

# screen with vertical splits

I've patched screen 4.0.3 by [http://vsp4sdl.yuggoth.org/wrp\\_vertical\\_split\\_0.3\\_4.0.2.diff.bz2](http://vsp4sdl.yuggoth.org/wrp_vertical_split_0.3_4.0.2.diff.bz2) patch with vertical split capability It looks a bit strange but it works.

[linux,, tools,, screen](#)

```
kkv@heron: /ws/screen-4.0.3
  _u  Figure out the owner of the current VT, and run login as that user.
  Suitable to be called by init. Shouldn't be used with -c or -l.
  _l  Make the command a login shell. A - is prepended to the name of the
  command to be executed.
  _v  Be a bit more verbose.
  _w  wait for command to complete. If -w and -s are used together then
  openvt will switch back to the controlling terminal when the command
  completes.
  __ end of options to openvt.

EXAMPLES
openvt can be used to start a shell on the next free VT, by using the command:
  bash

openvt -l bash

To start the shell as a login shell, use:
  openvt -l -l bash

SEE ALSO
Manual page open(1) line 28
  bash
  98 /*
  99 #define MAXHISTHEIGHT 3000
100 #define DEFAULTHISTHEIGHT 100
101 #if defined(NAME_MAX) && NAME_MAX < 16
102 # define DEFAULT_BUFFERFILE "/tmp/screen-xchg"
103 #else
104 # define DEFAULT_BUFFERFILE "/tmp/screen-exchange"
105 #endif
106
107
108 #if defined(hpux) && !defined(VSUSP) && defined(VDSUSP) && defined(VWERASE) && defined(VLNEXT)
109 #define HPUX_LTCHARS_HACK
110 #endif
111
112 +- 28 lines: struct mode-----
140
141
142 /* #include "logfile.h" */ /* (requires stat.h) struct logfile */
143 #include "image.h"
144 #include "display.h"
145 #include "window.h"
146
147 /*
148 * Parameters for the Detach() routine
149 */
150 #define D_DETACH 0
```

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<http://wiki.osll.ru/> - Open Source & Linux Lab

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