Subject: Console Application NOT WORKS!! And still not works!
Posted by pippo on Fri, 12 Dec 2008 14:59:54 GMT
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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!

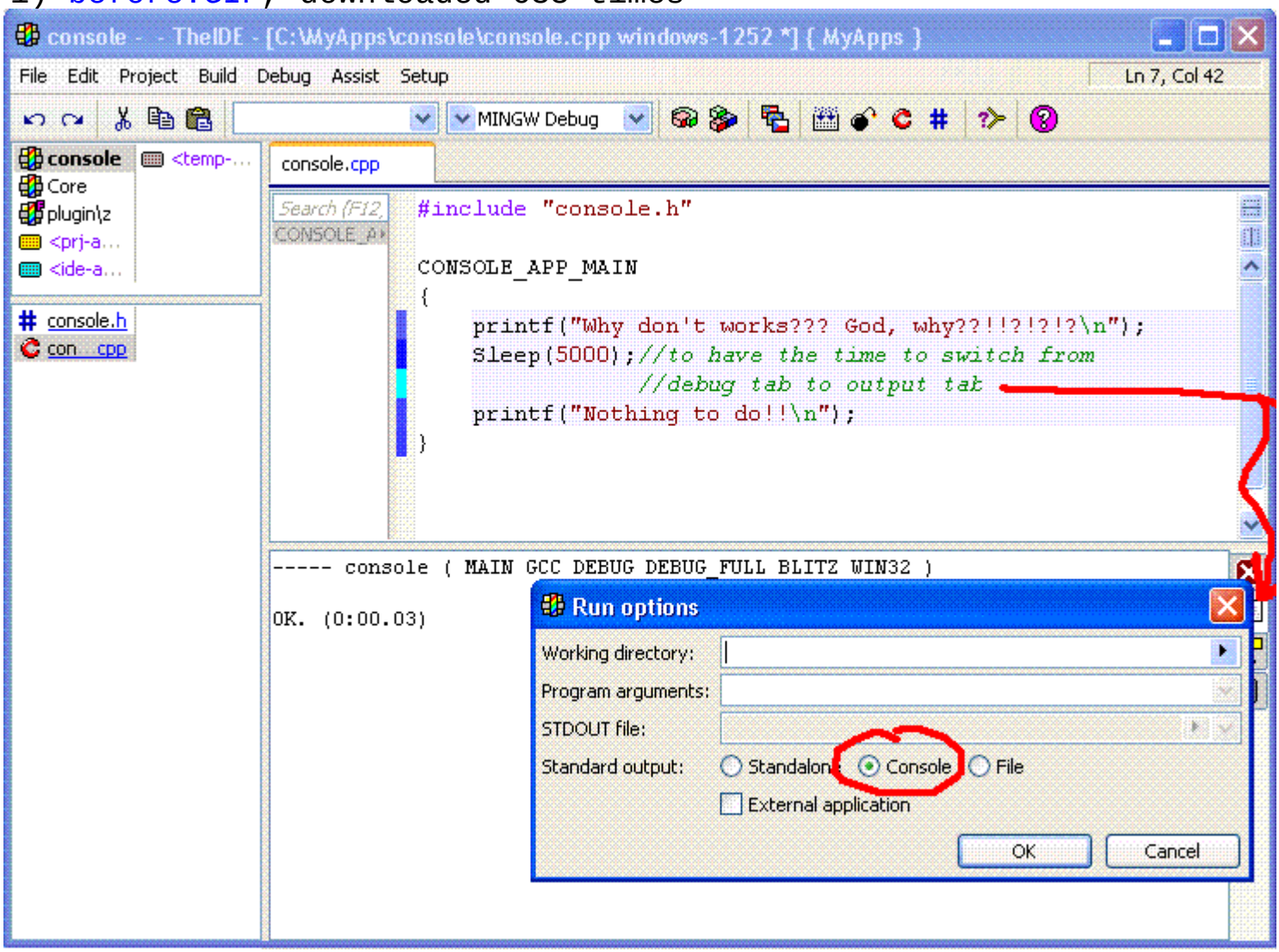
The better is to have a gui appl with also input from keyboard and output to console.
But can be good also a console application IF I CAN RUN IT WORKING IN theIde (F5) and debug it.

