
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
