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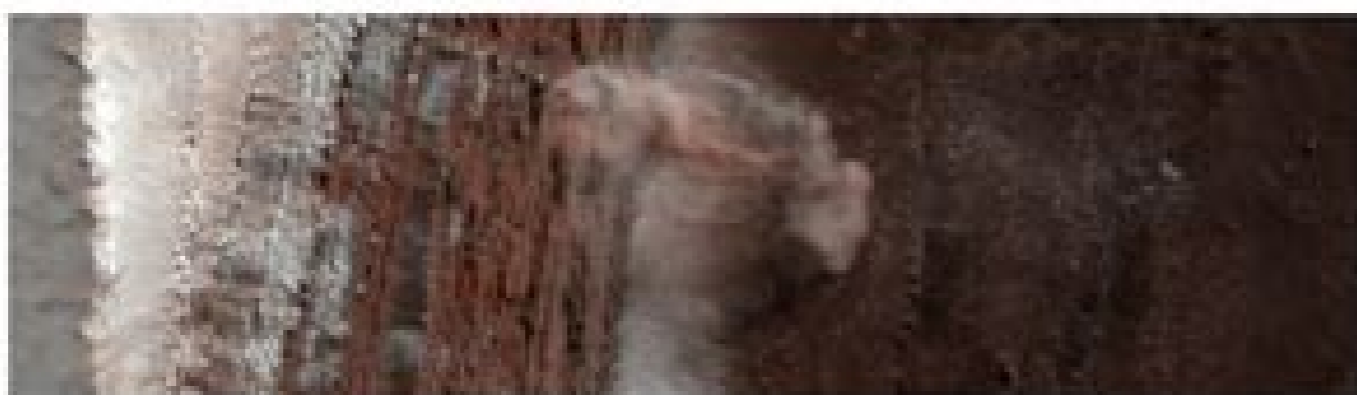
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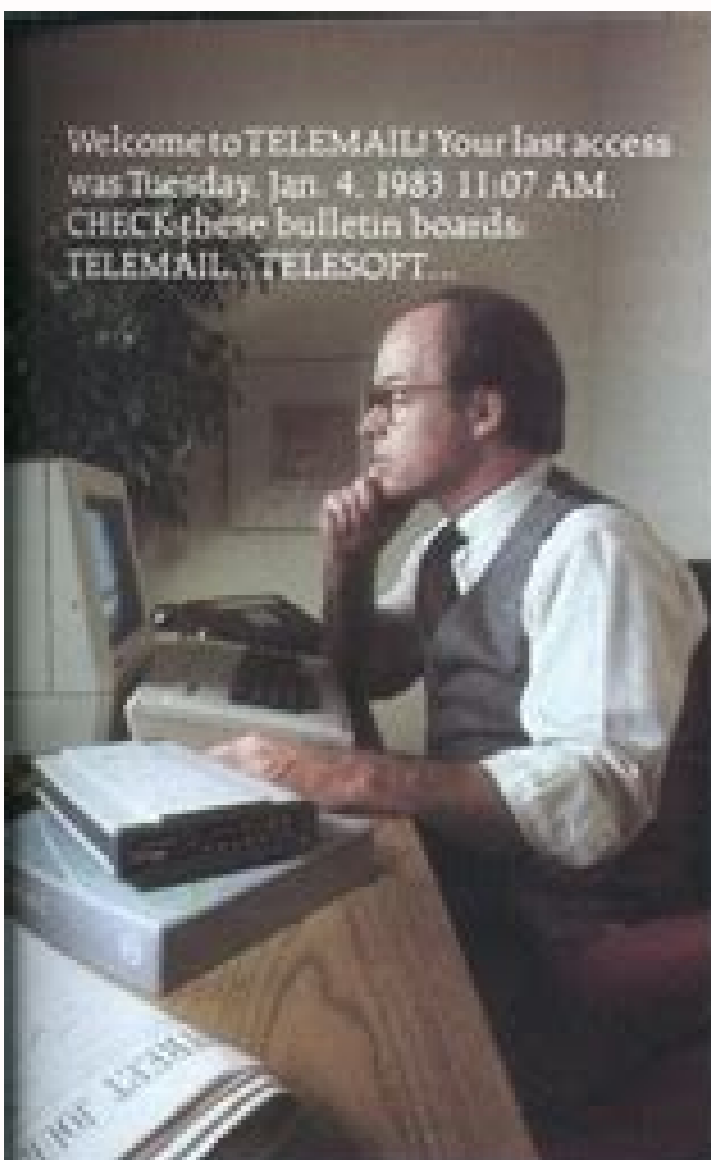
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"Ingrid's Avalanches" 2008 Feb 19



