NEW

≡DC UTILITIES

Bring Some Life to Your Atari ST!

DC SQUISH v1.0 - File Loadpactor

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SQUISH   UNSQUISH   INFO

Program by Keith Gordon

EXIT

Select ARC function:

XTRACT   TEST   VERBOSE

OK   Exit

?

DCramdisk v1.0

M: 200K   Free RAM: 293K

Disksize: 200K

Remove
Save A
DCramit
EXIT

Params
Tracks: 80
Sectors: 9
Sides: 1

Copyright (c) 1989 Double Click Software

File

Entry Name	Key Assignment
Open	LA + O
Show Info...	LA + S

New Folder...	LA + N
Close	LA + C
Close Window	LA + W

Format...	LA + F

| Next Menu | Prior Menu | More Menu | Exit |

DC SEA - Version 1.1
Written by Paul W. Lee
(C) 1989 Double Click Software

Please select function :

Extract   Verbose   Exit

DC Desktop Organizer Creator
Written by Paul W. Lee
Version 1.0 - Aug. 18,1989
(C) 1989 Double Click Software

OK

Double Click Software

≡DC UTILITIES

Bring Some Life to Your Atari ST!

Owners Manual

Version 1.0

Programs by

Keith Gerdes
Paul Lee
and
Michael B. Vederman

Manual by
Michael B. Vederman

Table of Contents

In the beginning, was *The Formatter* disk formatter. *The Formatter* was Double Click Software's very first program for the Atari ST computer. It was released as a Public Domain program, and was received very well by the computing community.

The Formatter was a simple program that offered simple disk formatting, that is all. We upgraded *The Formatter* to *DC Formatter* and added disk copying and alternate disk formats. *DC Formatter* went through several other stages in which we added more features, including an IBM boot sector, executable boot sector programs, verify disk, and more. At release 3.0, we released *DC Formatter* as shareware.

We also released other programs, including *DC STuffer, DC Clock, DC Deskey 1.0,* and *Mystic* background disk formatter to the Public Domain / Shareware market.

We received much acclaim for producing fine software, and have received contributions for our efforts.

In keeping up with our history of producing the highest quality software at a very affordable price, we are introducing our first commercial software relase under our own Double Click Software label.

On this DC Utilities disk, you will find amazingly powerful software at a price which definitely gives you your monies worth plus a whole lot more.

We thank you for purchasing DC Utilities, and if you are just browsing the manual we hope you will decide to purchase DC Utilities.

We also hope that you will help us even further and not pirate our software. We are not a large compnay, and have invested much of our own time and money (including the money sent in from SHAREWARE contributions) to provide you with DC Utilities and provide it at a very affordable price. We are hoping to continue our efforts of providing affordable, quality software after DC Utilities.

Thank you for your support.

If for any reason you are dissatisfied with the DC Utilities, PLEASE contact us.

Double Click Software

Michael B. Vederman
Paul W. Lee
Gilbert Callaghan
Keith Gerdes

DC Utilties is a collection of six extremely powerful programs that we have designed to make using your Atari ST extremely easy, friendly, and quick!

On the DC Utiltities disk you will find:

DC Squish - a *very powerful* program designed to save your valuable disk space. DC Squish actually compresses programs so that they occupy less space on your floppy or hard disk yet the programs remain completely executable! DC Squish also uses a feature of TOS that *greatly reduces* the time required for the program to load and begin execution. So not only does DC SQUISH save you space, but it also saves you time!

DC Xtract - an *extremely fast* ARC utility that you are guaranteed to use almost every single day that you use your computer! DC Xtract is a high speed ARC xtraction utility that handles *all* known ARC compression methods. You can't own an ST and not need an ARC xtraction utility. Over 90% of all programs contained on Bulletin Board Systems (BBS) are ARCed. Why use ARC.TTP, when you can use DC Xtract which is 4X faster!! And DC Xtract is a handy desk accessory!

DC Deskey 2.0 - an amazing program that's capabilities and uses can't be appreciated until you actually begin using DC Deskey 2.0, then you can't do without it! DC Deskey 2.0 allows you to create keystroke equivalents for *any* GEM program's menubar. *For example:* Do you ever get tired of going up to the menubar in your favorite paint program to load a file? With DC Deskey that paint program, and any other with a menubar, can share the same keystroke to load a file, such as <alternate><l>. With DC Deskey 2.0, you have over 2000 keystroke combinations to choose for assignments, and DC Deskey 2.0 will load them in automatically every time you run that program!

DC SEA - create an executable program from an ARC file that will either extract its own contents, or list the contents to the screen! DC SEA is absolutely *perfect* for users group's disks, so users no longer need to worry if they know how to get the files from out of the ARC. DC SEA handles *all* known ARC compressions, and DC SEA is *fast*, 4X faster than ARC.TTP!

DC Desk Organizer - a unique little program that allows you to make your DESKTOP.INF file an executable program! By simply double clicking on a DC Desk Organizer file, you can instantly change the appearance of the desktop! Chane icons, windows, all of the desktop quickly and easily!

DC RAMdisk / DC RAMIT - the *fastest* RAMdisk possible! Absolutely no other RAMdisk is faster, and none can even come close! Configure DC RAMdisk to look just like a floppy disk by supplying sectors, tracks, and sides, or simply set it up by specifying Kilobyte size! Use the DC RAMIT program/accessory, and you can save the entire contents of the RAMdisk to one single file! And, you can have that file loaded in automatically when you bootup your computer. Now you don't have to wait for all those files to be copied to the RAMdisk, one file will do it all! And, you can also perform *quick* disk copies with DC RAMIT, and it'll even format the destination for you! And more!

We use the DC Utilities all the time, and are sure that you will too! For the amount of this disk, each program is costing you less than $5.00! We don't think you can beat it. Double Click Software is committed to "Power without the Price!"

None of the DC Utilities programs are copy protected. This means that you can copy the disk for an archival backup or copy the programs off the disk onto your hard drive.

Please do not pirate the DC Utilities!

To install any one of the DC Utilities, simply copy the program to another disk. For desk accessories, copy the desk accessory to your normal desk accessory bootup path (usually A:\ or C:\).

An important word about DC UTILITIES...

We have made DC Utilities for everyone to enjoy. Unfortunately, we can not afford to give all the programs away! We have spent a lot of time and effort writing the programs in the hopes that we will be able to continue writing software for you to enjoy.

Double Click Software is a small company. We don't have endless cash-flow nor do we have a large profit margin. Should we not sell enough of our products, we will be unable to continue producing software and hardware at an affordable price. We just won't be able to make anything.

We appreciate your patronage more than you know! You have bought DC Utilities knowing that the programs are worth the small price we ask for. You have obviously thought carefully before spending your money, and determined that it would best be spent on our product. We appreciate your business and thoughtful choice.

We understand that your money is difficult to come by. Our money is even more difficult to come by when people pirate our software.

Please don't give our software away. If it's good enough for you to buy, shouldn't it be good enough for your friends too? And if you upload our software to a bulletin board system, you are giving it to people you don't even know.

Please, don't give our software away and we promise to continue developing software on the cutting edge at an affordable price.

Thanks

Mike, Paul, Gilbert, and Keith

Overview

Squish - clicking this button will allow you to Squish (compress) programs (.prg, .tos, .ttp) and desk acessories (.acc)
You may also press [S]

Unsquish - clicking this button will allow you to Unsquish (uncompress) the program back to its original filesize.
You may also press [U]

DC SQUISH v1.0 - File Loadpactor

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SQUISH   UNSQUISH   INFO

Fast   TPA

Program by Keith Gerdes

Double Click Software   P.O. Box 741206   Houston, Texas 77274   BBS: (713) 416-8100   EXIT
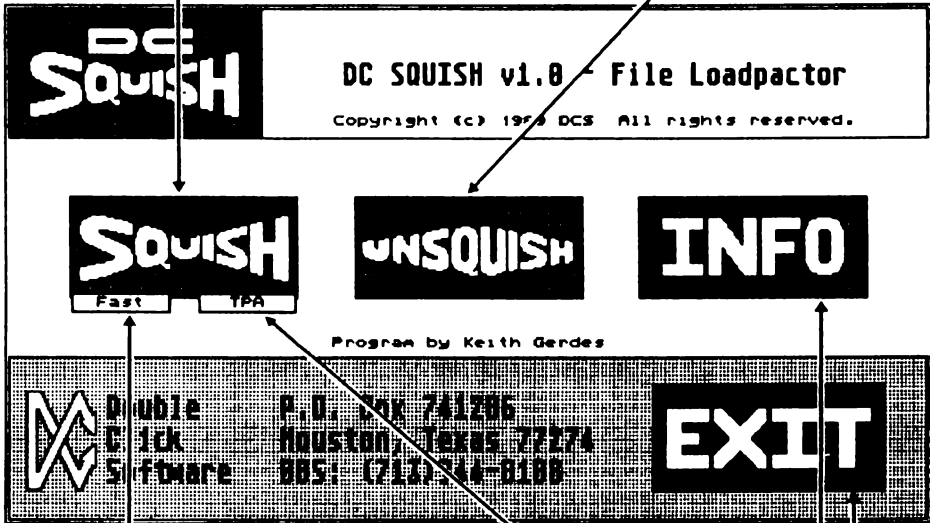
Fast - selecting this (button highlighted) will cause the *Fast Load* bit to be set in the program header. Note that this is only significant with *Rainbow* TOS 1.4
You may also press [F]

TPA - selecting this (button highlighted) will make **DC Squish** clear all free memory before beginning execution of the Squished program
You may also press [T]

Info - Click on this button to get information about a Squished file. Information shown is: Original filesize, Current filesize, Squish compression percentage, and the version of **DC Squish** used to create it.
You may also press [I]

Exit - Click on this button to quit **DC Squish**.
You may also press [E] or click on the *right* mouse button.

