Subject: Re: Q: howto incorporate a native console window in GUI
Posted by kohait00 on Thu, 10 Feb 2011 12:33:21 GMT

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i already thought of sth like this. but it seems quite difficult. i'd prefer to have a native window space.. but it seems as if it is not easy to solve. otoh visual studio does sth similar as well, eclipse has a console window too..but i dont know if it's a native or simple widget with redirecting input / output as you stated.
every system interaction is them posted via system native exec calls, i think.

i thought of having the custom control (LineEdit, DocEdit) write its generated input to a Stream, and have another Stream as the receiver.

the flow control in this case is different, opposed to normal processes that read / write blocking to stdin/stdout. in the control i can't read the stream blocking. i could, using a separate thread that reads the Stream, which uses blocking read for its _Get(). but it's a whole different setup. short: console apps are dataflow based, while gui apps are event based.

i already have a python environment working. it's quite easy. but having a test envirnment, and the ability to include such a prompt in own app would make a great deal in upp. redirecting I/O properly is as usual, the problem..