Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Sat, 13 Apr 2024 08:42:27 GMT
View Forum Message <> Reply to Message

Hi,

After a long, silent period, we're back here again.

There has been much work going into TerminalCtrl nowadays, mostly bug fixes, optimizatios and internal maintenance but also some cool new features are here too. Since the next "release" (milestone) will be 2024.1 (v0.9), I'd like to give an update on its status.

Bug fixes aside, there are now six important features, already fully or partially implemented:

1) Selector Mode: TerminalCtrl now allows full keyboard navigation for selecting text in a special mode called "Selector Mode".
At the moment, three types of selection are possible in this mode: text, rectangle, word.

2) Annotations: This is a cool new feature. User or the hosted app can now add annotations to terminal texts (in both plain text and rich text (qtf) format).
This can be done via user input (mouse, or keyboard in selector mode) or programatically (using a simple, proprietary protocol). AFAIK, this has been one of the most favored iterm2 features.

3) Word Selection filters: Word selection filter can now be set by the client code. It allows cell-level inspection, so it is even possible to select blocks of text ("words") according to their SGR attributes, associated data type, or colors.

4) Highlighting: TerminalCtrl allows full cell-level highlighting.

5) Shell integration: TerminalCtrl now allows hosted apps or shells to notify the terminal of the working directory, so the terminal can be aware of its environment (and act accordingly).

6) Configurable Keyboard shortcuts: Keyboard shortcuts are now configurable and can be redefined in client code.

All of these features are already utilized in Bobcat, cross-platform terminal emulator.

Best regards,
Oblivion