function returns a substring of 'string' starting from position 'start' and spanning 'length' characters. Note start is zero-based.
- The `ltrim()` function trims (removes) all the whitespace characters from the strings' left side. Whitespace characters removed are: space, tab, and newline. If there are no whitespace characters in the lefthand side of the string, the original string is returned.
- The `rtrim()` function trims (removes) all the whitespace characters from the strings' right side. Whitespace characters removed are: space, tab, and newline. If there are no whitespace characters in the lefthand side of the string, the original string is returned.
- The `trim()` function trims (removes) all the whitespace characters from both strings' ends. Whitespace characters removed are: space, tab, and newline. If there are no whitespace characters in either side of the string, the original string is returned.
- The `toupper()` function returns the string in upper case letters.

- The `tolower()` function returns the string in lower case letters.

## 8 Fog: The console Form Designer

Using the utilities of the GnuDOS library will ease the life of console programmers very much, but still though, putting it all together to design a complete user interface (or a form) can be a tedious job. The FOG (Form Designer) helps with this aspect of programming. It provides a development environment that will make it easy to design an application interface for a program using the console-utils library under the console.

Fog is installed as part of the GnuDOS library package. It can be invoked by running:

```
$ fog
```

from the command line. The user interface is very simple:

- **Toolbox:** Contains the set of 'tools' that can be added to a form, such as option items and bulleted items
- **Form design:** Displays the form under design
- **Menu bar:** Contains the menus File, Edit and Help

Fog saves the form design typically in the same working directory from which it was invoked. This can be changed by specifying another path and file name in the Save dialog box. Fog design files have the extension '.fog', to be distinct from other programs' files. These files should not be edited by hand. Instead, open Fog and edit the form design and re-save the form. After finishing the form design, Fog can create a skeleton project that has most components pre-written for the programmer, mainly the parts that deal with the user interface and getting input from the user.

Select 'Write Project' from the File menu, or just press CTRL+W. Fog will write three files in the same project directory:

- **main.c:** Contains the main() program function. If the form contains any buttons, it will contain a function event handler which is called whenever a button is clicked (or the user presses ENTER on it).
- **fog\_header.h:** Contains global variable declarations and function prototypes.
- **form\_design.c:** Contains the following function definitions:
  - void init\_form(): Initializes the form and fills global variables
  - void refresh\_form(): Redraws the form into the screen
  - void input\_loop(): Catches user input on the form
  - void close\_form(): Restores the terminal and clears the screen before exiting

A program designed with Fog can be compiled as following (if using gcc compiler):

```
$ gcc -o myprog main.c form_design.c -lGnuDOS
```

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## A.1 GNU Free Documentation License

Version 1.2, November 2002

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# Index

## B

Button values in dialog boxes ..... 9

## C

Color arrays ..... 12

Color components ..... 12

Color definitions ..... 12

## D

Dialogs ..... 8

## E

Empty Boxes ..... 10

Example of defining the Color arrays ..... 12

## F

FDL, GNU Free Documentation License ..... 17

Fog ..... 15

## G

Global Dialog Box variables ..... 10

Global Kbd variables ..... 6

Global keyboard variables ..... 6

GnuDOS library overview ..... 1

## H

hello\_gnudos ..... 2

hello\_strings ..... 4

## I

Input Boxes ..... 9

Input Boxes with default input values ..... 10

## K

Kbd ..... 5

Kbd functions ..... 6

Keyboard functions ..... 6

## O

Overview ..... 1

## S

Sample of using the getKey() function ..... 7

Screen ..... 11

Simple Dialog Boxes ..... 9

Special keys ..... 7

Strings ..... 13

## T

The catchSignals() function ..... 10

The clearScreen() function ..... 13

The clearScreenC() function ..... 13

The console Form Designer ..... 15

The Dialogs utility ..... 8

The getScreenColors() function ..... 12

The getScreenSize() function ..... 13

The indexof() function ..... 14

The Kbd utility ..... 5

The lindexof() function ..... 14

The loadDefaultColors() function ..... 13

The locate() function ..... 13

The ltrim() function ..... 14

The nindexof() function ..... 14

The nsubstr() function ..... 14

The rtrim() function ..... 14

The Screen utility ..... 11

The setScreenColors() function ..... 12

The sighandler() function ..... 11

The Str typedef ..... 14

The Strings utility ..... 13

The Strings utility function definitions ..... 14

The substr() function ..... 14

The tolower() function ..... 14

The toupper() function ..... 14

The trim() function ..... 14

Types of messages in Dialog Boxes ..... 9

## U

Using the console Form Designer ..... 15

Using the Dialogs utility ..... 8

Using the Kbd utility ..... 5

Using the Screen utility ..... 11

Using the Strings utility ..... 13