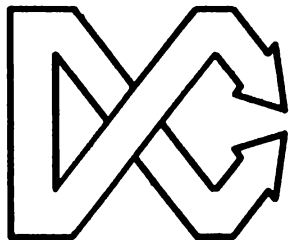
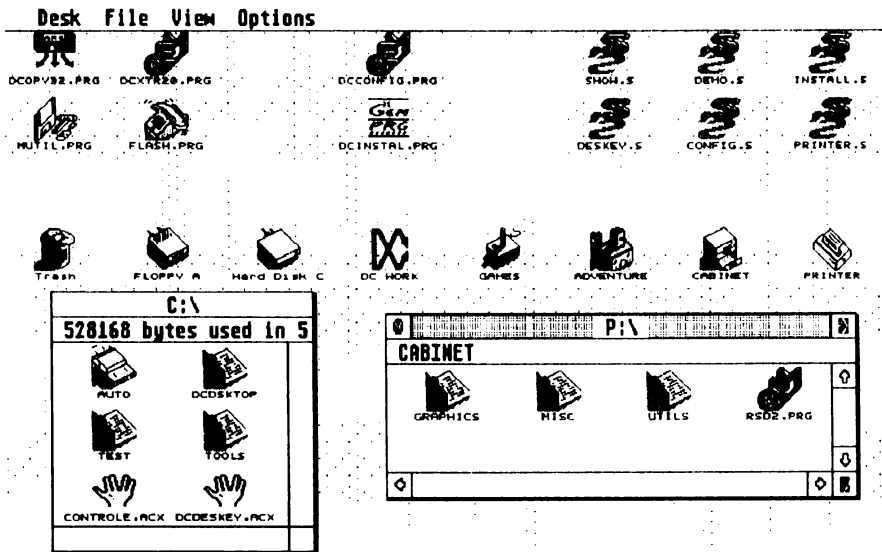


NEW

DC DESKTOP

"The GEM Desktop just got better"



*Double
Click
Software*

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DC DESKTOP

“The GEM Desktop just got better”

Owners Manual Version 1.0

Programs by

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Manual by
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Introduction

Thank you for purchasing the DC DESKTOP package.

DC DESKTOP is a collection of several different programs which are used together to form a unique extension/enhancement to the GEM desktop.

In this package, you will find the programs:

DCDSKTOP.PRG	The main program
DCINSTALL.PRG	Installs icons onto the desktop
DCICE.PRG	A full-featured icon editor
DCSHOW.PRG	Replaces the desktop's 'SHOW' routine
DCSHOPIC.PRG	Adds viewing pictures to the 'SHOW' routine
DCSHOARC.PRG	Adds listing and extracting ARC files to 'SHOW'
DCDSKDRP.PRG	Replace the desktop with a pattern or picture
DCSPL030.PRG	A versatile printer spooler
DCKEYTOP.ACC	Access the desktop menus using keystrokes
DCCONFIG.PRG	Configure the different DC DESKTOP programs

In addition, we provide you with an icon file that contains close to 100 new and never before seen icons, so you can choose which ones best suit your needs.

And, you might find some other programs which have been added since the printing of this manual.

We also include several of the finest public domain programs on the master disk. These, we feel, round out the list of programs which provide for an ultimate work environment, which should suit just about anyone's needs.

We have so many different ideas for other modules for DC DESKTOP, but frankly, we could have spent another year working on everything, and waiting that long to release DC DESKTOP just wouldn't be right!

As changes occur, and other modules are released, we will be making them available, either on our support **BBS** (713-944-0108) or through upgrades.

BE SURE TO REGISTER!

Be sure to send in your registration card to get full support of your DC DESKTOP, plus receive information about future products. We make registering very easy for you. Simply fill out the enclosed card and drop it in the mail. You don't even have to pay for postage, we do! What could be easier!

Any changes which occur can be read about in the file **READ ME.1ST** on the disk.

AN IMPORTANT MESSAGE FROM US TO YOU

Your support of our previous products and shareware has given us the incentive to continuing providing you with state-of-the-art programs!

Please continue your support and please don't pirate our software!

This is our only means of making money. We work long hard hours and spend many nights working late because we enjoy what we do, but unfortunately, hard work alone cannot pay the bills. Being a small company, we are taking our own future into our hands, and have taken several financial risks by not working for a larger company which provides a 'steady' paycheck.

We don't work on a large profit margin. In fact, you might be surprised that we are even able to do what we do, given our capital. The fact is, we put a lot of ourselves into Double Click Software, with the hopes that it will result in a company that you and we can be proud of.

By purchasing our software and discouraging piracy, you are our boss and 'sign' our paychecks. You decide our future and fate. You have a tremendous power in your hands.

PLEASE, think twice before you decide to give our software away to someone, or even upload our software to a BBS (so strangers can get it - people you don't know - or even know if you'd like!). Besides being a federal offense, you may very well be putting us in the unemployment line! **(NO JOKE!)**

PLEASE DO NOT GIVE OUR SOFTWARE AWAY!

Thank you,
Mike, Paul, Gilbert and Keith

Installation

INSTALLATION of DC DESKTOP

None of the DC DESKTOP programs are copy-protected. Before you get started, we suggest that you make an archival backup of the DC DESKTOP master disk.

You may do this by performing a disk copy, or by copying the files one-by-one onto another disk.

Before you can run the DC DESKTOP programs, you must first register the program using the DC DESKTOP Configurator program. Please refer to the first section 'Getting Started' for a quick run through of setting up DC DESKTOP

After you have registered DC DESKTOP, you can copy the programs to your floppy or hard disk to suit your desires.

OUR PROGRAMS

Our programs fall into several different categories:

AUTO- runs in the AUTO folder

Desktop- runs from the GEM desktop

Accessory - loads in as a desk accessory

Installable- can run from the AUTO folder or from the desktop

Multiple- can run any of the above ways

AUTO

AUTO folder programs must be placed in the AUTO folder of your bootup disk so that the program gets loaded into memory before the GEM desktop comes up. Almost all of the DC DESKTOP programs can be run this way.

DCDSKTOP.PRG is the only program that can only run from the AUTO folder.

DESKTOP

Several DC DESKTOP programs only run from the GEM desktop. Simply double clicking on the program will execute it and begin running it.

ACCESSORY

A program with the extension *.ACC* is a desk accessory, and is loaded into the GEM desktop at bootup time. These files usually go on the root directory of your bootup disk. They are loaded in AFTER the AUTO folder programs, but before the GEM desktop appears.

INSTALLABLE

Almost all of the DC DESKTOP programs can be run from the AUTO folder, or run from the GEM desktop. A unique feature of DC DESKTOP allows these programs to be called (if run from the AUTO folder) without needing to load the program again. These programs can also be run from the GEM desktop to access their features, or installed by running them from the GEM desktop.

MULTIPLE

Programs that are multiple can be run either from the AUTO folder (and thus stay memory resident), can be run from the GEM desktop to access their functions, can be installed from the GEM desktop (and thus stay memory resident), or can even run as a desk accessory.

For the *programmer* types, we have even provided a mechanism where you can write programs which remain memory resident and can be called from DC DESKTOP with a keystroke. **These programs can be GEM or TOS!** Refer to the appendix titled *Programmer's Reference* for exact details on the technical aspects of DC DESKTOP

Getting Started

GETTING STARTED

Before any of the DC DESKTOP programs can be run, you must first install and register the DC DESKTOP. This is accomplished using the DC CONFIGURATOR program, DCCONFIG.PRG.

Double click on the program **DCCONFIG.PRG** to execute it. The first thing you will see is the MAIN configuration dialog. From here, you can configure the individual DC DESKTOP programs. DC DESKTOP comes pre-configured, so you do not need to set the different options unless you want to change something.

NOTE: You will probably need to verify the DC DESKTOP information directory path and the TRASH path under the DC DESKTOP configuration menu.

To get up and running right away, just click on the button **SAVE CONFIG**.

The first time you run the configurator, an installation dialog box comes up where you should enter your full name and address. Carefully read all the information in this dialog box to make sure you understand what is said. Once you have entered this information, click on the button **WRITE CONFIG**. An alert box will come up asking you whether or not you really want to do this. Click on **YES**.

Now, DC CONFIGURATOR is going to present you with a series of file selectors so that you can locate the different programs. All configuration information is written directly to the programs. Once you locate the files, DC CONFIGURATOR will remember where they are for the next time.

The final file selector will ask you to locate the DC CONFIGURATOR. All information for all the programs is stored in the DC CONFIGURATOR for the next time you run it. Now, you can copy the programs to your *BOOT* disk.

AUTO FOLDER

Place these files in the AUTO folder. Placement of the files is not important, except that **DCDSKTOP.PRG** must run before the others.

**DCDSKTOP.PRG DCINSTAL.PRG DCDSKDRP.PRG DCSHOW.PRG
DCSHOPIC.PRG DCSHOARC.PRG DCSPL030.PRG DCICE.PRG**

Because of DC DESKTOP's modular design, *the only program that you need to run all the time is DCDSKTOP.PRG*, the others add features which you may or may not want. Refer to the individual program sections for details on what they offer.

