



Tech Info Library

Think C Provides Cursor-Positioning and Inverse Video

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TOPIC -----

I want to port an in-house application to the Macintosh. I want to have a true Macintosh interface on this application eventually. However, to service the people that already have Macintoshes, I first want a quick, direct port to the platform with the same DOS interface they have been using.

The program is written in C and uses basic screen positioning and reverse video calls to interact with the user. I am looking for a C compiler that has a "tty library" (or something similar) that they can link into their program to create a tty window on the Macintosh screen automatically and then be able to make calls to position the cursor within that tty window. I wouldn't mind if I lost the reverse-video capability, but I definitely need the cursor-positioning capability.

I would like to write the Macintosh interface port of the application in MPW C, but I haven't seen a "tty library" in MPW that can do the job on the "quick-and-dirty" port. Does MPW or any other C compiler have such a library?

DISCUSSION -----

Think C, from Symantec, offers an ANSI console package with cursor-positioning and inverse video capabilities. As of January, 1990, MPW C did not offer these functions. For more details, search the Tech Info library under "Symantec."

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