

# What's New In Telix for Windows?

## Version 1.01b released December 7th, 1994

Most of the error messages that the debugging kernel of Windows was catching have been resolved. Notable ones are listed below. There are still one or two messages that will be made to the DBWin log when running this version, but the ones that are the worst (i.e. occur over and over and over and over) have been resolved. The others will be caught and stomped when we upgrade to the new comm libraries in version 1.10.

Fixed a few ANSI/VT bugs regarding scrolling using IND/RI sequences when origin mode isn't set but a scrolling region is set which affects the top of the scrolling region. (In other words, the bug that had data staying on one line, overwriting the same line over and over, has been fixed). Also one that caused inserted lines to not be inserted. Most of these were caused by the cursor's position being off by the amount the top of the scrolling region was lowered by.

Fixed double-clicking on dial icon in dialdir Object Not Initialized bug that caused GPFs when doing this.

Made pasting from clipboard use multimedia timers (if avail) for better resolution.

Fixed nasty bug in config, where TFW was deallocating international settings and such when config was changed. This was causing phonebook to crash after loading a .CFG file.

Extended the Terminal Font Name field to allow for longer (31 char) font names like Lucida Sans Typewriter which previously were corrupting the config. Put extra checking on all terminal and connect device string fields and other misc fields.

Fixed the script recorder. (DUH!! <slap><slap>)

Tricked Windows' standard COMM.DRV into giving us 115,200 baud rate, with thanks to John Navas on Internet's "comp.dcom.modems" newsgroup for the tip in the right direction. You now no longer need a replacement comm driver to lock your port speed at 115,200.

Updated the help files with some new data.

In Keyboard config, removed the "specialness" of the NumLock key, so that it can be remapped just like any other key (notably, for PF1 remappings on VT terminals).

All resources (bitmaps, dialogs, text strings, etc) have been moved into TELIXR.DLL.

Fixed a DLL bug that was causing F1 to not always bring up the help file as desired. Now that this DLL's code works, all the dialogs with help buttons properly respond to F1 by bringing up the help file. Please note that F1 from terminal mode still does not bring up HELP, because F1 is a mappable terminal key widely used by emulations. To get to Help from the terminal mode, use the menu to pull down the help item.

ToolTips are now much kinder to resources. Before, when a Toolbar was created, all of its tooltips were created as well and merely hidden or shown as needed. Now, they are created and destroyed on the fly as needed. This was a big resource hog when you had both the dialing directory and script editor up at once. Also, moving between tips when one is shown is more

reliable as related to popping up the next tip immediately. Much more "Word-ish", one of our developers' litmus test for this feature.

Fixed the script editor's toolbar and status bar, stopping them from generating messages under the debug windows kernel. For those who want to know what those were, these toolbars were created as MDI children, so they called DefMDIChildProc instead of DefWindowProc. This caused the debug version of Windows (or the DBWin utility) to go hyperactive with reports because they weren't really MDI child windows.

Fixed a bug in the Script Editor. Help text would not appear on the status line for Set and Goto Bookmark items on the popup menu.

Cleaned up several invalid selectobjects in keyboard configuration (more debugging version messages stomped).

Fixed several duplicate resource identifiers and a duplicate resource instantiations throughout the program. These didn't cause GPFs, but did cause debug kernel errors.

When printing anything in the terminal window (File|Print All, File|Print Selected, File|Print Log), the font selected for the terminal window is used, if the printer supports it. If printer does not support the font, it uses the printer's default font.

Some crazy programmer messed up all the popup menus (right mouse button menus); They never got disposed of, causing a resource leak. Fixed.

Fixed a printer setup dialog bug and I believe we've cleared up all the problems with printing. Some people have reported that they can't get TFW to print anything. We've now upgraded the base print routines that we were inheriting off of to use all Win 3.1 API calls vs. the old Win 3.0 calls, and cleaned up a lot of debug messages that way at the same time.

Cleaned up all the debug messages and resource leaks (a font, a brush and something else...) that were occurring on startup and exit of TFW.

