
Subject: Console Applications

Posted by [pippo](#) on Thu, 25 Oct 2007 13:19:06 GMT

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Console applications runs with Linux-Ubuntu??

Gui application runs right, but with consol application the console not appears...

I attach some screenshot, so somebody can verify if I wrong something.

File Attachments

1) [Screenshot-3.png](#), downloaded 660 times

consolapp - - TheIDE - [~/home/user/upp/MyApps/consolapp/main.cpp]

File Edit Project Build Debug Assist Setup

Build method: GCC

Target file override

Link mode All static Use shared libs All shared

Shared packages postfix Create a map

Default

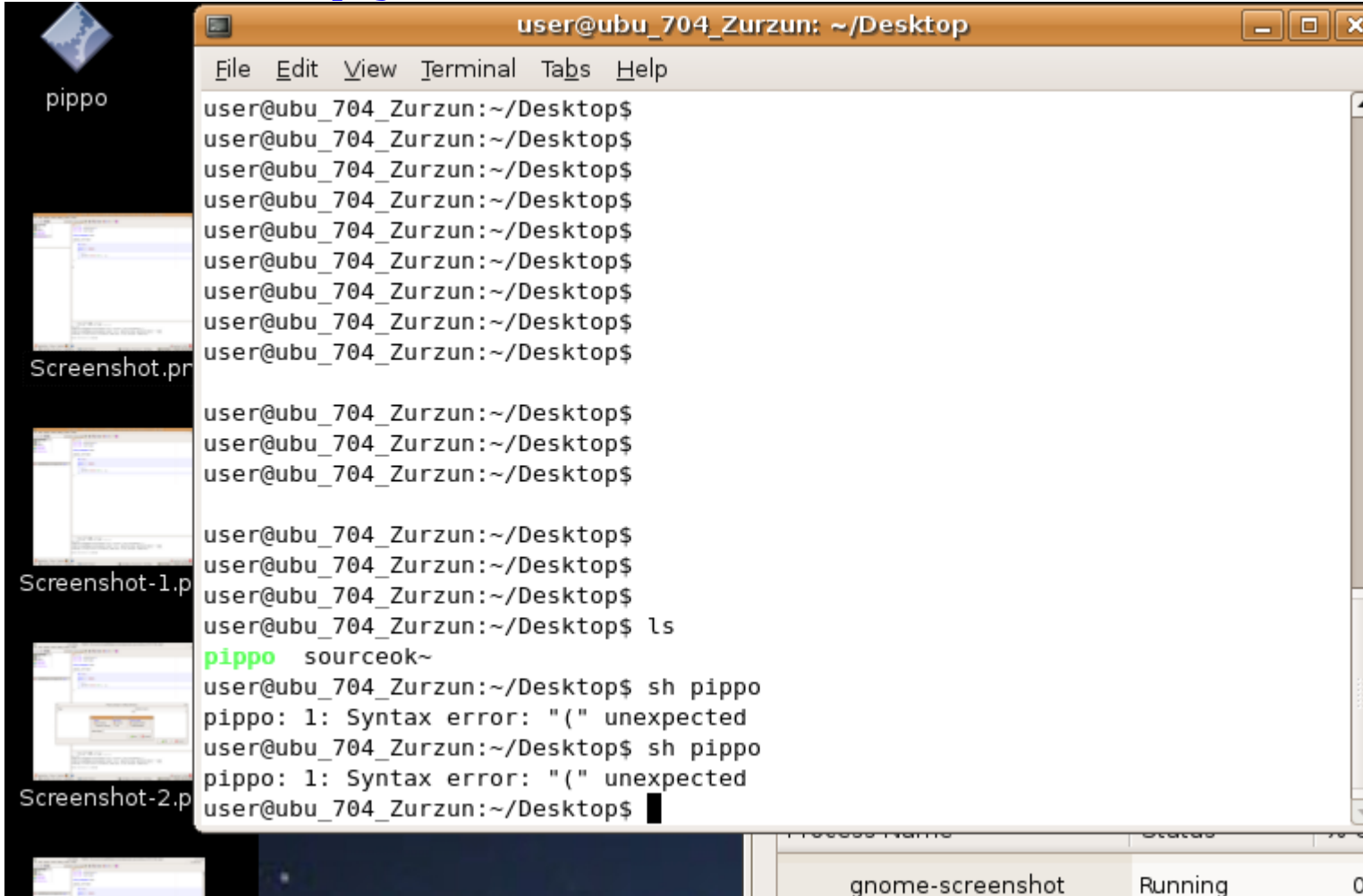
Debug info level BLITZ

Package	Debug	Blitz
consolapp	<input type="text"/>	<input type="checkbox"/>
Core	<input type="text"/>	<input checked="" type="checkbox"/>
plugin\z	<input type="text"/>	<input type="checkbox"/>