SQUISHing a program or desk accessory will compress the selected file, while still maintaining the file's executability.

To SQUISH a program click on the *SQUISH* button with the left mouse button or press the [S] key. The program can have any extender (.acc, .acx, .prg, .prx, .tos, .ttp) just so long as it is an actual executable file.

After you have clicked on *SQUISH*, you will be presented with the system file selector, and a heading across the top of the screen which reads: *Choose File to Squish*.

Simply select the file which you wish to SQUISH by either double clicking on the name in the file selector, or selecting the name, then click on *OK* (or press *RETURN* for *OK*).

If you decide not to SQUISH a program, then you can click on *CANCEL*, and you will be taken back to the DC SQUISH main menu where you can choose one of the other options.

Choose File to Squish

```
               FILE SELECTOR
Directory:
E:\DCUTILS\DCSQUISH\*.*

Selection: DCSQUISH.PRG
                                   DRIVE:
                                  A   B
                                  C   D
   DCSQUISH.PRG        ⬆         E   F
   _____:___                    G   H
   _____:___                    I   J
   _____:___                    K   L
   _____:___                    M   N
   _____:___                    O   P
   _____:___
   _____:___                     OK
   _____:___          ⬇
                                 Cancel
```

Assuming you have selected a file to SQUISH, you will next see a dialog box which reads: *Currently SQUISHING* in the center of your screen. DC SQUISH is now analyzing the file, and performing the SQUISH compression.

DC Squish Currently SQUISHING

Once the SQUISHing is completed, you will be presented with the system file selector, and a heading across the top of the screen which reads: *Save Squished File*.

Select the path and enter the filename you wish to save the SQUISHed file to. Click on *OK* to save the SQUISHed file, click on *CANCEL* to not save the file.
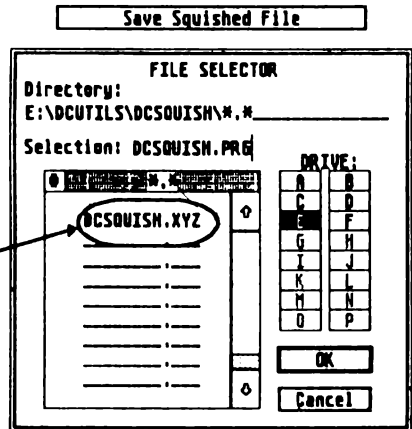
NOTE: The old program name is changed to **FILENAME.XYZ**, where **FILENAME** is the same as the originally selected file.

Save Squished File

```
               FILE SELECTOR
Directory:
E:\DCUTILS\DCSQUISH\*.*

Selection: DCSQUISH.PRG
                                   DRIVE:
                                  A   B
                                  C   D
   DCSQUISH.XYZ       ⬆          E   F
   _____:___                    G   H
   _____:___                    I   J
   _____:___                    K   L
   _____:___                    M   N
   _____:___                    O   P
   _____:___
   _____:___                     OK
   _____:___          ⬇
                                 Cancel
```

Once the SQUISHing is completed, you will see the SQUISH INFO dialog box which will tell you several pieces of information about the SQUISHed program, including the original filename, the original file size, the SQUISHed file size, the percentage of SQUISHing, and the version of DC SQUISH which was used.

```
Original Filename:
     DCSQUISH

Original Filesize:          OK
     38445 bytes

Squished Filesize:
     18727 bytes

Percentage:    Created with:
     39%        DC Squish v1.0
```
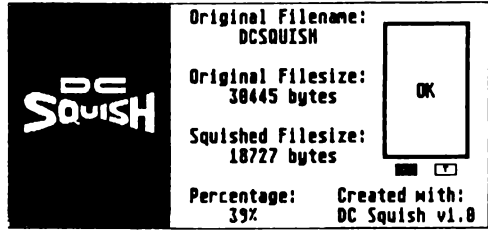
FAST/ TPA

After you have SQUISHed the program, you have not only reduced the disk space used, but you have also reduced the loading time for that program. The reduction in loading time is very significant for TOS 1.0 and TOS 1.2 users. *Rainbow* TOS 1.4 users read on.

Before you SQUISH a program, two options available can greatly affect the time required for the SQUISHed program to load and begin execution. The *FAST* option sets the *FAST LOAD* bit in the program header. If you have *Rainbow* TOS 1.4, then you will probably want the *FAST* option set. This tells the Operating System (TOS) not to clear *free memory* before executing the program. If you have TOS 1.0 or TOS 1.2, then this option is not significant because DC SQUISH bypasses the TOS *slow* memory clear.
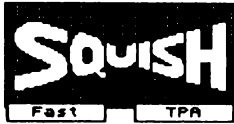
If you run a program that does not work correctly after being SQUISHed, then you will want to set the *TPA* option before you SQUISH the program. Here is why.

When a program runs, it will sometimes know exactly how much memory it needs for a work area. The program header actually contains a size value describing this area, commonly know as the BSS (Block Storage Segment). Almost all programs assume that this memory is set to a value of zero before the program starts. *DC SQUISH always clears the BSS area.*

However, some programs also need more memory, but they don't know how much until the program starts running. In this case, the program ask for some or all of the *free memory*. Some programs assume that the *free memory* is also cleared to a value of zero before they start.

Since DC SQUISH bypasses the slow memory clear routine in TOS, the programs which assume that the *free memory* is clear may not work correctly. Using the *TPA* option will clear all *free memory* before executing the program, so programs that assume *free memory* is clear will run correctly.

Screen
Free Memory (TPA)
BSS
Actual Program
Lower Memory (ACCs, AUTO prgs) System Variables

512K
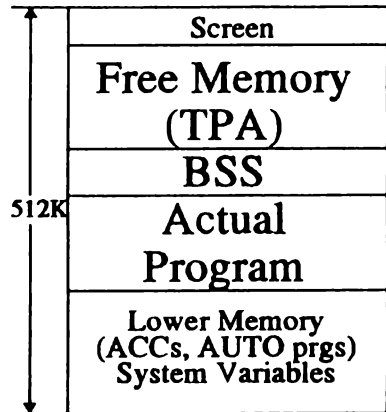
DC SQUISH's memory clear routine is much faster than the TOS routine, so even with the *TPA* option set, the program will still load faster than non-SQUISHed programs.

UNSQUISHing a program or desk accessory will return the selected file to its **original** size. The program will be exactly the same as it was before SQUISHING.
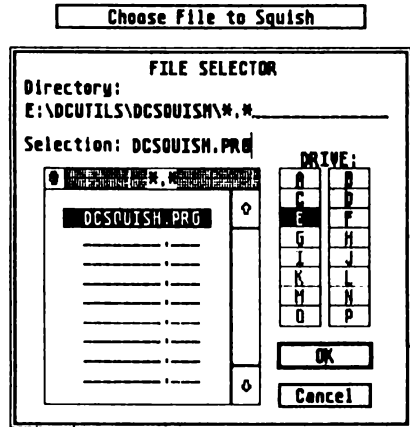
To UNSQUISH a program click on the UNSQUISH button with the left mouse button or press the [U] key. The program can have any extender (.acc, .acx, .prg, .prx, .tos, .ttp) just so long as it is an actual SQUISHed file.

After you have selected UNSQUISH, you will be presented with the system file selector, and a heading across the top of the screen which reads: *Choose File to UnSquish.*

Simply select the file which you wish to UNSQUISH by either double clicking on the name in the file selector, or selecting the name, then click on *OK* (or press *RETURN* for *OK*).

If you decide not to UNSQUISH a program, then you can click on *CANCEL,* and you will be taken back to the DC SQUISH main menu where you can choose one of the other options.

Choose File to UnSquish

FILE SELECTOR
Directory:
E:\DCUTILS\DCSQUISH*.*

Selection: DCSQUISH.PRG

DCSQUISH.PRG

DRIVE:
A B
C D
E F
G H
I J
K L
M N
O P

OK

Cancel
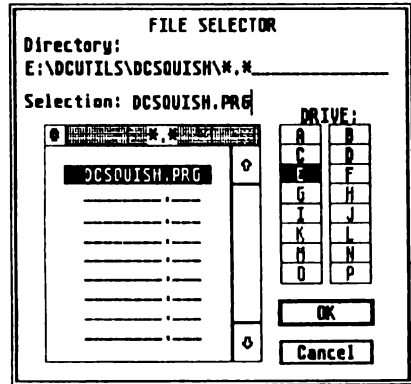
Assuming you have selected a file to UNSQUISH, you will next see a dialog box which reads: *Currently UNSQUISHING* in the center of your screen. DC SQUISH is now analyzing the file, and performing the UNSQUISH decompression.

