
TEKTRONIX

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TEKTRONIX 4010 EMULATOR

FILES: TEK4010CHAT, TEK4010

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There are two LispUsers Modules, TEK4010 which takes an INSTREAM and OUTSTREAM as arguments and emulates a TEKTRONIX 4010 storage tube terminal, and a version called TEK4010CHAT which works with CHAT. The details on how and what a TEKTRONIX 4010 terminal does are described in a TEKTRONIX 4010 users manual. The CHAT program is described in the Interlisp Reference Manual. This document will point out the differences from the default DM2500 emulated terminal which CHAT uses, and the relevant issues unique to running the TEK4010 emulator under Interlisp.

TEK4010 is called as follows:

(TEK4010 *INSTREAM OUTSTREAM*)

[Function]

where OUTSTREAM must be a displaystream (or window). This version does not fully support the TEKTRONIX 4010 terminal. Specically, the graphic input mode (which displays the crosshair and waits for a key to be typed), and does not support the double column text mode. This version supports a limited scaling feature. Both the TEKTRONIX 4010 X and Y coordinates are divided by one global integer called TEKPTSPERPOINT which can be set(q) by the user. No attempt is made to scale the text or line spacing (leading) in this version, nor does reshaping the window automatically change TEKPTSPERPOINT.

The CHAT version (TEK4010CHAT) unlike the DM2500 emulator, runs in non-scroll, paint mode, with the right margin set at the width of the window. Although not elegant, this is how the TEK4010 terminal works and there may be cases where users are dependent on its inherent mode of operation. The visible implications of this on INTERLISP are: The screen is not cleared or scrolled when a linefeed is received on the last line. Graphics and text are overlayed (OR'd) using the PAINT mode in BITBLT, since selective areas on a storage tube cannot be erased. Graphics are scaled to the window size and so is the position of the second margin, but the characters in the font (GACHA 10) are not scaled. Scaling is changed when the CHAT window is reshaped. In order to get accurate positioning of both the text and graphics, the Interlisp window size should match the TEK4010 screen resolution which is 1024 horizontally by 768 vertically.

In order to run the TEK4010 emulator under CHAT, the following recipe must be followed:

1. Make sure you have the latest version of CHAT loaded.
2. Load the TEK4010 emulator module, ie, (LOAD 'TEK4010CHAT.LCOM)
3. Edit the variable CHAT.DISPLAYTYPES (ED 'CHAT.DISPLAYTYPES) to add one or more lists of the form (host number TEK4010) where host is the name of the host that you want to chat to with this emulator. Use the number 4010 for the number field which would be used by the CHAT.SETDISPLAYTYPE function. Add as many entries as there are hosts you want to use the TEK4010 emulator with.
4. Then bug CHAT in the background MENU and select or enter the host that you want to chat to.