

Forum:[Hack Forums](#)

Thread: [play with colors in console with ansi C](#)

sexytampaxlover - September 16, 2015, 2:53 pm

Hi there guys

im here cuz i want to know which simple mode i can use to change color of my cmd window by using ansi c.

I dont want to use `system(color fd);` i want something which dont call the system ,something purely by c

like in this example here :

Code `#include <iostream>`

`#include <windows.h>`

```
int main()
```

```
{
```

```
    const WORD colors[] =
```

```
    {
```

```
        0x1A, 0x2B, 0x3C, 0x4D, 0x5E, 0x6F,
```

```
        0xA1, 0xB2, 0xC3, 0xD4, 0xE5, 0xF6
```

```
    };
```

```
HANDLE hstdin = GetStdHandle( STD_INPUT_HANDLE );
```

```
HANDLE hstdout = GetStdHandle( STD_OUTPUT_HANDLE );
```

```
WORD index = 0;
```

```
// Remember how things were when we started
```

```
CONSOLE_SCREEN_BUFFER_INFO csbi;
```

```
GetConsoleScreenBufferInfo( hstdout, &csbi );
```

```
// Tell the user how to stop
```

```
SetConsoleTextAttribute( hstdout, 0xEC );
```

```
std::cout << "Press any key to quit.\n";
```

```
// Draw pretty colors until the user presses any key
```

```
while ( WaitForSingleObject( hstdin, 100 ) == WAIT_TIMEOUT )
```

```
{
```

```
    SetConsoleTextAttribute( hstdout, colors[ index ] );
```

```
    std::cout << "\t\t\t\t Hello World \t\t\t\t" << std::endl;
```

```
    if ( ++index > sizeof(colors)/sizeof(colors[0]) )
```

```
        index = 0;
```

```
}
```

```
FlushConsoleInputBuffer( hstdin );
```

```
// Keep users happy
```

```
SetConsoleTextAttribute( hstdout, csbi.wAttributes );
```

```
return 0;
```

}I dont understood very well this example ,because i need one simple ,just for change the background and foreground color ,like im doing this in ordinary cmd window by typing `color fd` .

Corios - September 16, 2015, 3:48 pm

You're not going to get a platform independent way. And you already posted up a windows solution, what's the issue. If you don't understand it, Google it lol?

sexytampaxlover - September 16, 2015, 4:35 pm

(Sep 16, 2015 03:48 PM)Corios Wrote: [\[CITE\]](#) You're not going to get a platform independent way. And you already posted up a windows solution, what's the issue. If you don't understand it, Google it lol?

1° this is in c++ im asking about ANSI C
2° i barely understood what this code are doing i've also compiled it and this is not mine stuff.
3° i think you misunderstood me ,i ask about how to do this in c like im doing it on cmd windows by typing color fd or color 84.

At least i mean that i dont need something of special just an line of c code which change my color inside my console program.

This is all ,if you not yet understand me just leave me in peace

Thanks to all

RISC - September 16, 2015, 5:42 pm

(Sep 16, 2015 04:35 PM)sexytampaxlover Wrote: [\[CITE\]](#) 1° this is in c++ im asking about ANSI C
2° i barely understood what this code are doing i've also compiled it and this is not mine stuff.
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At least i mean that i dont need something of special just an line of c code which change my color inside my console program.

This is all ,if you not yet understand me just leave me in peace

Thanks to all

1: The only thing that's C++ about your code is the iostream and cout.

The rest, I don't need to answer.

Masm4ever - September 17, 2015, 5:06 am

Simple code in C, that's a challenge, of course... is ConsoleColor(cRed, cYellow); simple enough?

```
Code #include <stdio.h>
#include <windows.h>
#pragma comment(linker, "/subsystem:console" )
```

```
#define cBlack    0
#define cDarkBlue 1
#define cDarkGreen 2
#define cDarkCyan 3
#define cDarkRed   4
#define cDarkMagenta 5
#define cDarkYellow 6
#define cGray      7
#define cDarkGray  8
#define cBlue      9
#define cGreen     10
#define cCyan      11
#define cRed       12
#define cMagenta   13
#define cYellow    14
```

```

#define cWhite 15
#define ConsoleColor(fcol,
bcol) SetConsoleTextAttribute(GetStdHandle(STD_OUTPUT_HANDLE), fcol+16*bcol);

int main(int argc, char* argv[]) {
    printf("Hello world, default colours\n");
    ConsoleColor(cRed, cYellow);
    printf("Hello world, red on yellow\n");
    ConsoleColor(cBlue, cWhite);
    printf("Hello world, blue on white\n");
    ConsoleColor(cRed, cBlue);
    printf("Hello world, red on blue \n");
    _getch();
}

```

Benoit balls - September 17, 2015, 8:02 am

(Sep 16, 2015 05:42 PM)RISC Wrote: [\[CITE\]](#) 1: The only thing that's C++ about your code is the iostream and cout.

The rest, I don't need to answer.

Are you sure you have no idea how to convert that into C?

hint: std::cout == printf

RISC - September 17, 2015, 8:11 am

(Sep 17, 2015 08:02 AM)?KeDDy Wrote: [\[CITE\]](#) Are you sure you have no idea how to convert that into C?

hint: std::cout == printf

Are you retarded? When did I say I didn't know how to convert it to C?

I was making a point at how obvious and stupid the OP's question was. Which is why I said the code is practically C as is, the only thing that's C++ is iostream and cout. Stupid shit.

Edit: I remember you. You're the idiot I shut down continuously for your lack of knowledge.

I'm the reason you have "Professional Skid and Retard" as your title.

sexytampaxlover - September 19, 2015, 4:11 pm

Maybe im stupid and dumbass ,but you need to know that im an clean beginner ,so you cant harass me about my lacks of knowledge.

ps

im study from an book and in that books there's no explanation about how the color working in this kind of case

So thanks to all

Kantos - September 19, 2015, 4:44 pm

Just use ncurses, don't bother dabbling with all this stuff.

sexytampaxlover - September 19, 2015, 4:58 pm

(Sep 19, 2015 04:44 PM)Kantos Wrote: [\[CITE\]](#) Just use ncurses, don't bother dabbling with all this stuff.

no problem buddy,but for me is hard because im usind modo 3d on windows

Masm4ever - September 19, 2015, 5:27 pm

(Sep 19, 2015 04:44 PM)Kantos Wrote: [\[CITE\]](#) Just use ncurses, don't bother dabbling with all this stuff.

What's wrong with the simple ConsoleColor macro I posted above - it doesn't work on your machine?