Subject: Re: Compile problem on WIN10
Posted by Oblivion on Wed, 14 Sep 2022 22:31:57 GMT
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Hello peterh,

I've fixed the winpty backend wchar issue (hopefully) and pushed the changes. Please check.

By the way, if you are on Win10 you can also use the native pseudoconsole api of Win10, if it is installed (recommended).
To do that you need to compile U++ with WIN10 flag (flagWIN10)

Best regards,
Oblivion