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BYTE Interview

chronous as well as byte-sync and bit-sync protocols. We felt that made a heck of a lot more sense for the customer as the world evolves toward X25-type packet transmission. We didn't want to make the customer buy an I/O card to upgrade from async to bit-sync. We have only three I/O slots, so we're careful not to waste them on things we can put in the main machine.

BYTE: Both serial ports can be bisynchronous?

Rosing: Yes; they can be programmed any way.

BYTE: And can this SIO function as a UART?

Rosing: Yes. A UART/USART combination.

BYTE: When did you know that you were going to have half a megabyte as standard memory? When did you know how much you were going to need?

Daniels: It's always been a backward sort of thing. We had the capability for a full megabyte in the machine, and it was more a case of how much memory we needed to achieve our goal.

Tesler: The sales force wanted it to be 128K; the programmers wanted a megabyte. We negotiated.

Rosing: Since we were writing the code we got the megabyte.

Tesler: So the hardware people made it as big as they could in the address space, and then after some testing of the system we determined that half a megabyte was a reasonable compromise of cost and performance.

BYTE: Do you expect the standard memory on other manufacturers' machines to jump dramatically after the appearance of Lisa?

Tesler: Well, apart from its impact on cost, I don't think the amount of memory is a critical factor in deciding what machine you want to buy. If you're an end user, you should be buying a machine based on what it does for you, how easy it is for you to learn, how easy it is to use. Whether it has 12 bytes or it has 12 megabytes doesn't really matter to the end user, which is our marketplace. We're not selling the machine primarily to pro-

grammers who might care about that. End users have no idea which systems have more memory or less memory or one megabyte or one hundred thousand bytes. If other manufacturers are trying to match Apple, they should try to match us on ease of use and functionality and things like that. If they can do it in a small amount of memory, more power to them.

BYTE: Doesn't it matter when you're doing something like dictionary software or when you want to read a dictionary into memory fast and proof-read a document very fast?

Tesler: Yes; there are certain functions where it definitely makes a difference. We have that in our Lisa Calc. In order to do rapid recalculation, the whole matrix really should be in resident memory, so we spent a lot of time coming up with a data structure that packed that data as tight as possible so that it would get as many cells as possible into memory, no matter what size memory there was.

BYTE: Your version of BASIC will use more than 64K?

Daniels: Oh, yes. We could have put less memory in it, but the performance would have been unacceptable. Unfortunately, some companies advertise machines that have less memory than anyone would ever reasonably buy. We haven't tried to do that here.

BYTE: You didn't use less memory and fewer disk drives than would really be effective, and so on?

Daniels: Yes, and I think when you look at the typical configurations that people buy of other machines, the cost is really not that different from the kind of costs we're talking about for Lisa. If the other machines get loaded up with disks and memory and the other kinds of things you want to run, then their prices will be comparable.

BYTE: When you decided you had to have hard-copy graphic output that accurately represented the quality of the screen graphics, what choices did you consider before you did this amazing adaptation of a \$600-\$700 printer?

prompt, message or parameter that will get you on your way in no time.

