
Scrolling

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by **Kender** on 2007-03-26 22:26:45 +0200

Hello – just found your software after grabbing IPSecuritas, and it's nice – and if I can figure out one issue, my shareware fee is all yours. :)

Is there a way to pause a scrolling screen of information? For example, on a MU* I play on, there are routinely more than 200 players online, so when I use the WHO command (or look at a spammy desc!) it can more than fill the screen. The software I use under Windows (SimpleMU) pauses after the first screen, and then you press TAB to have it scroll the next screen of information, until you are caught up. I see you have Autoscroll – but it's not quite the same.

Any suggestions as to how this / if this can be done? Thank you!