Next, copy **DCKEYTOP.ACC** to the root of your bootup disk. Then copy **DCCONFIG.PRG** and **DCICE.PRG** to your DC DESKTOP information directory. You may now reboot your system and watch DC DESKTOP go to work.

DC DESKTOP program DCDSKTOP.PRG

DC DESKTOP is a modular enhancement system for the GEM desktop. You may think of DC DESKTOP as a complete package consisting of several different programs. For this section, references to DC DESKTOP will be strictly concerning the program DCDSKTOP.PRG, unless otherwise noted. DCDSKTOP.PRG is the master program, which all the other programs communicate with using our communications pipeline.

DC DESKTOP FEATURES

DC DESKTOP has the following features built-in and are all contained in the program DCDSKTOP.PRG:

- Recoverable TRASH
- Displaying of unique icons for programs and disk drives
- Execution of the program icons from the desktop
- The CABINET virtual disk drive
- Loading and saving different CABINET files with a keystroke.
- Loading and saving different DESKTOPs with a keystroke.
- Calling the file selector, emptying the TRASH, calling the DC Icon Installer, and calling DC ICE with a keystroke.

If these features are all you want, then you don't need to ever run any of the other programs.

DCDSKTOP.PRG must be run from the AUTO folder. DCDSKTOP.PRG must also be present for any of the other modules to work. Each one of the modules communicates with DC DESKTOP and is useless without it.

DC DESKTOP INFORMATION DIRECTORY

Depending on the operation, DC DESKTOP will need to load or save certain files. These files are located in the DC DESKTOP information directory. These files are the desktops, CABINETs, file path information, and icons.

NOTE: All DC DESKTOP configuration parameters are performed from the DC CONFIGURATOR under the DC DESKTOP menu.

CONFIGURING THE DC DESKTOP INFORMATION DIRECTORY

Simply click on the button SET PATH and choose the directory you want to use to load or save the files from/to. The directory can be anywhere on your system. For floppy users, the directory should be on the disk inserted in the disk drive when you perform an operation that requires its presence.

Recoverable TRASH

RECOVERABLE TRASH

One of DC DESKTOP's features is the recoverable trashcan. *In order to use this feature, you must have a directory where the files you delete will be stored.*

When you perform a delete operation, DC DESKTOP actually moves the file(s) to the TRASH directory. Later, you can recover the file(s) or delete them permanently.

When performing a delete operation, the <CONTROL> key can be used to signify that you either want the files moved to the trash, or that you want the files deleted permanently.

You can also delete all files in the trash with a single keypress, and configure trash name conflicts to be either deleted or renamed.

CONFIGURING THE RECOVERABLE TRASH

At the top of the menu, you can set the path where you want files to be moved to (your TRASH directory). Select the SET PATH button to choose where this directory is. It can be on any drive.

If you do not have a TRASH directory, then the recoverable trashcan will not work, and all files will be permanently deleted when you perform a delete.

You can also set the <CONTROL> key state during delete operations. Simply click on the button under TOGGLE OPTIONS until it reflects the status you wish - <CONTROL> moves files to TRASH on delete or <CONTROL> deletes files permanently.

Determining whether files are renamed or deleted on name conflicts is also configurable under the TOGGLE OPTIONS section. Click on the button until the desired setting is indicated - Rename TRASH on name conflicts or Delete old TRASH on name conflicts.

DISPLAY OF UNIQUE ICONS AND DISK DRIVES

DC DESKTOP will always display unique icons for you files. These icons are present in the DCDSKTOP.ICE file and a best fit system is used to determine which icon to display for a file. Pattern matching is performed, and the icons in the ICE file are either a complete match of the filename, or follow standard wildcard syntax (ie. a question mark '?' signifies match any single character and an asterisk '*' signifies match any number of characters to the period or to the end of the filename).

You may also configure DC DESKTOP to use the same pattern matching technique for disk drive icons.

To edit, add, or replace icons you would use the DC ICE Icon Editor. *See the section on DC ICE for more details.* Filename matching is also covered in this section.

DC DESKTOP also has a unique feature, similar to other computers. This feature allows for loading of icon files from floppy disk, and using those icons whenever you insert that disk.

For example, suppose your default icon file (DCDSKTOP.ICE) has icons for GEM and TOS programs, but not for desk accessories. Now, you insert a disk into drive A and open up a window. You would like to display the desk accessories on that disk with unique icons. You can do that if you have another DCDSKTOP.ICE file on that disk (in the root directory) that has a desk accessory icon defined in it.

In other words, if you have a DCDSKTOP.ICE file in the root directory of your floppy disk, when you access that disk for the first time, that file will be loaded, and any icons in it will be used. You can swap disks and have yet another DCDSKTOP.ICE file on the new disk that has other different icons in it. These will be loaded, and the old icons loaded from the floppy will be unloaded.

What this means to you, is that you can have a small default icon file that has a few icons in it, and different icon files on all your floppies, where the icons in those files only need have the icons that represent the files on that disk.

On bootup, the DCDSKTOP.ICE file is loaded. For hard disk owners, this file is always located in the DC DESKTOP directory. For floppy users, this file should always be in the ROOT directory (A:\ or B:\).

CONFIGURING UNIQUE ICONS

Under TOGGLE OPTIONS, you can click on the button until it displays the setting you desire for the DISK DRIVE icons - Display unique icons for drives or Don't display unique icons for drives.

If you choose not to display unique drive icons, then you MUST have an icon named 'HARD DISK' and one named 'FLOPPY' in your DCDSKTOP.ICE file. All drives above B: will display as a hard disk, except for the printer and CABINET icons.

In addition, you may configure whether or not the drive letter is also displayed. Click on the button until you see the desired setting - Display drive letters or Don't display drive letters. This option is given because some icons will look funny when the drive letter is drawn with the unique icon.

EXECUTION OF THE PROGRAM ICONS ON THE DESKTOP

DC DESKTOP always allows you to execute program icons on the desktop. You can execute the program either by double clicking on the icon or pressing the keystroke you assign to that icon. *See the section on DC ICON INSTALLER for further information.*

No configuration is needed for this option, other than installing the icon onto the desktop and assigning a key value to it. *Again, see the section on DC ICON INSTALLER for further details.*

The CABINET

NOTE: Because of the current method DC DESKTOP uses to execute programs on the desktop, if you have four windows open, you cannot double click start a program icon. You can always start a program from the CABINET or by pressing the keystroke to run the program.

THE CABINET VIRTUAL DISK DRIVE

The cabinet is a unique and exclusive idea to DC DESKTOP. Think of the CABINET as a disk drive that can contain any file from any drive anywhere in your system. The file can even reside on a different floppy than the one in your drive.

Files in the CABINET can be executed, read and written to just as if you were using the original file. The original file IS being executed, read from or written to when accessed through the CABINET.

Files in the CABINET are not actually stored in the CABINET. Instead, the original location of the file is stored in the CABINET. That is why you must configure the CABINET to indicate how many files it will keep track of. You may have up to 99 unique files in the CABINET. What this means is that you can have 99 different files in the CABINET. For the same file copied to different places in the CABINET, in different folders, a counter is kept indicating how many times it appears in the CABINET. You may store the same file in the CABINET up to 65535 times (certainly more times than is needed).

PUTTING FILES IN THE CABINET

To put a file into the CABINET, just DRAG copy it to the CABINET!

If you copy the same named file to the CABINET, yet from a different place than the first time, then the original file location will be updated with the new file location, and all copies of that file in the CABINET will use the new location.

You may also have folders in the CABINET, to better organize the CABINET. You can configure up to 99 folders to be kept track of.

Copying a file to the CABINET must be performed at the GEM desktop, and must be performed through a normal copy operation. In other words, you cannot copy a file into the CABINET from another program (such as Universal Item Selector). Simply drag the desired file(s) to the CABINET icon or the CABINET window to install a file.

NEVER perform a **MOVE** operation to the CABINET. Since the file is not actually stored in the CABINET, you would simply be adding an entry, then deleting the file from its original location.

For programs, only the program itself need be copied into the CABINET. Any resource or data files can remain where they are and will be loaded in correctly.

Installing the CABINET icon is performed from the DC ICON INSTALLER, see that section for more details.

Loading/Saving CABINET

When you open the CABINET to a window, the information line (which normally displays statistics about the files) will display the text *CABINET*. Also, all files contained within the CABINET will be displayed with a zero length file size if you view as text. The actual files, wherever they reside, still have the correct file size, it is just the CABINET entry that will display (or SHOW INFO) with a size of zero.

Because the CABINET acts like another disk drive, it also requires a unique drive identifier. The drive used can be configured in the DC CONFIGURATOR. The default is P:.

LOADING and SAVING CABINETS

You may also save up to 11 different CABINETS and load 11 different CABINETS, for your different needs.

CABINET files are always loaded from or saved to the DC DESKTOP information directory. CABINET files use the name DCDSKTOP.CA?, where the ? can be '0'-'9', or 'B' (for the default CABINET). On bootup, if you have the CABINET configured, the file DCDSKTOP.CAB will be loaded from the DC DESKTOP information directory so the CABINET will always come up loaded with files.

Saving and loading a CABINET can be performed two ways, either at the *desktop* or from the *DC ICON INSTALLER*.

