
Subject: Middle-ground between `CONSOLE_APP_MAIN` and `GUI_APP_MAIN`

Posted by [cbpporter](#) on Fri, 05 Nov 2010 10:00:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

I was wondering how could I achieve a middle ground between these two modes, basically a `CONSOLE_APP_MAIN` that expands to `WinMain` or alternatively a GUI application with a `GUI_APP_MAIN` that does not create any windows and does not use `CtrlCore`. I do not want to have a console window.

How does TheIDE control the option for creating a console app or not based on the absence or presence of the GUI flag.

A week ago I hacked this together and it works fine except for the acquisition of arguments, but I would like to apply a proper solution:

```
#ifdef PLATFORM_WIN32
```

```
void AppInit__(int argc, const char **argv);  
void AppInitEnvironment__();
```

```
#define CONSOLE_APP_MAIN2 \
```

```
void ConsoleMainFn_(); \
```

```
\
```

```
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPTSTR lpCmdLine, int  
nCmdShow) \
```

```
{ \
```

```
    UPP::AppInitEnvironment__(); \
```

```
    ConsoleMainFn_(); \
```

```
    UPP::DeleteUsrLog(); \
```

```
    UPP::AppExit__(); \
```

```
    return UPP::GetExitCode(); \
```

```
} \
```

```
\
```

```
void ConsoleMainFn_()
```

```
#endif
```

```
#ifdef PLATFORM_POSIX
```

```
void AppInit__(int argc, const char **argv, const char **envp);
```

```
#define CONSOLE_APP_MAIN2 \
```

```
void ConsoleMainFn_(); \
```

```
\
```

```
int main(int argc, const char **argv, const char **envp) { \
```

```
    UPP::AppInit__(argc, argv, envp); \
```

```
    ConsoleMainFn_(); \
```

```
    UPP::DeleteUsrLog(); \
```

```
UPP::AppExit__(); \
return UPP::GetExitCode(); \
} \
\
void ConsoleMainFn_()

#endif
```

Ideally, is there a way to have you application not open o console, but when it is opened from a console it still writes to it. If I compile it with GUI, i get no output, even if opened from cmd. If I compile it without, I get the output, but when opening it from the shell I get a new console window.
