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.