

Date: Thursday, March 05, 1992 4:57PM

i got the following mail from michael abrash, who is a friend of mine. the guy is a truly great video driver programmer and would be a very big asset. what think?

if you want really hot video drivers, you should work with him!

Date: Thu Mar 05, 1992 11:50 am EST
From: Michael Abrash / MCI ID: 313-3923

TO: Brad Silverberg / MCI ID: 430-4498
Subject: Win32 display drivers

Brad,

Any interest on Microsoft's part on contracting out Win32 graphics drivers? VGA, SuperVGA, 8514/A, and S3 especially, or possibly XGA. In any case, when would it be possible to get a Win32 BDK and a sample display driver? Alpha material and spotty documentation are fine.

Take care,
Michael

From: Brad Silverberg
To: Adam Taylor; Alex Nader; Bob Ferguson; Janelle Koester; Jeff Thiel; Jonathan Roberts; Joseph Krawczak; Pat Fox; Richard Tong; Russell Siegelman; Thomas Anderson; Tim Breidigan; Ty Carlson
Subject: post 3.1 plans
Date: Thursday, March 05, 1992 5:48PM

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Etc:

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Thanks.

From: Brad Silverberg
To: Brad Silverbergs direct reports-secure c
Cc: Karl Stock
Subject: post 3.1 plans
Date: Thursday, March 05, 1992 5:50PM

the following mail is fyi. it was sent to members of win 3.1 marketing, program mgt and test today. an earlier version was sent recently to win 3.1 development.

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Thanks.

From: Brad Silverberg

To: Anne-Marie Arnold; Brent Krell; Chris Shaffer; Dan French; David Tryon;
George Allen; Gerardo Bermudez; Hai Tuan Vu; Janet Wickey; Jeff Locke;
Jeff Pearce; Jeff Stewart; Jody Germaine; John Enslin; John Yovin; Kala Koch
; Kevin Yin; Kory Srock; Lane (TDD) Licht; Lawrence Norman; Lino Degasperis;
Mark Kembel; Mark Pennington; Maryam Saadat; Michael Lipp; Mike Gibson;
Nan Glass; Randy Gerl; Richard Saunders; Rick Emery; Robert Noradki; Sara Owen
; Stanislav Fritz; Steve Janke; Talal Batrouny; Terri Bronson; Tess Aldinger;
Tim Gerken

Subject: post 3.1

Date: Thursday, March 05, 1992 6:02PM

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To: Andrew Hill; David Cole; Gerard Zytnecki; Greg Lowney; Janine Harrison; Keith Laepple; Lisa Cram; Nola Drandoff; Tim McCaffrey; Timothy Brewer
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Date: Thursday, March 05, 1992 6:03PM

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- Win93. A better code name is needed, but win93 is it for now. Win93 will focus on usability, especially the shell. Ours is rather long in the tooth and we know we need improvements. This is our chance to do something cool. There are a number of other subgoals for win93. One of which is to make windows a lot more functional too, for things today you have to drop down to msdos to accomplish. Everything you can do from dos should be available from windows.

Win93 will be a relatively small, very focused team. The goal is that it will be hosted on cougar/panther. But cougar needs to make some important milestones this summer for that to happen. If not, it will be hosted on the current 3.1 base. It's important to keep win93 well contained so we don't get into mega-beta cycles for it, as we did for 3.1. I like to think of it as "Microsoft Desktop for Windows".

- Pen. The pen group will focus on doing version 2.0 of Pen Win targeted for mid 93. Version 2.0 will include a new pen-centric shell, along with other UI enhancements, and improvements to handwriting recognition including cursive support. It will most likely be based on Win 3.1, but if the schedules can be worked out cougar would be a better base. In addition the pen group will work with the cougar team to address many of the general mobile computing issues.

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At the same time, we continue to make necessary improvements for real-mode ms-dos (jaguar), especially focused on support for low-end, low-power markets.

Etc:

I sent mail the other day to people about 3.1 reviews. I've gotten good feedback on the new plan -- people like it. There are a number of other post 3.1 RIM issues to talk about, such as helping pss, but I leave those for another message.

Thanks.

From: Brad Silverberg
To: Systems DOS/Windows UE Group-secure co:s
Subject: post 3.1
Date: Thursday, March 05, 1992 6:04PM

Overview:

As win 3.1 is coming to a close, we are putting a lot of effort into deciding "what's next". I have been reviewing product plans with a number of the project leaders, as well as detailed reviews with PaulMa. We are now in synch on the overall plan and can begin to get concrete on specific assignments for individuals. I really appreciate the way people have focused on getting win 3.1 done, and been patient on post-3.1 issues. It's been a lot of stuff to sort out. Some of the issues are still being worked out, so I ask your continued indulgence regarding some of the specifics. We're going to need your help to work thru the details. Still, the overall plan is now pretty clear.

