
MONITOR

By: Christopher Lane (Lane@Sumex-Aim.Stanford.Edu)

Uses: COURIERSERVE, BITMAPFNS

MONITOR is a remote screen monitor which shows a scaled down version of the entire remote screen and a small section at full size which can be moved around.

The module contains the code for the client and the server and must be loaded on both. The program supports multiple instances of the tool, even at different scale factors, and works correctly between machines with different size displays.

The lower, full screen window is mouse sensitive. Pressing the left button in the window updates the upper, closeup window to contain the portion of the remote screen indicated by the cursor. Pressing the middle button in the full screen window causes the compressed image of the remote screen in the lower window to be updated.

(MONITOR *HOST* [*SCALE*])

[Function]

Opens a remote screen monitor onto *HOST*, where *HOST* is any specification that COURIER.OPEN accepts. *SCALE* is optional and determines the amount of compression of the remote screen bitmap as well as the amount of area covered by the closeup.

The useful range of scale factors is from **2** to about **8**; a scale factor of **N** will compress the remote screen by **1/N** in width and height and the closeup will cover **1/N²** of the area of the remote screen.

MONITOR.SCALE = **3**

[Variable]

If not specified, the *SCALE* argument to MONITOR defaults to the value of MONITOR.SCALE.

KNOWN PROBLEMS

- The Courier program number that the MONITOR Courier program uses is unregistered.
- The monitor does not yet correct for VIDEOCOLOR (which affects both the client and server).

