



*smxWindows*TM

***smxWindows* is a text-based windowing package** great for dressing up user interfaces. It is intended for use in *smx*-based applications. The package contains 25 calls. As the list shows, there are calls for initialization, creation of normal and pop-up windows, user input, menu selection, and shuffling the order of the windows.

Since windows may overlap each other, real-time changes to a window will cause the visible portion to be updated and any non-visible portion to be maintained in a window buffer allocated from the heap.

Pop-up windows, useful for warnings or requested input, will overlap the topmost window and are processed sequentially.

Functions creating pop-up's will queue requests to a unique semaphore causing the current task to be suspended, if necessary. All *smxWindows* calls are **reentrant**, **non-DOS dependent**, and ***smx-compatible***. The package is small (10.5K bytes, max.) and fast. It is simple, so it requires little learning to create an attractive text-based interface. It is definitely a step up from using standard *smx* or C library text output calls.

***smxWindows* is provided in library form with source code and make files.** Because source code is provided, *smxWindows* can be extended to provide application-specific functions.

smxWindows is compatible with *smxProbe*.

Functions

Initialization and Exit:

Wn_Init	Initializes <i>smxWindows</i> subsystem and saves DOS window.
Wn_Exit	Restores DOS window and returns all window buffers.

Window Creation and Deletion:

Wn_Create	Creates a window.
Wn_Delete	Deletes a window.
Wn_ListBox	Displays a pop-up window of choices.
Wn_Warning	Displays a warning pop-up window and get a response.
Wn_KbdData	Solicits keyboard input with a pop-up window.

Window Ordering:

Wn_Top	Brings window to top of display.
Wn_Bottom	Puts window at bottom of display.
Wn_Pop	Pops a window up 1 position in stack.
Wn_Push	Pushes a window down 1 position in stack.

Window Output:

Wn_Display	Displays a null terminated string on a window.
Wn_PutVideoWord	Writes character and attribute to location.
Wn_GetVideoWord	Returns character and attribute at location.
Wn_KbdInput	Allows keyboard input to be entered in a window.
Wn_SetCursor	Sets a new cursor location (row, col).
Wn_GetCursor	Obtains the current cursor location (row, col).
Wn_SetAttr	Sets screen attribute for part or all of a row
Wn_Clear	Clears a specific area of a window.
Wn_Scroll	Scrolls a portion of a window up or down.

Miscellaneous:

Wn_RawDisplay	Displays a null terminated string anywhere on screen.
Wn_MulStrPut	Builds a multi-string array used with Wn_ListBox.
Wn_MulStrGet	Returns pointer to nth string in multi-string.
Wn_MakeLongStr	Converts a LONG into a string of the form: xxx,xxx,xxx.
Wn_PrintLine	Sends a formatted line to the printer.