

console



Golang package for dealing with consoles. Light on deps and a simple API.

Modifying the current process

```
current := console.Current()
defer current.Reset()

if err := current.SetRaw(); err != nil {
}
ws, err := current.Size()
current.Resize(ws)
```

Project details

console is a containerd sub-project, licensed under the [Apache 2.0 license](#). As a containerd sub-project, you will find the:

- [Project governance](#),
- [Maintainers](#),
- and [Contributing guidelines](#)

information in our [containerd/project](#) repository.