Subject: Re: Q: howto incorporate a native console window in GUI
Posted by dolik.rce on Thu, 10 Feb 2011 12:57:21 GMT
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I know for sure that Gnome implements this as a widget (I use it in geany editor). On windows, I've seen how to do it using frameless console window positioned so that it looks like it is part of the app - which is ugly hack I am not an expert, but I think there is no simple way how to force windows console to render in defined window (e.g. pointing it to DHCtrl).

I don't think it would be much of a problem to python feed the python ( ) with the commands. Theide already does the same when debugging with gdb, it just doesn't have the console-like interface.

Honza