
Subject: Re: evaluate command line

Posted by [jjacksonRIAB](#) on Fri, 22 Jul 2022 23:09:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't get an open console window if it's a GUI app and I'm using GUI_APP_MAIN - only if it's a console app:

```
#include "TestDir.h"
```

```
TestDir::TestDir()
```

```
{  
    CtrlLayout(*this, "Window title");
```

```
    String output;  
    Sys("cmd.exe /c dir c:\\", output);
```

```
    Vector<String> lines = Split(output, "\\n");
```

```
    String numberedOutput;
```

```
    int i = 1;  
    for(auto& line : lines) {  
        numberedOutput << Format("Line #%d: %s\\n", i, line);  
        i++;  
    }
```

```
    lineEdit <=<= numberedOutput;  
}
```

```
GUI_APP_MAIN
```

```
{  
    TestDir().Run();  
}
```