
Subject: Re: A terminal emulator widget for U++
Posted by [Zbych](#) on Sun, 21 Jun 2020 20:16:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion wrote on Thu, 11 June 2020 11:08

- 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)

I did some research and it appears that turning keyboard off in virtual terminal is correct solution. Unfortunately neither `ioctl(tty_handle, KDSKBMUTE, 1)` nor `ioctl(tty_handle, KDSKBMODE, K_OFF)` solves the problem with keys leaking to the console. They simply return error "Operation not permitted".

In case you want to do more tests:

https://chromium.googlesource.com/chromium/chromium/+/trunk/ui/ozone/platform/dri/virtual_terminal_manager.cc

https://github.com/LuaDist/sdl/blob/master/src/input/evdev/S DL_evdev.c#L395