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Subject: capturing stdout/err/in of subprocess  
Posted by [wilho](#) on Mon, 13 Mar 2006 13:21:14 GMT  
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Hi!

Just got the idea (meaning I haven't yet really done any reasearch) but; how complicated it would be create terminal emulator upp-control based on SDL?

Whats best platform-independent way to spawn subprocess and capture its output and feed its input? How to render ANSI with SDL reseived from shell/cmd?

I have none of SDL and only some c++ experience, so whats I'm really after is some understandable resources and maybe comments to make a conclusion if I'm able to begin with this.

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