Subject: Re: Turtle package is ported to VirtualGui
Posted by Tom1 on Sun, 20 Sep 2020 18:42:10 GMT
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Hi,

While not related to porting Turtle to VirtualGui, there are a couple of things with Turtle that might need some attention:

1. When accessing the session from a smart phone (Android in this case), I do not seem to have any input capability available. No touch keyboard, no taps / no clicks / no pointer... Is there any way to create such a GUI with Turtle that could be used with smart phones / tablets? Or is that simply a very bad idea? I think it would be nice if a tap could be mapped to a left mouse click and a tap on a text/numeric entry could activate touch keyboard. At least very basic operations could be accomplished through such interface.

2. When opening a session from a Hi-DPI desktop, the window contents do get scaled by two and look blurry. It should preferably work the same way as Hi-DPI enabled applications. (I'm not sure if this is even possible, but still it would be nice.)

The reason I'm asking is that Turtle would give a very nice GUI for embedded systems using a browser on a smart phone.

Best regards,

Tom