From the desktop, you use the following keys:

To LOAD a new CABINET, press

<CONTROL> + <numeric keypad number>

To SAVE a CABINET, press

<CONTROL> + <LEFT SHIFT> + <numeric keypad number>

where <numeric keypad number> will determine which file (DCDSKTOP.CA0 through DCDSKTOP.CA9) to load/save. Numeric keypad '.' will load/save the default CABINET (DCDSKTOP.CAB).

CONFIGURING THE CABINET

In order for the CABINET to store any entries, you must configure it with a maximum number of files and folders to hold.

Click on the button CABINET and you will see a dialog box where you can enter the maximum files and folders and select the drive identifier.

Enter the maximum files and folders desired. Because of the way the CABINET works, you cannot configure more folders than files. If you attempt to do so, you will be warned that you are attempting an illegal operation.

Loading and Saving Desktops

NOTE: The CABINET does require system memory to store the paths of the original files. Basically, you can get a rough estimate of the amount of memory required by multiplying the number of folders by 1024 bytes. The overhead for files can range from 2048 to 8196 bytes.

IMPORTANT NOTE: *Do not attempt to copy more than 30 files to any folder in the CABINET!* Doing so will corrupt the cabinet! Be especially careful of the files contained in a folder if you drag copy an entire folder over to the CABINET. We are working to alleviate this limitation.

To select the drive to be used for the CABINET, click on the button that says "Cabinet drive: P." You will be presented with a choice of drives from C: to P:. If you decide to change the CABINET drive from what you are currently using, be sure to save your DESKTOP file again so the proper drive icon can be installed.

LOADING AND SAVING DIFFERENT DESKTOPS

You can load and save different desktops two ways, *from the desktop or from the DC ICON INSTALLER.*

From the desktop, you can use the keys:

To **LOAD** a new DESKTOP, press

<ALTERNATE> + <numeric keypad number>

To **SAVE** a CABINET, press

<ALTERNATE> + <LEFT SHIFT> + <numeric keypad number>

where <numeric keypad number> will determine which file (DESKTOP.IN0 through DESKTOP.IN9) to load/save. Numeric keypad '.' will load/save the default DESKTOP (DESKTOP.INF).

You will find that loading a new desktop from the desktop is extremely easy and useful to change what icons and windows you have installed.

When you save a desktop from DC DESKTOP, you are also saving information about the programs/files installed on the desktop to the file DCDSKPTH.IN0 - DCDSKPTH.IN9, or DCDSKPTH.INF, which contains information about where the programs are located, what options to use, and what keystroke is assigned.

NOTE: You must always save a desktop using DC DESKTOP in order to have the correct information saved. Performing a SAVE DESKTOP from the OPTIONS menu on the GEM desktop is not useful.

When DC DESKTOP is installed, all desktop information (including the default DESKTOP.INF) is read from the DC DESKTOP information directory. *See the section on DC ICON INSTALLER for more information.*

Assigning Keys in DC DESKTOP

DIFFERENT KEY ASSIGNMENTS

Four functions in DC DESKTOP can be assigned keystrokes. These functions are emptying the TRASH, calling the file selector, calling the DC ICON INSTALLER, and calling the DC ICE Icon Editor.

CONFIGURING THE KEYS

Configuring the four keystrokes is easy. Click on the button KEYS and you will see a dialog box with four text strings on the left, and four buttons on the right. The buttons will contain the current key assignment. To change the assignment, click on the button which you want to change. You will now see a dialog asking you to 'Press the desired keystroke.' Press the key you want to use.

See the section ASSIGNING KEYS IN DC CONFIGURATOR for more information on the technique used to assign keys throughout DC DESKTOP.

DC ICON INSTALLER

DC ICON INSTALLER

The main purpose of the DC ICON INSTALLER is to place program/file icons on the GEM desktop. Information about the original file path, the prompt options, the execute keystroke, and any file to chain execution to is also recorded.

Other functions include installing a CABINET and PRINTER icon, and loading/saving both DESKTOP and CABINET files.

DC ICON INSTALLER can either be run from the AUTO folder, and thus be memory resident, or can be run from the desktop (just to change or install icons) and thus not use memory once you are done. DC ICON INSTALLER can also be installed from the desktop.

When run from the desktop, you will be given the option of installing it in memory, or just running it.

INSTALLING AN ICON

To install a program icon onto the DC DESKTOP, you need to run the DC ICON INSTALLER. You can do this by pressing the key to call DC ICON INSTALLER (default is F2) or running it from the desktop.

The main dialog box for DC ICON INSTALLER will come up and display a number of empty program slots ranging from 1 to 25. This number is determined by DC DESKTOP and is a *limitation of the GEM desktop*.

The number of available slots is affected by the icons already on the desktop and the number of INSTALLED APPLICATIONS you have. The greater these are, the less icons you can install on the desktop. *You will find, however, that you can reduce the INSTALLED APPLICATIONS you have in the system and replace them with desktop icons with keystrokes, and be just as satisfied.*

Click on one of the empty program slots to assign an icon. You will be presented with the system file selector asking you to 'Choose the program or file to install.' Locate the program/file you wish to use and select it.

If you chose a file (a non executable program) then you will be presented with another file selector asking you to locate a program to run for this file. What will happen is that the file will be passed to the program as a parameter.

As an example, you could choose a file named TEST.ARC first, then select ARCX.TTP next. When you execute TEST.ARC from the desktop, it will be passed to ARCX.TTP as a parameter. The result (in this case) is that ARCX will run and extract the contents of the file TEST.ARC.

PROGRAM OPTION MENU

Once you have chosen a file or program, you will see the program option menu. From this menu you can remove the entry, set a new path for the entry (or completely change the entry), set a file/program to execute after you exit this program, assign prompt options, and assign a desktop keystroke to execute this program/file.

SET PATH

To change the current path of the current file/program, or set an entirely new program, click on the SET PATH button. You will be prompted the same way as if you clicked on an empty program slot from the main menu.

REMOVE

To remove the current entry (and the desktop icon) click on REMOVE. You will be prompted to verify that you really wish to delete this entry. Click on YES if you are really sure.

Don't worry about any empty slots in the list. When you save the desktop out, all entries will be compacted in the list.

PARAMS PROMPT

Click on the PARAMS PROMPT if you want DC DESKTOP to ask you to enter parameters before the program is executed. Should you choose this option, then executing the program will display a dialog box with three blank lines. Enter parameters on these lines as if they were one long line. All lines will be concatenated together, so even if you have a word cut off in the middle, just continue it on the next line with the next character.

EXIT PROMPT

Click on the EXIT PROMPT button to have DC DESKTOP query you to press a key after you exit the program and before you return to the desktop or chain to another file.

This is useful with programs that print text on the screen, but don't hold the screen after exiting.

CHAIN PROGRAM EXECUTION

You can think of the chain feature as a kind of batch file. By setting a file to chain to, you are telling DC DESKTOP to execute another program/file after you exit the current program/file. You can conceivably, set up a long series of execution programs, and even set up a continuous loop of programs that would never stop.

Set Chain File

SET

To set a program to chain execution to, click on the button SET. You will then be asked to select a program or file to execute after the current program is quit. The program/file you select can be already defined in the list. If this is the case, then it will be run just as if you executed it from the desktop, whether it is a program or file in the list. And if that entry has a chain file, then it will chain also.

If the program/file you choose is either not in the list or is in the list but doesn't have a chain file, then when it exits, you will return to the desktop.

CLEAR

To clear the current file defined to chain execution to, simply click on the CLEAR button. You will be prompted as to whether you want to really do this. Click YES if you are sure.

KEYSTROKE EXECUTION

The program icons on the desktop can be assigned a single keystroke to begin execution of the program. This way, you don't need to double click on the icon, you just need to press the keystroke desired to run the program/file.

Click on the white box in the upper right corner of the PROGRAM OPTIONS MENU. You will then be presented with a dialog box asking you to assign a keystroke. If you attempt to assign a key that is already used by one of the other entries, you will hear a bell, and will be given another chance to enter the key.

If everything is to your satisfaction, then click on OKAY to save the entry in the list. If not, click on CANCEL.

Meanwhile, back at the main menu...

CLEAR ALL

If you wish to clear all the entries in the list, then click on the CLEAR ALL button. You will be asked if you really want to clear all the entries. Click on YES if that is what you really want to do.

SET DC DESKTOP INFORMATION DIRECTORY PATH

The currently used path for the DC DESKTOP information directory is displayed under the list of program entries.

Although redundant, you have the ability to set this path and save it back out to DC DESKTOP. Click on SET PATH to locate the path. Once you have chosen the path, DC ICON INSTALLER will attempt to save the path back to DC DESKTOP (after asking you if you want to do so). If DC ICON INSTALLER is unable to locate DC DESKTOP in the AUTO folder of your boot disk, you will be asked to locate it.

CABINET and PRINTER Icons

CABINET and PRINTER ICONS

Since both the CABINET and PRINTER icons are really disk drives, you could install the icons using the GEM desktop's INSTALL DISK DRIVE mechanism. You would, however, need to remember the drives they are configured as and use the correct names for the drives. We have provided you with an easier mechanism in the DC ICON INSTALLER.

