Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Thu, 11 Jun 2020 09:08:08 GMT
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Hello Zbych,

Thank you for your efforts!

Indeed, it is working now.

Since you are here, allow me to point out two problems I've encountered while testing both terminal package and others (uword, for example).

- Text mode is not disabled on linuxframebuffer based apps when they are run from the linux (tested with v5.6) console. (The framebuffer display is overwritten by text and messages). The "fix" seems to be setting the STDINPUT to KD_GRAPHICS and resetting it to KD_TEXT before the app exits (using ioctl). But since I don't know the specifics of LinuxFrameBuffer package, I can't give more info as to where the problem lies.

- Both on UWord and Terminal package, the return/enter keys are sending the keycode twice (or so it appears: text cursor is not moved to next line but two lines below.)

Best regards,
Oblivion