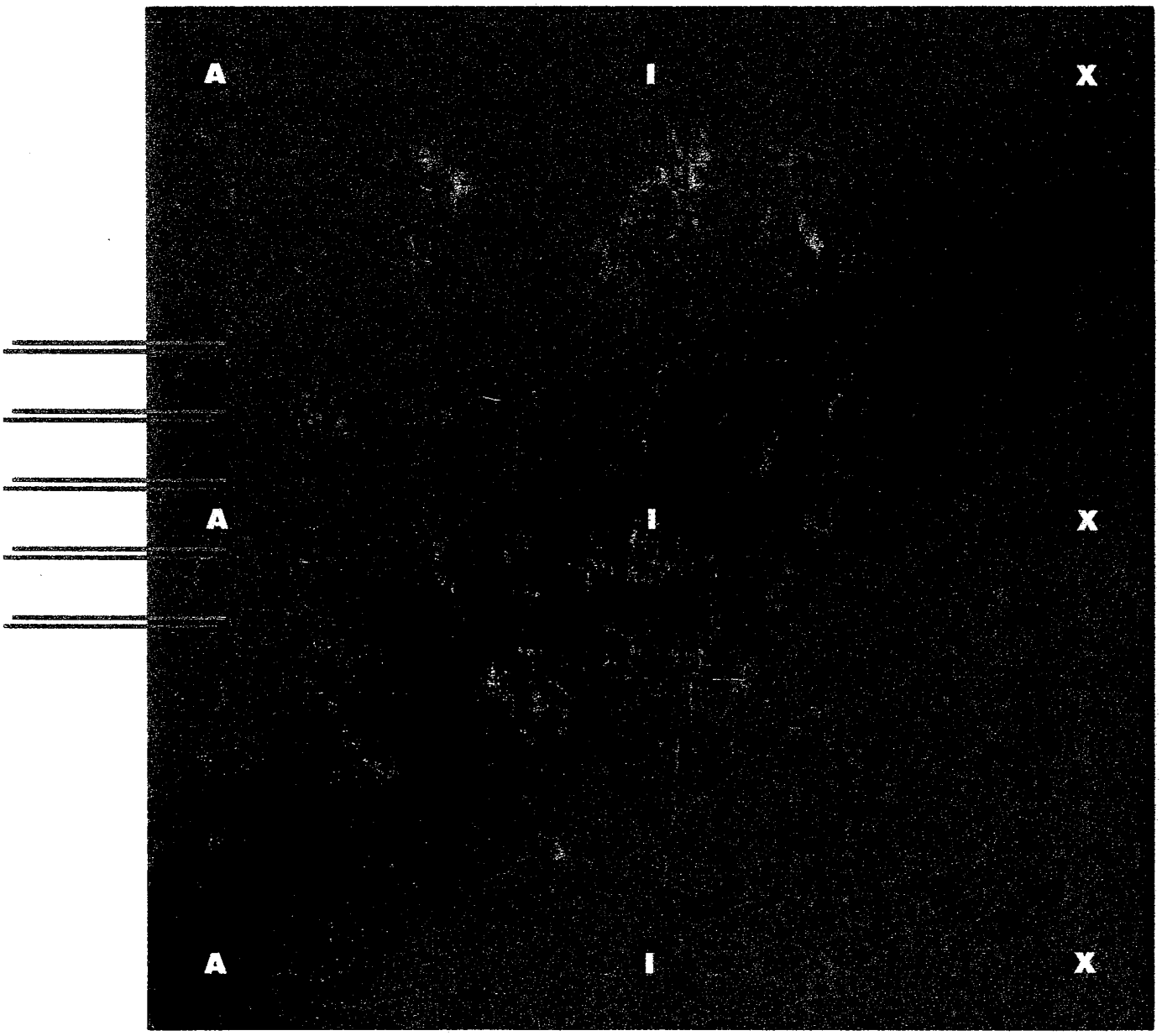
AIX Operating System For Personal System/2™ Programming Tools and Interfaces



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Appendix B. Extended curses Structures

WINDOW Structure

The *Extended curses* library routines use a structure, *WINDOW*, to hold information about each window that it is working with. Figure B-1 shows the contents of that structure.

```
struct _win_st
{
   short    _cury, _curx;
   short    _maxy, _maxx;
   short    _begy, _begx;
   short    _winy, _winx;
   short    _flags;
   short    *_firstch;
   short    *_lastch;
   bool     _clear;
   bool     _leave;
   bool     _scroll;
   ATTR     _csbp;
   NLSCHAR  **_y;
   ATTR     **_a;
   struct   _win_st *_view;
} ;

#define     WINDOW struct  _win_st
#define     _SUBWIN        001
#define     _ENDLINE       002
#define     _FULLWIN       004
#define     _SCROLLWIN     010
#define     _ISVIEW        040
#define     _HASVIEW       100
#define     _STANDOUT      200
#define     _NOCHANGE       -1
```

Figure B-1. Structure Definition for WINDOW

```
#define PANEL   struct Panel

struct  Panel
  {
  short int     p_depth ;
  short int     p_width ;
  short int     orow    ;
  short int     ocol    ;
  char          *title  ;
  char          divty   ;
  char          bordr   ;
  char          fill1   ;
  char          fill2   ;
  PANEL         *p_under;
  PANEL         *p_over ;
  PANE          *fpane  ;
  PANE          *dpane  ;
  PANE          *apane  ;
  WINDOW        *p_win  ;
  int           dfid    ;
  char          plobsc  ;
  char          plmodf  ;
  char          PLfill[6] ;
  }             ;
```

Figure B-2. Structure Definition for PANEL

The variables in this structure perform the following functions:

p_depth Number of rows in panel

p_width Number of columns in panel

orow Origin row (top left)

ocol Origin column

***title** Title string pointer

divty Divide type code

bordr Border flag byte

The following fields are used to relate multiple panels on the display:

***p_under** Next panel in chain under this panel

***p_over** Previous panel in chain over this panel

The following fields are used by the library routines. Do not change these fields directly:

***fpane** First pane after divisions

***dpane** First root pane for div

***apane** Current active pane

***p_win** Window struct for panel

dfid External panel ident

plobsc Panel obscured flag

plmodf Panel modified flag

PLfill[6] Not used

PANE Structure

The **Extended curses** library routines use a structure, ***PANE***, to hold information about each pane that it is working with. Figure B-3 shows the contents of that structure.

```
#define PANE    struct Pane

struct  Pane
  {
  short int     w_depth ;
  short int     w_width ;
  short int     v_depth;
  short int     v_width ;
  short int     orow    ;
  short int     ocol    ;
  PANE          *vscr   ;
  PANE          *hscr   ;
  PANE          *nxtpn  ;
  PANE          *prvpn  ;
  PANE          *divs   ;
  PANE          *divd   ;
  char          divty   ;
  char          fill1   ;
  short int     divsz   ;
  char          divszu  ;
  char          bordr   ;
  char          fill2   ;
  char          fill3   ;
  WINDOW        *w_win  ;
  WINDOW        *v_win  ;
  int           pnvsid  ;
  PANEL         *hpanl  ;
  PANEPS        *exps   ;
  char          alloc   ;
  char          pnobsc ;
  char          pnmodf ;
  char          PNfill[5]
  }             ;
```

Figure B-3. Structure Definition for PANE

The variables in this structure perform the following functions:

w_depth Rows of data in presentation space for this pane.

w_width Columns of data in presentation space for this pane.

v_depth Rows being shown on the display of this pane including space for borders.

v_width Columns being shown on the display of this pane including space for borders.