Simply click on the desired button, either CABINET or PRINTER, until a check mark appears next to the name. This signifies that the icons are installed on the desktop. To remove a CABINET or PRINTER icon already installed (a check mark appears next to the name), click on the appropriate button so the check mark disappears.

DC ICON INSTALLER will automatically use the correct drive identifier and assign the correct name (to display the appropriate icon).

LOADING AND SAVING CABINETS

As previously mentioned, you can save or load CABINETs from the desktop or from the DC ICON INSTALLER. To load a CABINET, click on the LOAD CABINET button. To save a CABINET, click on the SAVE CABINET button.

Once you have done this, you will see a menu which allows you to choose from the files DCDSKTOP.CA0 through DCDSKTOP.CA9 and DCDSKTOP.CAB. Click on the appropriate button to load or save.

The **currently loaded** CABINET file will have a **check mark** in the button so you'll know.

If you are loading and the file cannot be located, you will be notified with an alert box. The current CABINET will still stay in effect, and nothing will be loaded.

If you attempt to load in a CABINET of a different configuration, then you will be notified, and the current CABINET contents will be emptied out, and nothing will be in the CABINET.

The file DCDSKTOP.CAB is automatically loaded on bootup.

LOADING AND SAVING DESKTOP FILES

As previously mentioned, you can save or load DESKTOPs from the desktop or from the DC ICON INSTALLER. To load a DESKTOP, click on the LOAD DESKTOP button. To save a DESKTOP, click on the SAVE DESKTOP button.

Once you have done this, you will see a menu which allows you to choose from the files DESKTOP.IN0 through DESKTOP.IN9 and DESKTOP.INF. Click on the appropriate button to load or save.

The **currently loaded** DESKTOP file will have a **check mark** in the button so you'll know.

File Descriptions

If you are loading and the file cannot be located, you will be notified with an alert box. The current DESKTOP will still stay in effect, and nothing will be loaded.

When you save a desktop from DC DESKTOP, you are also saving a file named DCDSKPTH.IN?, where ? is the same as that for the DESKTOP file.

The DCDSKPTH.IN? file is EXTREMELY important to DC DESKTOP. This file contains the complete file paths for the installed programs, the file to chain execution to for each file, the prompt options, and the keystroke assignments for the programs/files.

NOTE: After you have installed icons onto the desktop from the DC ICON INSTALLER, you may find it more convenient to position the icons where you like them, open and move windows to where you like them, then use the keyboard equivalent to save the desktop file.

The files DESKTOP.INF and DCDSKPTH.INF are automatically loaded from your DC DESKTOP information directory on startup.

CABINET AND DESKTOP DESCRIPTIONS

When you call up the load/save menu for the CABINET and DESKTOP files, you will a white box above each button. This box can display a description of the file.

Click on the white box to bring up a dialog you can use to enter a 19 character description of the file. You should find this useful to keep better track of the different files.

Double click on any white box to save the descriptions. The CABINET and DESKTOP menus have separate descriptions, saved to CABINET.DSC and DESKTOP.DSC respectively. Both are saved to your DC DESKTOP directory.

CHAIN TO ...

Currently, if you run DC ICON INSTALLER from the AUTO folder then run it from the desktop, when you get to the main menu, you will see a button that is normally hidden.

Above the button it says 'Chain To:' and in the button will be the name of the program to chain to. In this example, it is simply the DC ICON INSTALLER again.

This feature will be used to provide for expansion to the DC ICON INSTALLER without needing to update the program. This feature will also be useful to provide for other types of programs tied into that same keypress. And, in fact, our chain protocol could even allow us to have a menu program which would allow you to choose which program you would want to jump to in the chain.

Stayed tuned for further details...

OKAY, OKAY ALREADY...

Should everything be just like you want it, you can click on the OKAY button. If you change anything, you will be prompted to save the desktop to the currently used desktop file, save the desktop as one of the other files, or not save the desktop at all.

If you choose not to save the file, you can still save it at any time before you turn off your computer.

If you don't like what you've done, then click on CANCEL.

IMPORTANT NOTES:

Never, never, never edit, add, or remove one of the program icons using the GEM desktop INSTALL DISK DRIVE menu entry. ALWAYS use DC ICON INSTALLER to install program icons. You can still use the GEM desktop INSTALL DISK DRIVE option to edit, add, or remove regular disk drive icons (or even the CABINET and printer icons).

When you install icons onto the desktop, they will be placed on the desktop beginning from the upper left-hand corner and going across the screen to the right, flowing from row to row. If an icon already exists in the next position, DC DESKTOP will find the next open position to place the icon.

You may find it best to add all the program entries that you want, then exit DC ICON INSTALLER without saving the desktop. Then, when you are back at the GEM desktop, you can rearrange the icons and windows to your liking, then save the desktop out to the file you want using the keyboard equivalent.

You can install any file as a program, and DC DESKTOP will attempt to execute it when you either double click on it or press the assigned keystroke for that program icon. Therefore, you could install desk accessories that run as programs, and leave them as a desk accessory, or even have a file name PROGRAM.PRX and run it.

DC ICE ICON EDITOR

An icon editor allows you to manipulate the data that composes an icon image. Normally only included in a resource editor, we felt that the owner of DC DESKTOP should have the ability to change icons and their data files *without the extra expense*.

The DC ICE user interface is divided into three dialogs:

- 1) Main - This is where you can load/save ICE files, add/delete icons, import icons or search for icons.
- 2) Editor - This is where you edit the actual icon image
- 3) Importer - With the importer, you can include icons from other ICE files, from resource files, or from NeoDesk icon files

MAIN DIALOG

Upon execution of DCICE.PRG, an attempt is made to load the default icon file DCDSKTOP.ICE from the DC DESKTOP information directory. A view port upon this file is represented by six icons (2 rows of 3 each). They are separated by a scroll bar with two arrows which allow you to step through the loaded icons. Clicking inside the scroll bar pages through the icons, while dragging the rectangle in the scroll bar allows custom displacement. Selecting one of the six icons copies the icon data over to the EDIT icon which is seen on the right hand side.

DELETE AND REPLACE

Two buttons DELETE and REPLACE appear when you select an icon. Clicking on the scroll arrows, in the scroll bar, or moving the view of the icons will deselect the current icon and hide the DELETE and REPLACE buttons.

Clicking on the DELETE button erases the selected icon but still leaves its data in the EDIT icon.

Selecting REPLACE copies the EDIT icon's mask and data to the selected icon. You may also pick up the current icon displayed in the EDIT window and move it over an icon to replace that icon.

ADDING AN ICON

Adding an icon places the EDIT icon at the bottom of the list in a new icon. Don't worry about the position of the icon in the ICE file. When you save the icons to a file, the *icons are automatically sorted* to provide the correct pattern matching according to the filename you have given the icon.

EDITOR

Click on the EDITOR button to go to the icon editor. *See the section below for more information.*

SEARCH

To find a particular icon in the ICE file, click on the SEARCH button. At this point, a dialog box will appear where you can type in a filename to try and match an icon with. If a match is found, the matched icon will be displayed in the upper left hand position of the view window (unless in the last six). If no match is found, the view will go to the end of the icons.

CLEAR

Selecting CLEAR will erase all the loaded icons from memory. You will be asked to verify this option if you choose it.

NOTE: Any action that may affect an edited icon (one whose data has been changed), will cause an alert to be shown; a query of whether to lose the edited data or not.

LOADING AND SAVING AN ICE FILE

The LOAD and SAVE buttons at the bottom are for loading another ICE file or saving the presently loaded ICE file. A file selector is brought up for all file interaction with an operation prompt given above the selector.

NOTE: During the save process, the list of icons is sorted by ICE's internal weighting factor. Each icon is assigned a weight according to the attached name (editable in the EDITOR dialog - see below). So the order in which you see the icons is not the actual sequence unless the file was just loaded or saved. There is NO need to try to manually place the icons in a particular sequence in the ICE file.

IMPORT

Should you not want to create all of your icons from scratch, or you wish to locate and use other icons not supplied with the DC DESKTOP, then you can choose to import them from three sources; other ICE files, resource (.RSC) files, and NeoDesk icon (.JCN) files.

To include another icon into the current ICE file, simply click on IMPORT and choose the file source to load the icon(s) from.

You can choose from:

- 1) Other ICE files. Perhaps your friends have made some icons and stored them in another ICE file. Click on ICE and select the file.
- 2) A resource file. A resource file ends with the extension of .RSC and contains data used by a program. You can go 'fishing' around in resource files to see if any icons exist that can be used. If an icon with a size of 32x32 pixels or smaller is in the resource file, then it will be displayed. Click on RSC to go exploring.
- 3) NeoDesk icon file. Many NeoDesk icon files are available for downloading from multiple sources. Click on NIC to load in a NeoDesk icon file.

The REAL Icon Editor

The IMPORTER is similar to the main menu, except that you will see eight icons.

Importing an icon at the MAIN menu would consist of clicking on IMPORT, loading the file, clicking on the desired icon, then clicking on ADD from the main menu. When you return to the main menu from the IMPORTER, the current EDIT icon will be the icon you chose from the IMPORTER.

