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Subject: Re: send/receive arguments to console(cmd/terminal) in GUI app  
Posted by [dave](#) on Thu, 14 Jul 2011 12:49:13 GMT

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local process is the way to go.

for example..

```
int SysConsole::System(const char *cmd)
{
if(!IsOpen())
    Open();
list.Add(AttrText(cmd).SetFont(font().Bold()).Ink(LtBlue));
int ii = list.GetCount();
LocalProcess p;
if(!p.Start(cmd))
    return -1;
String out;
while(p.IsRunning()) {
    String h = p.Get();
    out.Cat(h);
    int lf = out.ReverseFind('\n');
    if(lf >= 0) {
        AddResult(out.Mid(0, lf + 1));
        out = out.Mid(lf + 1);
    }
    ProcessEvents();
    Sleep(h.GetCount() == 0); // p.Wait would be much better here!
}
out.Cat(p.Get());
AddResult(out);
ProcessEvents();
int code = p.GetExitCode();
if(code)
    while(ii < list.GetCount()) {
        list.Set(ii, 0, AttrText((String)list.Get(ii, 1)).SetFont(font).Ink(LtRed));
        ii++;
    }
return code;
}
```

regards

dave

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