
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 know whether that is implemented 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
