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Runtime Inspector

Each Stuart emulation window retains a local copy of those preferences values in which the window differs from the default values stored in the users's defaults database. The Runtime inspector can be used to modify these values.

One difference between the Runtime inspector and the other inspectors is that the Runtime inspector is dynamic. When something is modified in the Runtime inspector, the change takes effect immediately. For instance, if the 'Reverse video'

switch in the Window pane is toggled, the window toggles to the appropriate background display. Likewise, the Runtime inspector also tracks the current values for those preferences that may be modified through direct manipulation. If the user changes the window's font from the Font Panel, or resizes the window, these show up on the Runtime inspector as soon as the changes are made.

As a convenience, the Runtime inspector is accessible from the Tools menu. The user can simply type the appropriate Command-key sequence or click the menu entry to go directly to the Runtime inspector pane that they wish to work with. As a further

convenience, the Runtime inspector does not become the key window until the user clicks in a field which requires keyboard input.

Due to its nature, the Runtime inspector cannot affect certain preferences for the window. For instance, the Shell name in the Subprocess pane cannot be modified after the subprocess has begun to execute. These values are grayed out or uneditable, to indicate that they cannot be modified.