Subject: Re: [REQUEST] Add an integrated terminal to the bottom frame
Posted by Oblivion on Mon, 09 Mar 2020 09:31:19 GMT
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Hello omari,

Quote:
Terminal examples builds and run on MacOS as expected.

This is great news. From now on MacOS support is official, then. :)

Quote:
the next screenshot is on MacOS, my first attemp to integrate the terminal in theide.

IT looks good. I'm lookinf forward to see more of this!

Quote:
1 - the class name "Console" is used in TheIde and in Terminal. one of them shall be renamed, or included in a namespace.

This can be fixed easily. But I am not sure which route to take ATM. Terminal's Console can be renamed to VTConsole.
After all, other components have a VT prefix. (Or you can use a temporary VT namespace until I come up with a permanent solution).

Quote:in order to use Terminal, i have to include two files:<Terminal/Terminal.h> and <Terminal/PtyProcess.h>.

This is to avoid including PtyProcess where it is not preferred (You may want to implement your own PtyProcess, as it is an optional class).

Quote:
i think, support for win64 is mandatory.
i think, as another option, we can use a "bash.exe".

Well, I've done some research last weekend and found out that encapsulating the cmd.exe or PowerShell.exe is not trivial.

(Read: https://devblogs.microsoft.com/commandline/windows-command-l ine-backgrounder/)

Quote:
Alas, the story here is not a good one: There ARE some great 3rd party Consoles (and server apps) for Windows (e.g. ConEmu/Cmder, Console2/ConsoleZ, Hyper, Visual Studio Code, OpenSSH, etc.), but they have to jump through extraordinary hoops to act like a normal Console would.

For example, 3rd party Consoles have to launch a Command-Line app off-screen at, for example, (-32000,-32000). They then have to send keystrokes to the off-screen Console, and screen-scrape the off-screen Console's text contents and re-draw them on their own UI! I know, crazy, right?! It's a testament to the ingenuity and determination of the creators of these apps that they even work at all.

This is bad news. But not so bad. Microsoft have implemented a proper pseudoconsole api in Windows 10.

Pros: It is very easy to encapsulate it in PtyProcess class.

Cons: It requires at least windows 10.

If you have any ideas or suggestions, please let me know.

Best regards,
Oblivion