

# VT-IME: Input Method Editor in FreeBSD vt(4)

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# Background

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# Input Method Editor (IME)

- Input characters that can't be typed on standard keyboard
  - Over **3000** characters are required in daily Chinese writings
- `chinese/fcitx`, `textproc/ibus`

*Chinese keyboards, huh?*



# Input Method [Engine]

- An IME typically supports many *input method engines*, which implement one or more *input method* (IM)
- *Input method* (IM) is a set of algorithms to convert keystrokes into characters

に ほ ん  
ni ho nn  
日本

## Input Method - Example



→ The user have to choose the word they want to type!

# Hierarchy of Input Method [Editor|Engine]

- Input method editor
  - Input method engine 1
    - Input method a
    - ...
  - Input method engine 2
    - ...



# Hierarchy of Input Method [Editor|Engine]

- chinese/fcitx
  - chinese/fcitx-rime
    - chinese/rime-bopomofo
    - ...
  - japanese/fcitx-mozc
  - ...



Figure 1: Fcitx, an input method editor

- *CJK* is an acronym for “Chinese, Japanese, and Korean”
- *CJK character* refers to the Chinese characters in the writing systems of the three languages

- Two implementations: `syscons(4)` and `vt(4)`
  - `vt(4)` is the newer implementation featuring:
    - UTF-8 encoding
    - double-width characters
- Make it possible to display CJK characters!

## Why we need a Input Method Editor in FreeBSD terminal?

- Still cannot input CJK characters directly in `vt(4)` !
  - For example, *fcitx*, depends on GUI framework, such as X
- Unrealistic to install a whole GUI framework for simple text processing

VT-IME

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- **VT-IME** — a system integrating an IME into vt(4)
- Able to type CJK characters w/o IME & GUI framework

VT-IME consists of two parts: frontend & backend

### Frontend — patched `vt(4)`

- Capture key events and render the IME interface

### Backend — an userspace server

- Run an *IM server* in the userspace to translate key press events to CJK characters



# VT-IME — Diagram

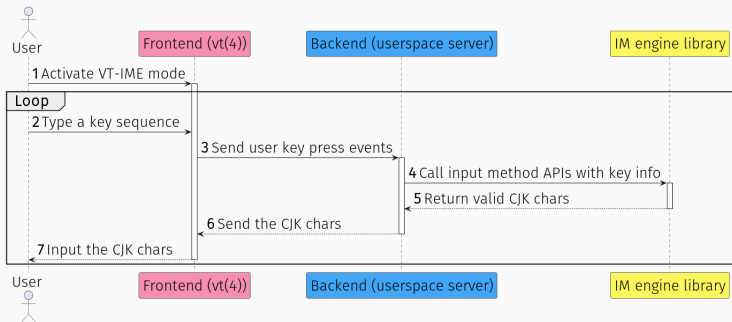


Figure 2: VT-IME diagram

## VT-IME — Message Types

1. *key* — send visible key information
  - e.g., 'a', '3'
2. *raw* — send special key information
  - e.g., Enter, Space
3. *delete* — request the deletion of a character
4. *output* — request the current status text
5. *exit* — quit VT-IME mode

- Hack into `vt(4)` code
  - `src/sys/dev/vt`
- Q: Where does `vt(4)` receive key events?  
→ A: `vt_processkey()`
- Q: Where does `vt(4)` input chars?  
→ A: `terminal_input_(char|special|raw)`
- Approach:
  - Intercept `vt_processkey()`
  - Call `terminal_input_(char|special|raw)`

## VT-IME — Frontend

```
1  void
2  vt_processkey(keyboard_t *kbd, struct vt_device *vd, int
   ↪ c)
3  {
4      /* ... */
5
6      #if VT_IME
7          if (vt_ime_is_enabled(&vt_ime_default))
8              vt_ime_process_char(vw->vw_terminal,
9                                  main_vd,
10                                 &vt_ime_default,
11                                 KEYCHAR(c));
12      else
13      #endif
14          terminal_input_char(vw->vw_terminal,
15                              KEYCHAR(c));
16      } else
17          terminal_input_raw(vw->vw_terminal, c);
18      /* ... */
19  }
```

```
1  void
2  vt_ime_draw_status_bar(struct vt_device *vd, char *status)
3  {
4      /* ... */
5      term_char_t ch = FG_WHITE | BG_BLUE;
6      int len = strlen(status);
7      while (len-- > 0) {
8          ret = vt_ime_convert_utf8_byte(&utf8_left,
9                                          &utf8_partial,
10                                         *c++);
11          if (ret <= 0)
12              continue;
13          vb->vb_ime_buffer[blen++] = ch | utf8_partial;
14          vb->vb_ime_buffer[blen++] = ch
15                                         | utf8_partial
16                                         | TFORMAT(TF_CJK_RIGHT);
17      }
18      /* ... */
19 }
```

```
1  inline term_char_t
2  VTBUF_GET_FIELD(const struct vt_buf *vb, int r, int c)
3  {
4      if (r == 0 && vt_ime_buf_state)
5          return vb->vb_ime_buffer[c];
6      else
7          return ((vb)->vb_rows[((vb)->vb_roffset + (r)) %
8                          VTBUF_MAX_HEIGHT(vb)][(c)]);
9  }
```

- Translate key press events into valid CJK characters
- Choose *librime* as the input method engine library
  - And select the input method *rime-bopomofo*

# VT-IME — Screenshot

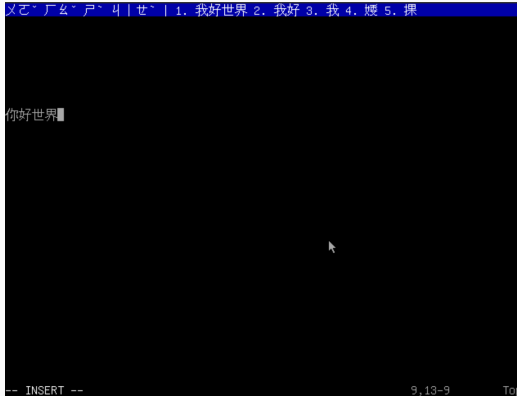


Figure 3: VT-IME screenshot



# Demo

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## Future work

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- Need a better pixel font
  - unifont is good, but it's GPL-licensed
- Plane 1 emojis doesn't work
  - Need further investigation
- Handle double-width unicode symbols
  - vt(4) hard-coded only CJK characters

- Better architecture
  - e.g., multiple users
- Support more IME features
  - e.g., input method selection
- Support IME interface customization
  - e.g., customizable key bindings, status bar fg/bg color

Q & A

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