Fixed problem with buttons not drawing right sometimes when they were pressed and then mouse moved off and button released off of them.

## **Version 1.01a released October 14th, 1994**

In previous versions, the PhoneBook was initially positioned on-screen in such a way that the title bar and other tools necessary to re-position or minimize it could be off-screen. The PhoneBook is now properly positioned on such systems.

RIPscrip emulations have been tweaked and corrected to emulate some bugs present in RipTerm and RIPaint 1.54.01, mostly dealing with (what else?) BGI flood fills. Such bugs included:

Corrected a bug where a flood fill in RipTerm would not leak through a one-pixel gap as it should when those gaps are in certain positions. TFW was properly "leaking" as one would have expected upon visual inspection of the images and breaking screens that depended on this bug in BGI and therefore RIPaint and RipTerm. TFW now emulates this bug.

Corrected a bug in flood fills so that we now emulate the bug in RipTerm sometimes allowed a flood fill not to fill the entire intended area. This BGI/RipTerm bug was the root of the Fiero image

not filling properly. TFW now emulates this bug as well. NOTE: This fix only applies to modes we can currently bypass Windows' built-in flood fill command, meaning 16, 256, and 65536 color modes **only**). In other modes, the bug is still present, in Windows' flood fill routines.

Added support for the RIPscrip PolyLine function, which fixes most of Legend of the Red Dragon screens.

Fixed a pair of problems in the Rip Arc/Circle functions. In one, the aspect ratio was being miscalculated, causing circles to be a bit more "squished" than they should have been. This fix corrects screens such as SYNCHRO.RIP. The other corrects a problem where the endpoint of an arc was not being drawn, which causes some arc-using screens such as Galacticomm's galaxy spiral to leak when filled.

Several VT-10x bugs corrected, most involving EMACS and other Unix-based editors.

Fixed some scripts that still ran while file transfer was going causing protocol errors (they are now suspended while **any** transfer is going). This corrects the upload errors that many saw in version 1.00b.

Fixed a bug in script tracking that caused the terminal to slow way down when a track\_hit(0) turned up a found string.

Fixed the configure connect device box not popping up during first-time installs like it was supposed to

Several runtime error 201 bugs were found and corrected.

The complete version number, including the "a" modifier, now shows on the title bar and in the about box.

Telx for Windows no longer writes a hidden file to your root directory as part of the registration sentry. Running this version with that file present will remove the file. This does not mean that the registration sentry is no longer active -- we just chose not to do it in the root directory, or with a file of the same name, which was admittedly a poor choice to begin with.

PhoneBooks will now properly Auto-save when the Dialing Directory window closes.

Corrected a bug in the SALT function VGetChrs, which was present when the cursor was near the bottom of the terminal view.

Did some tweaking with the VT fonts; it should no longer GPF with double-height characters when using the Telix VT Terminal (non-TrueType) font anymore. It will still look good if you have Telix VT TT Terminal font installed, but if this font is not present, it will default to Windows' Courier New or some other default Monospaced TrueType font which will likely be close, but not exact.

Fixed a bug where changing terminals via the dialer didn't update the duplex settings on the status line.

Fixed chat mode so that it is easier to keep the two "boxes" separated visually.

Fixed an off-by-one bug in PhoneBook editor and Connect Device manager. We were chopping off the names of some connect devices.

Fixed the 'Modem configuration file not found' bug if the working directory was not set to where TELIX.MDM was

Fixed some invalid handles etc. as reported by DBWin, a debugging tool for Windows.

Fixed Phil Crown's null in subchrs/substr bugs.

Fixed a bug where a tooltip wasn't cleared when its icon got disabled.

Fixed a bug in scripts; TFW wasn't keeping track of parameters on the stack correctly if system int variables were passed to a built-in-function. This caused "parameter overflow" error messages from the interpreter.

Added case to TelixVersion() so if you pass it a string it will fill that string with the version number formatted like this: "v1.01a"

Alt-E local echo toggle was disabled for a few releases, now it's back at Alt-'/

Fixed Rip Button Hotkeys so that one doesn't need to press Shift now.