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 are 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 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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