

Re: Clearing the screen – Press any key...

Source: <http://coding.derkeiler.com/Archive/C/ CPP/alt.comp.lang.learn.c-cpp/2004-09/0015.html>

From: Steve (aeroman10_at_nospam-yahoo.com)

Date: 09/01/04

Date: Wed, 01 Sep 2004 06:20:32 GMT

Thanks, that worked...

Had a problem with that for a second but it was because I didnt have #define<string>

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Steve - A+, I-Net+
Free PC Tech Support - http://www.webzila.com
DLL Files - http://www.dllplanet.com
Live Support - http://www.webzila.com/livesupport
"Ulrich Eckhardt" <doomster@knuut.de> wrote in message
news:2pl3osFlbl0iU1@uni-berlin.de...
> Steve wrote:
>> //Sample code for pressing any key to continue...
>> char anykey;
>> cout << "Press any key to continue...";
>> cin >> anykey;
>> cout << "\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n";
>> //End sample
>>
>> So that code requires that you actually enter some character before
>> pressing enter. How do you make it so that you can simply press the
>> space bar and press enter to clear the screen?
>
> std::cout << "<enter>" << std::flush;
> std::string str;
> std::getline( std::cin, str);
>
>> Also is there a better way to clear the screen other than using
>> \n\n\n\n\n\n\n\n\n\n (the method for clearing the screen must be an
>> ANSI/ISO Standard C++ command/code).
>
> No, there isn't.
>
> For text-based, menu driven programs, you should take a look at one of the
> curses libraries. They feature much more, e.g. tracking single keypresses
> and positioning the cursor and are available for a wide range of
> platforms.
>
> Uli
>
> --
> FAQ: http://ma.rti.j.nl/acllc-c++.FAQ.html
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