EXIT

To exit the main dialog, either select the EXIT button or click the RIGHT MOUSE button. An alert box will appear, prompting whether or not to exit.

NOTE: Each dialog, except the ICON EDITOR, can be exited by clicking on the EXIT button, or by depressing the RIGHT MOUSE button. In the ICON EDITOR, the RIGHT MOUSE button toggles the drawing mode.

ICON EDITOR

When you enter the ICON EDITOR portion of DC ICE, you will see the *icon* displayed on the *left hand* side of the EDITOR in *normal size*, and to the *right* of that an *enlarged* view (for easy editing).

You will also see a plethora of buttons, which are described below. You also have a wealth of tools for creating the icon. In fact the tools make the icon editor more of a paint program than an icon editor!

WHAT IS AN ICON?

An icon is made up of three parts:

1) **Mask** - this is the portion of the icon which is displayed in black when you select an icon.

2) **Data** - this is the portion of the icon which is normally displayed when the icon is not selected

NOTE: When you select an icon, the MASK portion (which is normally white) turns black, and anywhere that both MASK and DATA or just DATA exist, will turn white. Thus, when you select an icon, it inverts.

3) **Text** - description

THE EDIT AREA

The major feature of the ICON EDITOR is the 32 x 32 grid which consists of pixel squares. Each square represents one pixel in the icon. A square will display as clear (no mask or data), light (mask), medium (data), or dark (both MASK and DATA).

THE BUTTONS

UNDO

Upon entering the editor, a copy is made of the icon in case of an editing error. Choosing this will restore the icon to its original state.

CLEAR

Select this button to erase both the MASK and DATA of the current edit icon.

D->M

This will copy the DATA block to the MASK block. You would usually use this option prior to using blur, or to clean up the edit area of stray MASK pixels.

BLUR

When you click on this, the MASK is scanned and each bit/pixel is expanded by one up, down, left, and right. This has the effect of giving the icon an outline when it is selected.

NOTE: Normally you would draw the DATA portion of an icon, then choose D->M to copy the DATA to the MASK, then finally choose BLUR.

DRAWING MODES

DATA - drawing sets bits in the data block only

ZERO - drawing clears bits in both the data and mask blocks (eraser)

MASK - drawing sets bits in the mask block only

BOTH - drawing sets bits in both the data and mask blocks

*The mode can be invoked either by clicking on its text button or clicking the **RIGHT MOUSE** button until the desired mode is reached.*

WINDOW/DESKTOP

The button above the normal sized icons toggles the background pattern that the edit icons (selected and normal) are shown on.

WINDOW is a clear background which is not affected by a mask and shows the icon as it would appear in a window.

DESKTOP is a dithered background similar to the desktop's background.

Notice how an icon looks different on the **DESKTOP** than it does in a window. That is because the **MASK** shows up on the **DESKTOP**, but remains hidden until selected in the **WINDOW**.

ARROWS

Use the arrows to move the icon block around the grid. *Be careful when the icon reaches the end of the edit block on any side, the data will be lost if you keep scrolling the image.*

Editing Tools

TEMPLATE

The template is used to match this icon with a given file or disk drive. The icon name is a 13 character editable field. Any character may be entered here including `.` and wildcard characters `?` and `*`. The question mark (?) is a single character wildcard (ie., an icon with the template name of DESK DROP.PC? would match with files named DESKDROPC1, DESKDROPC2, DESKDROPCX, etc). Whereas the asterisk (*) is a multiple character wildcard (ie., *.INF would match all the files ending in .INF - SHADOW.INF, DESKTOP.INF, etc),

IMPORTANT NOTE: You should have an icon in your DCDSKTOP.JCE file that has the TEMPLATE of *.* or * so anything that does not match with any of the other icons will match with this one.

EDITING TOOLS

Each tool operates in any one of the drawing modes described above, *except (you knew there would be one) the RECTANGLE MOVE and RECTANGLE COPY* tools which affect both the data and mask blocks despite the mode you are in.

A unique mouse pointer is displayed according to the current mode you are in. Additionally, the button to access the tools also displays the current tool name being used.

Click the LEFT mouse button while the mouse cursor is in the EDIT grid to use the tool.

PENCIL

The pencil is used to draw/change pixels that make up the icon. The drawing mode determines what type of pixel is drawn with the pencil.

Create new pixels by clicking the LEFT mouse button and dragging the mouse cursor with the LEFT button still depressed. Once you let go of the LEFT mouse button, the normal sized icon display will be updated to reflect the change made. You can toggle individual pixels by quickly clicking the pencil on a given pixel. That pixel will rotate among the four modes.

FILL

Use the FILL tool to quickly fill an area with the current drawing mode type. When you select FILL, an inverse representation of the drawing mode pixels is shown with no grid. Clicking on an empty/non-black portion of the pseudo-grid will invoke a filling operation (ie., pour paint in a maze and watch it spread down channels staying within the borders).

You can toggle the different drawing modes at any time.

NOTE: If you are unsure of what you are about to do, and you have made a lot of changes to the icon, you might want to exit the ICON EDITOR, then re-enter so you can perform an UNDO operation that will take you back to the point right before you performed the fill. Otherwise, performing an UNDO would take you back to the point when you first entered the ICON EDITOR.

Still More Editing Tools!

RECTANGLE (Rect)

Use the **RECTANGLE** tool to create rectangles quickly in the icon. Create outline rectangles by clicking in the grid where you want the upper left corner to begin, and while holding the button down, move to the lower right corner (a rubberband box will appear) and release the button. You can also use this tool to create horizontal or vertical lines by giving the rectangle no height or width respectively.

You can draw a rectangle in any of the modes.

FILLED RECTANGLE (Fill_R)

This tool is similar to the **RECTANGLE**, except that it creates a solid, filled-in rectangle.

This will draw a **FILLED RECTANGLE** in any of the modes. You can perform a quick erase of a given area by choosing **ZERO** drawing mode then defining a **FILLED RECTANGLE**.

*** MOVE RECTANGLE (Move_R)**

MOVE and COPY affect both the DATA and MASK portions.

Use this tool to move a portion of the current icon to somewhere else in the icon grid. Use this tool the same way you would define a rectangle, but this time use the outline box to surround a portion of the grid that needs to be moved. Once you have defined the area to move, that part is shaded to indicate the size selected and a hand mouse cursor appears to indicate you are ready to move that region.

NOTE To cancel the move at this point, click outside of the **EDIT** grid.

The drag box can be grabbed by the hand by clicking the **LEFT** mouse button inside the rectangle and holding it down while positioning the rectangle anywhere in the grid. When the button is released the old position of the rectangle is cleared and the new position is filled in with the area that was just cleared. A move operation will also copy the clear area.

*** COPY RECTANGLE (Copy_R)**

This tool works exactly the same as **MOVE RECTANGLE** but this time the old position is not cleared out.

FLIP HORIZONTAL (Flip_H)

This tool will flip the icon along the **UP/DOWN** axis. Each pixel in a vertical line is swapped with its opposite, left and right.

For example, if you had an arrow pointing left, and used this tool once, then the arrow would be pointing right.

As with the other tools, you can select which area (**DATA**, **MASK**, **BOTH**) is moved by this tool.

The Kitchen Sink

FLIP VERTICAL (Flip_V)

This tool will flip the icon along the SIDE to SIDE axis. Each pixel in a horizontal line is swapped with its opposite, up and down.

For example, if you had an arrow pointing up, and used this tool once, then the arrow would be pointing down.

ROTATE 90 (Rotatc)

This tool will rotate the given area (DATA, MASK, BOTH) 90 degrees in a clockwise direction.

For example, if you had an arrow pointing up, and used this tool once, the arrow would be pointing right.

INVERT

Use this tool to change each pixel to its opposite state (ie., on to off and off to on). This mode is easily reversed by clicking the button again.

This tool affects only the mode you are currently in.

KITCHEN SINK

You tell us what features you would like to see!

IMPORT

IMPORT icons similar to importing from the main menu. The only difference is that the icon is moved into the EDIT grid for immediate editing.

EXIT

Select EXIT to return to the **Main** dialog with the updates seen in the edit icon.

Once you have edited an icon, you can choose add, or replace, or even drag copy the icon over another.

When you are finished editing an icon, and return to the main menu, should you click on another icon, you will be asked whether or not you wish to abandon the icon you just editedd. This should prevent you from losing an icon you just editedd.

TECHNICAL ASPECTS

The ICE file has been designed to be extremely flexible and allow for expansion without changing the file structure.

ICE files are unique in that each unique icon is stored only once in the ICE file,

despite how many files may use the same icon. Files which use the same icon merely point to that icon in a table of icons.