DC Squish | Currently UNSQUISHING

Once the UNSQUISHing is completed, you will be presented with the system file selector, and a heading across the top of the screen which reads: *Save UnSquished File.*

Select the path and enter the filename you wish to save the UNSQUISHed file to. Click on *OK* to save the UNSQUISHed file, click on *Cancel* to not save the file.

NOTE: The old program name is changed to FILENAME.ZYX, where FILENAME is the same as the originally selected file.

Save UnSquished File

FILE SELECTOR
Directory:
E:\DCUTILS\DCSQUISH*.*

Selection: DCSQUISH.PRG

DCSQUISH.ZYX
DCSQUISH.YYZ

DRIVE:
A B
C D
E F
G H
I J
K L
M N
O P

OK

Cancel

INFO

To get information about a file that has already been SQUISHed, or to check if a file has been SQUISHed, click on the *INFO* button with the left mouse button, or press the [I] key.

Once you have selected *INFO* you will be presented with the system file selector and a heading across the top of the screen that reads: *Squished File Info*

Simply select the file which you wish to get INFO about by either double clicking on the name in the file selector, or selecting the name, then click on *OK* (or press *RETURN* for *OK*).

If you decide not to get INFO about a program, then you can click on *CANCEL*, and you will be taken back to the DC SQUISH main menu where you can choose one of the other options.

```
┌──────────────────────────────────┐
│      Squished File Info           │
├──────────────────────────────────┤
│          FILE SELECTOR            │
│  Directory:                       │
│  E:\DCUTILS\DCSQUISH\*.*          │
│                                   │
│  Selection: DCSQUISH.PRG          │
│                          DRIVE:   │
│  ■ ▓▓▓▓▓*.▓▓▓▓         A   B      │
│                         C   D     │
│  ┌──────────────┐ ⇧    E   F      │
│  │ DCSQUISH.PRG │       G   H      │
│  ├──────:──     │      I   J      │
│  ├──────:──     │      K   L      │
│  ├──────:──     │      M   N      │
│  ├──────:──     │      O   P      │
│  ├──────:──     │                 │
│  ├──────:──     │    ┌──────────┐ │
│  ├──────:──     │    │    OK    │ │
│  ├──────:──  ⇩  │    ├──────────┤ │
│                 │    │  Cancel  │ │
│                 └────┴──────────┘ │
└──────────────────────────────────┘
```
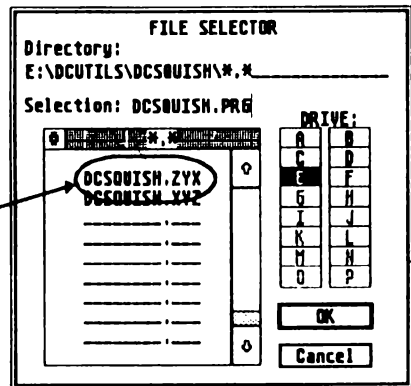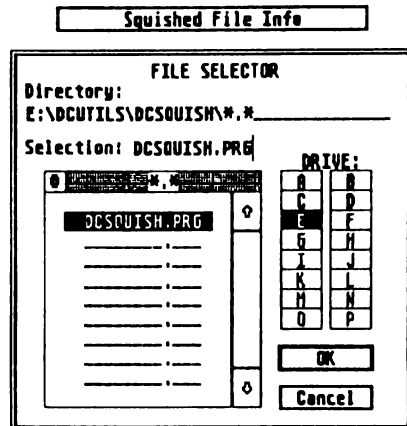
Original Filename:
DCSQUISH

Original Filesize:
38445 bytes

Squished Filesize:
18727 bytes

Percentage: Created with:
39%   DC Squish v1.8

`OK`

Assuming you have selected a file to get INFO on, you will next be presented with the Information Dialog.

In it you will find the Original Filename, Original Filesize, SQUISHed filesize, percentage of SQUISHing, the version of DC SQUISH used to create the program, and iconic representations of the *FAST* and *TPA* buttons directly under the *OK* button. If the [F] is selected, then the *FAST LOAD* bit is set, if [T] is selected then the *TPA* will be cleared before the program begins execution.
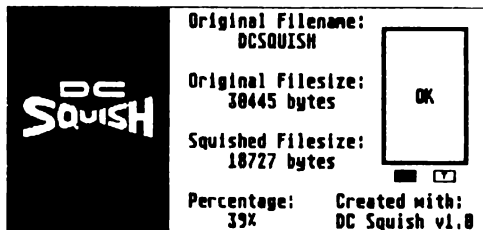
EXIT DC SQUISH

To quit DC SQUISH, click on the *EXIT* button with the left mouse button, press the [E] key, or press the right mouse button any time at

EXIT

DC Squish v1.8

Really Exit?

`Yes` `No`
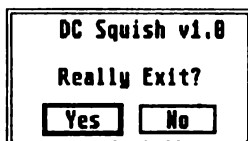
the main menu. If you attempt to EXIT by pressing the right mouse button, an alert will come up inquiring if you really want to EXIT. To EXIT DC SQUISH, click on *YES* or press *RETURN*.

Should an error occur during your use of DC SQUISH, you might be presented with one of several alert boxes. The alerts you might see are:

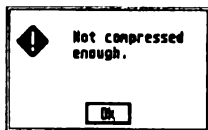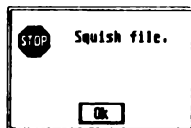| ⚠ Not compressed enough. [Ok] | You have attempted to SQUISH a program, but it was not SQUISHed enough for any space savings. | 🛑 Squish file. [Ok] | The file you have attempted to SQUISH is already SQUISHed. |
| 🛑 Write Error. [Ok] | An attempt was made to save a file to a full disk, the save disk is write protected, or no filename was given for the save. | 🛑 Non-Squish file. [Ok] | You have attemped to get information about a file that is not SQUISHed. |
| 🛑 Non-executable file. [Ok] | You have attempted to SQUISH a file that is not an executable program or desk accessory. | | |
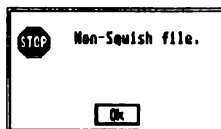
Watch Those SQUISHed Files!

Pay close attention to the files that you have run through DC SQUISH. Certain programs write information back to the original program (such as configuration information containing file paths) and if you have SQUISHed one of these programs, then you will get an error when you attempt to save information which needs to be written back to the original file.

You can, however, save the configuration to the original, then SQUISH the program and you will never have any troubles. The only problem occurs if you try to save the information to a SQUISHed program.

What's What

To avoid any confusion as to what program is SQUISHed, every program that is SQUISHed will display the phrase DCSquish before program execution.

Desk accessories and AUTO folder programs will display on one line like this: DCSquish - filename
where filename is the original filename without the extender.

Other programs will have the DCSquish phrase appear in the menubar before the program starts executing.

DCSquish   DCSQUISH.PRG

Overview

Xtract - select Xtract (button highlighted) to perform an ARC extraction operation. An extraction removes the contents of the ARC file one by one. ARC compression methods recognized are *Crunch, Squeeze, Pack, and Squash.*

Verbose - select Verbose (button highlighted) to see a listing of the contents of the ARC file in verbose mode.

Select ARC function:

```
XTRACT    TEST    VERBOSE

    OK         Exit

                          ?
```

OK - select OK to perform the selected operation of Xtract, Test, or Verbose.

Exit - select EXIT to quit DC Xtract and not perform an operation. You can also use the **right** mouse button.

TEST - select TEST (button highlighted) to test the integrity of the ARC file's contents.

? - select '?' for more information about DC XTRACT.
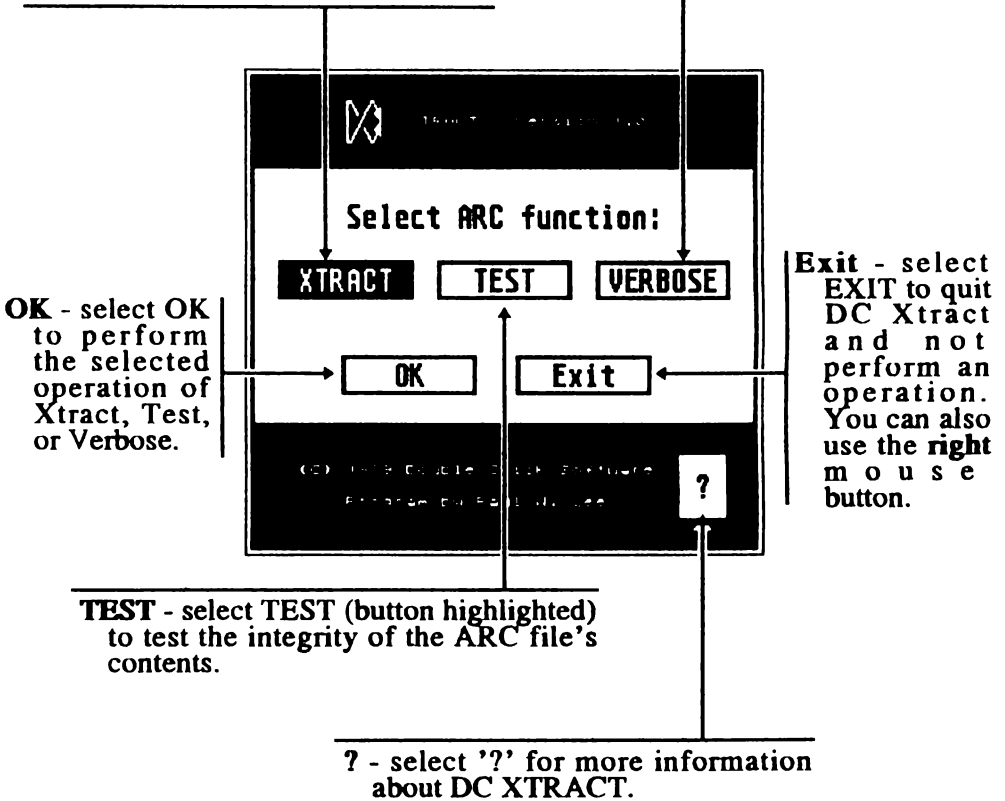
ARC is a method of storing (ARChiving) programs, resource files, text files, any type of file in one single file and also reducing the individual size of the stored files. Example:

