
Subject: Re: Is it possible to embed a Skylark app in a normal U++ GUI app?

Posted by [lectus](#) on Sat, 24 Nov 2012 12:42:50 GMT

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Thanks for the answer!

Hmm.. I think it might be easier to build my GUI app separated and then a webinterface.exe that's launched with ShellExecute ([http://msdn.microsoft.com/en-us/library/windows/desktop/bb762153\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/windows/desktop/bb762153(v=vs.85).aspx)) with SW_HIDE parameter to hide the console Window. Or possibly with U++ LocalProcess class for a portable way.

Then when I want it to quit (at the click of the "Quit" button) it can be send to a <http://localhost:8001/myapp/quit> page, which in Skylark handler code will just end the application process.

Now I'm getting a little bit hacky here, but I can see it working in my mind.
