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

Posted by [dolik.rce](#) on Thu, 10 Feb 2011 15:14:31 GMT

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kohait00 wrote on Thu, 10 February 2011 15:34: I'll try to implement the basic stuff additionally, like cursor movements and command cache.

and make a package, maybe this can go to bazaar or example...

Cursor movements and other console commands (color, clear, ...) would be nice. Also I believe that if it works fine it could even get into CtrlLib. There is definitely a use for it, e.g. the "Run in console" mode in the IDE would definitely benefit from nice interactive ConsoleCtrl

Honza

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