Subject: Re: Console Applications
Posted by [pippo](#) on Thu, 25 Oct 2007 13:21:37 GMT
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File Attachments

1) [Screenshot-5.png](#), downloaded 592 times



Subject: Re: Console Applications
Posted by [pippo](#) on Thu, 25 Oct 2007 13:23:24 GMT
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File Attachments

1) [Screenshot-4.png](#), downloaded 604 times

consolapp - - TheIDE - [~/home/user/upp/MyApps/consolapp/main.cpp]

File Edit Project Build Debug Assist Setup

GCC Optimal

consolapp

- Core
- plugin\z
- <prj-aux>
- <ide-aux>
- <temp-aux>

main.cpp

Output mode

Build method: GCC

Debug

Target file override

Link mode All static Use shared libs All shared

Shared packages postfix Create a map

Default

Debug info level BLITZ

Package	Debug	Blitz
consolapp	<input type="text"/>	<input type="checkbox"/>
Core	<input type="text"/>	<input checked="" type="checkbox"/>
plugin\z	<input type="text"/>	<input type="checkbox"/>

Subject: Re: Console Applications
Posted by [pippo](#) on Thu, 25 Oct 2007 13:33:56 GMT
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pippo wrote on Thu, 25 October 2007 15:19
Gui application runs right, but with consol application the console not appears...

NOTE: 50000 cycles whit printf() still in run for enough time..!
The program ends after about 3 seconds.
But if I make a loop forever, it's the same.

Subject: Re: Console Applications
Posted by [mr_ped](#) on Thu, 25 Oct 2007 15:17:48 GMT
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Go to Debug / Run options dialog.

And switch Standart output to "Console" IIRC.
(or try the other two if this one will not work)

This should make all standard output to show inside TheIDE. (even in release mode, not only in debug)

About running such binary outside of UPP.

The "sh <file>" would work only for shell scripts, the correct way of executing binary files in *NIX is: <path>/<file>

If you are in the same directory as the desired file, you still must provide the path, but in this case the "./pippo" will suffice.

Without path only default paths from environment are scanned for such file, not the current directory. (security feature)

Subject: Re: Console Applications
Posted by [pippo](#) on Thu, 25 Oct 2007 16:01:47 GMT
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Ok, I understand about running such binary outside of UPP, and I thank you very much. I'm newbie about linux...

But I don't understand about debugging mode.

I use linux from 2 week and I don't know what is IIRC.

In dialog (see attach) I can only choose:

