
Subject: Re: capturing stdout/err/in of subprocess
Posted by [wilho](#) on Sat, 18 Mar 2006 13:33:45 GMT
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Lot's of discussion and information, thanks guys. While consoles don't regularly allow writing before they're able to receive doesn't IMO mean that it couldn't do so even though it might be a bit messy. If someone is interest to see the problems involved, here's a nice sample which spawns cmd and redirects its I/O to itself via anonymous pipes.

Lundman, how do I compile LiON with TheIDE? I had to give the win32 define compiler by switch. It compiles, but I get lots of linking errors. As a matter of fact, if someone knows good article about common linker errors and how to resolve them, I'd be interested...
