Q&A

Q: Does GadTools support custom string and integer gadget editing hooks?

A: Yes, here is the tag, which is new for V37:

```
#define GTST_EditHook GT_TagBase+55
```

Which is a custom string gadget edit hook (StringExtend->EditHook) for this gadget. GadTools will allocate the StringExtend->WorkBuffer for you. Defaults to NULL.

Also, two tags for string and integer gadgets were implemented in GadTools but weren't documented. See <*intuition/gadgetclass.h*>:

STRINGA_Justification - (new for V37) Controls the justification of the contents of a string gadget. Choose one of STRINGLEFT, STRINGRIGHT, or STRINGCENTER (Defaults to STRINGLEFT).

STRINGA_ReplaceMode (BOOL) - (new for V37) If TRUE, this string gadget is in replace-mode. Defaults to FALSE (insert-mode).

Q: I am using ReadArgs() to scan an argument list. When ReadArgs() finishes with the RDArgs structure, it leaves a value in rda_Buffer. Should it do that?

A: No, this is a bug. If you supply a value for rda_Buffer, it should NULL rda_Buffer, so you don't have to do it manually before passing an RDArgs struct back into ReadArgs().

Q: I'd like to be able to take a memory region that previously allocated with the system's AllocMem function, and then later, sometime after it's been used a bit, FreeMem() part of it (always the last part of it), to shrink the memory region. Is this OK?

A: This is *not* supported. While you might be able to make it seem to work, the OS does *not* support such behavior and our standard testing tools will not like this behavior. Do not do this. Such things are not possible if we want to eventually move to more complex memory system (including virtual memory and/or protected memory).

Q: I start a program with SYS_Asynch and I have opened a file ``CON:0/0..." as parameter for SYS_Output. The program starts and the console window opens, but if I enter a CTRL-C into the window, the main program gets the CTRL-C and not the program started via System(). Is there a way to make sure the program started via System gets the CTRL-C?

A: All you have to do is set both input and output to the same file by setting SYS_Input to the CON: handle and setting SYS_Output to NULL. System() and Execute() only redirect signals from the input stream to themselves (with a few other minor conditions). They do this with the ACTION_CHANGE_SIGNAL packet. On synchronous (SYS_Synch) System() calls, after the System() returns, it redirects signals back to the parent.

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