Subject: Console Application NOT WORKS!! And still not works!
Posted by pippo on Fri, 12 Dec 2008 14:59:54 GMT
View Forum Message <> Reply to Message

I MUST make an application without gui, because the gui takes too much cpu. My application is embedded and I need speed.
I have Ultimate++ 2008.1
Windows XP
Ubuntu 7.10 (and also 7.04)

I see the posts:
http://www.ultimatepp.org/forum/index.php?t=msg&goto=154
75&&srch=COnsole+application#msg_15475

http://www.ultimatepp.org/forum/index.php?t=msg&goto=134
55&&srch=COnsole+application#msg_13455

and most important:
http://www.ultimatepp.org/forum/index.php?t=msg&goto=187 31&&srch=console#msg_18731

but to me not works!!
I tried before on Linux and windows, console or gui application, with "Debug/Run options../Standard output" set in any mode, with "setup/environment/IDE/wrap console text" on or off, ecc
I can't get input/output in the "theIde console" (where I can see build output, search results, ecc).

On linux:If in Linux make a console appl, when run them I have no possibility to put a input: I can only kill the appl with "system monitor".
If I open a terminal window and start appl with ./Appl , then I can see right output and I can put input BUT I CAN'T DEBUG!
I found only this solution: I made a GUI appl to have debug possibility with theIde in development time. And use printf() and getchar() to permit i/o when run the release version.
In release version I don't execute the Run() method of TopWindow.
NOTE: in linux terminal, when I run ./Appl , the window is blocked and I can do input/output (if it's GUI_APPL also!!).
I find only this solution!

Now I must pass on Windows I see:
- If the appl is GUI, when I run it by DOS prompt , then prompt is not blocked: the graphic window appears and the DOS window is free... and I don't see the printf() output.
- If the appl is CONSOLE, when I run it by DOS prompt it works OK. But how I debug? If I run by theIde (F5) I can't see the console!

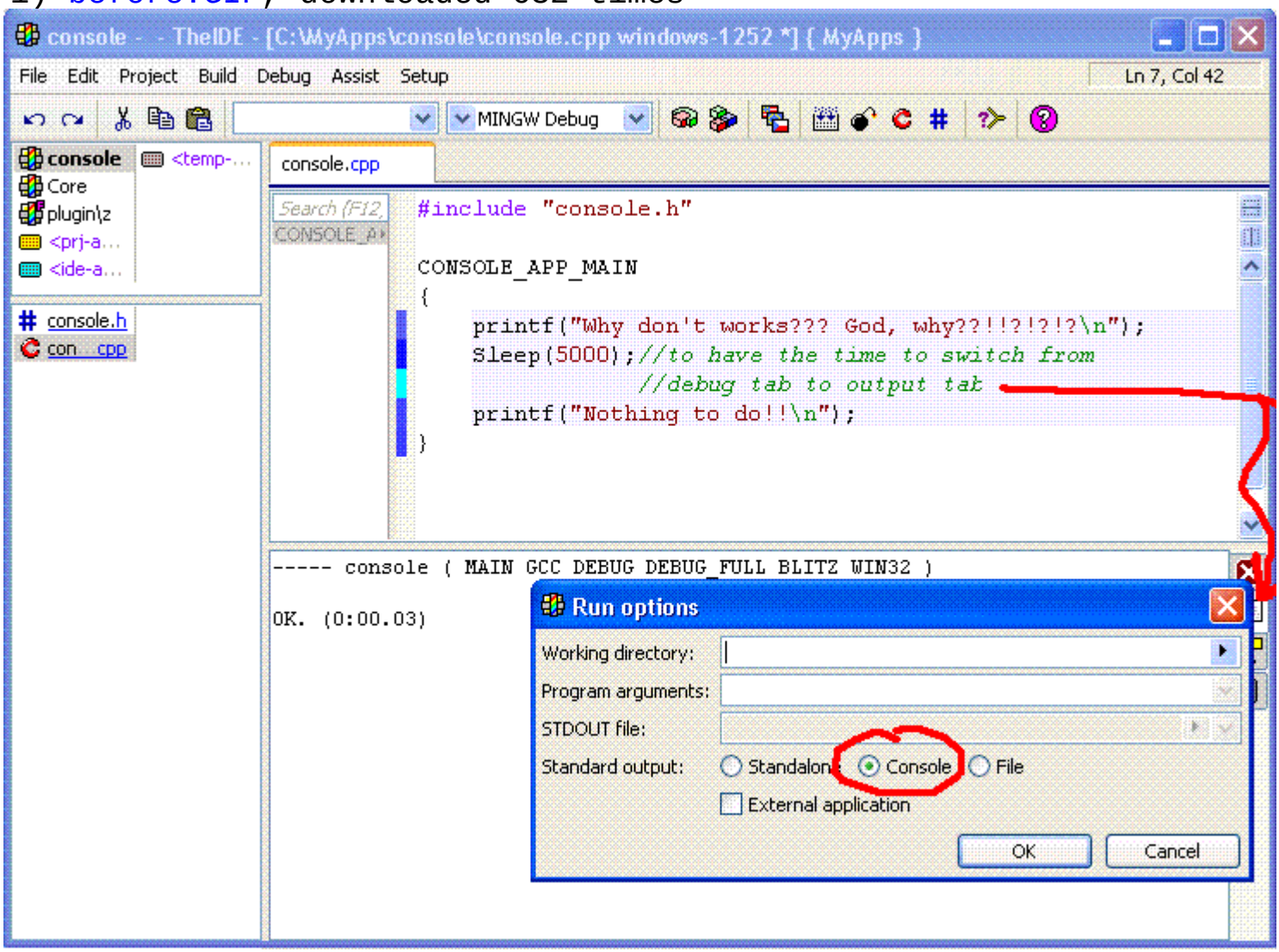
The better is to have a gui appl with also input from keyboard and output to console.
But can be good also a console application IF I CAN RUN IT WORKING IN theIde (F5) and debug it.

