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 uppbox/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 1239 times