Original filename	Original File Size	ARC file name	ARC File Size
TEST.PRG	12000 bytes	TEST.ARC	8762 bytes
TEST.RSC	1536 bytes		

TEST.ARC contents are TEST.PRG and TEST.RSC, but now the file sizes are:
  TEST.PRG = 7787 bytes
  TEST.RSC = 975 bytes
and are stored in one file.

NOTE: DC XTRACT does not create the ARC file, but rather manipulates the contents.

DC XTRACT will allow you to manipulate an ARC file in the following ways:

XTRACT   **T**o extract from an ARC file, select the **X T R A C T** button.

TEST   **T**o test the integrity of an ARC file, select the TEST button.

VERBOSE   **T**o list an ARC file's contents, select the VERBOSE button.

OK   Then select the OK button.

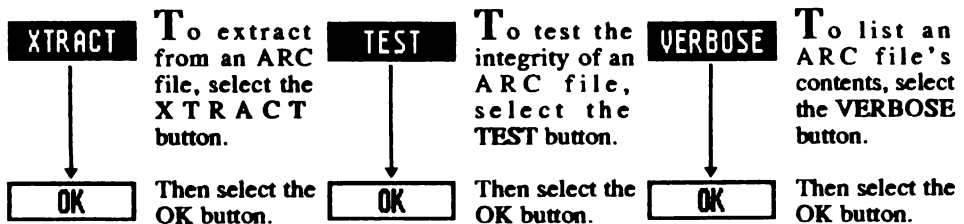**OK**   Then select the OK button.

OK   Then select the OK button.

OK   Then select the OK button.

Once you have done this, you will be presented with the system file selector. Use this first file selector to choose the ARC file to perform the selected operation on.
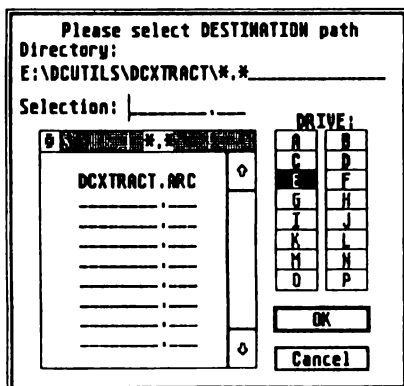
If you chose **XTRACT** then you will be presented with another file selector to select the destination path to write the extracted file(s) to.
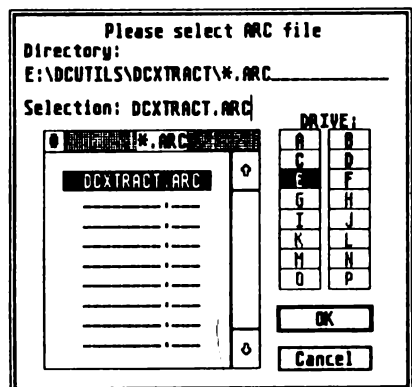
Please select DESTINATION path
Directory:
E:\DCUTILS\DCXTRACT*.*
Selection:
DRIVE:
DCXTRACT.ARC
A B C D E F G H I J K L M N O P
OK
Cancel

Please select ARC file
Directory:
E:\DCUTILS\DCXTRACT*.ARC
Selection: DCXTRACT.ARC
DRIVE:
*.ARC
DCXTRACT.ARC
A B C D E F G H I J K L M N O P
OK
Cancel

(TOS 1.4 file selector shown.)

XTRACT

Extracting file : DC.DOC   CRC ok.
Extracting file : DCXTRACT.ACC CRC ok.

Press mouse button or any key to continue:

OK

On filename conflict, you will see:
    WARNING : DC.DOC already exist! Overwrite it (Y/N)? █
Press [Y] to overwrite the file, press [N] to skip to next file.

TEST

Testing file : DC.DOC   CRC ok.
Testing file : DCXTRACT.ACC CRC ok.

OK   Press mouse button or any key to continue:

VERBOSE   Press [ESC] to abort.

Name	Actual	Storage	SF	Stored	Date	Time	CRC
DC.DOC	2790	Crunched	49%	1449	84/06/89	81:84a	8258
DCXTRACT.ACC	11895	Crunched	36%	7186	84/06/89	88:89a	2854
Total 2 -	13885		38%	8635			

OK

Press mouse button or any key to continue:

?   Click on the '?' for additional information about DC XTRACT.

Send comments or bug reports for DC XTRACT to:

Double Click Software
P.O. Box 741286
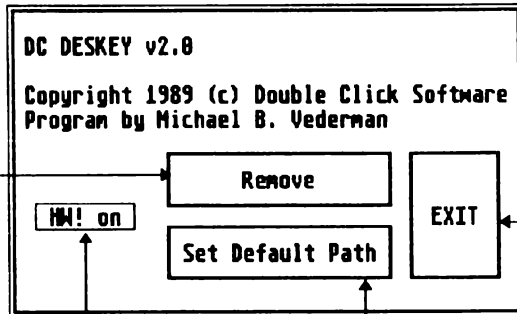Houston, Texas 77274-1286

BBS: (713) 944-8188

Exit   To EXIT DC XTRACT, select the EXIT button, or press the right mouse button while at the main menu.

Additional comments:

Each time you click on OK while holding the **left shift** will toggle between using the **extended** TOS 1.4 file selector and using the **standard** file selector (or **alternate** selector if one is installed).

Remove/Install - this button is a toggle to either remove or install DC DESKEY responding to keystrokes. Select this button to choose the currently displayed option.
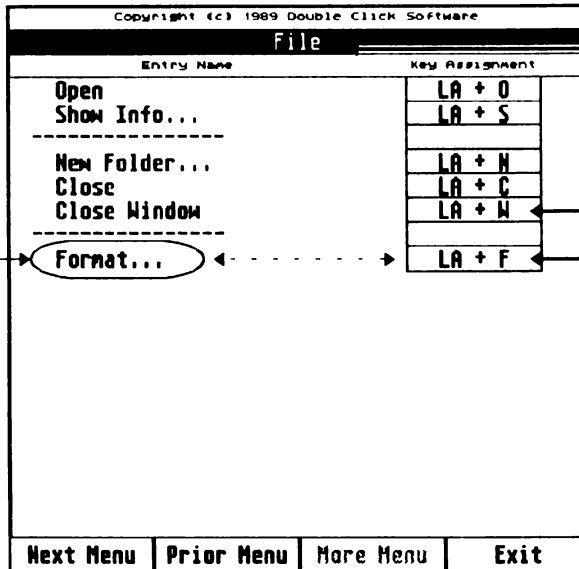
```
DC DESKEY v2.0

Copyright 1989 (c) Double Click Software
Program by Michael B. Vederman

                    ┌──────────────────┐
              ┌────▶ │     Remove       │
  ┌─────────┐ │      └──────────────────┘        ┌──────┐
  │ HW! on  │ │      ┌──────────────────┐        │ EXIT │ ◀──
  └─────────┘ │      │ Set Default Path │        └──────┘
              ▲                          ▲
```

Exit - select this button to exit DC DESKEY configuration. You may also press the **right** mouse button.

HW! on / HW! off - this button is a toggle to switch compatibility with HotWire on or off. Select this button until it displays the setting desired.

Set Default Path - select this to set the directory path where DC DESKEY will find the key assignment files.

Entry Name this is the entry text for the menu shown.

```
        Copyright (c) 1989 Double Click Software
┌──────────────────────── File ────────────────────────┐
│      Entry Name                   Key Assignment      │
│  ┌───────────────────────┐   ┌──────────────────┐     │
│  │ Open                  │   │    LA + O         │     │
│  │ Show Info...          │   │    LA + S         │     │
│  │ ---------------       │   │                   │     │
│  │ New Folder...         │   │    LA + N         │     │
│  │ Close                 │   │    LA + C         │     │
│  │ Close Window          │   │    LA + W    ◀────┼──── │
│  │ ---------------       │   │                   │     │
│  │ ( Format... ) ◀-----▶ │   │    LA + F    ◀────┼──── │
│  └───────────────────────┘   └──────────────────┘     │
│                                                        │
│ ┌──────────┬────────────┬───────────┬──────────┐      │
│ │Next Menu │ Prior Menu │ More Menu │   Exit   │      │
│ └──────────┴────────────┴───────────┴──────────┘      │
└────────────────────────────────────────────────────────┘
```

Menu Title -this is the title of the currently selected menu.

