Subject: PromptOK from CONSOLE_APP_MAIN, how?[SOLVED]
Posted by fudadmin on Sun, 19 Mar 2006 00:57:53 GMT

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What do I need this code to work?

```
#include <CtrlLib/CtrlLib.h>

CONSOLE_APP_MAIN
{
 PromptOK("from CONSOLE_APP_MAIN");
}
```

Subject: Re: PromptOK from CONSOLE_APP_MAIN, how?
Posted by fudadmin on Sun, 19 Mar 2006 03:12:20 GMT

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Ok, I've found that for WIN32 this helps:

```
#include <CtrlLib/CtrlLib.h>

CONSOLE_APP_MAIN
{
   Ctrl::InitWin32(AppGetHandle());
   PromptOK("from CONSOLE_APP_MAIN");
}
```

Need to investigate for other platforms...

Subject: Re: PromptOK from CONSOLE_APP_MAIN, how?
Posted by mirek on Sun, 19 Mar 2006 04:59:27 GMT

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fudadmin wrote on Sat, 18 March 2006 19:57What do I need this code to work?

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```

Quite an unorthodox idea. Are creating GUI or CONSOLE app?

BTW, the only real difference on Win32 from system point of view is that console apps creates win32 console at the start (GUI app can create console as well, but needs to call AllocConsole).

On other platforms, there is no difference at all.

Mirek

Subject: Re: PromptOK from CONSOLE_APP_MAIN, how?
Posted by fudadmin on Sun, 19 Mar 2006 05:55:10 GMT
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luzr wrote on Sun, 19 March 2006 04:59fudadmin wrote on Sat, 18 March 2006 19:57What do I need this code to work?

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Mirek

I'd like even to have PromptOK(hwnd,"some text");,
where hwnd=NULL means desktop...

Subject: Re: PromptOK from CONSOLE_APP_MAIN, how?
Posted by mirek on Sun, 19 Mar 2006 08:50:37 GMT
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fudadmin wrote on Sun, 19 March 2006 00:55luzr wrote on Sun, 19 March 2006 04:59fudadmin wrote on Sat, 18 March 2006 19:57What do I need this code to work?

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Mirek

I'd like even to have PromptOK(hwnd,"some text");,
where hwnd=NULL means desktop...

Well, if all you really need is some message box in console app and you are doing Win32 only, maybe the better idea is to use Win32 API there (to conserve the size of .exe).

Mirek