
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

Subject: Re: Upp::Tui
Posted by [Oblivion](#) on Wed, 01 Apr 2026 19:36:42 GMT
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Hi,

Today is a milestone for Upp::Tui.

Upp::Tui from now on supports TheIDE's layout editor. Which means you will be able to design your tui using TheIDE!

Good news is that it does not require any change to TheIDE. it will work as is.

You just add layout file to your Upp::Tui project, and it works, and works well, rather -admittedly- suprisingly.

Here's a short demo video: <https://vimeo.com/1179340523?share=copy&fl=sv&fe=ci>

There are some rough edges (like scaling) but -hopefully- they will be fixed too.

Best regards,
Oblivion

Subject: Re: Upp::Tui
Posted by [Oblivion](#) on Mon, 27 Apr 2026 05:47:41 GMT
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Hi,

Just to keep you updated.

Below video shows a simple sftp browser example, using U++ SSH package and the upcoming Upp::Tui for U++.

It includes, window compositing, SSH package integration (downloading and viewing files), edit dialogs, progress dialog, ColumnList/FileList and Unicode wide character handling (note that

everything is themable).

Screenshot:

Video:

<https://vimeo.com/1186833222?share=copy&fl=sv&fe=ci>

File Attachments

1) [upptui-ssh2browser.mp4.png](#), downloaded 25 times

```
/pub/example
```

```
imap-console-client.png  
KeyGenerator.png  
KeyGeneratorSmall.png  
mail-editor.png  
mail-send-winform.png  
mime-explorer.png  
pocketftp.png  
pocketftpSmall.png  
pop3-browser.png  
pop3-console-client.png  
readme.txt  
ResumableTransfer.png  
winclient.png  
winclientSmall.png  
WinFormClient.png  
WinFormClientSmall.png
```

```
/pub/example/readme.txt
```

```
Welcome to test.rebex.net!
```

```
You are connected to an FTP or SFTP server used for testing purposes  
by Rebex FTP/SSL or Rebex SFTP sample code. Only read access is allowed.
```

```
For information about Rebex FTP/SSL, Rebex SFTP and other Rebex libraries  
for .NET, please visit our website at https://www.rebex.net/
```

```
For feedback and support, contact support@rebex.net
```

```
Thanks!
```

```
readme.txt | 379 (bytes)
```