

Re: std::cin and disabling canonical line processing (buffering)

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.stl/2005-07/msg00126.html>

- *From:* "Tom Widmer [VC++ MVP]" <tom_usenet@xxxxxxxxxxxx>
 - *Date:* Fri, 22 Jul 2005 18:06:25 +0100
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Harold Bamford wrote:

Thanks! I'll try it today.

Sure seems strange that all this is needed to just read characters from the console.

When I get all this going, I plan to write an article at CodeProject; I cannot be the only one to have to go through all of this!

How would you like to be referenced?

Tom Widmer or Thomas Widmer is fine, mentioning the MVP bit or not. However, I should point out that I know very little about Win32 consoles, I just fiddled for about 5 or 10 minutes to come up with each suggestion, so there may well be a more canonical way of doing all this.

Tom

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