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Subject: Re: Console Applications  
Posted by [pippo](#) on Fri, 26 Oct 2007 09:56:54 GMT  
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Nothing to do: to ME, it run differently.  
Let's look compiling mode, also: it's like your mode.

But to me not run: still on getchar() and I must kill this process by "system monitor".

See the attach; I've used F5-key to compile and start, then Upp switch in debug window, then I've switched on compile windows wishing to see output....

I must develop a multithread application for a "embedded" system.  
I not need a graphics interface, because my software must communicate by serial port... but I want include a "shell" for technical maintenance e management.  
I can send output to file and see the file with "tail -f <name>", but for input???

It's a bug? Someone will fix this bug, in some release?

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## File Attachments

1) [Screenshot.png](#), downloaded 634 times



**consolapp**

- Core
- plugin\z
- <prj-aux>
- <ide-aux>
- <temp-aux>

main.cpp

main.cpp

```
#include <Core/Core.h>
#include <iostream>

using namespace Upp;

CONSOLE_APP_MAIN
{
    int i=0;

    while(i < 500)
    {
        i++;
        printf("eeee %d\n", i);
    }
    char gg = getchar();
    i = 0;
    while(i < 5)
    {
        i++;
        printf("iii %d\n", i);
    }
}
```

```
----- Core ( GCC DEBUG SHARED DEBUG_FULL LINUX ) ( 1 / 2 )
----- consolapp ( MAIN GCC DEBUG SHARED DEBUG_FULL LINUX ) ( 2 / 2 )
main.cpp
consolapp: 1 file(s) built in (0:03.59), 3590 msec / file, duration
Linking...
/home/user/upp/out/GCC.Debug_full.Noblitz.Shared/consolapp (3977037
OK. (0:04.66)
```