Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Sun, 20 Nov 2022 20:11:26 GMT
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Hi,
Next week I will push the latest changes to Terminal package.
On of the major highlights of this version will be the performance optimizations.
I have heavily refactored the sequence parser and have been testing the hell out of it for around 6 months.
The results are: 3-5 times higher throughput.(In certain demanding scenarios the jump is from 120 MB/secs, to 600 MB secs, which is almost the limits of the testing machine (specs will be available with the update too)

But for now I have used the very demanding notcurses demos to whet your appetite (A video):

Notice that, the application (notcurses demo) in not simply bombarding the terminal display with a bunch of unicode characters to sample a video. As you can see on the top-right corner, there is actually a sixel "camera" view of the same lift-off video, in sync. The raw "horse-power" of the optimized parser and sixel renderer is enough for us to both write unicode (notascci) art image and and direct pixels on the terminal display at the same time. And this happends synchronously, no MT is used.

Link to the full video (taken on TerminalLayoutExample): https://vimeo.com/773086733

Best regards,
Oblviion