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This note is addressed to the 3.1 product managers, testers, and program managers and user ed people. The plan is the same for developers, though the individual resource needs for given projects may differ. I recently sent the developers mail that describes the same stuff but a bit more from the development point of view.

Lots of details are still to be worked out, but you should get the message that we're thinking it through carefully, and working hard to come to closure. I know you all are anxious to hear the details and understand exactly what you'll be working on. Stay tuned, we're working them out, and need your help to do so.

Mission:

Let me first take a step back and describe how I see our mission evolving. That will drive the projects we focus on.

Our mission is to deliver systems software for high-volume platforms, i.e., personal systems. This means that ongoing major investments will be for low-end desktops, notebooks, portable machines, pens, etc.

You may ask, what about mid-range and high-end desktops? Yes, we will be able to scale up to handle them, too. As we do today. There will naturally be overlap at the boundaries with Win NT, as NT's focus will be servers and high-end workstations, and move downwards over time. It's important, though, that we focus on moving our design center down and then scale up, as we need to make sure we have great solutions for the highest volume and biggest growth parts of the market.

It's critical that we have our own distinct design center. In other words we need to complement NT, and they us; rather than have us build "mini-NT".

To best address where the market will be in 2 years, we need to make the investments today. That means big improvements in the base os.

In addition, another major focus will be improved usability. We made a lot of necessary improvements in the windows core for 3.1, but not so much in the UI. Most people agree that it's now the UI's turn for major improvements in usability, plug-and-play, etc.

The third focus is improved and integrated windows networking, oriented toward personal and workgroup systems. We also need to address mobile networking, including wireless communications.

Projects:

That should give you a reasonable idea of the overall charter. I'll next outline the primary projects that will be of most interest to win 3.1 members. This is not a complete list, just the most relevant ones, the ones that apply to the most 3.1 people. I'd be glad to provide a complete list of everything we're working on in personal systems.

- Win 3.1a. It's inevitable, might as well plan for it. My basic philosophy is that we will only fix "stop-ship" type bugs. That is, if we wouldn't have held 3.1 over it, we're not going to fix it. I want to be hardcore on 3.1a and only do what is essential. Otherwise, 3.1a can drag on for a long time, when the resources are really needed for building future products. In addition to "stop-ship" type fixes, there will be a few specific enhancements, like support for the forthcoming HP LaserJet IV.

Who will work on win 3.1a? My plan for development is to move most people to their new projects as soon as feasible, and then if a particular bug needs their time, grab that time temporarily. I don't want a large, dedicated development team for 3.1a, or else it will drag on for a long time. Rather, it's time for us to be writing code for the future...

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Etc:

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Thanks.

From: Brad Silverberg
To: Natalie Yount; Brad Silverberg
Cc: Mike Maples; Steve Ballmer; Vince Amela
Subject: RE: brett Bachman
Date: Thursday, March 05, 1992 6:05PM

i have not had a chance to follow up. the person's name is phil levy at rational, if you want to call.

From: Natalie Yount
To: Brad Silverberg
Cc: Mike Maples; Natalie Yount; Steve Ballmer; Vince Amela
Subject: brett Bachman
Date: Thursday, March 05, 1992 5:32

Brad -

Steveb had mentioned to me that you were checking some references on Brett. Were you able to come up with anything? Is there anyone that *we* might be able to call since you are on such a tight schedule?

We have some names that brett gave us but.....

From: Brad Silverberg
To: David Cole; Andrew Hill; John Enslein
Cc: Karl Stock
Subject: cis problem
Date: Thursday, March 05, 1992 8:18AM

#: 59403 S12/Comments, etc.
05-Mar-92 04:36:37
Sb: BUG REPORT: 'FINAL'
Fm: Automated Design Systems 71330,1720
To: SYSOP

I have just uploaded a CRITICAL bug report regarding the 'final' release of Windows. It is LIB 12, Bug8.REP

David Corbin

#: 59408 S1/Shell
05-Mar-92 04:47:44
Sb: #59149-SYSOP: FINAL RELEASE
Fm: William H. Beebe 70720,375
To: Andy Thomas (MS) 73650,50

Bugs found in RC3:

Rebooting a DOS window on the desktop forces a re-boot of the entire Windows system.

If a DOS window is on the desktop, and CTRL-ALT-DEL is used to stop the DOS process, then Windows will display the standard text screen about halting the process and then allow you to kill the process. However, once you've returned to the desktop the mouse is gone and the shortcut keys do not let you select any of the icons along the bottom of the screen. In short, you can't do anything once you've killed the DOS window. The only thing left to do is reboot

Windows. I'll try this at work on RC1, since I have RC3 here at home only.

MSD is pure poison.

Invoking MSD by itself will hang. You must invoke MSD with "MSD /i" to bring it up at all. Once inside MSD, if you examine memory and then exit, the system memory is corrupted, requiring a reboot of the system. You can check this by just examining memory and then exiting immediately. Perform any operation that

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