Smartcom II also provides a directory of the files stored on your disk. You can create, display, list, name, re-name or erase any file right from the Smartcom II screen.



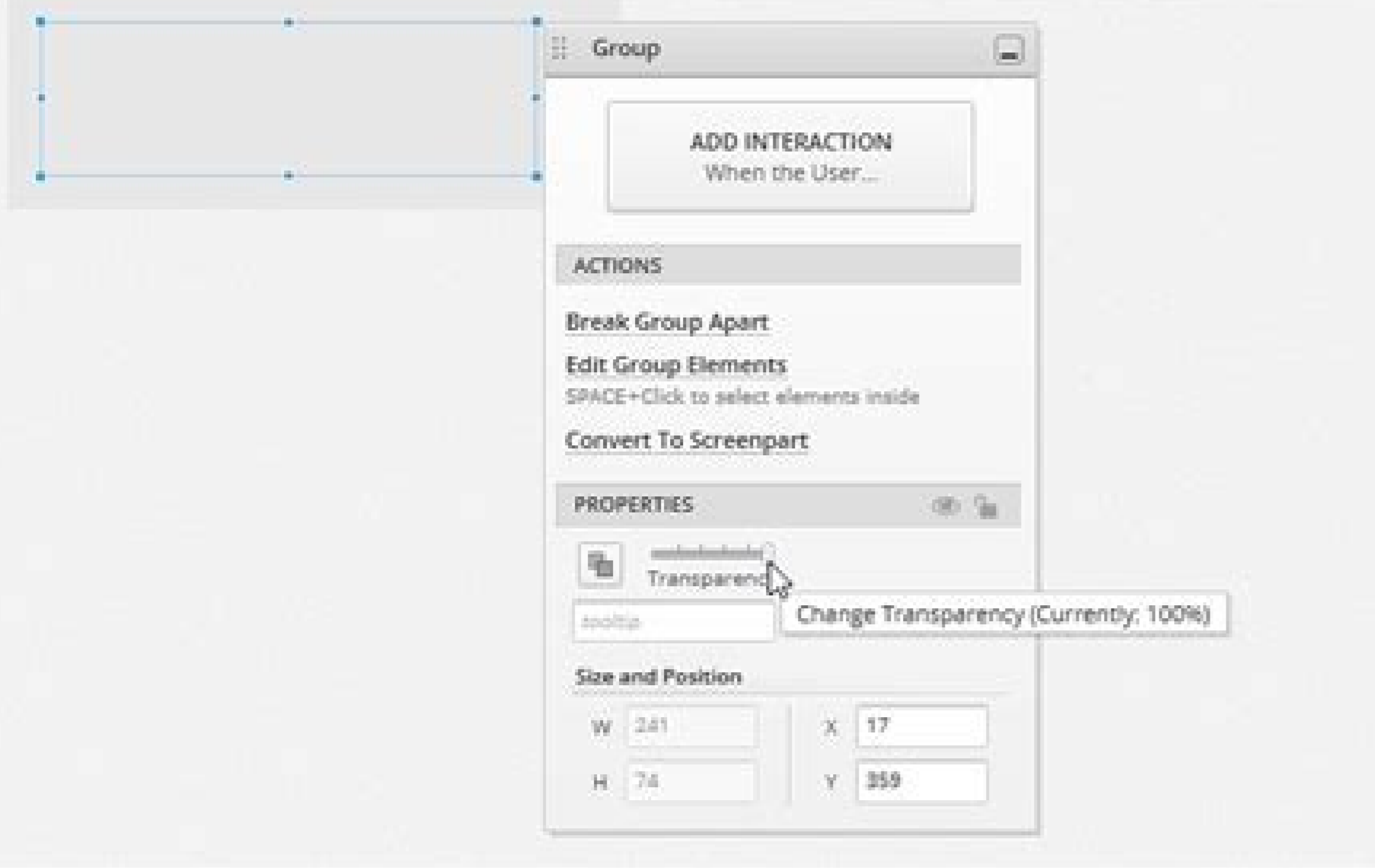
And now Smartcom II is available for the IBM PC** and Xerox 820-III.

