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Subject: Upp::Tui

Posted by [Oblivion](#) on Tue, 10 Mar 2026 17:19:36 GMT

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Hi,

Since the release day is getting closer, I would like to officially announce Upp::Tui.

So, what is Upp::Tui?

It is a retained-mode TUI framework that brings the actual U++ control and layout model into the terminal. Not "inspired by". Not "similar to". The same semantics, the same mental model but just fewer pixels and more cells. (will be publicly available around May 2026). I would like to share a short demo video with you all:

<https://vimeo.com/1172225859>

Notes:

- I have to upload it to somewhere else, because the video is large. However the demo app you see in the video isnt. Its size is 904536 bytes (Under 1 MB).
- As you can see in the video, it can do compositing, has modal and non-modal windows zorder, focus chaining, full mouse and keyboard support (even double clicks and drag & drop) and proper clipping and smooth animations.
- That said, all of them are optional.
- It already works on POSIX (linux/macOS) and Windows. It even runs on windows cli & linux console.

Note that, there are many development videos and actual code pieces demonstrated on Upp's discord server (in coffee-corner channel).

A simple hello world app (using prompts)

```
#include <TuiLib/TuiLib.h>

using namespace Upp;
using namespace Upp::Tui;

CONSOLE_APP_MAIN
{
    Session session;
    PromptOK(session, t_("Hello, world.));
}
```

This creates a modal window with OK button, has zorder, focus iteration/change, windowing,Upp's

frame and layout positioning, smart (rich) text aware widget, full keyboard and mouse support (even wheel, double click and drag) and, yes, chameleon (skins).

It will be in BSD-3 license as usual.

Best regards,

Oblivion