Tech Info Library

A/UX 3.1 Console Emulator Problem and Workaround (3/94)

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TOPIC ---

The A/UX 3.1 console emulator will hang if CONTROL-S is used to stop the
display from scrolling. This is due to a bug in the streams code.
The following ADB patch addresses this problem. Engineering does not
expect this to be a significant problem since the large majority of our
customers do not use the Console Emulator.

DISCUSSION --

NOTE: This problem has to do with the console emulator, not the console in the
command shell.

Patch to fix the problem:

```
cd    /etc/config.d
adb -w newunix
getq_loop1+16?W    0x2e8a4eb9
getq_loop1+1a?W    0x100540a4
getq_loop1+1e?w    0x602e
```

To confirm that the patch has been entered correctly, the disassembled code
should closely resemble the following:

```
getq_loop1+16?i     mov.l    %a2,(%a7)
getq_loop1+18?i     jsr      qenable
getq_loop1+1e?i     bra.b    getq_done1
```

After applying this patch with adb, you must run:

```
newconfig
```

and restart the system

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