

Stuart2.6 new (since Stuart2.4) features

- **Color support.** Go to the Command-5 inspector and change them to your heart's desire. You can also drop colors on text in the emulation window to change the text color, or on an area without text to change the background color.
- **Better font support.** In the Colors inspector, you can choose to have Boldface as either a color change or the **bold version** of the current font, or **both**. Likewise, you can have underline as either a true underscore or the *italic version* of the current font, or both. Naturally, you can also have things like **bold underlined** text which uses the appropriate options.
- You can do:
 - `dwrite Workspace DefaultTerminalApp Stuart`and Stuart will open shell scripts and the like instead of Terminal.
- You can Command-drag out of the emulation area of a window and pick up the file corresponding to the Directory for that window. See **Features/Directory**.

- When you drag&drop onto Stuart and press the various drag modifiers (Control, Alternate, Command), the cursor now reflects the change.
- Stuart2.4+ allows the administrator or user to craft panels of buttons, with each button sending a sequence of characters defined by the user. This allows for primitive emulation of function keys. See **Features/Keyboards** in the online manual.
- Scrollback limits allow the user to limit the size of the scrollback buffer from the Windows pane.
- Stuart can strip the highest bit of characters it receives from the subprocess. This can be useful with certain remote sites which do not correctly support telnet and other protocols. Set from the Emulation pane.
- Stuart can echo keystrokes locally rather than requiring the remote system to echo them. This may be useful when a remote system does not implement echoing and the connection program does not provide echoing either. Set from the Emulation pane.
- Stuart can capture print controller output initiated by `ESC [5 i` and terminated by `ESC [4 i`. All text between those sequences is captured and provided to the standard input of a command specified by the user. The command is set from the Emulation

pane, and a program to send such output is provided under the Utilities in the distribution.

- I have attempted to add **real** vt100 graphics character support. Whoop! Whoop! Remember to turn on `Display graphics characters' from the Emulation pane if you expect to see the graphics characters!
- The Edit/Delete menu option deletes all **complete** lines in the current selection from the buffer. If there are partially-selected lines, they will not be deleted.