Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Sun, 21 Jun 2020 20:36:11 GMT
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Hello Zbych,

Quote:
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_RAW) solves the problem with keys leaking to the console.
They simply return error "Operation not permitted".

Again, thank you very much for your efforts!
Also thanks for the links.

I am going to look into LinuxFrameBuffer code in the following days and if I can come up with a workaround or solution, I'll send a patch to review.

By the way, did you try to set STDIN_FILENO to KD_GRAPHICS too? because IIRC, that (Setting both input and output to graphics mode) was the trick used by an app whose name I forgot now, some time ago.)

I'd really love to see Terminal ctrl run on linux frame buffer, because then I can get rid of unnecessary cruft on my personal servers.

Best regards,
Oblivion