Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Sat, 17 Sep 2022 16:40:22 GMT
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Hello peterh,

I've tried to fix WIN10 issue. Please check.

The lack of documentation is my fault (laziness/). I will add some doc to clarify the usage and setup of PtyProcess.
In the meantime, here's a short summary that can make basic things clear.

1) PtyProcess can use two backends on Windows (for console process):

a) winpty: This backend can be compiled and run on Win >= Vista.
Requires the PtyAgent.exe to be present. This agent is a daemon that handles the win32 console stuff.
The PtyAgent executable must be put into the same directory as the application using the PtyProces.
PtyAgent can be found in TerminalCtrl/PtyAgent folder. It has to be separately compiled.
This backend does not require U++ to be compiled with WIN10 flag.

b) win10: This backend uses the window 10 native pseudoconsole api. This api and relevant subsystem is added to
windows with the later revisions of windows 10. Does not use or require winpty or Ptyagent.exe
This backend requires U++ to be compiled with WIN10 flag.

2) Either of these backends can be used on windows version >= 10. Only winpty can be used on Windows version < 10

3) TerminalCtrl does not require PtyProcess. You can write your own. TerminalCtrl only expects data input.
The source of the input is up to the user/developer. PtyPRocess is only a reference implementation,
and provided with the Terminal packages as a default option.

4) To better test TerminalCtrl and PtyProcess in Windows, recommended demo case would be to install
the good old Far Manager (a text mode file manager you can find on the net).

If you have more questions or need any help embedding TerminalCtrl/PtyProcess into your app, let me know.

Best regards,
Oblivion