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

Posted by [kohait00](#) on Thu, 10 Feb 2011 13:45:10 GMT

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scenario:

a console process is running separately, there is no option to do it in same thread due to blocking read desire from stdin.

the console process (or any other)

its read end (stdin) has been wired up to read from a pipe end, the write end is fed by some control of upp, LineEdit key input or what ever. this is easy. this side can be blocking on writing to pipe, the process is blocking reading from pipe

its write (stdout) end must also be another pipe to which the process may write blocking. the read end would need to be polled by upp gui say every 100 ms. this can be done in a timer callback.. so the gui directly processes the read pipe data.

thus arbitrary processes can be hooked up in upp, even a common cmd.exe console.

i'll try that one.