- no output (?) (standalone)
- console (I set this).
- file

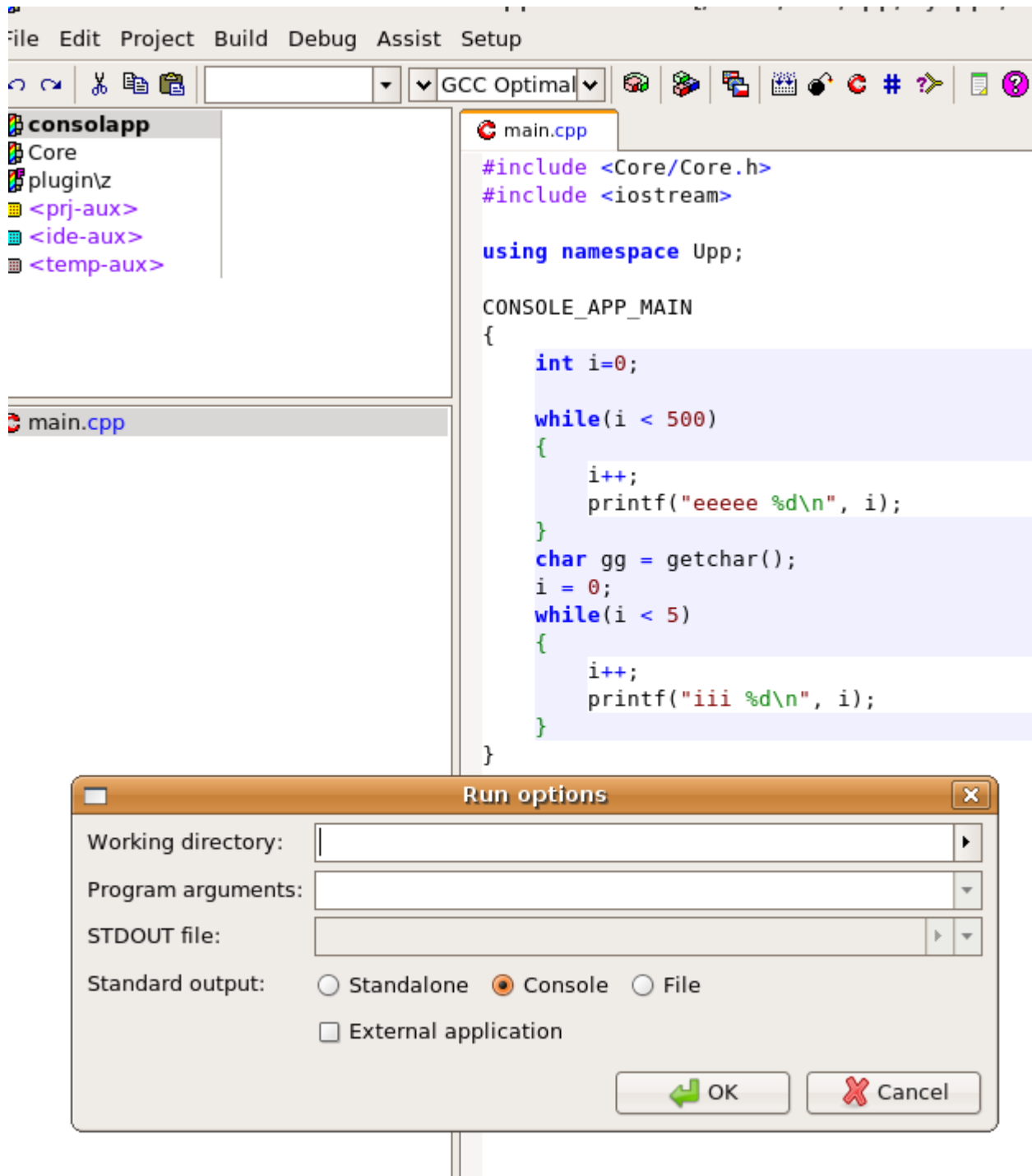
Then, there's a flag "external application", but not change anything....

Can you help me, please?

Excuse for my english... and for my skill

File Attachments

1) [Screenshot.png](#), downloaded 590 times



Subject: Re: Console Applications
Posted by [mr_ped](#) on Thu, 25 Oct 2007 16:42:21 GMT
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IIRC = "If I Recall Correctly."

