
Subject: Re: [REQUEST] Add an integrated terminal to the bottom frame
Posted by [omari](#) on Thu, 05 Mar 2020 17:21:12 GMT
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Hi Oblivion,

Quote:

2) I haven't personally tested Terminal ctrl's PtyProcess component on MacOS, since I don't have a Mac. In theory PtyProcess class should work on it, but I have no actual data supporting this.

Terminal examples builds and run on MacOS as expected.
if you have any specific test case, i can run it and post results.

the next screenshot is on MacOS, my first attempt to integrate the terminal in theide.

i have tow remarques:

- 1 - the class name "Console" is used in Thelde and in Terminal. one of them shall be renamed, or included in a namespace.
- 2 - in order to use Terminal, i have to include two files:<Terminal/Terminal.h> and <Terminal/PtyProcess.h>.

Quote:

1) PtyProcess class provided with Terminal ctrl currently has no cmd.exe or preferably, power-shell, encapsulation (This is a TODO on my list, scheduled for v0.4. Yet it is not hard to implement, and I'd gladly accept PRs on git Smile It's just not my highest priority, ATM.).

i think, support for win64 is mandatory.
i think, as another option, we can use a "bash.exe".

anyway, i will look at this when i found time for that.

thank you Oblivion.

File Attachments

1) [Screen Shot 2020-03-05 at 17.51.52.png](#), downloaded 730 times

**AddressBook****Core****CtrlCore****CtrlLib****Draw****Painter****PdfDraw****Report****RichText****AddressBook.cpp****AddressBook.lay**

AddressBook.cpp

1 //

2 //

3

4 #in

5 #in

6

7 usi

8

9 #de

10 #in

11

12 cla

13

14