What's New In Telix for Windows?

Version 1.01d, released February 17th, 1995

A few minor fixes here that needed to be made before 1.10...

Using 115,200 bps as your port speed
We had to tweak the 115,200 bps allowances again, since WinFax's WFXCOM.DRV does not support the DOCUMENTED cbr_128000 flag to allow this speed. Most users should now be able to set for 115,200 without it assuming 2400 bps.

Problems uploading and downloading in v1.01c
Flow control was broken in v1.01c, causing uploads to "race ahead" and drop way back after what seemed to be a phenomenal transfer rate. Transfers eventually aborted. Even though the modem would drop CTS, Telix for Windows would keep sending data, overrunning the modem buffer. This correction should fix both upload and download performance.

If your arrow keys don't work in message editors....
The correction of a bug in v1.01b has caused numerous reports of what would seem to be a bug in 1.01c and likely in this version as well. If you set up a PhoneBook entry with "expert settings" embedded, and set the keyboard table to **NONE**, versions 1.01b and prior would go ahead and load a default table *anyway*. Version 1.01c corrected this bug, so that if the table was **NONE** (which is the default) then it properly unloaded all keyboard tables, thus making arrow key definitions (which are stored in the keyboard tables) seem to be broken. This is not a bug in TFW. It now works as expected. If you wish your arrow keys to work, you will need to either turn off expert settings for that entry, or select a default keyboard definition table other than **NONE**. The arrow keys will then work as you expect.

The SALT keyload() function was leaking memory. Squished.

TFW was not properly lowering DSR and RTS when closing an inactive connect device. It now restores the port as best it can, but will drop RTS and DSR when exiting in most cases.

Flashkeys were not being recorded into a script when pressed. This now works.

Some items in a recorded script might be recorded out of order under certain circumstances in v1.01c and prior. This is now fixed.

F1 would not present the help menu in the dialing directory. It does now.

Version 1.01c, released February 1st, 1995

This release should be much more stable and reliable, now that we've found and fixed a major bug in the Borland OWL class library, upon which TFW is based. This bug manifested itself (in 1.01b) as GPF's in segment "D", such as 000D:4E51 and the ubiquitous 000D:4E32 in v1.01b. There were several other bugs which this should fix, too, all from segment D. This bug was the one that caused most of the delays in getting 1.01c released, as we didn't want to release it until it

was found and fixed. Thanks to Gerald McDougall and Maurice Mascke for their persistence in helping us to track this one down.

This version includes the sample script files as documented in the help and manuals. Please refer to **SCRIPTS.WRI** for a complete list of these sample scripts.

Fixed SALT'sTransTab() function, so that when processing a blank ("") parameter, it now brings up the translate table manager like it should. Noticed that the help file is wrong on the second parameter of this function, which is ignored in TFW. (In Telix for DOS, there were "inbound" and "outbound" tables, but in TFW, they are intertwined in one table).

Telix for Windows now disables screen savers when a file transfer protocol is active.

Fixed the code that could cause the following GPF's during dialing and connecting:

        0001:40D3
        0001:11F2
        0001:1554

Fixed a bug in the script compiler, where it wasn't parsing a semi-colon at the end of a GOTO.

Fixed Script keyboard handling -- Windows wasn't translating Alt-number or Alt-letter sequences, but was just returning the number or letter. We're now using the old table-driven method for those keys when ALT is down. This should correct keyboard problems with international characters like ö, ä, ü, Ç, and so forth. As long as the character is in the USA-based font (i.e. we're not talking Hebrew or Chinese characters, which require a unique font for that language), then then new keyboard handling should work.

Modified the SALT Run() function so that it waits for the program to end. There are two ways of looking at this... One is that under Windows, we shouldn't wait, since Windows multitasks. The other is that not wiating breaks many older DOS scripts. Later versions will make this capability a parameter option, but for now, we've opted to keep older scripts working.

Added line continuation in strings to SALT. If a caret (^) immediately precedes an EOL character, the string parsing is continued at the start of the next line (it skips the EOL).

Fixed several script commands that were not checking to see if our comm port was valid before calling AproW. AproW didn't validate it either so GPF!

Fixed the errors that happened during remote shell to DOS in WinHost. Note that since WinHost uses DOS itself to do the shell now, the maximum supported speed for remote shells is 9600 bps. You **must** configure WinHost for no faster than that if you want to be able to shell to DOS from remote.

Fixed chat mode so CR means CR/LF and LF is ignored. Thus, when a remote user sends/hits enter, his cursor goes to the next line.