ICE file format:

HEADER

The header begins the ICE file and contains vital statistics about the ICE file. The design of the ICE file and DC DESKTOP is such that wider icons with longer filenames could be stored in an ICE file, and any program which adhered to this header would be able to handle the new format.

i_cookie	long 1 ; cookie.w\version.w(ic\$DCDC0001)
i_malsize	long 1 ; malloysize=filenametable+icontable
i_hdrsize	long 1 ; headersizeinbytes(even!)
i_nentry	word 1 ; numberoffilenameentries in file
i_feoff	word 1 ; offsetbetweenfilenameentries(even!)
i_fnsz	word 1 ; largestfilenamepossible (even!)
i_nicons	word 1 ; numberoficons in file
i_icoff	word 1 ; offsetbetweeniconentries
i_mksz	word 1 ; sizeofmask(inbytes)
i_datsz	word 1 ; sizeofdata(inbytes)
i_reserved	word 4 ; reserved for future use

FILENAME TABLE

The filename table is composed of filename entries for each of the files in the ICE file. The index to icon is a pointer to the actual icon in the icon table below. The FILENAME TABLE begins exactly i_hdrsize bytes from the start of the ICE file. Each FILENAME TABLE entry is exactly i_feoff bytes long. fe_name is a maximum of i_fnsz bytes in length, and is always null terminated, and is always even.

fe_name	byte i_fnsz ; filename.ext (currently 14)
fe_index	long 1; indextoicon(0-????)
fe_iconc	byte 1; iconcharacter(ib_char+1)
fe_iconx	byte 1; iconcharacterxcoord(ib_xchar+1)
fe_iony	byte 1; iconcharacterycord(ib_ychar+1)
fe_weight	byte 1; entryweight

fe_iconc, fe_iconx, fe_iony are currently unused but reserved for future use. fe_weight is automatically calculated when the file is saved.

ICON TABLE

Each icon entry contains the mask and data for a specific icon. No icon is ever duplicated in the ICE file, each icon is unique. Each ICON TABLE entry is exactly i_ieoff bytes long.

icn_mask	byte i_mksz ; icon mask (currently 128)
icn_data	byte i_datsz ; icon data (currently 128)

DC SHOW Modules

DC SHOW, DC SHOW PICS, DC SHOW ARC

DC DESKTOP has an *exclusive* technique for allowing modules to intercept the GEM desktop SHOW routine. The SHOW routine is invoked when you double click a non-program file, then when you see the SHOW|PRINT|CANCEL dialog box, you select SHOW. At this point, DC DESKTOP intercepts the call and attempts to pass the file to one of the DC SHOW modules.

Should no SHOW modules exist, then DC DESKTOP will let the GEM desktop's SHOW routine function.

DC DESKTOP has a protocol (described at the end of this section) which allows a module to be added at any time. Currently, three modules exist, one for SHOWing text files, one for viewing pictures, and one for handling ARC files. **Other modules could easily be added by anyone** to allow (for example) the handling of .LZH files or giving HEX dumps of binary files, or even a complete text editor!

Again, to invoke any one of the following modules, double click on a non-program file, the click on SHOW at the SHOW|PRINT|CANCEL dialog.

Any of the SHOW modules can be installed from either the AUTO folder or from the GEM desktop.

When you SHOW a file, the modules determine whether or not they can handle the selected file. Therefore, you need never worry about selecting which module to use. If the module is loaded, it will handle using that file, and the other modules will remain inactive.

DC SHOW

DC SHOW views plain text files that are carriage return/line feed (CR/LF) terminated on each line. DC SHOW will also view Word Writer or First Word files. In DC SHOW, you can view the entire text file without ever touching the keyboard (using the mouse exclusively), search for a string of character, or print a page of the text.

Once invoked, DC SHOW will attempt to load as much of the file into memory as will possibly fit. If DC SHOW is unable to load the complete file into memory, then it will load what it can, and when an attempt is made to view the portion of the file that is not loaded, will load the rest of the file it can fit into memory. This way, you can view files larger than available memory.

At the bottom of your screen, you will see statistics about the file, including the name of the file, the file size, and the current tab setting (in other words, how many spaces make up a tab).

DC SHOW has several features. *All of the features can be quickly referenced by pressing the HELP key once inside DC SHOW.* These features are:

DC SHOW Commands

UP ONE LINE - press the <UP ARROW> key, press the <BACKSPACE> key, or press the *RIGHT MOUSE* button

DOWN ONE LINE - press the <DOWN ARROW> key, press the <RETURN> key, or press the *LEFT MOUSE* button

UP ONE PAGE - press the <SHIFT>+<UP ARROW> keys

DOWN ONE PAGE - press the <SHIFT>+<DOWN ARROW> keys

DOWN 1/2 PAGE - press the <D> key

UP 1/2 PAGE - press the <U> key

TOP-OF-FILE - press the <T> key

BOTTOM-OF-FILE - press the key

PRINT PAGE - press the <P> key

CANCEL PRINT -press the <UNDO> key or the <Q> key while printing

SEARCH - press the <S> key. The screen will then switch to allow you to input a text string of up to 20 characters. Searching will begin at the top of the file, and will continue to the end looking for a match. If the file is larger than can be held in memory at one time, then portions of the text will be loaded to allow for the entire document to be searched.

Once a match is found, the occurrence is displayed on the screen, and the text is highlighted in **INVERSE** text.

If no match is found, a bell will sound.

NEXT MATCH - press the <N> key to continue searching from the last position a match was found. If no further match is found, a bell will sound.

TAB WIDTH - TABs in the file are expanded to spaces. The number of spaces used for the TAB can be adjusted from 1 on up.

To increase TAB Width - press the <RIGHT ARROW>

To decrease TAB width - press the <LEFT ARROW>

If the file does not contain TABs, then the text will not appear different.

QUIT VIEW - press the <UNDO> key, or the <Q> key, or the <ESC> key or press *both* mouse buttons at the same time.

DC SHOW PICS

DC SHOW PICS

DC SHOW PICS works similarly to DC SHOW, except that it is used exclusively for viewing pictures. Invoke DC SHOW PICS the same way, except that this time you would be double clicking on a picture file.

Supported picture file formats:

NEO - Neochrome

Low resolution picture format.

Viewable in any resolution.

PI? - Degas

Low (?=1), Medium (?=2), andHigh (?=3) resolution picture formats.

Viewable in any resolution.

PC? - Degas Elite

Low (?=1), Medium (?=2), andHigh (?=3) resolution picture formats.

Viewable in any resolution.

TN? - Tiny

Low (?=Y,1), Medium (?=2), andHigh (?=3) resolution picture formats.

Viewable in any resolution.

ART - Art Director

Low resolution picture format.

Viewable in any resolution.

SP? - Spectrum

U - Uncompressed

C - Compressed

S - Smooshed

Low resolution picture format.

Not viewable in high resolution.

IMG - Bit image

Resolution independent picture format.

To exit viewing a picture, press any key or either mouse button. *Spectrum pictures can only be exited by pressing a key.*

NOTES:

1) EVERY SIZE MONITOR IS SUPPORTED BY THIS PICTURE VIEWER!

For example the Moniterm monitor.

2) In low and medium resolutions, high resolution pictures are viewed with a psuedo- gray-scale representation.

3) In high resolution, low and medium resolution pictures are viewed with a *true* gray-scale representation.

4) Some CPUs may have a problem with viewing Spectrum pictures.

5) When necessary, IMG files are clipped and scaled to best fit the particular resolution (ie., 1024x768 pixel IMG file on a 640x400 monochrome SC124 monitor). On a normal size (640x200 medium resolution) color monitor this process may take awhile, so please be patient.

INVOKING DC SHOW PICS - TAKE TWO

DC SHOW PICS may also be invoked by pressing the key assigned in the DC CONFIGURATOR (default is F7). This allows you to keep viewing pictures one after another. DC SHOW PICS actually uses the feature of DC DESKTOP which allows a program to remain RAM resident, register a key press with DC DESKTOP, and then be used when that keystroke is pressed. Many programs can be designed to use this feature. (See the programmer's reference section for more details.)

Pressing the configured keypress (see Configurator section below) for the resident DC SHOW PICS will bring up a File Selector. Choose the picture you want to view and single click the name and press Ok or double click the name. To exit choose Cancel. While viewing a picture, press a key or a mouse button to return to the File Selector, except Spectrum pictures which require you to press a key.

DC SHOW PICS can also be run as a regular GEM program to view pictures. When run from the Desktop, an alert appears. Choose RUN to continue executing the program. See above for operation. Choose INSTALL to attempt to place the custom SHOW routines in the chain of DC DESKTOP. It cannot be installed if DC DESKTOP is not also installed. Choose Exit to return to the desktop.

CONFIGURING DC SHOW PICS

Using the configurator (DCCONFIG.PRG), a keystroke may be assigned to DC SHOW PICS to bring up the user interface from the desktop. Click on DC SHOW PICS in the main DC CONFIGURATOR dialog, and an input dialog will appear showing the currently defined keystroke. Click on the keystroke button to change it. *See the DC CONFIGURATOR section on ASSIGNING KEYS IN DC CONFIGURATOR.*

DC SHOW ARC

DC SHOW ARC

Again, DC SHOW ARC works exactly the same as the other two modules. Double click on an .ARC file and choose SHOW.

DC SHOW ARC will then allow you to *take a listing of the ARC contents, extract the ARC contents, or QUIT altogether.*

You should be familiar with ARC files to use this module.

DC SHOW ARC is extremely fast!

When executed, DC SHOW ARC will display the filename being used, and the path used for extraction. If you have the create subdirectory option enabled, then the extraction path will display the subdirectory that will be created should you choose EXTRACT.

CONFIGURING DC SHOW ARC

DC SHOW ARC can default to one of three modes when you enter it from the SHOW prompt.

