
Subject: Re: A terminal emulator widget for U++
Posted by [Oblivion](#) on Tue, 23 Feb 2021 21:57:43 GMT
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A small tip:

TerminalCtrl can display PowerLine fonts and glyphs
By default, however, if you install and try to use PowerLine fonts, you will notice that some glyphs are missing. This is because U++ handles its fallback fonts through a compile-time list.
In order to utilize powerline fonts, all you need to do is add the following line to the end of fallback fonts lists [sFontReplacements array], in Draw/FontCR.cpp:

```
{ "PowerlineSymbols", 0x00000000, 0x08000008 },
```

This method can be applied to other fonts as well. Just use upbbox/FontCover app to calculate the font range for your desired font.

If you recompile U++, set up powerline fonts support and configure apps, say vim, you should get a display similar to the below screenshot(taken via stock TerminalLayoutExample):

Best regards,
Oblivion

File Attachments

1) [Ekran Görüntüsü - 2021-02-24 00-47-47.png](#) , downloaded
1346 times
