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

Posted by [pepe11](#) on Fri, 17 Oct 2008 05:52:50 GMT

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Hi,

Do you mean GUI + Console in one application ?In WIN is it possible. I use it for debugging in real time application(very old application). But i do not whether that is implemeted in U++.

```
#include <wincon.h>
void InitDebugPrintf(char *Format)
{
COORD Size;

InitializeCriticalSection( &Criticalsection );
ConsoleCreated = TRUE;
ConsoleCreated = AllocConsole();
ConsoleScreenBuffer = CreateConsoleScreenBuffer( GENERIC_WRITE, 0, NULL,
CONSOLE_TEXTMODE_BUFFER, NULL );
Size.X = 120;
Size.Y = 1024;
SetConsoleScreenBufferSize( ConsoleScreenBuffer, Size );
if( ConsoleScreenBuffer != NULL ) SetConsoleActiveScreenBuffer( ConsoleScreenBuffer );
SetConsoleTitle(Format);

}
void CancelDebugPrintf()
{
DeleteCriticalSection( &Criticalsection );
fclose(stream);
fclose(stream1);
CloseHandle( ConsoleScreenBuffer );
// FreeConsole();
}
void DebugPrintf( unsigned char Type, char *Format, ... )
{
char LocalBuffer[128];
int SizeWritten;
DWORD SizeToWriteToConsole;
va_list ap;

va_start( ap, Format );
if( ( SizeWritten = _vsnprintf( LocalBuffer , sizeof( LocalBuffer ), Format, ap ) ) != -1 )
{
LocalBuffer[sizeof(LocalBuffer)-1] = '\0';
if( ConsoleCreated == FALSE ) InitDebugPrintf("PEPE I");
EnterCriticalSection( &Criticalsection );
if( ConsoleScreenBuffer != NULL )
```

```
{  
    SetConsoleTextAttribute(ConsoleScreenBuffer, FOREGROUND_RED |  
    FOREGROUND_GREEN | FOREGROUND_BLUE);  
    WriteConsole( ConsoleScreenBuffer, TEXT(LocalBuffer), SizeToWriteToConsole =  
    SizeWritten, &SizeToWriteToConsole, NULL );  
}  
LeaveCriticalSection( &CriticalSection );  
  
}  
va_end( ap );  
}
```

Pepe