Key Assignment Select this to assign a keystroke to the menu entry directly to the left.

Next Menu - if this button is not disabled, select it to move to the next menu.

Prior Menu - if this button is not disabled, select it to move to the previous menu.

More Menu - if this button is not disabled, select it to see more entries in the current menu.

Exit - select this to exit editing key assignments. You may also press the **right** mouse button.

A bug in GEM (TOS 1.0 and TOS 1.2) will sometimes make a desk accessory *go to sleep*, and not wake up until you *kick start* the DA by selecting its entry from the DESK menu. Basically, a desk accessory can wait for a certain *event* to occur, including a keystroke, a mouse button press, or a passage of a certain length of time. The GEM bug occurs when a desk accessory waits for a length of time to pass, and we call it the *event timer bug*. *Rainbow* TOS 1.4 DOES NOT have this problem.

DC DESKEY 2.0 has a method to work around the *event timer bug*, so the DA will always respond to keystrokes.

```
┌──────┐
│ Desk │ File  View  Options
└──────┘
┌─────────────────────┐
│  Desktop Info...     │
│─────────────────────│
│  DC Deskey 2.0       │
└─────────────────────┘
```

To activate DC DESKEY 2.0, select the menu entry *DC Deskey 2.0* under the DESK menu. When DC DESKEY 2.0 activates, the current menubar displayed will be replaced by the DC DESKEY 2.0 menubar with titles Desk and File.

```
┌──────┐
│ Desk │ File
└──────┘
┌────────────────────────┐
│  About DC DESKEY v2.0   │
│────────────────────────│
│  DC Deskey 2.0          │
└────────────────────────┘
```

```
┌─────────────────────────────────────┐
│ DC DESKEY v2.0                        │
│                                       │
│ Copyright 1989 (c) Double Click Software │
│ Program by Michael B. Vederman        │
│          ┌──────────────┐             │
│          │   Remove     │             │
│ ┌────────┐└──────────────┐┌──────┐    │
│ │ HW! on │               ││ EXIT │    │
│ └────────┘┌──────────────┐└──────┘    │
│          │ Set Default Path│           │
│          └──────────────┘             │
└─────────────────────────────────────┘
```

Certain information used by DC DESKEY 2.0 can be configured. To select the configuration dialog box, select *About DC Deskey 2.0* from under the DC DESKEY menubar Desk. When you have done this, you will see the DC DESKEY configuration dialog centered on your screen.
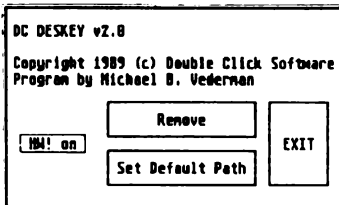
Because of the method HotWire uses to detect an idle state at the desktop, the PREFERRED method for running DESKEY 2.0 at the desktop interferes with HotWire's performance.

```
┌─────────────────────────────────────┐
│            ┌─HOT─┐                    │
│            │WIRE │                    │
│            └─────┘                    │
│ By Charles F. Johnson & John Eidsvoog │
│   Copyright © 1989 CodeHead Software. │
│              Version 1.3              │
└─────────────────────────────────────┘
```

So that HotWire will work at the DESKTOP, we allow you to select HotWire compatibility in the *About DC Deskey* configuration dialog. Select the compatibility button until you see 'HW! on' to allow HotWire hotkeys to work at the GEM desktop.
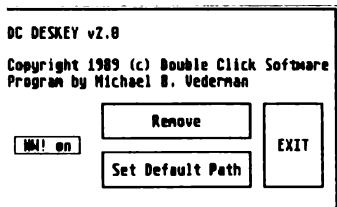
```
┌──────────┐
│  HW! on  │
└──────────┘
```

NOTE: Selecting HotWire compatibility on (*HW! on* showing) will circumvent the DC DESKEY event timer bug fix, so that DC DESKEY may sometimes fall asleep.

When the button reads *HW! off* the GEM bug work-around is in place. This is the PREFERRED method of running DC DESKEY 2.0, since the DA will never fall asleep. However, if you need to use HotWire then select 'HW! on' when at the desktop.

IMPORTANT NOTE: When you save the DC DESKEY 2.0 configuration for a program, you can also save the HotWire configuration to be used when in that program. Therefore, since HotWire is only useful at the desktop, you can select *HW off* when in all programs, and never worry about the GEM bug biting you inside a program.

When you run a GEM program, DC DESKEY 2.0 will automatically load in the key
ssignments you have made for that program's menu (if they exist). In order to do this,
)C DESKEY must know where to find these key assignments, which are stored in .DSK
les. You can have DC DESKEY 2.0 load the .DSK files from oneof two places, either
'here the actual program resides, or from a centrally located directory path.

```
DC DESKEY v2.8

Copyright 1989 (c) Double Click Software
Program by Michael B. Vederman

           Remove
[ WW! on ]          EXIT
       Set Default Path
```

To set the .DSK path, select the option *Set Default
Path* from the *About DC Deskey* dialog, and you will
be presented with another dialog box asking you to
either set the default path, use the program's path, or
exit.

Ise **Program's Path** - selecting
this will cause DESKEY 2.0 to
save and load the .DSK files
from the same directory that
the program you are currently
executing resides. Choosing
this option will clear the

```
Current Default Path:

C:\DESKEY\

[ Use Program Path ]  [ Set Default Path ]  [     Exit     ]
```

currently defined path displayed in the *Set Default Path* dialog.
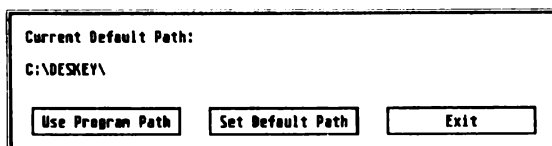
et Default Path - selecting this will allow you to assign a path which DESKEY 2.0 will
use to save and load all .DSK files. You will be presented with a file selector which
you can use to go to, and set the path. Click on *OK* when you are in the desired path,
click on *Cancel* if you do not wish to set the default path.

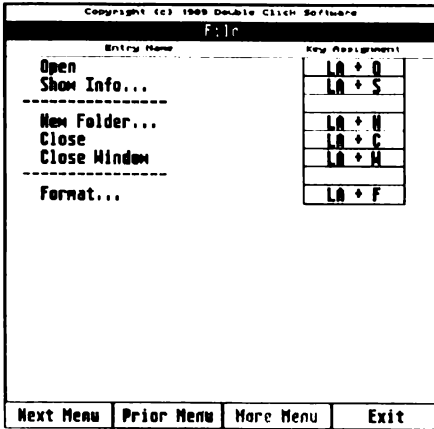**I**xit - exit this dialog

```
[       Remove       ]
```

If you do not want DC DESKEY 2.0 to respond to the menu key
assignments, then you can turn it if by selecting *Remove* from the
About DC Deskey 2.0 dialog. Selecting this

utton will toggle its display to read *Install*. To allow DC DESKEY
!.0 to respond to menu key assignments, select the button again so
hat it displays *Remove*.

```
[       Install       ]
```

```
▶esk  File
      Edit menu bar entries
      Save GEMDESK.DSK
      ----------------------
      Quit
```

To assign the keystrokes you want to use to
call up a particular menu entry, select *Edit menu
bar entries* from under the DC DESKEY 2.0
FILE menu.

```
        Copyright (c) 1989 Double Click Software
┌─────────────────────────────────────────────┐
│                    File                       │
│      Entry Name              Key Assignment   │
│  Open                          LA + O         │
│  Show Info...                  LA + S         │
│  ----------------                             │
│  New Folder...                 LA + N         │
│  Close                         LA + C         │
│  Close Window                  LA + W         │
│  ----------------                             │
│  Format...                     LA + F         │
│                                               │
│                                               │
│                                               │
│                                               │
│                                               │
├───────────┬────────────┬───────────┬─────────┤
│ Next Menu │ Prior Menu │ More Menu │  Exit   │
└───────────┴────────────┴───────────┴─────────┘
```

Once you have selected *Edit menu bar entries* you will be presented with a display of the first menu from the program (assuming you have not already selected this option - if you have, the display will reflect the last editted menu) including all the menu entries within that menu.

On the **right-hand** side of the edit dialog are the current *key assignments* for the corresponding *menu entries* on the **left-hand** side.

The keystroke assignment is represented by:

⇑ CLAR + <key>

where:

    ⇑ is the *CAPS LOCK* indicator
    C is the *Control* key
    L is the *Left Shift* key
    A is the *Alternate* key
    R is the *Right Shift* key, and
    + <key> is the base keystroke

```
         Key Assignment
      ┌──────────────────┐
      │     LA + O        │
      ├──────────────────┤
      │     LA + S        │
      ├──────────────────┤
      │     LA + N        │
      ├──────────────────┤
      │     LA + C        │
      ├──────────────────┤
      │     LA + W        │
      │                   │
      ├──────────────────┤
      │     LA + F        │
      └──────────────────┘
```

For example, LA + S indicates the *left shift + alternate + S* keys at the same time. You can select from over 2000 possible key assignments.

