
Subject: Re: capturing stdout/err/in of subprocess
Posted by [gprentice](#) on Tue, 14 Mar 2006 09:43:49 GMT
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wilho wrote on Tue, 14 March 2006 20:53I suppose that miriek foresaw my intention not to create real terminal emulator but cmd.exe -wrapper.

If I redirect streams between myprocess/cmd-subprocess, is there a flow-control-alike mechanism - meaning do my input get lost if subprocess is not able to read it immediately?

As far as I can tell, the mechanism by which characters appear in the input stream (e.g. cin or stdin) is compiler, application and OS dependent but there's usually at least a small buffer either in the OS or the application or both (see setbuf()). I do not know whether an application asks the OS for a single character at a time or a "line" at a time or whether it's an event loop style "push" operation as in Win32 GUI apps, however there's no flow control provided by C/C++ runtime or the operating system, so an application that needs to have character input suspended or slowed at any time has to provide it's own flow control.

Graeme
