
Subject: Re: Middle-ground between CONSOLE_APP_MAIN and GUI_APP_MAIN
Posted by [andrei_natanael](#) on Fri, 05 Nov 2010 17:52:28 GMT

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Hello cbpporter,

It may not be what you really want... because user may press enter on that console and introduce new commands... but in this way the program reuse the same console from which it was started.

```
#include <wincon.h>
#include <stdio.h>
#include <fcntl.h>
#include <io.h>
#include <iostream>
#include <fstream>
```

```
void SetConsole()
{
    if (AttachConsole(-1) != 0) {
        HANDLE cstdout_handle = GetStdHandle(STD_OUTPUT_HANDLE);
        *stdout = *(FILE*)_fdopen(_open_osfhandle(intptr_t(cstdout_handle), _O_TEXT), "w");
        setvbuf(stdout, NULL, _IONBF, 0);
        Cout() << "\n";
    }
}
```

Run it in GUI_APP_MAIN... or embed it in macro. It should work.

Andrei