VERBOSE - DC SHOW ARC will immediately show you the contents of the ARC file, then give you a prompt to choose what to do next.

EXTRACT - DC SHOW ARC will immediately begin extracting the contents of the ARC file. Once this is done, it will exit back to the desktop.

PROMPT - DC SHOW ARC will display a prompt asking which function to perform.

Additionally, DC SHOW ARC can be configured to create a subdirectory with the same name as the ARC file, then extract the files to that subdirectory. For example, extracting from a file named TEST.ARC would create a subdirectory called TEST first, then all the files extracted would go into that subdirectory.

In the DC CONFIGURATOR, click on the button DC SHOW ARC in the main menu. Once inside the DC SHOW ARC menu, the current default setting is shown as a button with a shadow. Click on one of the other buttons to change the default.

To create a subdirectory on EXTRACTION, click on the Create Subdirectory text until you see a check mark. You can toggle this option on or off by clicking on it until you see a check mark or no check mark.

NOTES:

DC SHOW ARC attempts to use all available memory. If DC SHOW ARC does not have enough memory, or if it is unable to create a subdirectory (if you have it configured this way), you will see an error message on screen, and all functions will stop.

DC SHOW ARC can be installed from the AUTO folder or from the GEM desktop.

LINKING INTO THE SHOW CHAIN

We have designed a *specific protocol* for linking into the SHOW chain in DC DESKTOP. This protocol allows for any module to be added at anytime regardless of the DC DESKTOP revision. **The protocol is given as an example in the file SHWCHAIN.S on the disk.**

Anyone can use this protocol to write a program to link into the chain. We are submitting this specification to the PUBLIC DOMAIN. Only the exact protocol needed to link into the chain is PUBLIC DOMAIN. All DC SHOW modules and the technique used in DC DESKTOP are copyrighted by Double Click Software.

DC DESK DROP

DC DESK DROP

DC DESK DROP allows you to replace the desktop background with a picture or pattern of your choosing. The desktop's background is essentially a large rectangle, subdivided by many smaller rectangles when objects are on the screen. DC DESK DROP hooks into the redraw process allowing custom fills of the desktop's background/backdrop, aka DeskDrop.

To install DC DESK DROP, either run it from your AUTO folder, or execute it from the desktop and choose INSTALL.

SETTING A DC DESK DROP CUSTOM DESKTOP

Press the assigned keystroke to bring up DC DESK DROP (the default is the F6 key - assigned in the DC CONFIGURATOR - see below). When you press the key, you will be presented with the DC DESKDROP main menu. At this menu, you will have three choices for a desktop.

- a) **Picture** - display a picture
- b) **Pattern** - display a pattern
- c) **Normal** - the normal desktop

Select the button you want to use, then click on OK.

PICTURE

Three picture formats are supported:

- a) **Pix** - Select this and Load a Degas picture.
- b) **PCx** - Select this and Load a Degas Elite picture.
- c) **NEO** - Select this and Load a Neochrome picture (*useful only in low resolution*).

Select the type of picture you wish to use, then click on OKAY. A file selector will come up, and you should then choose the appropriate picture.

A portion of memory (32000 bytes) is set aside for the loaded picture. Partial screen redraws are taken from this buffer to create the picture in the background.

CLEAR picture

Select CLEAR to free the memory buffer allocated for the picture.

EXIT picture selection

Click on EXIT when you are done.

When you return to the MAIN menu, a *check mark* will appear next to PICTURE, indicating that a picture is loaded and in use.

If you do not see a check mark, then no picture is loaded, and no memory is being used for one.

Configuring DC DESK DROP

PATTERN

Click on PATTERN then OK to select a background pattern. Once in the PATTERN menu, use the two arrows (up or down) to step through the available fill patterns for the desktop background. Each fill pattern is displayed in the rectangle in the middle of the dialog.

Click on EXIT to use the displayed pattern and return to the MAIN menu.

DESK

When highlighted, the DESK button will keep the background picture from being drawn when you are inside a program.

SAVE

Click on SAVE to save all configuration information to the DC DESK DROP program: button states, mode, and picture path/name. Next time the program is executed, it will automatically set up the proper parameters.

EXIT

Click on EXIT to return to the Desktop enabling any changes made.

CONFIGURING DC DESK DROP

Using the configurator (DCCONFIG.PRG), a keystroke may be assigned to DC DESK DROP to bring up the user interface from the desktop. Click on DC DESK DROP in the main DC CONFIGURATOR dialog, and an input dialog will appear showing the currently defined keystroke. Click on the keystroke button to change it. *See the DC CONFIGURATOR section on ASSIGNING KEYS IN DC CONFIGURATOR.*

DC KEYTOP

DC KEYTOP

DC KEYTOP gives you keystroke equivalents for the GEM desktop menus. These menus allow you to CLOSE a window, FORMAT a disk, VIEW icons, etc. By pressing a certain keystroke, that menu entry will be selected, and the chosen operation will be performed.

DC KEYTOP is a desk accessory, and should be copied to the root directory of your bootup disk.

Once installed, DC KEYTOP can be called from the DESK menu. Doing so will allow you to either turn DC KEYTOP off or on. **To use DC KEYTOP, just press the keystroke assigned in the DC CONFIGURATOR.**

CONFIGURING DC KEYTOP

Click on the button DC KEYTOP in the DC CONFIGURATOR main menu. When you do this, you will see another menu which lists the names of the desktop's menus (DESK, FILE, VIEW, and OPTIONS). Click on the appropriate button to define keystrokes for the entries under that menu.

Once you have chosen a drop-down menu to configure, you will see the names of entries under that menu along with the currently defined keystrokes. Press on a keystroke button to change the entry. Click on OKAY when you are done.

NOTE: DC KEYTOP may have difficulty working inside the CodeHead MultiDesk product.

DC SPOOLER

The DC SPOOLER is a unique product. DC SPOOLER will spool files to be printed in three different ways. It will buffer screen dumps (if configured to at least 64K), it will buffer printing from within a program (should you choose print in a program), or it will print files that you save to it from the desktop or from within a program.

A printer spooler is very useful for freeing up your computer much quicker when you are trying to print. Instead of waiting for the printer to finish printing, the spooler will feed each character to the printer in the background. The spooler will hold as much of the document to be printed as possible, and if the document is larger than the spooler, the spooler will continue to print and buffer text until the last of the text is buffered.

DC SPOOLER will even send a form feed after each file is printed, if you want.

You can install the DC SPOOLER either from the AUTO folder or by running it from the desktop.

BUFFERED SCREEN DUMPS

If you have DC SPOOLER configured to at least 64K, then when you press the <ALTERNATE>+<HELP> keys, or select PRINT SCREEN from the OPTIONS menu, then DC SPOOLER will buffer the screen dump, and free up your computer faster.

NOTE: Because of the time required by GEM to calculate a screen dump, and the speed of your printer, you may get varying time savings. In any case, you will get time savings.

BUFFERED PRINTER OUTPUT

Choosing PRINT from within a program will buffer all the text that will fit into the spooler.

Since DC SPOOLER works in the background, you will see no slow-down of your system while the text is being printed. No special setup is needed, no selections need be made, when you start printing, DC SPOOLER will be there to buffer it!

If you are printing documents COPIED to DC SPOOLER (see below) than you will have to wait for those documents to finish printing before DC SPOOLER will buffer a normal print operation.

COPYING FILES TO DC SPOOLER

If you are at the GEM desktop, you can copy files to the DC SPOOLER like you were copying files to a disk drive. Either DRAG the files to the PRINTER icon, or DRAG the files to the PRINTER window.

Drag copy files to spooler

If the file(s) are too big for DC SPOOLER to hold, then you will either need to copy them singly, or you will need to print them out using the BUFFERED PRINT as described above. (You can double click on the document then choose PRINT, and DC SPOOLER will buffer the text as much as it can, until enough of it has been printed, and the rest of the text fits in the DC SPOOLER.)

If you open a window for the DC SPOOLER, the status line (normally displays file information) will be replaced by the text **PRINTER**. Also, the top line of the window (normally displays the drive path) will not display anything.

You can even perform a SHOW INFO on the DC SPOOLER at the desktop. If you do this, you will get information about the spooler, including which file is currently being printed.

Once a file is finished printing, it will automatically be deleted from the DC SPOOLER. If you are at the desktop, and have a window open for the spooler, you may need to press the <ESC> key to update the windows directory.

If you are within a program, you can save or copy the file(s) to the drive installed for the DC SPOOLER (configured from DC CONFIGURATOR - default is O:) to print the file(s).

STOP WHAT YOU'RE DOING

To **STOP** a print job at any time, simple press the <CONTROL>+<LEFT SHIFT>+<ALTERNATE>+<RIGHT SHIFT> keys then press the <CAPS LOCK> key. Printing will stop immediately (unless your printer buffers some of the text).

CONFIGURING DC SPOOLER

You have **two possibilities for configuring the size** of the DC SPOOLER. One way is to rename the file to something like DCSPL030.PRG. When named as such, the printer spooler will be 30K in size. A name like DCSPL165.PRG would configure it to 165K. *Configuring the size this way will always prevail over the size configured from the DC CONFIGURATOR (directly below).*

Or, you can configure the size using the DC CONFIGURATOR and leave the name of the file as DCSPoolR.PRG.