Assigning the keystrokes is acheived by clicking on the *key assignment* box to the right of the menu entry you wish to define. When you have selected the desired box you will be prompted to press the keystroke assignment you wish to assign to that menu entry. Simply press the desired keystroke (you can toggle the *Caps Lock*), and its abbreviated representation will be shown. Press space to cancel input, alt+space to clear the current entry.

```
┌────────────────────┐
│ Press the desired  │
│ key combination.   │
└────────────────────┘
```

```
┌────────────┐
│ Next Menu  │
└────────────┘
```
To move on to the next menu, select *Next Menu* (if it is not disabled). To go back to a previous menu, select *Prior Menu* (if it is not disabled).
```
┌────────────┐
│ Prior Menu │
└────────────┘
```

If the current menu contains more entries than can be displayed on one screen, you will be able to select the *More Menu* button to see the next screen of menu entries. You can keep
```
┌────────────┐
│ More Menu  │
└────────────┘
```
selecting the button, and DC DESKEY 2.0 will merely cycle through all the entries in that menu and will eventually return you back to the original first screen for that menu.

```
┌────────────┐
│   Exit     │
└────────────┘
```
Select *Exit* or press the right mouse button to exit the *Edit menu entries* dialog.

Saving .DSK File

```
Edit menu bar entries
Save GEMDESK.DSK
- - - - - - - - - - - - - - - - - - - -
Quit
```

To save the key assignments for the program you are currently running, simply select the menu entry *Save FILENAME.DSK* from the DC DESKEY 2.0 menu bar FILE. The filename shown will change for each program you are in. The name shown will be constructed from the FILENAME portion of the program you are executing, with .DSK appended to it. The GEM desktop file is named **GEMDESK.DSK** and also contains configuration information of the default path and HotWire compatibility mode for the desktop.

GEMDESK.DSK is loaded only once when you boot up, and gets saved internally so that every time you return to the desktop the configuration is remembered.

Chaining to programs (from a shell or from one program to another) will work just fine, and DC DESKEY 2.0 will load in the .DSK file for each program executed.

Dc DESKEY 2.0 also has support for calling desk accesories via keystrokes. The following key assignments are hard coded into DC DESKEY 2.0 for calling DAs:

LA + 1 : desk accessory 1 in **DESK** menu
LA + 2 : desk accessory 2 in **DESK** menu
LA + 3 : desk accessory 3 in **DESK** menu
LA + 4 : desk accessory 4 in **DESK** menu
LA + 5 : desk accessory 5 in **DESK** menu
LA + 6 : desk accessory 6 in **DESK** menu

If you assign these keystrokes in the .DSK file currently in use, then the above assignments will be ignored for that program.

DC DESKEY 2.0 also has keystroke assignments for itself:

CLAR + D : Call DC DESKEY 2.0 *(can be called from GEM programs without menu bars, but be careful! — gives access to DAs too)*
LA + A : About DC DESKEY 2.0 configuration dialog
LA + E : Edit menu bar entries
LA + S : Save menu bar key assignments
LA + Q : Quit DC DESKEY 2.0

Additionally, DC DESKEY 2.0 has warm and cold boot keys:

CA + Del : warm boot
CAR + Del : cold boot

Using DC SEA

DC SEA (Self Extracting Arc) allows you to make an executable program from an ARC file that will allow you to extract or list the contents. DC SEA is extremely easy to use, and is prompt driven the entire run of the program.

Begin by executing DCSEA.PRG. The screen will be cleared, and you will be presented with an alert box telling you a little about DC SEA. After you have gawked at this amazing sight, select the *OK* button to move on to the next part of DC SEA.
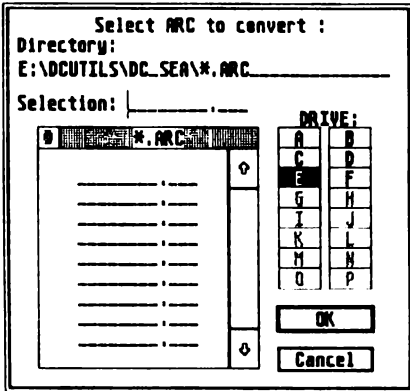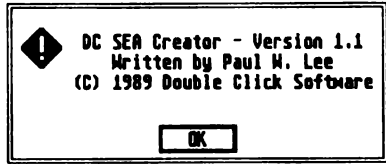
```
DC SEA Creator - Version 1.1
     Written by Paul W. Lee
(C) 1989 Double Click Software

            OK
```

After you are past the introduction screen, you will immediately be presented with the system file selector (or alternate file selector if one is installed). From this file selector, you should choose the name of the .ARC that you wish to convert into a DC SEA file.

Select the file by double clicking on the name in the file selector, or selecting the name, then click on *OK* (or press *RETURN* for *OK*).

If you decide not to create a DC SEA file, then you can click on *CANCEL* and you will be asked if you want to create another file.

Assuming that you have selected an .ARC file to convert, you will next be presented with the system file selector, asking you to define the path and enter the filename for the DC SEA file.

Select the path to write the file to, and enter a filename for the DC SEA file. Next click on *OK* (or press *RETURN* for *OK*) to write the DC SEA file.

If you decide not to create a DC SEA file, then you can click on *CANCEL* and you will be asked if you want to create another file.
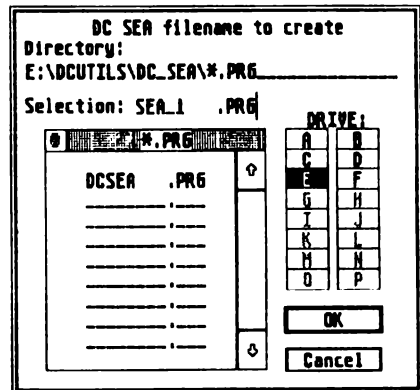
Creating DC SEA file : SEA_1.PRG
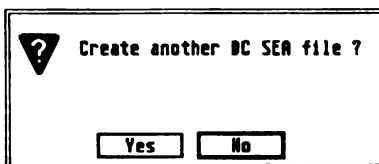
Once you have selected *OK* the designated file will be created in the path chosen.
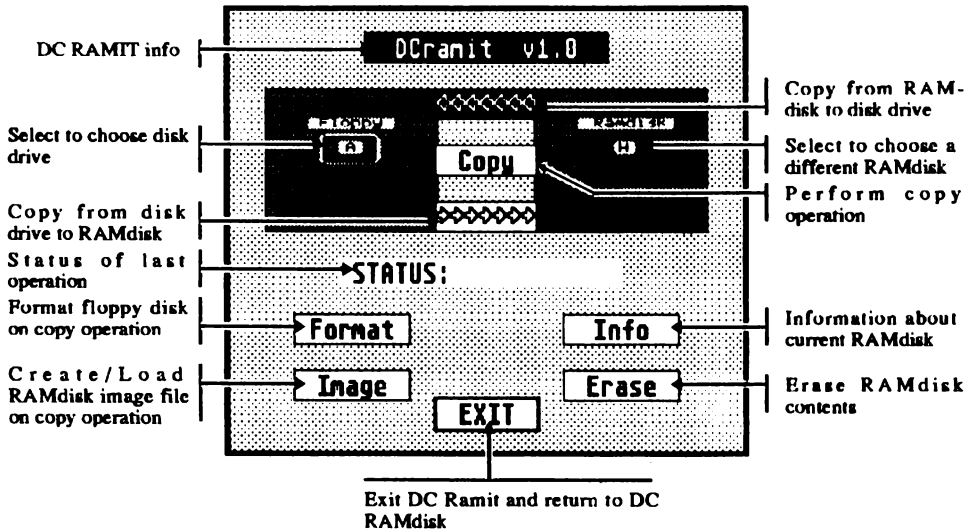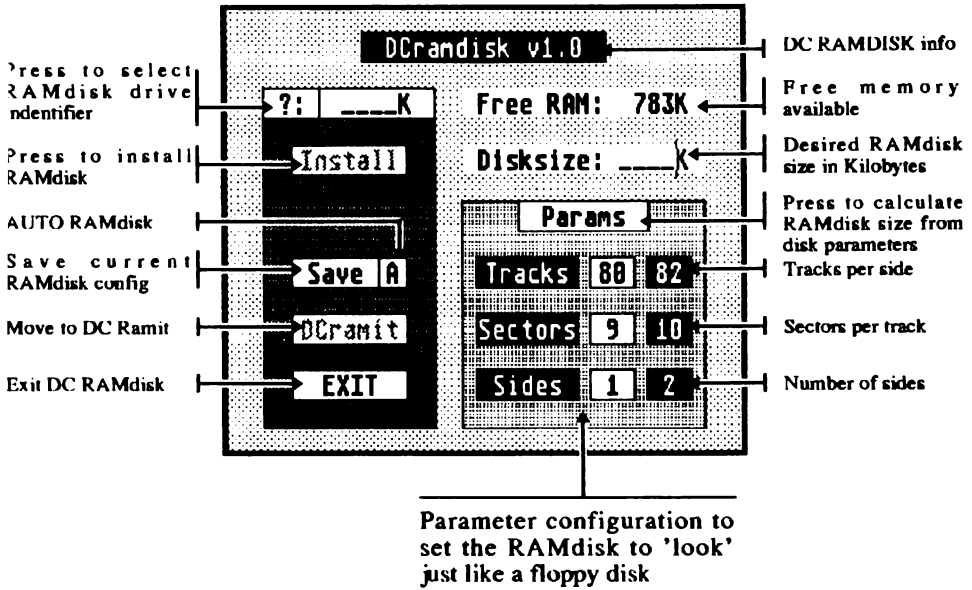
After the file is created you will be presented with an alert box asking if you want to *Create another DC SEA file*. Select *YES* to create another DC SEA file, select *NO* to quit DC SEA.