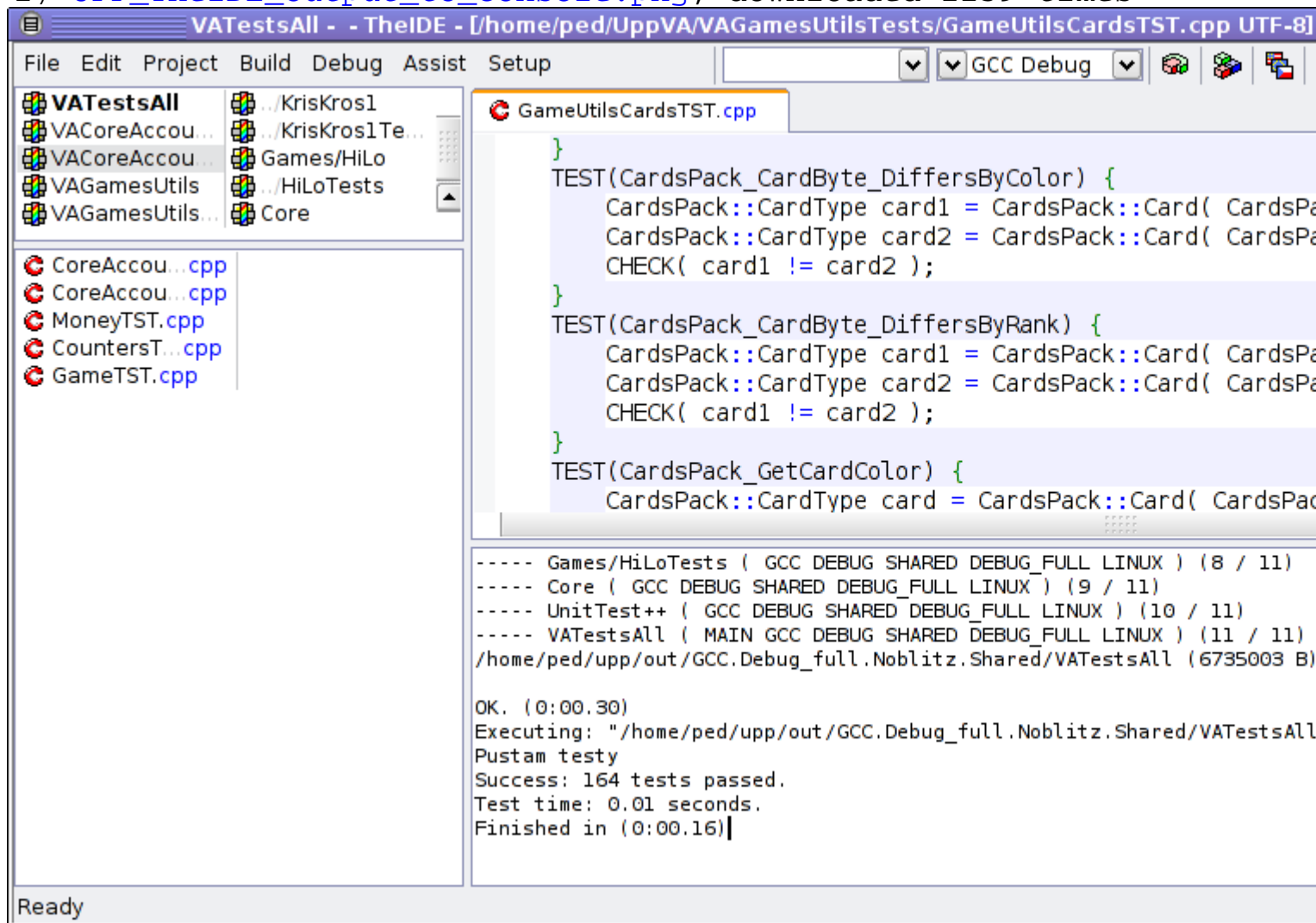
The console is the right setting for you.

Then after running the application (press Debug/Execute [Ctrl+F5] or Debug/Run [F5]) TheIDE should show (if it is hidden) the bottom pane with console output. (the window where also compilation progress is shown.)

Like this:

File Attachments

1) [UPP_TheIDE_output_to_console.png](#), downloaded 1139 times



Subject: Re: Console Applications

Posted by [tvanriper](#) on Thu, 25 Oct 2007 21:08:40 GMT

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For whatever it's worth, I'm a native speaker of English, and have been into message boards, chatting, and so on for over half of my 40 years of life, yet I didn't know what IIRC meant, either, until today.

Whenever someone used that abbreviation, I just sort of blipped by it, hoping I wouldn't wind up eventually saying something that didn't make sense.

Subject: Re: Console Applications
Posted by [mdelfede](#) on Thu, 25 Oct 2007 21:30:24 GMT
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tvanriper wrote on Thu, 25 October 2007 23:08 For whatever it's worth, I'm a native speaker of English, and have been into message boards, chatting, and so on for over half of my 40 years of life, yet I didn't know what IIRC meant, either, until today.

Whenever someone used that abbreviation, I just sort of blipped by it, hoping I wouldn't wind up eventually saying something that didn't make sense.

I quote you entirely... even being native Italian speaker.
And, if I must tell it all, I was ignoring OTOH meaning too, just before entering UPP forums....

Max

Subject: Re: Console Applications
Posted by [pippo](#) on Fri, 26 Oct 2007 09:56:54 GMT
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Nothing to do: to ME, it run differently.
Let's look compiling mode, also: it's like your mode.

But to me not run: still on getchar() and I must kill this process by "system monitor".

See the attach; I've used F5-key to compile and start, then Upp switch in debug window, then I've switched on compile windows wishing to see output....

I must develop a multithread application for a "embedded" system.
I not need a graphics interface, because my software must communicate by serial port... but I want include a "shell" for technical maintenance e management.
I can send output to file and see the file with "tail -f <name>", but for input???

It's a bug? Someone will fix this bug, in some release?

