GXBOX\$ - Draw Box in Current Window

The GXBOX\$ routine allows boxes and/or lines to be drawn within the current window.

1. Invocation

To draw a box or line code:

```
CALL GXBOX$ USING bx
```

where bx is a control block of the following structure:

*	03	BXVER	PIC 9	(4)	COMP COMP	* *	BLOCK VERSION MUST BE 1 OR 2 GROUP-ID 0 = CLEAR ALL OBJECTS IN GROUP 1 = LINE, 2 = BOX 17 = LINE, 18 = BOX
	03 03 03 03	BXECOL	PIC 9 PIC 9 PIC 9 PIC 9	(4)(4)(4)(4)(4)	COMP COMP COMP COMP COMP COMP	* * * * *	START COLUMN START LINE END COLUMN END LINE RED COMPONENT 0-255 GREEN COMPONENT 0-255 BLUE COMPONENT 0-255
*	If BX	VER = 2 the	follow	ing	additiona	1	fields are recognized:
*	03	BXHOR1	PIC 9	(2)		*	START POINT HORIZONTAL POSN 0 = CENTRE 1 = LEFT
	03	BXVER1	PIC 9	(2)	COMP	* *	2 = RIGHT START POINT VERTICAL POSN 0 = CENTRE 1 = TOP
	03	BXHOR2	PIC 9	(2)	COMP	* *	2 = BOTTOM END POINT HORIZONTAL POSN 0 = CENTRE 1 = LEFT
	03	BXVER2	PIC 9	(2)		* *	2 = RIGHT END POINT VERTICAL POSN 0 = CENTRE 1 = TOP 2 = BOTTOM

2. STOP Codes and Exception Conditions

The following STOP codes may be generated by GXBOX\$:

STOP code	Description
23973	GXBOX\$ is not running on GX.
23974	Invalid GX block version (BXVER is not 1 or 2)

No EXIT codes are returned by GXBOX\$.

3. Programming Notes

GXBOX\$ is only available with GSM SP-16, or later. GXBOX\$ is only available when running on GX. Any attempt to use GXBOX\$ on a non-GX terminal will result in a STOP code.

4. Examples [EXAMPLE REQUIRED]

5. Copy-Books

None.

See Also **6.**

None.