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/*****
/*          E D I T . H          */
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/* Task          : Include file for Edit          */
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/* Author       : Michael Tischer / Bruno Ferrari          */
/* Developed on  : 5/3/94          */
/* Last update   : 5/15/94          */
*****/
#ifndef _INC_EDIT_H
#define _INC_EDIT_H

#include "win.h"

#define EDIT_DISPLAY 0x0001          /* Editor only used for display */
#define EDIT_NOCR    0x0002          /* Editor does not accept ENTER */

typedef struct tagEDIT
{
    WINDOW Win;          /* Window displayed in the line of the Editor */
    LPBYTE lpBuffer;      /* Input Buffer */
    UINT uFlags;          /* s. EDIT_??? */

    int iUsed,            /* Number of characters in the text buffer */
        iSize;           /* Maximum size of text buffer */

    int iEditPos;          /* Current edit position */
    int iEditRow;          /* Current edit row */
    int iLeftOffset;       /* First displayed column */

    int iRowStarts[ 26 ]; /* Maximum 25 rows */
} EDIT;
typedef EDIT _far *LPEDIT;

#define CTL_TEXT 0
#define CTL_EDIT 1

typedef struct tagCONTROL
{
    int iX, iY, iW, iH, iA; /* Position, dimension, attribute of control */
    LPCHAR lpText;          /* Heading of control */
    LPBYTE lpBuffer;        /* Buffer if Edit control */
    UINT uBufSize;          /* Buffer size if Edit control */
    UINT uFlags;            /* Flags if Edit control */
    BYTE bType;             /* Type of control */
    LPVOID lpAdditional;     /* Address of actual object */
} CONTROL;
typedef CONTROL far *LPCONTROL;

#endif

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