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

Posted by [sevenjay](#) on Wed, 05 Nov 2008 05:35:18 GMT

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mr_ped wrote on Sat, 18 October 2008 21:36 Maybe you can also check TheIDE internal console used to output compilation/search/run input/output when used together with "Debug/Run options../Standard output: Console".

This one works in the same way both under windows and linux and it's faster than ordinary shell (bash or cmd.exe).

I'm just not sure about input possibilities, and where to look for this one in the TheIDE sources.

Thanks for your idea.

The console will be in the TheIDE and can not input anything to itself.

Well.... I did it by using xterm in Linux. You can try "cmd /K dir" command if you want to do it In windows.

Here is the sample code:

```
int exec_xterm()
{
    const char * temp_argv[100]={"xterm", "-sb", "-rightbar", "-hold", "-e", "sudo", "ls", NULL};
    char * const * send_argv=(char * const *)temp_argv;//force convert type

    pid_t pid = fork();//-----

    switch(pid) {
        case -1: //parent fork failed
            perror("parent fork failed");
            return FORK_FAIL;
            break;
        case 0: //child process
            if(-1==execvp(send_argv[0],send_argv));
            {
                perror("exec failed");
                return EXEC_FAIL;
            }
            break;
        default: //parent process
            wait(NULL);
            return OK;
            break;
    }
    //-----
}
```

Hope it may be helpful for someone...