Using DC CONFIGURATOR, click on the DC SPOOLER button from the main menu. Once you are at the DC SPOOLER menu, you can enter the DC SPOOLER size.

Also in the DC CONFIGURATOR, you can select whether or not to send a form feed after each file is finished printing. Click on the text Send form feed after file until you see a check mark. No check mark indicates no form feed will be sent.

You can also choose the drive used for the DC SPOOLER. Click on the button SPOOLER DRIVE: 0 to set a new drive identifier. The default is drive O:. If you change the drive letter, be sure that any desktops that contain a printer icon be resaved from the DC INSTALLER or through the keystroke equivalent from the desktop.

NOTE Do not have multiple printer spoolers installed in your system. Besides using more memory (and gaining nothing), they may stop working altogether!

DC Configurator

DC CONFIGURATOR

The DC CONFIGURATOR is used to configure all the programs in DC DESKTOP. Rather than us including the code within each program, and thus using that much more memory when the program is RAM resident, we have elected to create a complete configurator as a stand-alone application.

DC CONFIGURATOR allows you to setup DCDESKTOP before you install it. It includes options to set the DC DESKTOP information directory (where DC DESKTOP files are stored), the TRASH directory (for the recoverable TRASH), certain togglable options (like whether or not to unload icons before executing a program), the keystrokes to call up certain features (such as the file selector or emptying the TRASH), and the other DC DESKTOP programs.

Double click on the program DCCONFIG.PRG to execute it. The first thing you will see is the MAIN configuration dialog. From here, you can configure the individual DC DESKTOP programs. All of DC DESKTOP comes pre-configured, so it is not necessary for you to set the different options unless you want to change something.

NOTE: You will probably need to verify the DC DESKTOP information directory path and the TRASH path under the DC DESKTOP configuration menu.

The specific configuration of each program and option is explained in the associated sections under CONFIGURING... After you have chosen the configuration you want for each program, click on the SAVE CONFIG button.

The first time you run the DC CONFIGURATOR, an INSTALLATION dialog box comes up where you should enter your FULL name and address.

CAREFULLY read all the information in this dialog box to make sure you understand what is said and to make sure you have the information correctly. *Only programs which are truthfully and correctly installed will be upgraded when we offer an upgrade (which would require your sending in your original disk).* Once you have entered this information, click on the button WRITE CONFIG. An alert box will come up asking you whether or not you really want to do this. Click on YES.

Now, DC CONFIGURATOR is going to present you with a series of file selectors so that you can locate the different programs. All configuration information is written directly to the programs. Once you locate the files, DC CONFIGURATOR will remember where they are so the next time you don't need to locate them.

The final file selector will ask you to locate the DC CONFIGURATOR. *All information for all the programs is stored in the DC CONFIGURATOR for the next time you run it.*

Assigning Keys in DC Configurator

AFTER THE FIRST TIME

After you run DC CONFIGURATOR for the first time, installed it, and defined the locations of the files, then next time you run it and choose SAVE CONFIG, you will be presented with a SAVE CONFIG menu. From this menu, you can choose the individual program to save the configuration information to, or choose WRITE ALL to save the configuration to all the files.

If DC CONFIGURATOR cannot locate a file, it will ask you to locate the file, and then will remember where it's new location is. If DC CONFIGURATOR cannot save to a file, it will also alert you.

ASSIGNING KEYS IN DC CONFIGURATOR

The <CONTROL>, <LEFT SHIFT>, <ALTERNATE>, <RIGHT SHIFT>, and <CAPS LOCK> all provide for different key assignments. The basic form of the key representation is:

^CLAR + <BASE KEY>

where ^ is the up arrow and represents <CAPS LOCK>, C is the <CONTROL> key, L is the <LEFT SHIFT> key, A is the <ALTERNATE> key, R is the <RIGHT SHIFT> key

An assignment of CL + D would indicate that you need to press the <CONTROL> and <LEFT SHIFT> keys at the same time that you press <D>.

You can press <SPACE> to cancel input or <ALTERNATE>+<SPACE> to clear the entry.

If a conflict with a currently defined key results, you will hear a bell sound, and the conflicting entry will be displayed. You can then enter a new keystroke, until you do not have a conflict.

You can use any key combinations, except those used by the GEM desktop (those for mouse emulation). Thus, you have over 2000 possible key combinations to start your programs.

NOTE It is not advisable to assign a key without using one of the SHIFT modifier keys (CONTROL, both SHIFTS, ALTERNATE, or CAPS LOCK). Doing so can get confusing if you need to enter text at the desktop.

IN DC CONFIGURATOR

The DC CONFIGURATOR does not know about keys assigned to desktop programs, so be sure not to assign a keystroke already used by a desktop icon.

IN DC ICON INSTALLER

The DC ICON INSTALLER does not know about the keys assigned in DC DESKTOP, so be sure not to assign a keystroke to a program that is already defined to a function in DC DESKTOP.

RAM RESIDENT PROGRAMS

A unique feature of DC DESKTOP allows programs to load from the AUTO folder and remain RAM resident (and dormant) until called by a keystroke from DC DESKTOP. These programs (of which DC SHOW PICS and DC DESK DROP are included) register a keystroke with DC DESKTOP. Neither DC CONFIGURATOR nor DC ICON INSTALLER know about these key assignments.

DC DESK DROP and DC SHOW PICS, of course, can be configured in DC CONFIGURATOR, and are therefore known.

PROGRAMMERS REFERENCE

DC DESKTOP is designed with an open architecture. We are hoping that by allowing for other programs to hook into DC DESKTOP, other programmers will support the standards we introduce.

Such hooks include the ability for a program to register a keystroke and a jump-to-subroutine address with DC DESKTOP, so that when that keystroke is pressed, the program will be executed.

Also, hooks are provided for linking into the DC SHOW chain and for accessing certain data structures and subroutines within DC DESKTOP.

VECTORS USED AND MONITORED

DC DESKTOP installs a TRAP #9 handler. It is through this trap handler that all communication with DC DESKTOP is performed.

DC DESKTOP intercepts the TRAP #1, #2, and #13 vectors, and installs a vertical blank interrupt. Additionally, \$4c2 (drive bits) is modified, and \$472, \$476, and \$47c (hard disk driver hooks) are used.

DC SPOOLER also intercepts the vector located at \$50A (HEX) which handles the screen dump character printing, and replaces the MFP interrupt for printer output (at \$100 HEX).

DC DESKTOP also uses several undocumented memory locations. These locations are not documented, and are subject to change in TOS revisions. We will continue to support this product and make any changes required due to TOS revisions resulting in the changing of these undocumented locations. We will also provide updates due to such circumstances available for free or at a minimal shipping cost.

Specific calls monitored by DC DESKTOP in TRAP #1 are:

Pterm0 Dsetdrv Dfree Dcreate Ddelete Fopen Fdelete Pexec Ffirst
Fcreate Fread Fwrite Fclose Pterm0 Ptermres

Specific calls monitored by DC DESKTOP in TRAP #2 are:

v_pline v_gtext vsf_interior vsf_style vs_clip vr_recl vro_cpyfm
vsc_form vrt_cpyfm v_show_c v_hide_c vq_key_s appl_write
evnt_mesg wind_update evnt_multi

Specific calls monitored by DC DESKTOP in TRAP #13 are:

Bconstat Bconin Bconout Setexc Drvmap

Please refer to the folder PROGINFO on the master disk for explicit details and examples for accessing DC DESKTOP structures, using DC DESKTOP functions, registering a RAM resident program, linking into the SHOW chain, and anything else which might evolve or be added since the printing of this manual.

This manual is dedicated to Dianna
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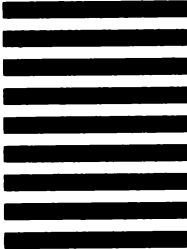
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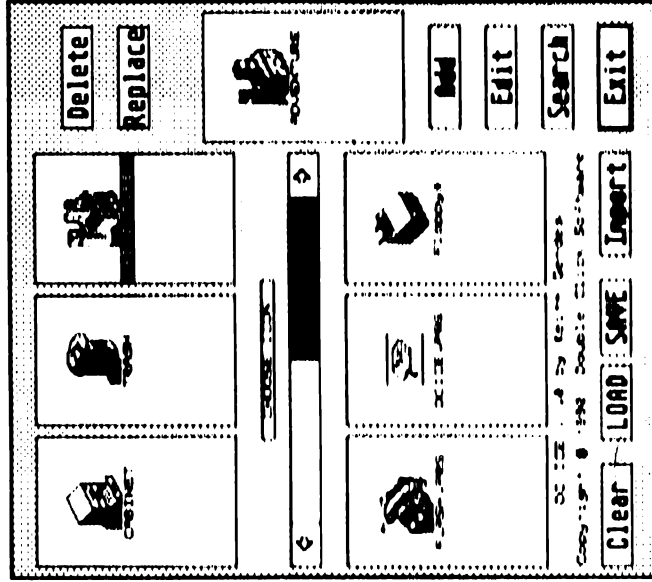


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