Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Sat, 23 Jan 2021 00:25:27 GMT
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Hi,

I have added a new terminal example to the upp-components/Examples section: TerminalLayoutExample.

This new example demonstrates:

- The usage of TheIDE's layout editor to set-up the TerminalCtrl's properties and layout.
- Custom menu (bar & context) creation, and manipulation of TerminalCtrl's standard menu
- The usage of xterm's WindowOps (actions) to set up custom display sizes and modes (fullscreen/maximize/minimize, etc).
- A high performance event loop.
- Binary serialization of TerminalCtrl's storable properties and flags.

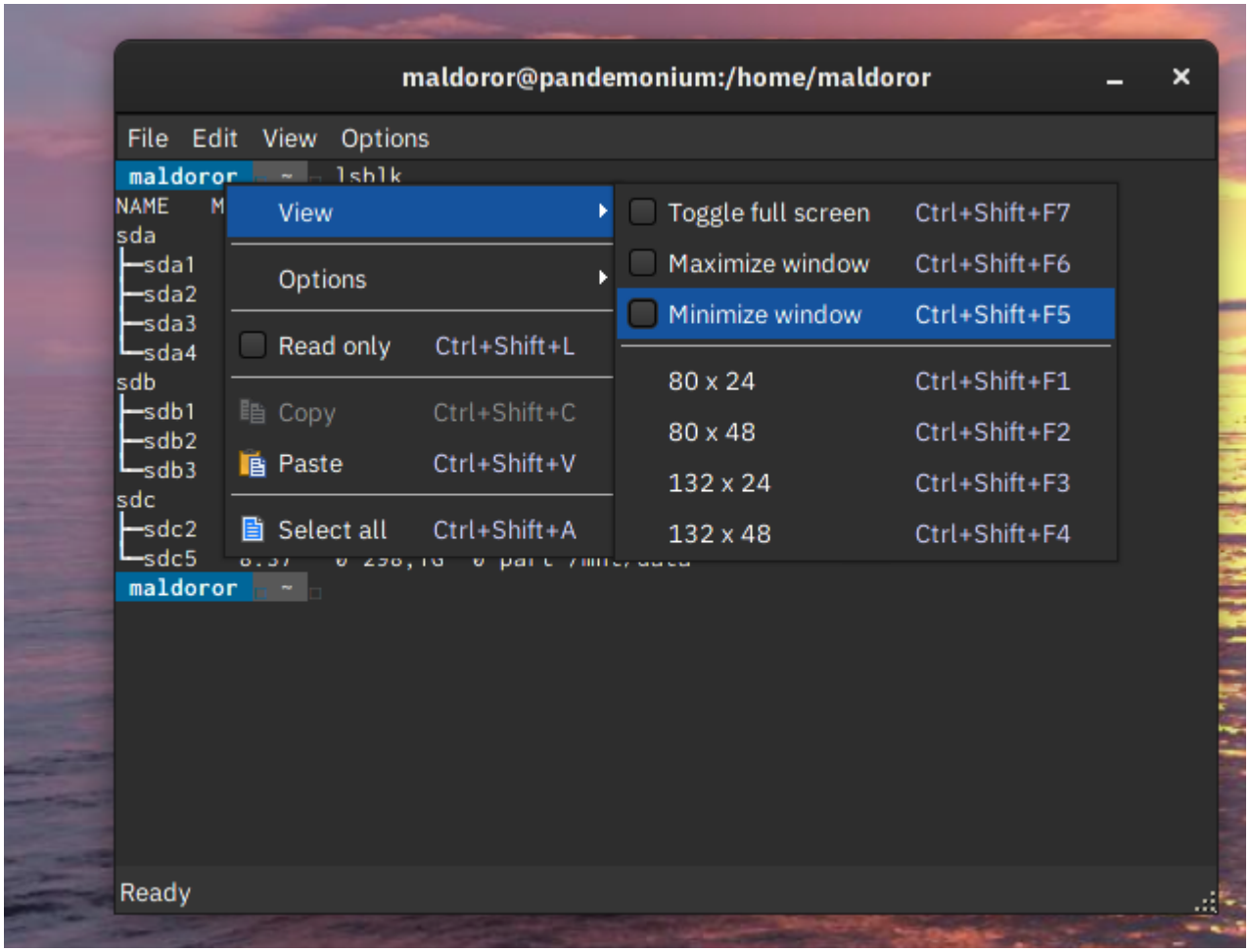
Screenshot:

If you have any questions or suggestions, let me know.

Best regards,
Oblivion

## File Attachments

1) TerminalLayoutExample.png, downloaded 1382 times


maldoror@pandemonium:/home/maldoror
File Edit View Options
maldoror ~ lsblk
NAME M
sda
├─sda1
├─sda2
├─sda3
└─sda4
sdb
├─sdb1
├─sdb2
└─sdb3
sdc
├─sdc2
└─sdc5
maldoror ~
View
Options
Read only Ctrl+Shift+L
Copy Ctrl+Shift+C
Paste Ctrl+Shift+V
Select all Ctrl+Shift+A
Toggle full screen Ctrl+Shift+F7
Maximize window Ctrl+Shift+F6
Minimize window Ctrl+Shift+F5
80 x 24 Ctrl+Shift+F1
80 x 48 Ctrl+Shift+F2
132 x 24 Ctrl+Shift+F3
132 x 48 Ctrl+Shift+F4
Ready