◼ DC SEA Files

To run a DC SEA file, simply execute the program normally. When you have done this, you will be presented with an alert box asking you to select the function of either extracting or listing the contents of the file. You do not need ARC.TTP to do this.

```
        DC SEA - Version 1.1
        Written by Paul W. Lee
(C) 1989 Double Click Software

      Please select function :
  [ Extract ] [ Verbose ]  [  Exit  ]
```
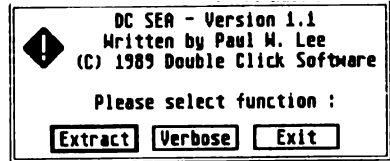
Extract   **S**elect *Extract* to remove and restore the contents of the DC SEA file to the original files. To select *Extract* click on *Extract* or press *RETURN*.

```
            FILE SELECTOR
Directory:
 E:\DCUTILS\DC_SEA\*.*_____

 Selection: |_____.___
                           DRIVE:
   [░░|▓▓▓▓|░*.*░░|▓▓▓▓]   A    B
                           C    D
    DCSEA   .PRG    ⬆       E    F
    SEA_1   .PRG            G    H
    _____:___            I    J
    _____:___            K    L
    _____:___            M    N
    _____:___            O    P
    _____:___
    _____:___          [   OK   ]
    _____:___   ⬇
                       [  Cancel  ]
```
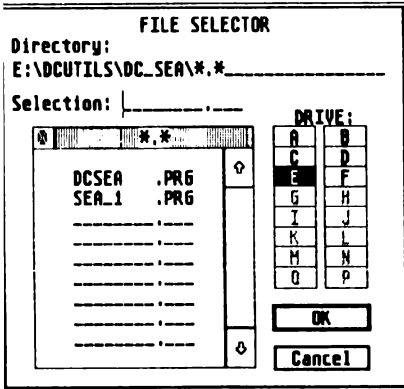
Once you have selected *Extract* you will be presented with the system file selector.

Choose the directory path that you wish to extract the files to.

Once you have selected the desired path, click on *OK*, or press *RETURN* to choose *OK*.

If you do not want to extract the files, select *CANCEL*.

Once you have selected *OK*, the files will be extracted, and a listing of the files as they are extracted will be displayed on screen. After extraction, press any key to exit the program.

```
Extracting : DC.DOC        OK
Extracting : DCXTRACT.ACC            OK

Press any key
```

Verbose   **I**f you wish to view the contents of the DC SEA file, select *Verbose* by clicking on the *Verbose* button.

A display of the DC SEA file contents will appear on screen. After you are finished viewing the listing, press any key to return to the *Select function* alert box.

```
Press [ESC] to abort.

Name          Actual   Stored   Type      Date      Time
============  =======  =======  ========  ========  ======
DC.DOC           2790     1449  Crunched  04/06/89  01:04a
DCXTRACT.ACC    11095     7186  Crunched  04/06/89  00:09a
============  =======  =======  ========  ========  ======
Total    2  -   13885     8635

Press any key
```

Exit   **C**lick on the *Exit* button to quit the DC SEA created program.

DC Desk Organizer

Dc Desk Organizer allows you to make an executable program from a DESKTOP.INF file that will allow you to change the appearance of the GEM desktop instantly!

Begin by executing **DCDSKORG.PRG**. The screen will be cleared, and you will be presented with an alert box telling you a little about DC Desk Organizer.
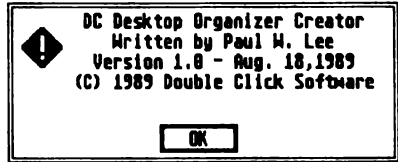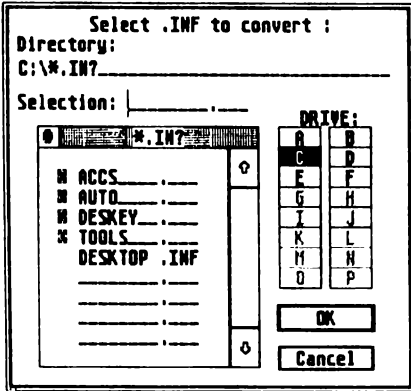
```
        DC Desktop Organizer Creator
  ●       Written by Paul W. Lee
            Version 1.0 - Aug. 18,1989
           (C) 1989 Double Click Software

                  [  OK  ]
```

After you are past the introduction screen, you will immediately be presented with the system file selector (or alternate file selector if one is installed). From this file selector, you should choose the name of the .INF that you wish to convert into a DC Desk Organizer file. We suggest that you create several different DESKTOP.INF files, but rename them after you have created them (such as DESKTOP.IN1, DESKTOP.IN2, etc).

```
         Select .INF to convert :
Directory:
C:\*.IN?
Selection: |
                                    DRIVE:
  ● [    *.IN?     ]          A   B
                              C   D
   H ACCS___.___       ⇧      E   F
   H AUTO___.___              G   H
   H DESKEY_.___              I   J
   * TOOLS__.___              K   L
     DESKTOP .INF             M   N
   _____.___                  O   P
   _____.___              [    OK    ]
   _____.___        ⇩
                          [  Cancel  ]
```

Select the file by double clicking on the name in the file selector, or selecting the name, then click on *OK* (or press *RETURN* for *OK*).

If you decide not to create a DC Desk Organizer file, then you can click on *CANCEL* and you will be asked if you want to create another file.

Assuming that you have selected an .ARC file to convert, you will next be presented with the system file selector, asking you to define the path and enter the filename for the DC Desk Organizer file.

Select the path to write the file to, and enter a filename for the DC Desk Organizer file. Next click on *OK* (or press *RETURN* to choose *OK*) to write the DC Desk Organizer file.

If you decide not to create a DC Desk Organizer file, then you can click on *CANCEL* and you will be asked if you want to create another file.

```
       Enter .PRG filename to create
Directory:
E:\DCUTILS\DCDSKORG\*.PRG
Selection: DESK1    .PRG|
                                    DRIVE:
  ● [    *.PRG     ]          A   B
                              C   D
    DCDSKORG.PRG      ⇧       E   F
   _____.___                  G   H
   _____.___                  I   J
   _____.___                  K   L
   _____.___                  M   N
   _____.___                  O   P
   _____.___              [    OK    ]
   _____.___        ⇩
                          [  Cancel  ]
```
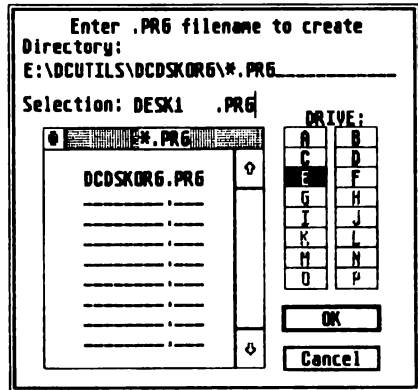
Creating .PRG file : DESK1.PRG

```
   ?    Create another DC Desktop
  ▼     Organizer file ?

        [  Yes  ]   [  No  ]
```

Once you have selected *OK* the designated file will be created in the path chosen.

After the file is created you will be presented with an alert box asking if you want to *Create another DC Desk Organizer file*. Select *YES* to create another DC Desk Organizer file, select *NO* to quit DC Desk Organizer creator.

DCrandisk v1.0

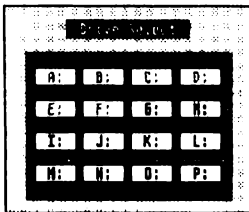Press to select RAMdisk drive identifier

?: ____K

DC RAMDISK info

Free RAM: 783K

Free memory available

Press to install RAMdisk

Install

Disksize: ____K

Desired RAMdisk size in Kilobytes

AUTO RAMdisk

Params

Press to calculate RAMdisk size from disk parameters

Save current RAMdisk config

Save A

Tracks 80 82

Tracks per side

Move to DC Ramit

DCramit

Sectors 9 10

Sectors per track

Exit DC RAMdisk

EXIT

Sides 1 2

Number of sides

Parameter configuration to set the RAMdisk to 'look' just like a floppy disk

---

DC RAMIT info

DCramit v1.0

Copy from RAM-disk to disk drive

Select to choose disk drive

A

Copy

H

Select to choose a different RAMdisk

Copy from disk drive to RAMdisk

Perform copy operation

Status of last operation

STATUS:

Format floppy disk on copy operation

Format

Info

Information about current RAMdisk

Create/Load RAMdisk image file on copy operation

Image

Erase

Erase RAMdisk contents

EXIT

Exit DC Ramit and return to DC RAMdisk

DC RAMdisk is the fastest RAMdisk available for the Atari ST! DC RAMdisk is also the *only* RAMdisk that can be `DCrandisk v1.0` configured to *look* just like a floppy disk drive, with real sides, sectors, and tracks! Additionally, combined with DC RAMIT, you have a powerful combination that allows for fast disk copying, and quick loading of the RAMdisk with the same contents.

