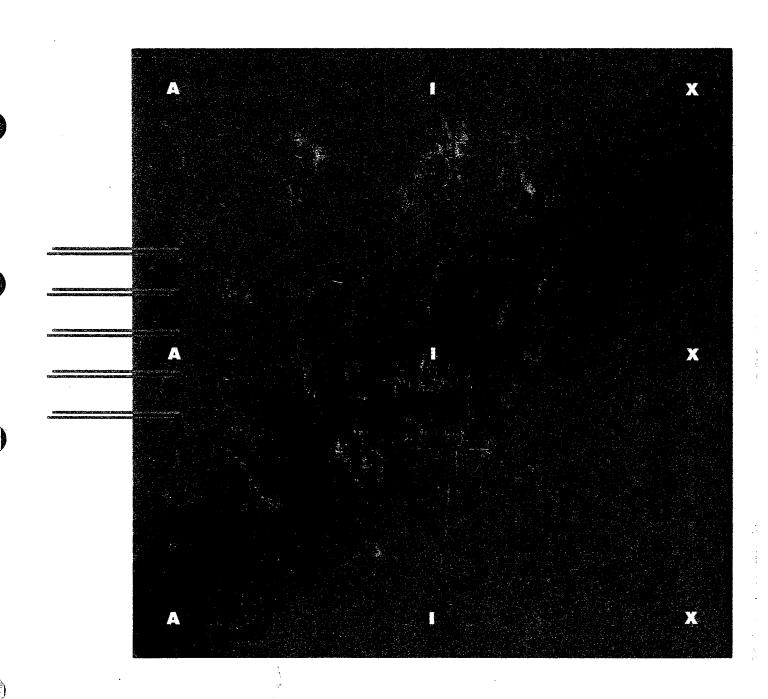
AIX Operating System For Personal System/2™

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;
            *_firstch;
   short
            *_lastch;
   short
   bool
             clear;
   bool
             leave;
   bool
            _scroll;
   ATTR
             csbp;
            **_y;
   NLSCHAR
            **_a;
   ATTR
   struct
            _win_st *_view;
};
#define
            WINDOW struct
                            win st
#define
             SUBWIN
                            001
#define
             ENDLINE
                            002
#define
                            004
            _FULLWIN
#define
            SCROLLWIN
                            010
#define
             ISVIEW
                            040
#define
             HASVIEW
                            100
#define
             STANDOUT
                            200
             NOCHANGE
#define
                             -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
                fi112
 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	fi] 1 ;	
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.	PNfi11[5]	
}	-3	

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

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