

Subject: : Official AmigaOS4 feedback

Topic: : OS 4.1 Bug Report

Re: OS 4.1 Bug Report

Author: : mrupp

Date: : 2010/5/9 15:12:06

URL:

@pjs

Quote:

Reaction-Windows:

Don't really know what to do with this. I run non-composited and all the windows (of same size) seem to be the same for me.

Yes, this actually seems to have been improved in Update 2. It's not that grave anymore with, say, the prefs tools. But take MultiView as an example, showing some text and resize it. It's definitely slower than a WB window. But then, this could be an issue with MultiView and not Reaction, maybe...

Quote:

Prefs/Locale:

Sorry, I'm spoiled. I run the built-in language... All the ASCII letters of US-English appear as expected. Maybe one of the other testers can provide a more informed insight?

Alright, let's try this:

- Open Locale and change to the 'Country' tab.
- Scroll down to 'Thailand'
- On my system, the column 'Local name' shows squares instead of thai characters. What about yours?

Quote:

Prefs/Palette:

Not really sure what to tell you here... I don't have an OS3.9 system running anywhere to compare.

That's ok, I don't really want Palette to look like OS3.9. I only wanted to suggest to have a color chooser gadget present, as I find that a handy one.

Quote:

DepthToFront:

Don't know what to say, I'm running a pretty vanilla system. Anyone else?

Er... as english is not my native language... 'vanilla' means smooth? I was talking about the following:
If in 'GUI / Style / Bitmap set', there's no bitmap set selected, DepthToFront is sensitive to the Front/Back gadget of a window to show the context menu perfectly. But if you're using a Bitmap set (try `SYS:Prefs/Presets/Default/Common/Bitmaps/Curvy`), the sensitive area of the gadget doesn't fit the gadgets graphic anymore. It does work like expected on the right half of it, but not on the left half (more or less the half, I think it's still measured as having no bitmap set).

Hope these comments help.