Subject: Is it possible to embed a Skylark app in a normal U++ GUI app?
Posted by lectus on Sat, 24 Nov 2012 00:22:26 GMT

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For example, can you run Skylark at the click of a button, instead of popping up the console as the main application loop?

Subject: Re: Is it possible to embed a Skylark app in a normal U++ GUI app?
Posted by dolik.rce on Sat, 24 Nov 2012 08:45:47 GMT

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lectus wrote on Sat, 24 November 2012 01:22For example, can you run Skylark at the click of a button, instead of popping up the console as the main application loop?
Yes, it is... Although it is little complicated. The main problem is that SkylarkApp has it own event loop, so you need to run it in separate thread if you want to use GUI at the same time. Also, AFAIK it is currently not possible to stop SkylarkApp (only using signals). However, if you can live with these minor problems, you can have a GUI app that has http interface and you can even make the handlers communicate with GUI via PostCallback. You could probably communicate the other way with a little of work too, but I didn't try.

Attached is a proof of concept code. It is not a nice code, I just quickly hacked it together, so it might be slightly unreadable The main idea is that actions on htpp interface (which is taken from Skylark01 tutorial) are communicated to GUI which displays them in title bar. If you have some other questions, perhaps explaining what exactly would you like to achieve, feel free to ask

Best regards,
Honza

File Attachments
1) main.cpp, downloaded 250 times

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/bb76 2153(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.

Subject: Re: Is it possible to embed a Skylark app in a normal U++ GUI app?
Posted by dolik.rce on Sat, 24 Nov 2012 14:22:21 GMT
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lectus wrote on Sat, 24 November 2012 13:42Hmm.. 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/bb76 2153(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.
Yes, that would of course work too... I just didn't know how much do you need it to cooperate If you just need start/stop capability, than it could be much simpler, even when used directly from the GUI part as a thread, especially if you are ok with having a method on interface that triggers the exit (which is by the way in most cases not a good idea, unless it is somehow secured)

Honza