

Hello Tom,

Thank you very much for your feedbacks!

I've added the DroidFonts/FT_Fonsyss package as a requirement for Turtle (MSC + WIN32).

Quote:

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.

I'm afraid touch keyboard support is not very easy to implement. But I am looking for options. OTOH, the *basic* taps (left clicks) are working fine here, both on my Android phone (Sony xperia X) and Dell laptop with touch screen. However, it is very rudimentary and needs to be improved.

Quote: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.)

I believe this is possible. Added to my TODO list.

Quote:

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

I agree. This is why I stepped up as the new maintainer of Turtle package.

My plan is to:

- 1) Port the package to VirtualGui (This is hopefully done.)
- 2) Improve the server side, i.e add a client login and authentication mechanism, see if we can add wss (server-side/secure web socket) support. (This is what I aim to start after 2020.2 release. At the moment I am testing a login mechanism in my Upp "playground".)
- 3) Add a TurtleCtrl for native virtualization (which will decouple the transportation and presentation layers, so that we can have a light-weight virtualization ctrl that can basically work over any network transport (http, ssh, binary), using the same turtle protocol. (This a personal project, I will publish it separately.).

In short. We are just starting. :)

If you encounter any problems or have ideas, questions, feedbacks, let me know.

Best regards,
Oblivion.
