



Q: How do you go about attaching a console to an Intuition window on a custom screen?

A: That depends on what you mean by a console. You can open the *console.device* in the following manner:

```
iorequest->io_Data = yourwindowptr;
iorequest->io_Length = sizeof(struct Window);
OpenDevice("console.device", unit, iorequest,
0);
```

where *yourwindowptr* = a pointer to the window you opened, *iorequest* is a ptr to an *iorequest* you allocated with *CreateExtIO()*. Using this method, you have to send and receive data from the *console.device* just like any other Exec device (*CMD_READ*, *CMD_WRITE*,...). For more information on this, see the console device section of the RKM:Libraries & Devices Manual

Under 2.0, you can attach a console file handle (CON:) to a window by doing:

```
win = OpenWindow(...)
sprintf( str, "CON:////WINDOW0x%x", win );
confh = Open( str, MODE_OLDFILE );
```

Using this method, an application can write to the console using standard I/O routines like *printf()*. The window can be on a custom screen with no problem, just make sure the window is *SIMPLEREFRESH*. When you *Close(confh)*, the window closes too, so only call *CloseWindow(win)* if the *Open()* failed.

Q: How does the program *More* determine it was launched into the background?

A: from *<libraries/dosextens.h>*:

```
LONG cli_Background; /* Boolean; True if
CLI created by RUN */
```

Q: Is it OK to put a pointer into a *BOOL* to test the pointer's validity?

A: No. *BOOL* as defined in *<exec/types.h>* is only 16 bits wide, so stuffing a pointer into a *BOOL* (or returning one as a *BOOL*) can cause a pointer to look like a *NULL* pointer if the address happens to fall on a 64K boundary.

Q: How do I determine the ROM version of my A2620/30 card?

A: Boot with both mouse buttons down. Keep holding. Press ``Shift M''. Let go of the mouse buttons. Type ``version'' and hit return. If the board has the -06 ROMs, it will print ``01/15/91''.

The selection screens look identical to older ROMs and is identical under 1.3 and 2.0. You must hold both mouse buttons down in order to get the screens. One button does not enter the ROMs.



