Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Fri, 21 Aug 2020 11:29:59 GMT
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Hi,

Today marks a rather important milestone for Terminal ctrl: Windows 10 pseudoconsole API support.

The support is implemented in PtyProcess class, so nothing new is introduced. Thanks to Mirek, you only need to enable the WIN10 flag in theIDE's main package configuration settings ("GUI WIN10"). So you will need the nightly builds of Upp to run Windows 10 pty with Terminal ctrl.

It is tested with the bundled CLANG and MSVC19 (MSVC19 requires comdlg32.lib via Windows SDK)

Since the support is experimental at the moment, you can expect some glitches (If you find any, let me know).

Git examples are also updated to reflect the changes. You can check them to see what is changed (or rather, not changed.)

For other, under-the-hood improvements and changes, you can check the git commit history.

Note that Terminal package is still in v0.3 phase. v0.4 (or 2020.2) is still two months away, and will bring in more improvements, and hopefully a refined win10 pty support.)

Here is a screenshot of the stock terminal splitter example, running multiple instances of cmd.exe with resizing support. (You can also run powershell instead):

If you have any questions, suggestions, bug reports, etc., let me know.

Cheers!

Oblivion