First of all, DCRAMIT.ACC can also be named to DCRAMIT.PRG, thereby allowing you to run it as a program. **When run DCRAMIT as a program, if you allocate a RAMdisk from within the program, *the RAMdisk will be removed when you exit DCRAMIT program.***

Begin by running DCRAMIT as a program, or selecting DCRAMIT from the DESK menu (when run as a desk accessory).

Next select the drive identifier which you wish to have the RAMdisk installed as. Select the ?: button, and you will be presented with a dialog box with the drive letters A: through P: for you to choose. If a letter is disabled then you are unable to use that drive identifier, otherwise click on the drive you want. The ?: will become the drive letter chosen.
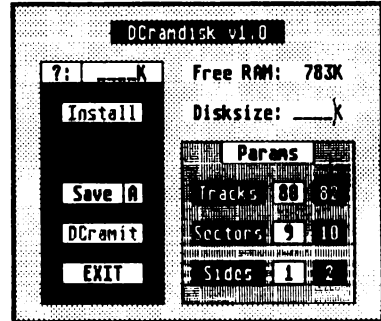
When you have selected the drive, you can next configure the RAMdisk size. This can be accomplished two ways. One way is to select the floppy disk sides, sectors, and tracks that you want the RAMdisk to look like. Simply select the desired combination by clilcking on the tracks (80 or 82), sectors (9 or 10), and sides (1 or 2). Once you have selected the type of 'floppy RAMdisk' parameters you want. Select the *Param* button to have DC RAMDISK determine the amount of kilobytes the selected parameters will require.
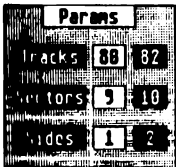
Free RAM: 783K

Disksize: 8360K

If the total *Free RAM* is less than the *Disksize* `[Install]` that has been calculated, then select the *Install* button to install the RAMdisk.
    NOTE: the RAMdisk is not reset-proof if installed this way.

You will then be prompted to confirm that you really want to install the RAMdisk. If you are sure, select *YES* to install the RAMdisk, otherwise select *NO* to not install it.
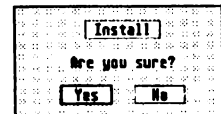
The RAMdisk can also be configured by simply entering the size in Kilobytes that you want the RAMdisk to be. Again, you can not allocate a **Disksize: 8360K** RAMdisk larger than the amount of *Free RAM* displayed.

Be sure to install a drive icon on the GEM desktop for the RAMdisk you ust created, if you want to access that RAMdisk from the desktop.

Once you have installed the RAMdisk, the *Install* button will disappear, and a *Remove* button will show up in the main menu. Also, the size of the RAMdisk will be shown to the right of the RAMdisk drive identifier, and the *DCramit* button will become selectable.

Should you want to have the same RAMdisk installed everytime you bootup, select the *A* button next to *SA VE*. This is the *AUTO create* button. Next click on the *SA VE* button, and the file *DCRAMIT.INF* will be created which contains the RAMdisk info. This file should be on the

Save **A**

ROOT directory of your bootup disk. If you just want the RAMdisk parameters remembered on each bootup, then don't select the *A* button, before clicking on *Save*.

DCramit

You can now move to the DC RAMIT portion by simply clicking on the *DCramit* button.

DC RAMIT allows for manipulation of the DC RAMdisk like no other utility available. From DC RAMIT you can sector copy the RAMdisk to a floppy disk, and you can DC RAMIT format the floppy disk before copying. Or you can sector copy from a floppy to the RAMdisk. You can save the entire contents of the RAMdisk to one file. You can even load the RAMdisk contents from one file. Plus, you can get information about the RAMdisk (to see what kind of floppy it *looks* like). And you can completely erase the contents of the RAMdisk.
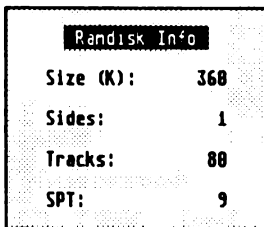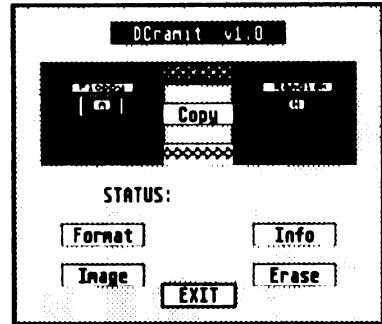
For information about the RAMdisk, select the *Info* button. You will then be presented with a dialog box which displays the RAMdisk size in Kilobytes, the number of floppy disk sides, tracks, and sectors per track (SPT) the RAMdisk looks like.
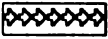
Press the right mouse button to exit from the info dialog.

Randisk Info	
Size (K):	360
Sides:	1
Tracks:	80
SPT:	9

Copy

Image

You have several choices when you want to perform the copy operation using DC RAMIT. You can perform a sector copy (which is just like the GEM desktop disk copy operation) to or from the DC RAMdisk. You can even have DC RAMIT format the floppy disk   before copying. You can also save or load the entire DC **Format** RAMdisk contents to/from one file.
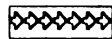
When performing a copy operation you have the choice of either performing a sector copy or an image copy. In either case, you must decide whther you wish to copy **from the** RAMdisk or **to** the RAMdisk. To copy **from the floppy disk** to the RAMdisk, select the arrows pointing right, to copy **from the RAMdisk** to the floppy disk select the arrows pointing left.

Once you have decided which direction to copy, you can select the source and destination drive. Either select the *Floppy* icon to toggle between drive A: and B:, or select the *RAMdisk* icon to choose the RAMdisk drive.

Now that you have set the above parameters for the copy, simply select the *copy* button to begin the operation. When you press the *copy* button, you will be presented with a dialog box asking you to confirm the operation. Select *Yes* to perform the copy, select *No* to not perform the copy.
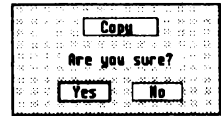
A sector copy will copy only those sectors which the RAMdisk is configured for. For example, if you have the *RAMdisk configured to be only 40 tracks*, then copying from a floppy will only copy the first 40 tracks to the RAMdisk. Copying to the floppy would only copy to the first 40 tracks. You can format the destination floppy disk before performing the sector copy by selecting the *Format* button. This will cause the destination disk to be formatted to the **same specifications** as the RAMdisk. The *Format* button has no effect when copying from the floppy disk.

To save the contents of the RAMdisk to one file, select the *Image* button before performing the copy operation. Performing an image copy will *always* present you with the system file selector. When copying from the floppy to the RAMdisk, choose the file which will be overlayed directly into the RAMdisk. When copying from the RAMdisk to the floppy disk, enter a filename, or select an already created file to save the entire contents of the RAMdisk to. Saving the entire contents to one file **greatly reduces** the amount of time required to load the RAMdisk with the same contents.

NOTE: An image copy is **not the same** as copying a file to the RAMdisk from the desktop. An image copy is the same as performing a disk copy, only the contents of the disk are stored in one file.

STATUS: **U**pon completion of the disk copy operations, you will see the operation status displayed on the DC RAMIT screen.

EXIT **T**o exit DC RAMIT, select the *EXIT* button, or press the right mouse button.

Erase **S**elect *Erase* to completely erase the contents of the RAMdisk. You will be asked to confirm the erase operation.

DC RAMIT also comes with a companion program designed to run from your AUTO folder. DCRAMDSK.PRG is a reset-proof RAMdisk which can be configured similarly to the DC RAMIT RAMdisk.

To configure the reset-proof RAMdisk, you need to install a desktop drive icon for the RAMdisk you want installed as reset-proof. The icon name must be constructed like:

Icon name:
    DCS?????
where ????? can be:

Configure DC RAMdisk with (TT) tracks, (S) sectors, and (s) sides

always an underscore

    number of tracks (can be any numbe from 1 to 99!)

      hexidecimal sector count (0-F = (1-15 decimal))

        number of sides (1 or 2)

_TTSs

DCS_80A1

Example:
_80A1 = 80 tracks, 10 sectors, 1 side (DCS_80A1)

Configure DC RAMdisk with 10 sectors of n Kilobytes

always a space

    always zero

      size of RAMdisk on Kilobytes

####

DCS 0400

Example:
0400 = 400K, 10 sectors, >475K=2 sides (DCS 0400)

Configure DC RAMdisk with 9 sectors of n Kilobytes

always a space

    always an underscore

      size of RAMdisk on Kilobytes

_###

DCS _360

Example:
_360 = 360K, 9 sectors, >475K=2 sides (DCS _360)

When DC RAMdisk sees this entry in your DESKTOP.INF file, the RAMdisk drive will be created using the parameters in the icon name and the drive installed.

Press the CONTROL key on bootup to disable the DC RAMdisk installation.