
Subject: Is it possible to show a console window in GUI_APP_MAIN?

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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!
