

MAIKOCOLOR

Introduction

This module is the Envos Lisp software driver for running the COLOR module under Maiko (Maiko is the MACHINETYPE of Medley running on the Sun workstations). The machine independent functionality is provided by and documented with the COLOR module. There are no MAIKOCOLOR functions that the user needs to call directly. The user calls functions described in the COLOR documentation.

Requirements

In order to run COLOR, you need a Sun 3 or Sun 4 with a color display (CG 4), plus a color emulator (Ide). COLOR will **not** run on a non-color emulator, attempting to use color capabilities will cause an error trap into URaid. You additionally need:

COLOR
LLCOLOR

Installation

MAIKOCOLOR may be loaded into a sysout running on any D-Machine (or non-color emulator), as long as color is not initialized. Thus an initial sysout can be made which runs on all systems, by loading COLOR, and then writing the sysout.

To install, simply (FILESLOAD 'MAIKOCOLOR), which will load all the additional files necessary for running color.

Initialization

To actually use color, the user must be running on a color capable emulator (Ide).

To Initialize color running under Maiko, simply type

(COLORDISPLAY 'ON 'MAIKOCOLOR)

Lisp will permanently allocate a color "screen", and will attempt to map the color frame buffer to that screen.

At this point, the user should refer to the documentation for COLOR.

Known Bugs

NOTE: As this is currently unreleased software undergoing active development, this list of bugs should not be construed as being a limitation or defect of the final product. This list is only included to point out the current state of affairs of the software.

1. Color screen is never GC'ed
2. Color TEdit slower than B/W TEdit
3. Can't create big color windows