
Subject: Re: Bobcat, a cross-platform terminal emulator

Posted by [Oblivion](#) on Tue, 23 Sep 2025 07:31:28 GMT

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Hello Honza,

dolik.rce wrote on Mon, 22 September 2025 15:15 Well, if there is a chance for faster/more stable/better user experience, then I'm not opposed to such feature being implemented directly in bobcat.

Or you could just create a general CLI ssh client for windows, which could be distributed with bobcat, so any windows user could use ssh.exe as a command in bobcat profile :)

Honza

I've considered this option (a CLI app) before, but it comes with a major drawback, one that's IMO essentially a deal breaker: *Interactive* CLI apps can only run inside ConPTY (i.e., on a console). They can't run as a regular local process if they want to stay interactive.

This means they're constrained by ConPTY's questionable design. ConPTY/Conhost is not only slow but also restrictive and picky about which escape codes it allows through. (IIRC, this is one of the reasons why PuTTY still exists on Windows. Speaking of PuTTY, using Core/SSL/SshShell directly with TerminalCtrl is noticeably faster, even compared to PuTTY's own SSH2 connections.) So, yet another SSH CLI app probably wouldn't perform any better than the OS/OpenSSL-provided one.

The first option (embedding SshShell into Bobcat) would make the codebase only slightly more complex. Surprisingly, the main challenge wouldn't be the SSH implementation itself. That part is straightforward. (I've wrapped each SshShell worker thread in an `APtyProcess`, and the resulting PTY code is just ~100 LoC. Honestly, I should probably turn that into a tutorial, it's quite handy.) The real complexity would lie in managing prompts and profile-related GUI.

The second option ("Tomcat"), on the other hand, would leave Bobcat untouched and instead create a sibling app with SSH-only support (exposed as `SshShellProcess` for clean integration). With this option we can even import/export the same profile files for both apps.

Best regards,
Oblivion