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Thread: [How could I work on an auto-complete feature?](#)

Terry A. Davis - September 3, 2013, 2:46 am

So I was thinking of it today, my program requires user input from a list and I got a thought from Linux how you press tab it auto completes to whatever command it is closest too.

My thought was something like this

```
Code #include <iostream>
#include <string>
```

```
using std::string;
using std::cout;
using std::cin;
```

```
int main()
{
    string sInput;
    cout << "Enter the input";
    cin >> sInput;
    /*If it is an exact input as in it fits the following if statements it goes and does that.*/
```

```
/*However, if it doesn't it loads PDCurses or a similar library that allows "console" manipulation so it lists them then I can press up or down to choose the closest one judging by what the first few characters are. */
```

```
}
```

Yeah shit syntax and such, but idgaf. I am just stuck how I would set up like a Linux auto-completion feature. Without criticizing me too much how would I do this or can you point me somewhere?

g4143 - September 3, 2013, 3:21 am

If your trying to implement this on a Linux console then you'll have to look at the ncurses library so that you can grab keystrokes and display output.

Terry A. Davis - September 3, 2013, 3:23 am

Nah sadly I am using crappy pdcurses for Windows for the time being.

g4143 - September 3, 2013, 3:30 am

(Sep 3, 2013 03:23 AM)Perfect Cell Wrote: [\[CITE\]](#) Nah sadly I am using crappy pdcurses for Windows for the time being.

Did you try looking at Window's conio functionality?

Shihanus - September 3, 2013, 5:21 am

The other problem is that as far as I'm aware cin is a blocking functions. You'll have to use non blocking input or multiple threads.