

Window Cursor Positioning

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Window Cursor Positioning

- `set_cursor_position()`
 - A function (you include in your code) that allows you to set the x/y position of the cursor in a Windows terminal window
 - You can the print to that position using `printf()`
 - Requires [<windows.h>](#)

Window Cursor Positioning

- `set_cursor_position()`

```
////////////////////////////////////
// set_cursor_position()
//
// function to set the absolute cursor position in a Windows terminal window
//
// inputs: y (row) and x (col) location
// referenced to upper left corner as 0,0
// increasing rows - down
// increasing columns - right
//
// inputs: row, col
// output: moves the window cursor
////////////////////////////////////
void set_cursor_position(int row, int col){
    HANDLE hOut = GetStdHandle(STD_OUTPUT_HANDLE);
    fflush(stdout);
    COORD coord = { (SHORT)col, (SHORT)row };
    SetConsoleCursorPosition(hOut, coord);

    return;
} // end set_cursor_position
```

Window Cursor Positioning

- Example

```
char hold_window;

set_cursor_position(0,0);
printf("%c", 'A');
set_cursor_position(0, 20);
printf("%c", 'B');
set_cursor_position(20, 0);
printf("%c", 'C');
set_cursor_position(20, 20);
printf("%c", 'D');

set_cursor_position(10, 10);
printf("HI");

// trick to keep window open
// any char will close window
scanf(" %c", &hold_window);
```

Z:\msoe_current\ELE1601\eclipse_workspace_ele1601\HW_Project\Debug\HW_Project.exe

A B

HI

C D

Note: char widths are < char heights

Note: window closes instantly without the scanf() trick