

Forum:[Hack Forums](#)

Thread: [Hide Console Window \(No Fast Console Open/Close\)](#)

Bandors Jr. - March 10, 2014, 9:56 pm

So I've tried a bunch of ways to hide the window.

IE:

Spoiler ([Click to View](#))

```
Code HWND hWnd = GetConsoleWindow();
ShowWindow( hWnd, SW_HIDE );
Code FreeConsole();
etc etc. But they all flash the console before closing it.
```

Then I tried [MoveWindow\(\)](#)

```
Code int main()
{
    MoveWindow( GetConsoleWindow(), 0, 0, 0, 0, TRUE);
    // do whatever code bla bla bla
    return 0;
}
```

I'm very new to C++ and this was just for my Download&Execute project but it was a bitch having the console flash, not to mention a bit suspicious. More of you experience users won't need this, but ya.

Sajuuk - March 10, 2014, 10:31 pm

Why not just use WinMain as the entry point? Much easier...

Bandors Jr. - March 10, 2014, 10:51 pm

(Mar 10, 2014 10:31 PM)Sajuuk Wrote: [\[CITE\]](#) Why not just use WinMain as the entry point? Much easier...

IDK, I'm new and this is what worked for me :P

jessman420 - March 11, 2014, 6:09 am

Assuming you use visual studio....

The easiest way to accomplish this is create a new project in visual studio, as a console, and in creation options, make it a win32 project, and tick empty project. Then add your main.cpp and add a winmain for an entry point, in lieu of int main(), like you would do with a console..

This will create a completely hidden (console window only) application with no window flash. This can be used for background processes, key loggers, stubs etc.

Qmz_ - March 11, 2014, 6:56 am

Or just set subsystem to windows and
#pragma comment(linker, "/ENTRY:main")

Sajuuk - March 11, 2014, 9:30 am

(Mar 11, 2014 06:09 AM)jessman420 Wrote: [\[CITE\]](#) Assuming you use visual studio....

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I use Code::Blocks and virtually do the same thing.

notsteve - March 11, 2014, 5:33 pm

Additionally, you can prevent your hwnd from being enumerated by [a message-only window](#), which will still allow you to have a message loop (use timers & whatnot).

dream_man - April 14, 2014, 9:14 pm

I'm using just FreeConsole(); fast and no code :P