Subject: Re: capturing stdout/err/in of subprocess
Posted by mirek on Mon, 13 Mar 2006 13:50:01 GMT

wilho wrote on Mon, 13 March 2006 08:21Hi!

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.

Capturing output is relatively easy; feeding input is IMHO a trouble - the general problem is that current APIs do not give you a hint when user is allowed to feed that input (in other words, so far I have not found a way how to detect that slave process is waiting for the user input).

In fact, I would be glad if some such way would existed, that would allow me to improve "console mode" of executing programs in TheIDE....

Miriek