Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Thu, 15 Sep 2022 17:09:53 GMT
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Hello peterh,

peterh wrote on Thu, 15 September 2022 08:58Yes, now both compile without warnings, both with "GUI" and "GUI WIN10".

To achieve this, it was not enough to reinstall, I deleted the "TerminalCtrl" directory and installed fresh.

Both now open a window and close it immediately.
I am not in a hurry; I am just trying this stuff and do not know how this will work, I am just trying.

I am not sure if I am doing something wrong or if I need something additional.
I had the idea to embed a terminal control into my own app, but as said, I am not in a hurry and if I can help or test something I am happy to do so.

Thank you for your reports and patience.

For winpty backend:

I assume that you've moved the PtyAgent.exe into the same directory as TerminalLayoutExample.exe,

Then "normally" there are only a few things that can cause the terminal window to open and close immediately (pty failure):

1) The variables passed to PtyProcess (env, cd, cmd) have some error. E.g., the examples use "ComSpec" env variable to locate the command line interface executable (cmd.exe or powershell.exe, etc.) This can be checked by manually providing the full path of cmd.exe or powershell.exe to the PtyProcess.

2) Execution of or access to PtyAgent executable is blocked by Windows. (insufficient permissions)

Either case, I'd be grateful if you could post the log file (uncommenting the LLOG() macro in Win32Pty.cpp before running the example)

Still, I am going to improve the error handling/diagnostics in PtyProcess this weekend.

Best regards,
Oblivion