Subject: Is it possible to show a console window in GUI_APP_MAIN?
Posted by sevenjay on Thu, 16 Oct 2008 08:36:01 GMT

Well.....I know maybe it's a stupid question.
Is it possible to show a console window in GUI_APP_MAIN?

In my application, I have a command need users input their password and they can see the log of the command.
To have users' trust, I don't want to send pw from GUI then catch log back from the command message.

On Linux the code example is like this:

```
function called in GUI_APP_MAIN
int function()
{
 printf("this is a test program\n");

 const char * send_argv[]={"sudo","ls","-al",NULL};
 pid_t pid = fork();
 switch(pid) {
  case -1: //parent fork failed
   return P2M_FORK_FAIL;
   break;
  case  0: //child process
   if(-1==execvp(send_argv[0], send_argv)); //execvp("sudo",{"sudo","ls","-al",NULL})
    return P2M_EXEC_FAIL;
   break;
  default: //parent process
   wait(NULL);
   return P2M_OK;
   break;
 }
}
```

But even printf() can not show a message...
If there is any idea, please tell me.
Thanks a lot!