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Subject: Re: Q: howto incorporate a native console window in GUI

Posted by [dolik.rce](#) on Thu, 10 Feb 2011 11:08:11 GMT

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kohait00 wrote on Thu, 10 February 2011 10:39does anyone know how to incorporate an additional core console window (additional task) somewhere in a gui app as a frame?

i'm looking howto place a python console window in an application..

any hints?

I think the easiest way around this would be to create new widget that has a python running in LocalProcess. It could probably be based on LineEdit to save some coding, if you overwrite some keys (e.g. to prevent moving cursor on previous lines) and send the current command to underlaying process on Enter... Never tried anything like that, but it might work

Btw: If it works, you could turn it into general ConsoleCtrl, so that one could interactively run any CLI app, maybe even bash or cmd.exe

Honza

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