File Attachments

1) [Screenshot.png](#), downloaded 626 times



consolapp

- Core
- plugin\z
- <prj-aux>
- <ide-aux>
- <temp-aux>

main.cpp

```
main.cpp
#include <Core/Core.h>
#include <iostream>

using namespace Upp;

CONSOLE_APP_MAIN
{
    int i=0;

    while(i < 500)
    {
        i++;
        printf("eeee %d\n", i);
    }
    char gg = getchar();
    i = 0;
    while(i < 5)
    {
        i++;
        printf("iii %d\n", i);
    }
}
```

```
----- Core ( GCC DEBUG SHARED DEBUG_FULL LINUX ) ( 1 / 2 )
----- consolapp ( MAIN GCC DEBUG SHARED DEBUG_FULL LINUX ) ( 2 / 2 )
main.cpp
consolapp: 1 file(s) built in (0:03.59), 3590 msecs / file, duration
Linking...
/home/user/upp/out/GCC.Debug_full.Noblitz.Shared/consolapp (3977037
OK. (0:04.66)
```

Subject: Re: Console Applications
Posted by [mdelfede](#) on Fri, 26 Oct 2007 10:45:39 GMT
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I've seen the same behaviour. You can't get input on console app, if run inside theide... at least, I don't know how to do it.

I think it should run a separate terminal window to do it.

Ciao

Max

Subject: Re: Console Applications
Posted by [mr_ped](#) on Fri, 26 Oct 2007 11:52:31 GMT
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Ah input. I never use input during development (except some by-hand tests in shell outside of IDE), so it didn't occur to me you may need it.

Well, input inside TheIDE is probably impossible (unless Mirek will prove us wrong).

In windows having the option "Standalone" will cause the application to run inside cmd.exe window, but in kubuntu this option does nothing for me. IMHO this may be fixed easily(?) by somebody who knows more about TheIDE source and about execution of binaries inside *NIX shell.

Possible workarounds for you:

- 1) use shell and run the binary outside of IDE. (I would especially recommend two monitors setup or virtual desktops, so you can switch easily between IDE and shell window)
- 2) if you use all the time same input, put the whole input into some input.txt file, and run your application with " < input.txt" program arguments (Debug/Run options..). Your application will read input from that file than.

Actually 2) will save you lot of typing if you always run the application with same input, and it may work as some sort of automatic test for you.

I would also suggest to develop firstly as many inner modules (eventually split into different packages if possible and it feels good from API/objects design point of view) as possible with predefined inputs for automatic tests, and do the final testing of whole application afterwards by hand in some shell. (Although automatic tests are always better in the long term, but sometimes they may be tricky to create/execute, if the "*user* input" should be emulated in such test)

Subject: Re: Console Applications
Posted by [piratalp](#) on Fri, 26 Oct 2007 16:52:48 GMT
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mdelfede wrote on Thu, 25 October 2007 18:30tvanriper wrote on Thu, 25 October 2007 23:08For whatever it's worth, I'm a native speaker of English, and have been into message boards, chatting, and so on for over half of my 40 years of life, yet I didn't know what IIRC meant, either, until today.

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I quote you entirely... even being native Italian speaker.
And, if I must tell it all, I was ignoring OTOH meaning too, just before entering UPP forums....

Max

I just can't believe you both!
I'm from Argentina and my english is very limited but I asked for OTOH & AFAIK one of the first time I saw them and I was told to google for "common english abbreviations" and you find the answer for all those 'strange' uppercase words used frequently un mailing lists, chats and forums..

CUL8R

Subject: Re: Console Applications
Posted by [mdelfede](#) on Fri, 26 Oct 2007 17:37:28 GMT
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piratalp wrote on Fri, 26 October 2007 18:52
I just can't believe you both!
I'm from Argentina and my english is very limited but I asked for OTOH & AFAIK one of the first time I saw them and I was told to google for "common english abbreviations" and you find the answer for all those 'strange' uppercase words used frequently un mailing lists, chats and forums..

CUL8R

Well, that's what I did when I saw OTOH for the 100-th time
I was thinkin' to seem an idiot asking such a question
Now I finally think I was an idiot DON'T asking such a question!
BTW, I hate abbreviations, IMHO they're nonsense, OTOH they're used often !
CUL8R too

Subject: Re: Console Applications
Posted by [tvannriper](#) on Sat, 27 Oct 2007 02:28:47 GMT
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There's a special challenge, for me, in figuring out the meaning of expressions and abbreviations

from context. IIRC was one of those that I hadn't figured out. That's mostly why I never looked it up or asked... because I am kind of a freak.