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This will enforce the swipe down animation before canceling this dialog. public boolean getEdgeToEdgeEnabled () Returns if edge to edge behavior is enabled for this dialog. From interface android.content.DialogInterface int BUTTON1 int BUTTON2 int BUTTON3 int BUTTON_NEGATIVE int BUTTON_NEUTRAL int BUTTON_POSITIVE BottomSheetDialog(Context context, boolean cancelable, DialogInterface.OnCancelListener onCancelListener) void onCreate(Bundle savedInstanceState) void onStart() From class androidx.appcompat.app.AlertDialog void addContentView(View arg0, ViewGroup.LayoutParams arg1) void dismiss() boolean dispatchKeyEvent(KeyEvent arg0) T findViewById(int arg0) AppCompatActivity getDelegate() ActionBar getSupportActionBar() void invalidateOptionsMenu() void onCreate(Bundle arg0) void onStop() void onSupportActionModeFinished(ActionMode arg0) void onSupportActionModeStarted(ActionMode arg0) ActionMode onWindowStartingSupportActionMode(ActionMode.Callback arg0) void setContentView(View arg0) void setContentView(View arg0, ViewGroup.LayoutParams arg1) void setTitle(CharSequence arg0) void setTitle(int arg0) boolean supportRequestWindowFeature(int arg0) From class android.app.Dialog void addContentView(View arg0, ViewGroup.LayoutParams arg1) void cancel() void closeOptionsMenu() void create() void dismiss() boolean dispatchGenericMotionEvent(MotionEvent arg0) boolean dispatchKeyEvent(KeyEvent arg0) boolean dispatchKeyShortcutEvent(KeyEvent arg0) boolean dispatchPopulateAccessibilityEvent(AccessibilityEvent arg0) boolean dispatchTouchEvent(MotionEvent arg0) boolean dispatchTrackballEvent(MotionEvent arg0) T findViewById(int arg0) ActionBar getActionBar() final Context getContext() View getCurrentFocus() LayoutInflater getLayoutInflater() final Activity getOwnerActivity() final SearchEvent getSearchEvent() final int getVolumeControlStream() Window getWindow() void hide() void invalidateOptionsMenu() boolean isShowing() void onActionModeFinished(ActionMode arg0) void onActionModeStarted(ActionMode arg0) void onAttachedToWindow() void onBackPressed() void onContentChanged() boolean onContextItemSelected(Menuitem arg0) void onContextMenuClosed(Menu arg0) void onCreate(Bundle arg0) void onCreateContextMenu(ContextMenu arg0, View arg1, ContextMenu.ContextMenuInfo arg2) boolean onCreateOptionsMenu(Menu arg0) boolean onCreatePanelMenu(int arg0, Menu arg1) View onCreatePanelView(int arg0) void onDetachedFromWindow() boolean onGenericMotionEvent(MotionEvent arg0) boolean onKeyDown(int arg0, KeyEvent arg1) boolean onKeyUp(int arg0, KeyEvent arg1) boolean onMenuItemSelected(int arg0, MenuItem arg1) boolean onMenuOpened(int arg0, Menu arg1) boolean onOptionsItemSelected(MenuItem arg0) void onOptionsMenuClosed(Menu arg0) void onPanelClosed(int arg0, Menu arg1) boolean onPrepareOptionsMenu(Menu arg0) boolean onPreparePanel(int arg0, View arg1, Menu arg2) void onRestoreInstanceState(Bundle arg0) Bundle onSaveInstanceState() boolean onSearchRequested(SearchEvent arg0) boolean onSearchRequested() void onStart() void onStop() boolean onTouchEvent(MotionEvent arg0) boolean onTrackballEvent(MotionEvent arg0) void onWindowAttributesChanged(WindowManager.LayoutParams arg0) void onWindowFocusChanged(boolean arg0) ActionMode onWindowStartingActionMode(ActionMode.Callback arg0) ActionMode onWindowStartingActionMode(ActionMode.Callback arg0, int arg1) void openContextMenu(View arg0) void openOptionsMenu() void registerForContextMenu(View arg0) final boolean requestWindowFeature(int arg0) final T requireViewById(int arg0) void