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

Posted by [kohait00](#) on Fri, 11 Feb 2011 10:32:21 GMT

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thanks,

seems like in cmd it's the same, cmd.exe is only the command interpreter that reacts on commands when '\n' arrives. echoing must be done by terminal.. @echo off will probably modify the global terminal setting in that case.

yes i agree with you in terms of sending a whole string at once..

but what about the arbitrary cases they are there.. i.e. starting telnet which would connect to another terminal, or even ssh..they expect char by char, and they echo them back.

i was thinking of an additional TerminalCtrl, which could do what you suggested. where one can hook up an interpreter to a 'Callback1<const String&> WhenCommand;' and has Stream to which generated output can be written. it directly prints where the cursor is moving it along..

cursor handling is another important topic..not quite trivial, as you see during linux boot sequence or anywhere in a build script run.. this comes from the composed echoing and printing.. ofcourse, the char commands are there to move the cursor..

we could consider implementing such things in a simple manner..

an important issue is the separation of print view and input buffer of the command though..

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