Added Colons (:) to dial list titles statics, to enable software that enables Windows use by the blind to interpret the titles correctly.

Remapped Printer Log from Ctrl-@ to Alt-Down Arrow since Ctrl-@ is a valid control character that should be transmitted.

Fixed a GPF at 000A:267F that could happen when exiting TFW under certain circumstances.

Fixed a divide by 0 bug at 000A:5EC7 in printing by forcing lineSpace to 8 if Windows reports that

the font is 0 pixels in height.

Fixed several Run Time Error #201 (Range Check) errors throughout the program, including one in RIP when decoding RIP commands, and another regarding scripts with DEBUG data in them (the latter at 0002:097F).

Fixed StoI(), and Call() SALT functions to work as documented.

Fixed a PhoneBook GPF reported by Budd Paul at 0008:0BF0.

Updated the TELIX.MDM file with more 28,800 bps modems.

Telix will now automagically load the .TTF's it comes with; a happy result is that this also fixes the problem with unloading our Bitmap Fonts when we exited (obscure internal bug).

VT terminal users, rejoice. You may now reassign NumLock for PF1, so that your keyboard more closely resembles a real DEC terminal.

Made TFW honor Progman icon's setting for minimized or maximized. If neither, we restore size saved in the .CFG file.

Fixed reporting of errors in null files line 0 column 0 during script editing.

Fixed a lot of stuff with script input (Inkey(), InkeyW(), GetS(), etc). TFW now handles foreign characters beautifully (or should at least, I don't have a foreign keyboard to test with) and also lets you input characters using ALT+NumPad sequences to a script.

Made InputBox() function convert its text from ANSI to OEM before giving it to the script.

Changed GetSXY() to allow movement back onto the screen if cursor was offscreen.

Prevented a Div by 0 error in TTY terminal when selecting fonts. Should never have happened, but if something else Windows is munged at least it won't bomb anymore.

Fixed RTE 201 in Rip due to mismatched IconOfs and BevelSize types when drawing buttons.

Cleaned up some SALT stuff (made ToWord,ToByte stuff that translates longints that we get passed from the script into values that make sense for the size of the var we're putting it in) which should make scripts work a little more reliably for out-of-range values.

Fixed a StrPos() bug found by Luis Rodriguez (RTE 201).

All SALT functions that wrote to the comm port now get that data recorded as user output if the recorder is running...

Fixed script editor initial position so it'll fit on an EGA screen.

Fixed a NASTY bug that's been in here forever that kept RIP_TEXT from being executed, ever... funny nobody noticed it sooner! Klaus Langner at ELSA finally showed us this one, and we figure they're the only BBS in the world that uses RIP_TEXT instead of RIP_TEXT_XY <grin>.

Fixed bug with RIP mouse fields list being able to be overflowed. Wildcat 4 is pretty sloppy in the file areas... that's where it was found (Wildcat 4's built-in RIP file browser was never releasing the mouse buttons after each page, but was recreating new buttons over and over with each page, so pretty soon, a browser runs out of buttons, since RIP only supports 256 concurrent buttons).

The Translate Table manager now allows selection of a current Table on the fly.

Found a bug with the expert settings in the dialing directory. Rip local icons dir gets saved right, but if you go back in to verify it it gets set to default so it looks like it's not getting saved but it is.

Fixed GPF when try to close TFW from TaskMan. Now works fine.

Fixed a QModem Pro 1.5 import problem. Seems it had already been fixed, but the updated .TPC file never got included in the distribution files. Fearing the worst, we have recompiled every .TPC and updated the files system-wide.

Changed TFW.HLP file, config terminal, local echo; Used to say you could toggle local echo with Alt-E, which you used to be able to do. Now, because of hotkey and menukeys, it is Alt-/ and the help file says so.

Corrected the registration scripts in the shareware versions for the internation BBS registration sites. Silly programmers did some tricks worthy of interpretted BASIC gurus... <grin>

Fixed yet another tooltip quirk. Alt and F10 would not activate the menu bar if mouse was over a button. Would work in main window, but not in the Dialdir or script editor. *squish*

Fixed Upload dialog. If you typed in a filename that was not in the current directory (i.e. you were in c:\tfw\up\ and typed c:\dos\ansi.sys) and pressed Alt-A (the hotkey for the add button), it would not add it. It would add if the file were in the current directory. Fixed.

Add new entry to the phonebook automatically pops up the edit dialog.

Dragging to the blank space in translate table does not cause green arrow mistakes.

