



More complex usages (private MMU tables, etc) are the domain of the OS and of various hacks (but often highly useful hacks) that may not work with future OS/CPU combinations.

Q: When opening a BORDERLESS window under 2.0, do you have to also make it BACKDROP to stop it from having Borders?

A: A window has borders unless *all* of the following are true:

1. It is declared BORDERLESS.
2. It has no title (NewWindow.Title = NULL, not "").
3. It has no user gadgets in the border (i.e. gadgets with xxxBORDER set).
4. It has no system gadgets in the border (i.e. no close gadget, no size gadget, no depth gadgets, etc.).

Now the difference with 2.0 is that the NewLook borders are rendered when a window goes active or inactive. Under 1.3, the borders are not re-rendered when the window becomes inactive.

Some programs have a close gadget, and when they open their window, they write over their border. They may also have to overwrite it when they get an ACTIVEWINDOW IDCMP message. Under 2.0, this trick/kludge isn't enough.

BACKDROP does not enter into the picture.

The real trouble is that Intuition does not directly support putting gadgets like the close gadget into borderless windows. It never did, and the kludge that makes it basically work under 1.3 is not sufficient under 2.0.

In general, It's not a good idea, stylistically, to have borderless windows that are not backdrop windows, since that may make it difficult for the

user to see the window bounds against other windows behind it.

Q: Some of the format specifiers for the dos.library function VFWriteF() contain a numerical value for field lengths. The documentation states that the numerical value is in base 36! Why is base 36 used?

A: It is a remnant from BCPL. It is the base you get when using all of the alphanumeric characters.

Q: I am trying to get the number of display rows from the Workbench screen. What is the proper procedure for obtaining the number of Rows?

A: Under 2.0, you should use the Graphics Display Database to get this information.

```
struct DimensionInfo MyDimInfo;
struct Screen *WBenchScreen;
WBenchScreen = LockPubScreen("Workbench");
id=GetVPMODEID(&(WBenchScreen->ViewPort));
GetDisplayInfoData(NULL, &MyDimInfo,
    sizeof(MyDimInfo), TAG_DIMS, id);
```

MyDimInfo will now contain the sizes and positions for Nominal, Video Overscan, Text Overscan, and Standard overscan. Text and Standard are from the user's preferences settings.

Q:How do I rename a disk?

A: Under 1.3, you have to send the Action_Rename_Disk packet to the disk's filesystem. See the *AmigaDOS Manual* for more details on this packet. To find out where to send the packet, use DeviceProc() on the old name (plus the ``:") or the device name (i.e.: ``df0:").

Under 2.0, you can use the new Relabel() function of dos.library. That function basically sends an Action_Rename_Disk packet.