Thank you for any help.

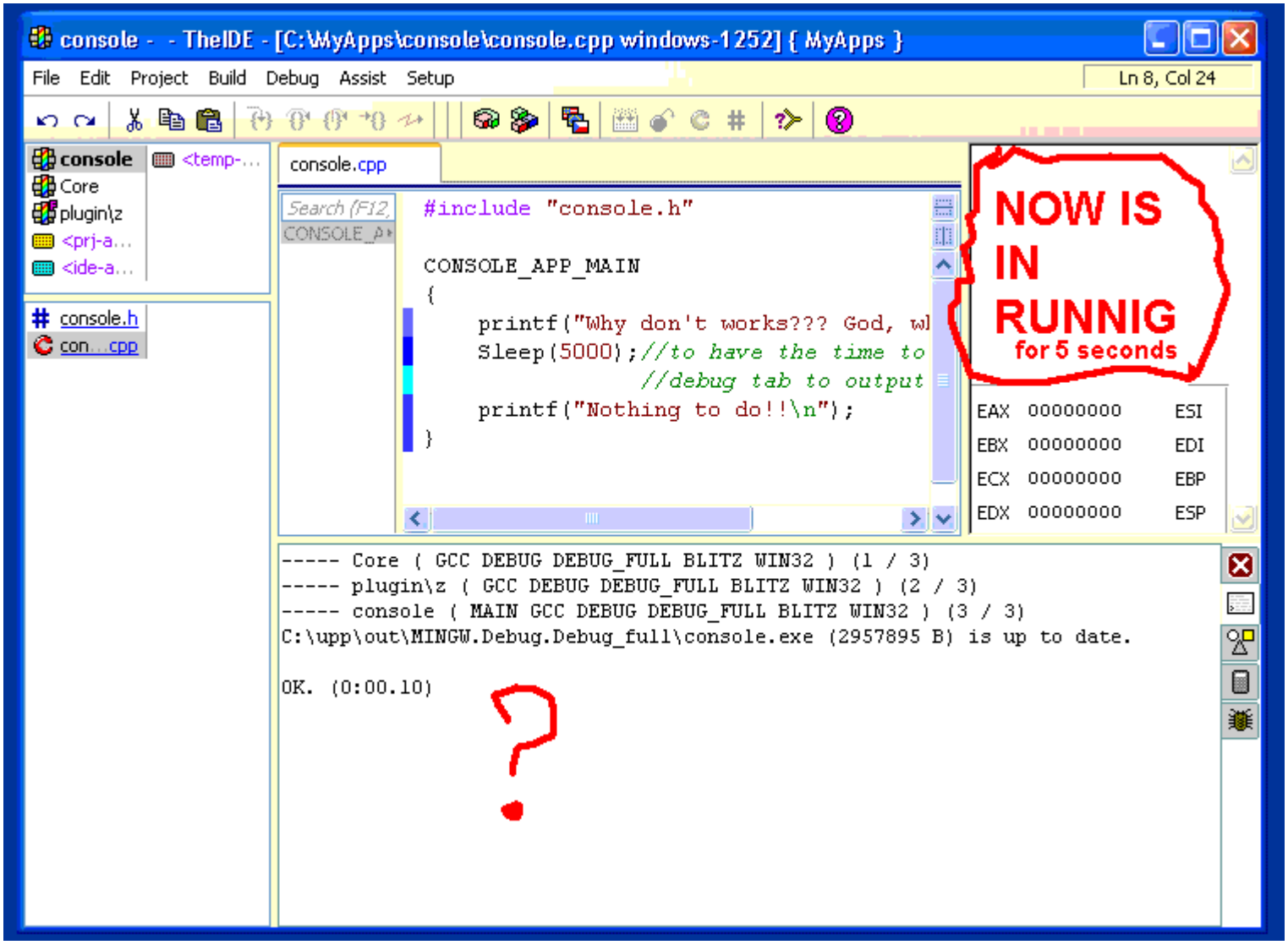
Andrea

File Attachments

1) before.GIF, downloaded 632 times



2) inrun.GIF, downloaded 635 times



Subject: Re: Console Application NOT WORKS!! And still not works!
Posted by pippo on Fri, 12 Dec 2008 15:26:31 GMT
View Forum Message <> Reply to Message

And not works also: run option/std output : "file"
(I don't need output in file, but I wanted try).

Subject: Re: Console Application NOT WORKS!! And still not works!
Posted by mirek on Fri, 12 Dec 2008 18:38:29 GMT
View Forum Message <> Reply to Message

Only a very small terminology confusion....

The "Console" flag in Run options means the output from the program should be shown in bottom console pane, which is known as "Console". It does not affect the kind of application.

Use "Standalone", make sure there is no GUI in your main config and you should be OK.

Mirek

Subject: Re: Console Application NOT WORKS!! And still not works!
Posted by mr_ped on Fri, 12 Dec 2008 23:16:15 GMT
View Forum Message <> Reply to Message

Doesn't look like he has GUI flag there. The compilation line says "MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32".

Or the GUI flag must be not in main config at all, even inactive configuration?

Subject: Re: Console Application NOT WORKS!! And still not works!
Posted by mr_ped on Fri, 12 Dec 2008 23:27:20 GMT
View Forum Message <> Reply to Message

Also when using TheIDE console, you should probably flush the output whenever you expect it to be shown *now*, the buffering is quite aggressive sometimes (and helps the speed of output a lot).

But still I don't think any of these are responsible for your troubles, actually everything looks ok to me, so I'm not sure what's wrong.