There was a RTE error 201 sometimes opening the translate table editor. Seemed to happen most when double clicking a table to config. This one should be gone.

The translatetable table editor _does_ now use the cursor that looks like the value being dragged. This should now work happy on any and all (even Diamond) video drivers.

Rewrote the sample text for the color dialog, as it had stopped displaying properly all of a sudden...

Double click ModemMan [Erase] does not treble erase.

Changed default background to Dot, as HexStone is hi-color and doesn't look too good in many or low color. And because the splash screen and about box illustrations are drawn on with dot as the background because Telix uses dot as the background.

Fixed Script Recording of Macros, so that the recorded script containts FlashKey output, etc.

Fixed a Tracking bug that may have been causing problems in the dialing directory.

Fixed Dial() function and _entry_enum so they report the values described in the script editor help and the old TFD SALT manual.

Helped add in dialdir now cause edit, and cancel makes it not add.

Added some tweaking to font choosing for truetypes to avoid point sizes that GDI can't seem to synthesize correctly (gives us wrong size characters).

ToolTips and ALT-TAB works now. Before, it could fail if there was a modeless dialog on the screen. They're fixed good now.

Fixed a font resource leak in RIP.

Fixed a flub in the DEWCC.DLL. Was still not allowing F1 to bring up help in our dialogs.

Fixed GPF when try to close TFW from TaskMan. Now works fine.

Fixed WinHost and ChatMode command to work correctly with remote chat. Was previously using Local echo instead of remote echo so I added remote echo capability to TFW, hooked it into ChatMode(), and changed WinHost so it would select remote echo or not based on whether it was a local test or not (to prevent annoying endless echoing during local mode).

Fixed a bug in Terminal device config when pressing defaults; it wasn't clearing old check in the radio buttons before adding new one.

Fixed funky bug when changing connect devices in the dialer, if a pause was involved. GPF 0002:0F6B in APROW.DLL. This should fix dialers that need to re-init separate connect devices between each number in a queue, due to each number having a different connect device.

Fixed InputBox() to allow correct number of characters.

Fixed bug with advanced entry keyboard macro as default.

Made sure our inhouse serial number can't be used to brand a registered TFW.

Added _Entry_BBSType, _Entry_comment, and _Entry_LogonName to SIMPLE.

Changed Default font for VT terminals to Telix VT TT Terminal (truetype)

Added a notification dialog if you try to use Avatar terminal while XON/XOFF is being used for flow control (since the ^Q and ^S Avatar sequences conflict with this flow control).

Added feature to CS.DLL so it tells the caller what the resulting .SLC file name is, in case someone uses the #COMPILETO option.

Fixed keyboard macros so if Numlock or ScrollLock is defined, they don't toggle the keyboard LED's etc. You can still change numlock's status by using Shift-Numlock if you redefine numlock, otherwise numlock works as usual. BTW if you load a .KBD that has NumLock redefined, TFW toggles NumLock ON on the keyboard. For Scroll Lock, if redefined, TFW toggles Scroll Lock OFF.

Re-did all the .KBD files. Now PF1-PF4 are on the keypad, F1-F4 are undefined, WY75 has function keys placed like VT220, VT100/VT52 don't have anything defined for Insert,Home,PgUp, etc, and generally fixed them all up. Nice now. If anyone complains at this point I'll shoot 'em. 8)

In 1.01b, we used an undocumented trick suggested by John Navas of comp.dcom.modems to "fool" COMM.DRV into setting itself for 115,200, which isn't supposed to be possible. It worked, but it **broke** 115,200 on systems that used drivers that did it the documented way. Now we look at SYSTEM.INI to see what driver's being used, and choose the method based on that.

Fixed _UP_DIR system variable, now the upload manager checks to make sure a script hasn't changed this value. If it has, it uses the new value instead of the last upload directory as the default.

Changed modem device config so it uses similar approach to handling parity list as the expert entry dialog does. Should help Joerg Benscheidt, but not sure.

Fixed Bug in RIP, where main menu of MajorBBS systems had bad fonts. Was actually a problem created when fixing the MekArena bug. Both should work fine now.

Fixed color bug in vPutChr().

Added GetOnlineTime(), returns seconds online or -1.

Added GetFon(str), puts current phonebook name in str.

Added CompileScript(str), compiles the script file str.

Fixed GetSXY(), where if cursor is offscreen and you specify an onscreen position for input it wouldn't print the entered data. Does now.

Added Doug Burr to the Easter Egg.

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 the 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 occuring 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 imagesm 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.

Telix 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 interpretter.

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.