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Subject: Re: Middle-ground between `CONSOLE_APP_MAIN` and `GUI_APP_MAIN`  
Posted by [cbpporter](#) on Fri, 05 Nov 2010 12:28:20 GMT

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Thank you for the help. I've tried the solution there, but it opens a new console window, even if I already have one. And indeed, I am trying to emulate the Linux behavior without realizing it.

I have one of the following situations:

1. I compile without GUI flag. Application uses existing console or opens new one. Irrlicht debug messages appear. So do my own console outputs.

This situation is not acceptable, because I don't want windows to create a console.

2. I compile with GUI flag. No console appears and output is not visible.

Here there are two issues.

First, it would be nice if we could pick up the existence of a console and use it to output. This is a convenience feature, so I don't need it but it is useful. Linux model.

Second, I need to include `CtrlLib` only for `GUI_APP_MAIN`. That is why I am using a `CONSOLE_APP_MAIN2` that uses `WinMain` instead of `main`. This is why I would like to add something like `CONSOLE_WIN_MAIN` that is just `CONSOLE_APP_MAIN` under Linux, and uses `WinMain` under Windows.

3. I use the example from your link and I have one or two consoles, where the extra one pick up only my outputs, but not Irrlicht debug messages. I guess it uses a different handle and default console has them all set to the same.

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