setCancelable(boolean arg0) void setCanceledOnTouchOutside(boolean arg0) void setContentView(int arg0) void setContentView(View arg0, ViewGroup.LayoutParams arg1) void setContentView(View arg0) void setDismissMessage(Message arg0) final void setFeatureDrawable(int arg0, Drawable arg1) final void setFeatureDrawableAlpha(int arg0, int arg1) final void setFeatureDrawableResource(int arg0, int arg1) final void setFeatureDrawableUri(int arg0, Uri arg1) void setOnCancelListener(DialogInterface.OnCancelListener arg0) void setOnDismissListener(DialogInterface.OnDismissListener arg0) void setOnKeyListener(DialogInterface.OnKeyListener arg0) void setOnShowListener(DialogInterface.OnShowListener arg0) final void setOwnerActivity(Activity arg0) void setTitle(CharSequence arg0) void setTitle(int arg0) final void setVolumeControlStream(int arg0) void show() void takeKeyEvents(boolean arg0) void unregisterForContextMenu(View arg0) From class java.lang.Object Object clone() boolean equals(Object arg0) void finalize() final Class getClass() int hashCode() final void notify() final void notifyAll() String toString() final void wait(long arg0, int arg1) final void wait(long arg0) final void wait() From interface androidx.appcompat.app.AppCompatActivity abstract void onSupportActionModeFinished(ActionMode arg0) abstract void onSupportActionModeStarted(ActionMode arg0) abstract ActionMode onWindowStartingSupportActionMode(ActionMode.Callback arg0) From interface android.content.DialogInterface abstract void cancel() abstract void dismiss() From interface android.view.Window.Callback abstract boolean dispatchGenericMotionEvent(MotionEvent arg0) abstract boolean dispatchKeyEvent(KeyEvent arg0) abstract boolean dispatchKeyShortcutEvent(KeyEvent arg0) abstract boolean dispatchPopulateAccessibilityEvent(AccessibilityEvent arg0) abstract boolean dispatchTouchEvent(MotionEvent arg0) abstract boolean dispatchTrackballEvent(MotionEvent arg0) abstract void onActionModeFinished(ActionMode arg0) abstract void onActionModeStarted(ActionMode arg0) abstract void onAttachedToWindow() abstract void onContentChanged() abstract boolean onCreatePanelMenu(int arg0, Menu arg1) abstract View onCreatePanelView(int arg0) abstract void onDetachedFromWindow() abstract boolean onMenuItemSelected(int arg0, MenuItem arg1) abstract boolean onMenuOpened(int arg0, Menu arg1) abstract void onPanelClosed(int arg0, Menu arg1) default void onPointerCaptureChanged(boolean arg0) abstract boolean onPreparePanel(int arg0, View arg1, Menu arg2) default void onProvideKeyboardShortcuts(List arg0, Menu arg1, int arg2) abstract boolean onSearchRequested() abstract boolean onSearchRequested(SearchEvent arg0) abstract void onWindowAttributesChanged(WindowManager.LayoutParams arg0) abstract void onWindowFocusChanged(boolean arg0) abstract ActionMode onWindowStartingActionMode(ActionMode.Callback arg0) abstract ActionMode onWindowStartingActionMode(ActionMode.Callback arg0, int arg1) From interface android.view.KeyEvent.Callback abstract boolean onKeyDown(int arg0, KeyEvent arg1) abstract boolean onKeyUp(int arg0, KeyEvent arg1) abstract boolean onKeyMultiple(int arg0, int arg1, KeyEvent arg2) boolean onKeyShortcut(int arg0, KeyEvent arg1) boolean onKeyUp(int arg0, KeyEvent arg1) boolean onOptionsItemSelected(MenuItem arg0) void onOptionsMenuClosed(Menu arg0) void onPanelClosed(int arg0, Menu arg1) default void onPreparePanel(int arg0, View arg1, Menu arg2) default void onProvideKeyboardShortcuts(List arg0, Menu arg1, int arg2) abstract void onSearchRequested() abstract void onSearchRequested(SearchEvent