Thank you for any help.

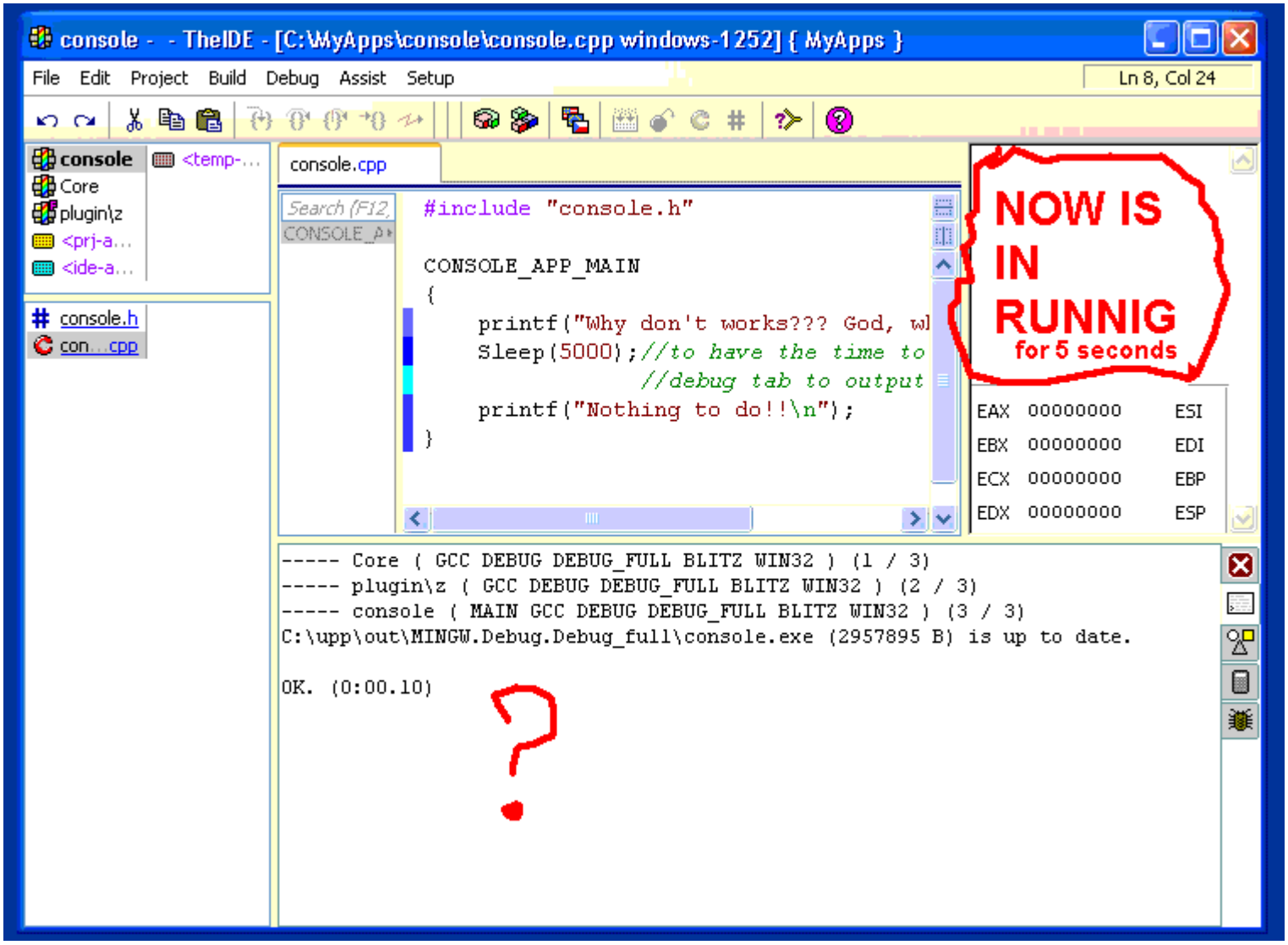
Andrea

File Attachments

1) before.GIF, downloaded 633 times



2) inrun.GIF, downloaded 636 times


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
console.h
console.cpp
#include "console.h"
CONSOLE_APP_MAIN
{
printf("Why don't works??? God, wl
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)
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