Subject: DBW vt100 v2.3 running on custom screen
Posted by Anonymous on Tue, 09 Dec 1986 13:52:40 GMT
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Originally posted by: wtm&#64neoucom.UUCP (Bill Mayhew)

Hi Group,

Here's one that I haven't seen discussed yet. I've been running
vt100, version 2.3 on a custom screen (as specified in vt100.init)
so that I could pop it behind my workbench screen when desired. I
noticed that sending it behind by either clicking on the gadget or
else pressing leftamiga-N results in a rather peculiar looking
display, although the machine doesn't crash. If you can manage to
grab a fragment of one of the drag bars and move one of the screens
a bit, things will usually suddenly return to a normal display of
the screens and windows.

It looks like one of the pointers in the window structure isn't set
quite right, although I haven't had the time to see which one it is
yet. Note that in order to get at the screen drag bar, you've got
to move the vt100 screen down a tad, and this seems to be the point
where the bug creeps in; after that the mouse must be positioned
above the actual screen locations of the menu items and gadgets in
order to select them.

Its hard to describe in words what happens, but try it and you'll
see what I mean right away. Repeat by putting SCREEN CUSTOM in the
apropriate position in your .init file.

Fortunately, this bug is only an annoyance and doesn't really
affect the operation of any of the programs and does not crash the
machine (at least it hasn't yet!!).

  --Bill

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