Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Sun, 28 Jun 2020 09:57:39 GMT
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Hello Zbych,

I have attached the patched LinuxFrameBuffer package for you to review. Feel free to comment on it.

Package is compiled with the latest stable GCC and CLANG on Linux v5.4 and v5.6 machines. For testing, I used the supplied LinuxFrameBufferExample (UWord) code, Terminal ctrl, and some other U++ examples made to run on FB backend.

Changes/additions:

- Automatic VT allocation mechanism is implemented.
  Since U++ suppports function keys from F1 to F12, I have limited the valid VT numbers within tty1-tty12 range (This can be easily changed if required).

- Accordingly, VT switching is implemented.
  Since we mute the vt keyboard input, this required manual handling of the linux signals, and as a result the vt handle had to be made a global static integeer (atomic).

- To prevent any screen buffer damage, U++ linuxframebuffer backend now does not copy the drawn image onto framebuffer when the
  vt is switched away (i,e., whem it loses focus).

- Accordingly, CTRL + ALT + [F1-f12] key combinations are reserved for VT switching.

Remaining issues:

- SHIFT keys are not working properly. (Can't get any capital letters.)

- No double click.

- No key repeat.

I am not sure about the security implications though. If you find any problem, let me know.

Best regards,
Oblivion

File Attachments

1) LinuxFrameBuffer.zip, downloaded 623 times