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Subject: Re: A terminal emulator widget for U++  
Posted by [Oblivion](#) on Mon, 01 Mar 2021 22:49:42 GMT  
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Hi,

TerminalCtrl now officially supports winpty on Windows platform.

This effectively eliminates one of the major "show-stoppers" we've had up until now with  
but we already have PTY support for that version of windows)

You have two choice here should you select the WINPTY backend:

- 1) You can compile winpty-agent, winpty.dll and winpty.lib. These files can be easily created, It is not a complicated process.
- 2) You can use the existing files in your system (for example you can get them from MSYS2 installation or from the GIT Windows client). Just put the agent and dll in the same directory as your terminal app and link your app against winpty.lib (by activating WINPTY flag).

In the process, I made a so-called "course-correction" which unfortunately slightly breaks the existing TerminalCtrl installations: I have removed the PtyProcess code from TerminalCtrl source tree and made it into a separate package.  
Thus you will need to explicitly add PtyProcess package and its header file to your applications if you want to use it.

E.g.  
`#include <PtyProcess/PtyProcess.h>`

I apologize for this break, but hopefully this will allow easier maintenance and better separation of code.

Best regards,  
Oblivion

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