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

Posted by [mdelfede](#) on Thu, 10 Feb 2011 13:03:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

I guess you shall spawn a terminal process and then use a pipe for communication, even in non-blocking mode or with multithreading.

It's not so easy, but still not overcomplex.

You can take a look at SysExec package for pipe usage in Linux, and on Uniq package for named pipes usage in both (Windows can be quite tricky....).

In non-blocking mode you could poll the input pipe for incoming chars and send to an edit control.

Ciao

Max
