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 yout 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

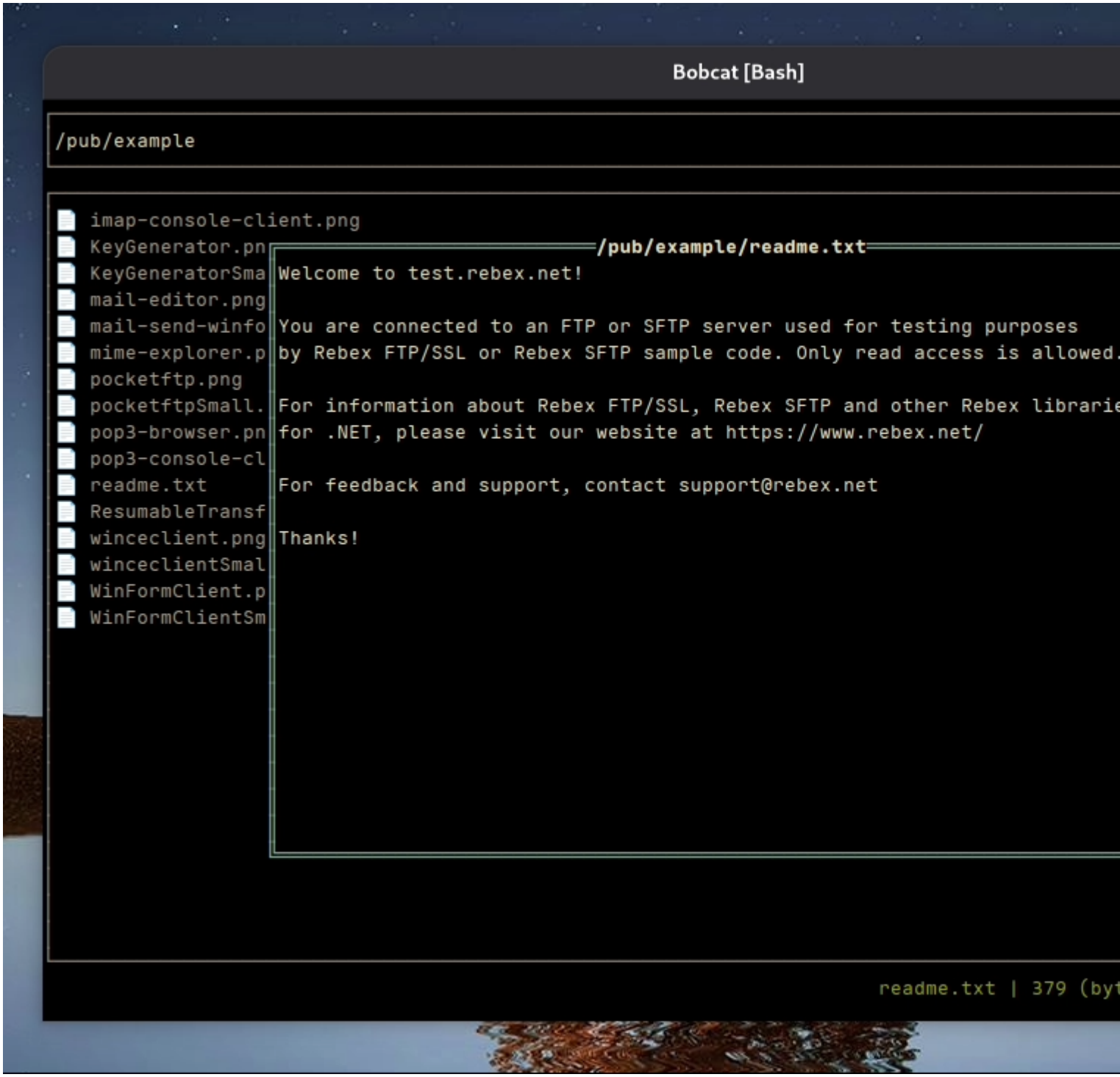
everything is themable).

Screenshot:

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

File Attachments

1) upptui-ssh2browser.mp4.png, downloaded 450 times


Bobcat [Bash]
/pub/example
imap-console-client.png
KeyGenerator.pn
KeyGeneratorSma
mail-editor.png
mail-send-winfo
mime-explorer.p
pocketftp.png
pocketftpSmall.
pop3-browser.pn
pop3-console-cl
readme.txt
ResumableTransf
winceclient.png
winceclientSmal
WinFormClient.p
WinFormClientSm
/pub/example/readme.txt
Welcome to test.rebex.net!
You are connected to an FTP or SFTP server used for testing purposes
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