

Re: bug in GenerateConsoleCtrlEvent?

Source:

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"Gary Chanson" <gchanson@No.Spam.TheWorld.net> wrote:

>
> "Sam Jost" <samjost@web.de> wrote:
> >
> > *would I use windows messages for example it would be a hassle to profile*
> > *the*
> > *app, I would have to program an extra stub program just to start the app*
> > *from the profiler.*
> > *Automated testing: since these are FireAndForget-apps I can easily write*
> > *tests, feeding them with input and checking the output automatically.*
Dead
> > *easy with console apps. Extra work with other ways of communication.*
> >
> > *Or do I miss some good way to communicate?*
>
> *It's hard to find a signalling method easier than an event (not a*
> *console event). One program creates an event and the other opens it (see*
> *CreateEvent and OpenEvent). One program sets the event to signaled and*
the
> *other can either wait on the handle or simply checks at its convenience to*
> *see if it's signalled.*

The only thing is you need to get the name or id of the event to the subprocess somehow.

Reminds me of vcspawn.exe.

> > *For this I would have to do some digging to find the windows handle of*
the
> > *console window and hide it, or how would one achieve this? Or can I hide*
> > *the*
> > *console window in the process. Start call somehow (hide, not minimize, as*
I
> > *said it should not be seen)?*
>
> *If you start a program using CreateProcess, you can specify the show*
> *state of the program. If you specify SW_HIDE, you get a hidden window.*

microsoft.public.win32.programmer.kernel: Re: bug in GenerateConsoleCtrlEvent?

I would need to PInvoke that call then. I'll need to try how that will look&feel.

Pity the .net framework does not really support one of the oldest most basic communication need to call console programs, communicate with them *and* end them.

I'll have to check these out a bit more to see how well they work in what environments.

thanks for the diskussion,
Sam