

* curses Module predicate

A curses module is a set of the library module of the standard included in the system.

When calling, it describes after ::curses.

::curses <startcurses PRED...>

Initialization and rearrangement processing for using a curses module are performed.

curses is processed in the predicate of an argument.

::curses <mvprintw X Y STRING>

STRING is displayed on the position (X, Y) of a screen.

::curses <printw STRING>

STRING is displayed on the position of a screen.

::curses <refresh>

A screen is updated.

::curses <move X Y>

Cursor is moved to the position (X, Y) of a screen.

::curses <cbreak>

A keystroke is made into mode who receives immediately.

::curses <nobreak>

A keystroke is made into the mode which carries out a buffer until a new-line or a carriage return is inputted.

::curses <echo>

When a key is typed, it is made the mode echoed to a screen.

::curses <noecho>

When a key is typed, it is set in mode which does not echo in a screen.

::curses <border ls rs ts bs tl tr bl br>

A ruled line is drawn around a screen.

::curses <erase>

It is blank and the whole screen is buried.

::curses <clear>

A screen is cleared.

::curses <clrtobot>

A lower screen is cleared from the position of cursor.

::curses <clrtoeol>

It clears from the position of cursor to the end of the sentence.

::curses <getch VAR>

The key code of one character is inputted and it is set as VAR.

::curses <ungetch CHAR>

The key code of one character is returned.

::curses <getstr VAR>

A character string is inputted and it is set as VAR.

::curses <inch VAR>

The character of the cursor position is set as VAR.

::curses <instr VAR>

The character string of the cursor position is set as VAR.

::curses <beep>

The beep sounds an audible alarm on the terminal.

::curses <flash>

The flash flashes the screen.

::curses <hline CHAR LENGTH>

The hline and whline functions draw a horizontal line using CHAR starting at the current cursor position.

::curses <vline CHAR LENGTH>

The hline and whline functions draw a vertical line using CHAR starting at the current cursor position.

::curses <raw>

The raw place the terminal into raw mode.

::curses <noraw>

The noraw place the terminal out of raw mode.

::curses <keypad VAL>

If TRUE is set as VAL, a cursor key and a function key will become effective.

::curses <LINES VAR>

The number of lines of a screen is set as variable VAR.

::curses <COLS VAR>

The number of characters of one line of a screen is set as variable VAR.

::curses <delch>

The character of the position of cursor is deleted.

::curses <mvdclch X Y>

The character of a position (X.Y) is deleted.

::curses <scrollok VAL>

A scroll function will become effective if TRUE is set as VAL.

::curses <scr1 NUM>

NUM line scrolling is carried out. In a negative value, it scrolls to an opposite direction. .