arg0) abstract void onWindowAttributesChanged(WindowManager.LayoutParams arg0) abstract void onWindowFocusChanged(boolean arg0) abstract void onWindowStartingActionMode(ActionMode.Callback arg0) abstract void onWindowStartingActionMode(ActionMode.Callback arg0, int arg1) From interface android.view.View.OnCreateContextMenuListener abstract void onCreateContextMenu(ContextMenu arg0, View arg1, ContextMenu.ContextMenuInfo arg2) Public constructors public BottomSheetDialog (Context context) Parameters context Context public BottomSheetDialog (Context context, int theme) Parameters context Context theme int Protected constructors protected BottomSheetDialog (Context context, boolean cancelable, DialogInterface.OnCancelListener onCancelListener) Parameters context Context cancelable boolean onCancelListener DialogInterface.OnCancelListener Public methods public void cancel () This function can be called from a few different use cases, including Swiping the dialog down or calling `dismiss()` from a `BottomSheetDialogFragment`, tapping outside a dialog, etc... If this function is called from a swipe down interaction, or dismissWithAnimation is false, then keep the default behavior. public class BottomSheetDialog extends AppCompatActivity java.lang.Object ↳ android.app.Dialog ↳ androidx.appcompat.app.AlertDialog ↳ com.google.android.material.bottomsheet.BottomSheetDialog Base class for Dialogs styled as a bottom sheet. public void onAttachedToWindow () public void setCancelable (boolean cancelable) Parameters cancelable boolean public void setCanceledOnTouchOutside (boolean cancel) Parameters cancel boolean public void setContentView (View view) public void setContentView (int layoutResId) Parameters layoutResId int public void setContentView (View view, ViewGroup.LayoutParams params) Parameters view View params ViewGroup.LayoutParams public void setDismissWithAnimation (boolean dismissWithAnimation) Set to perform the swipe down animation when dismissing instead of the window animation for the dialog. public static void setLightStatusBar (View view, boolean isLight) Parameters view View isLight boolean Protected methods protected void onCreate (Bundle savedInstanceState) Parameters savedInstanceState Bundle protected void onStart () Parameters dismissWithAnimation boolean: True if swipe down animation should be used when dismissing. In edge to edge mode, padding will be added automatically to the top when sliding under the status bar. Else, since this is a terminal event which will finish this dialog, we override the attached BottomSheetBehavior.BottomSheetCallback to call this function, after BottomSheetBehavior.STATE_HIDDEN is set. Edge to edge window flags are automatically applied if the R.attr.navigationBarColor is transparent or translucent and enableEdgeToEdge is true. public boolean getDismissWithAnimation () Returns if dismissing will perform the swipe down animation on the bottom sheet, rather than the window animation for the dialog. The default animation to dismiss this dialog is a fade-out transition through a windowAnimation. Call ERROR(!#setDismissWithAnimation(true)) if you want to utilize the BottomSheet animation instead, your application or activity theme). These can be set in the theme that is passed to the constructor, or will be taken from the theme of the context (ie. Padding can be applied automatically to the left, right, or bottom if any of `paddingBottomSystemWindowInsets`, `paddingLeftSystemWindowInsets`, or `paddingRightSystemWindowInsets` are set to true in the style.

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