
Subject: Re: A terminal emulator widget for U++
Posted by [Oblivion](#) on Tue, 09 Jun 2020 21:48:27 GMT
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Hello,

Terminal ctrl's TURTLE backend support was broken for some time.

The reason: Apparently there is no `Upp::Append()` method for image drag and drop (Or I am missing something...).

I've committed a patch to workaround this problem by disabling image drag-and-drops in Turtle backend.

A good news is that it is now possible to compile Terminal Ctrl for linux framebuffer, using the `LinuxFrameBuffer` package.

There are some rough edges (e.g. the mouse wheel does not work ATM), but it is basically working on linux framebuffer too. :)

However, currently the support for linux framebuffer is "unofficial". If you are going to try it at all, TRY IT AT YOUR OWN RISK.

I will focus on these backends after the V0.4 release...

Best regards,
Oblivion.
