Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Sat, 01 May 2021 12:17:34 GMT
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Hi,

Terminal package is updated. This update is somewhat big, as the 2021.1 release is imminent. Consider the below changes as a summary of 2021.1 milestone (v0.5) changes/highlights:

Changes:

* Cell padding (horizontal/vertical) is implemented.
* Missing tester methods are implemented.
+ Display renderer is refactored and optimized.
+ Parser (VTInstream) is optimized, using chunking in addition to traditional state machine. It is ~82% faster on average.on a reference machine.
+ Sixel renderer is refactored and optimized. The renderer's raw performance is almost doubled. From 14 to 27 MB/s on a reference machine.
+ An out-of-bounds crash with dynamic colors feature is fixed.
+ Dynamic colors feature is improved. It can now set/reset multiple colors in a single command.
+ Display refreshing strategy is improved.
+ Local echo now correctly calls the display refreshing methods.
+ A crash when selecting wrapped text lines is fixed.
+ Parser now allows OSC sequences to have UTF-8 payload on UTF-8 parsing mode.
+ SGR mouse tracking mode gained a pixel-level tracking variant.
+ UTf-8 titles (xterm extension) are now correctly displayed and reported.
+ On Windows Vista, 7, 8, 10 PtyProcess now allows native console applications via WinPty.
+ On windows, PtyProcess now defaults to statically linked WinPty backend. (Win10 api stays as the recommended option on Windows ver. >= 10)
+ On windows native console (Via WinPty), TerminalCtrl now correctly refreshes the page size after a window size change.
+ Deprecated "Terminal" alias is now removed.

Only a few more compliance tests and cosmetic changes remain. After that, I'll mark this as 2021.1

Suggestions, bug reports, etc .are welcome.

Best regards,
Oblivion