Subject: Re: 1) BASIC bug and Commodore / Response (~100 lines long)
Posted by acs on Tue, 21 Jan 1986 19:14:39 GMT
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Article-I.D.: amdahl.2615
Posted: Tue Jan 21 14:14:39 1986
Date-Received: Thu, 23-Jan-86 20:26:23 EST
References:
Distribution: net
Organization: Amdahl Corporation, Sunnyvale CA
Lines: 32
Summary: Here here!

In article , bruceb@amiga.UUCP (Bruce Barrett) writes:
 > For those of you who have not tried this:
 >   928*928 = 861184 correct
 >   928^2   = 861312 off by 128 (.01%)
 > Other calculations in this area seem to be off by .0625 (.000007%)
I THINK THIS IS A FIRST!--I can't remember the last time I heard a
"manufacturer" admitting to a problem like this. It shows, to me at
least, that The folks at Amiga are open and willing to discuss their
"problems" in front of everyone!--Hooray!

 >
 > Here! Here! Send those bugs to me, or amiga!amiga.support. Report
 > Lattice-C bugs directly to Lattice. My US Mail address is in the header.
 > Bruce Barrett / Commodore-Amiga / Software Quality Assurance
Okay, how about requests? I would like to be able to access all of the
"devices" that are supported by the OS. I'm able to open RAW: as random
but for the life of I can't figure out how to "poll" the window. What I
wanted to do was implement an AmigaBASIC program to take advantage of
RAW:'s escape-seqence generation and remove AmigaBASIC's massaging of my
keystrokes (can't determine that the ALT key was pressed in conjuncion with
another character, etc.). Maybe I shouldn't be using RAW: but I think I
should be able to; maybe RAW: buffers its input but I should be able to
unbuffer it if I want; maybe the standard AmigaBASIC keyboard handler
is nice because I have one keycode to correspond to one key but what if
I want to extend my programs to utilize *all* keycodes.

If the facility already exists, lemme know; if I'm wrong, lemme know;
if...well I think you get the idea.
--
Tony Sumrall   ...!{ihnp4,hplabs,amd,sun}!amdahl!acs

[This reflects no one's opinions.]