



Q: Can I render directly into a requester's ReqLayer->rp?

A: Yes, as long as the requester has no ENDGADGET gadgets. The reason being that if the user clicks on an ENDGADGET gadget, then the requester will go away, and you will be notified through a message (GADGETUP or GADGETDOWN and REQCLEAR if you like). However, like all messages, that information arrives asynchronously. This means that the requester is gone by the time you find out about it. In particular, the requester's ReqLayer and associated RastPort can vanish while you're trying to render into them. The upshot is that it is unsafe to render into the ReqLayer->rp if you have ENDGADGETS in that requester.

Q: On page II-23 of the Amiga Mail article "AmigaDOS Packet Interface Specification", the article mentions that a handler can disguise an IO request it sends to its underlying device to look like an incoming packet, but it doesn't mention how. How do you do it?

A: Let i be a pointer to an IOStdReq. Let p be a pointer to a DosPacket. Make the corresponding structures point to each other with the following assignments:

```
i->io_Message.mn_Node.ln_Name = (char *) packet
p->dp_Link = (struct Message *) i
```

Then just SendIO(i). The reply will look just like a packet.

Q: How do I know what default font to expect when I open a screen or window?

A: Here is a chart to help...

| What you tell OpenScreen | Screen Fonts | Window RPort's Font |
|----------------------------|------------------------|----------------------|
| A. NewScreen.Font = myfont | myfont | myfont |
| B. NewScreen.Font = NULL | GfxBase->DefaultFont | GfxBase->DefaultFont |
| C. {SA_Font, myfont} | myfont | myfont |
| D. {SA_SysFont, 0} | GfxBase->DefaultFont | GfxBase->DefaultFont |
| E. {SA_SysFont, 1} | Font Prefs Screen text | GfxBase->DefaultFont |

Notes:

A and B are the options that existed in 1.3.

C and D are new 2.0-expressions equivalent to A and B respectively.

E is a NEW option for 2.0.

GfxBase->DefaultFont should always be monospace. This is the "System default text" from Font Preferences.

Font Preferences "Screen text" can be monospace or proportional.

'myfont' can be any font of the programmer's choosing, including a proportional one. This is true under 1.3 and 2.0.