NAME

panels – character based panels package

SYNOPSIS

#include <panel.h>

MT-LEVEL

Unsafe

DESCRIPTION

The **panel** library is built using the **curses** library, and any program using **panels** routines must call one of the **curses** initialization routines such as **initscr**. A program using these routines must be compiled with **–lpanel** and **–lcurses** on the **cc** command line.

The **panels** package gives the applications programmer a way to have depth relationships between **curses** windows; a **curses** window is associated with every panel. The **panels** routines allow **curses** windows to overlap without making visible the overlapped portions of underlying windows. The initial **curses** window, **stdscr**, lies beneath all panels. The set of currently visible panels is the *deck* of panels.

The **panels** package allows the applications programmer to create panels, fetch and set their associated windows, shuffle panels in the deck, and manipulate panels in other ways.

Routine Name Index

The following table lists each **panels** routine and the name of the manual page on which it is described.

panels Routine Name	Manual Page Name
bottom_panel	panel_top(3X)
del_panel	panel_new(3X)
hide_panel	panel_show(3X)
move_panel	panel_move(3X)
new_panel	panel_new(3X)
panel_above	panel_above(3X)
panel_below	panel_above(3X)
panel_hidden	panel_show(3X)
panel_userptr	panel_userptr(3X)
panel_window	panel_window(3X)
replace_panel	panel_window(3X)
set_panel_userptr	panel_userptr(3X)
show_panel	panel_show(3X)
top_panel	panel_top(3X)
update_panels	panel_update(3X)

RETURN VALUES

Each **panels** routine that returns a pointer to an object returns NULL if an error occurs. Each panel routine that returns an integer, returns **OK** if it executes successfully and **ERR** if it does not.

SEE ALSO

curses(3X), and 3X pages whose names begin “panel_” for detailed routine descriptions.

NOTES

The header **<panel.h>** automatically includes the header **<curses.h>**.