

MARGINS —Subprogram

MARGINS

Format

CALL MARGINS(left,right,top,bottom)

Cross Reference

ACCEPT,CLEAR,DISPLAY,DISPLAY USING,GRAPHICS,INPUT,LINPUT,PRINT,PRINT USING

Description

The MARGINS subprogram enables you to define screen margins. The margins you specify define a screen window that affects the operation of several instructions.

Left, right, top, and bottom are numeric-expressions whose values specify the margins.

The margins cannot "overlap"; that is, the position of the top margin must be higher on the screen than the bottom margin, and the position of the left margin must be farther left on the screen than the right margin.

When creating a screen window, you must leave the window large enough to allow entry of a command.

The valid range for margin location varies according to the graphics mode. Acceptable values for the margins in each mode are found in Appendix K.

The upper-left corner of the window defined by the margins is considered to be the intersection of row 1 and column 1 by the ACCEPT, DISPLAY, DISPLAY USING instructions that use the AT option.

The lower-left corner of the window is considered to be the beginning of the input line by the ACCEPT, INPUT, and LINPUT instructions.

The lower-left corner of the window is considered to be the beginning of the print line by the DISPLAY, DISPLAY USING, PRINT, and PRINT USING instructions.

When the ACCEPT, INPUT, LINPUT, or PRINT USING instructions cause scrolling, scrolling occurs only in the window.

The CLEAR, GCHAR, HCHAR, VCHAR subprograms are not affected by the margins setting.

In all modes, the margins can extend to the edges of the screen.