I MUST make an application without gui, because the gui takes too much cpu. My application is embedded and I need speed.
I have Ultimate++ 2008.1
Windows XP
Ubuntu 7.10 (and also 7.04)

I see the posts:
 http://www.ultimatepp.org/forum/index.php?t=msg&goto=154 75&&srch=COnsole+application#msg_15475

 http://www.ultimatepp.org/forum/index.php?t=msg&goto=134 55&&srch=COnsole+application#msg_13455

and most important:
 http://www.ultimatepp.org/forum/index.php?t=msg&goto=187 31&&srch=console#msg_18731

but to me not works!!
I tried before on Linux and windows, console or gui application, with "Debug/Run options../Standard output" set in any mode, with "setup/environment/IDE/wrap console text" on or off, ecc
I can't get input/output in the "theIde console" (where I can see build output, search results, ecc).

On linux:If in Linux make a console appl, when run them I have no possibility to put a input: I can only kill the appl with "system monitor".
If I open a terminal window and start appl with ./Appl , then I can see right output and I can put input BUT I CAN'T DEBUG!
I found only this solution: I made a GUI appl to have debug possibility with theIde in development time.   And use printf() and getchar() to permit i/o when run the release version.
In release version I don't execute the Run() method of TopWindow.
NOTE: in linux terminal, when I run ./Appl , the window is blocked and I can do input/output (if it's GUI_APPL also!!).
I find only this solution!

Now I must pass on Windows   I see:
- If the appl is GUI, when I run it by DOS prompt , then prompt is not blocked: the graphic window appears and the DOS window is free... and I don't see the printf() output.
- If the appl is CONSOLE, when I run it by DOS prompt it works OK.   But how I debug?   If I run by theIde (F5) I can't see the console!

The better is to have a gui appl with also input from keyboard and output to console.
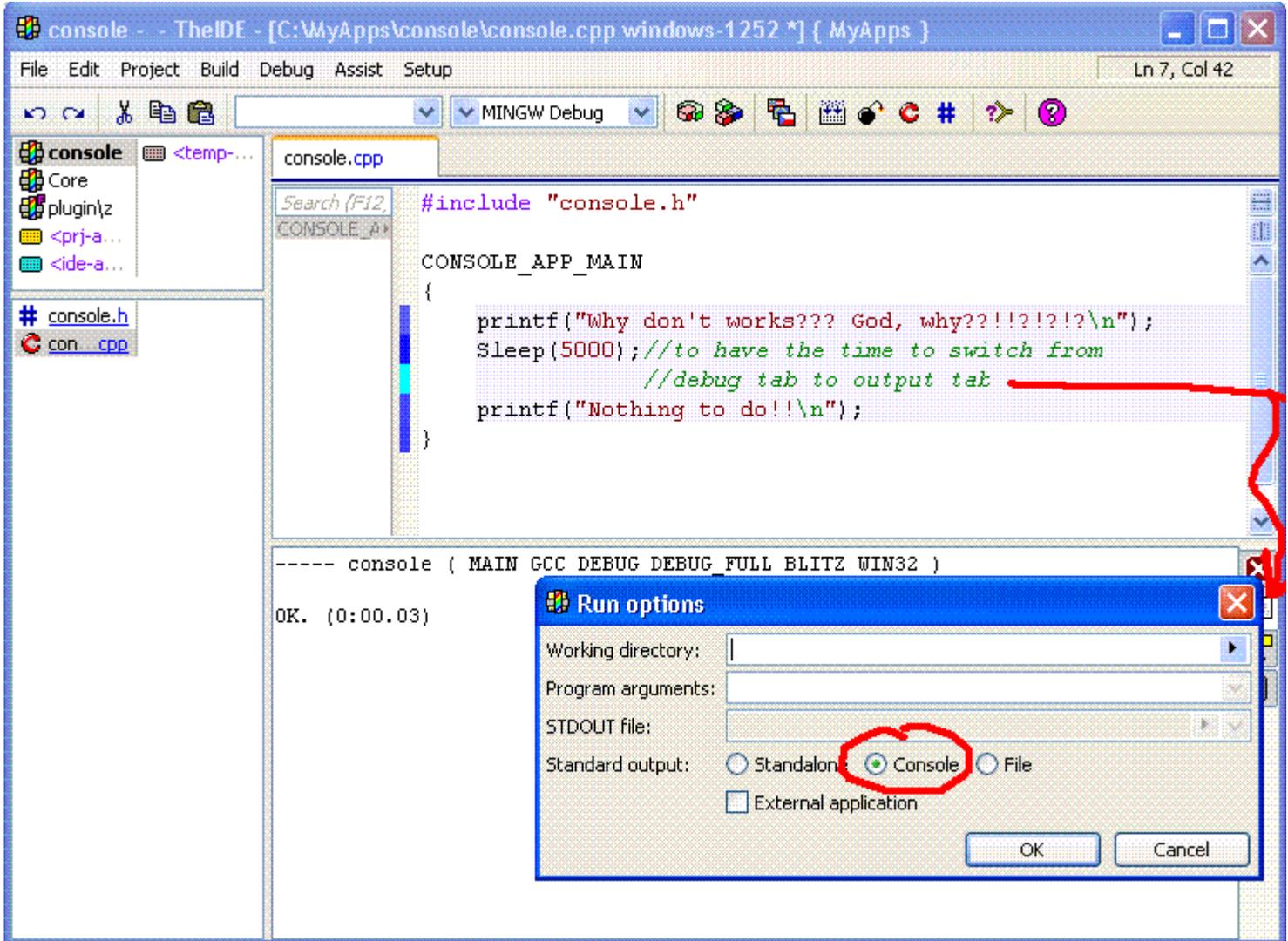But can be good also a console application IF I CAN RUN IT WORKING IN theIde (F5) and debug it.

Thank you for any help.

Andrea

File Attachments

1) before.GIF, downloaded 413 times

2) inrun.GIF, downloaded 414 times

Screenshot content:

console - - TheIDE - [C:\MyApps\console\console.cpp windows-1252] { MyApps }

File Edit Project Build Debug Assist Setup   Ln 8, Col 24

console
Core
plugin\z
<prj-a...
<ide-a...

console.h
con...cpp

console.cpp

```
Search (F12,
CONSOLE_A▶

#include "console.h"

CONSOLE_APP_MAIN
{
    printf("Why don't works??? God, w│
    Sleep(5000);//to have the time to
                //debug tab to output
    printf("Nothing to do!!\n");
}
```

NOW IS IN RUNNIG for 5 seconds

EAX 00000000   ESI
EBX 00000000   EDI
ECX 00000000   EBP
EDX 00000000   ESP

```
----- Core ( GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 3)
----- plugin\z ( GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (2 / 3)
----- console ( MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 3)
C:\upp\out\MINGW.Debug.Debug_full\console.exe (2957895 B) is up to date.

OK. (0:00.10)
```

?