

DC UTILITIES Version 2.0





Bring Some Life to Your Atari ST!

Owners Manual

Version 2.0

Programs by

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Manual by Michael B. Vederman

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Preface

Thank you for purchasing the DC Utilities 2.0 package.



DC UTILITIES 2.0 is a collection of several different programs we have spent endless hours writing and perfecting to assist you in many areas of Atari computing. All are designed to save you time and money; giving you extreme power without paying a huge price.

In this package, you will find the programs:

DCX_PLUS.PRG DCSQUISH.PRG DESKEY30.ACC DCXTR10.ACC DCFRZFRM.PRG DCRAMIT.PRG DCRAMDSK.PRG DCSEA.PRG DCDSKORG.PRG

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



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

You can reach us a variety of ways:

DCS Office: (713)977-6520 DCS BBS: (713)944-0108

Online:

GEnie: DOUBLE-CLICK (CATegory 30 in ATARI ST RT) Compuserve: 75300,577 (GO ATARIVend, area 13)

Usenet: uace0@menudo.uh.edu

BE SURE TO REGISTER!



Be sure to send in your registration card to get full support of your DC UTILITIES 2.0, 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.IST

AN IMPORTANT MESSAGE FROM US TO YOU

Your support of our previous products and shareware has given us the incentive to continue 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

Believe it or not, the very first day we release software, it becomes available on pirate BBSes all over the United States and abroad. This hurts us alot.



But, we have been able to track down the persons responsible and have made them pay for their actions.



If you do decide to pirate our software, understand you have a better than average chance of getting caught. The Atari developer community in the US now has access to a large base of pirate BBSes and is taking actions to catch the people who run them and use them.



It's not that difficult to catch someone, and you are in just as much risk by logging onto a pirate BBS as the person running the BBS.

Getting Started

This manual is divided into chapters explaining each of our programs on the DC UTILITIES 2.0 disk.

Icons at a Glance

On the outside margin of each page you will see icons representing the actions which are being described in that section. Icons depicting a mouse indicates actions using the mouse; the keyboard indicates keyboard input or shortcuts, for example.

Pay particular attention to some icons, because they point out an important note or a hint. These icons are:



A note



An important note



A very important note



A hint

Manual Notation

Here are a few explanatory notes about this manual:



Keynames The names of keys are spelled out in this manual (for example, <CONTROL>, <ESCAPE>, <LEFT SHIFT>) and appear in capital letters enclosed in angle brackets. The key caps on your keyboard may abbreviate or represent the keys differently.

Key Combinations A plus sign (+) used between two keynames indicates that those keys must be pressed at the same time. For example, "Press <ALT>+<SPACE>" means that you press the <ALTERNATE> key and hold it down while you press the <SPACE> bar and release it. Then release the <ALT> key.

What You Type In this manual, anything that you should type verbatim is printed in italic. For example, in a procedure, if you're asked to type a filename or directory name called EXAMPLE, what you actually type is shown in italic: *EXAMPLE*. Upper- and lower-case may be important in some cases.

operations:	The following definitions are used to describe mouse	/
To	Do this	
Point	Move the mouse until the tip of the pointer rests on what you want to point at.	
Click	Quickly press and release a mouse button.	
Drag	Press a mouse button and hold it down while moving the mouse.	
Double click	Click the mouse button twice in rapid succession.	
	To click an object means to point to that object on the screen (an icon or menu name, for instance) and click the mouse button.	

Mouse Terms. The following definitions are used to describe mouse

What's in a Name

Throughout this manual, we will use the words directory, subdirectory, folder and path. All these terms ultimately specify a folder somewhere in your system.



C:\DIR I\MYFOLDER\

Path is the complete list showing you where a particular folder is, in this example the folder C:\DIR I\MYFOLDER.

Directory is another name for **folder** (MYFOLDER).

Sub-directory refers to a folder within a folder. In the above example, *MYFOLDER* is a sub-directory of *DIR1*, but it is still a directory/folder.

ROOT Directory refers to the directory you see when you first open up a disk drive window. To copy a file to the ROOT directory, simply drag the file to the appropriate disk drive icon.

Creating a Directory/Folder ≥To create a new folder at the GEM desktop, do these:

- I Select the FILE menu and choose the NEW FOLDER command.
- [2] Enter the filename.
- [3] Choose OK or press < RETURN>

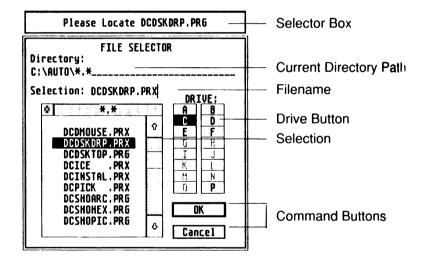
Using the Item Selector



Certain operations will require you to find a file or locate a folder somewhere on your disk system. In these instances, you will be presented with the item (or file) selector.

The file selector is built into GEM, but you might have a replacement file selector installed. Some popular replacement selectors are called UISIII.PRG, LGFSEL18.PRG or FSEL60.PRG. They provide enhancements and additional flexibility not allowed from the standard file selector. Please refer to the user's manual for their operation.

The parts in the file selector are similar amongst all the item selectors:



In addition to the file selector, a **selector box** will appear above the file selector (or text will appear in the file selector) to remind you of the file or directory you should locate.

>When asked to enter or locate a file, do this:



- Use the file selector to find it.
- 2 Select the filename to use, or type in a filename.
- [3] Choose the **OK** button, or press **<RETURN>**.

>With the mouse, you can select and open a file listed in the file selector in one step:



Double click the filename of the file you want to use

When you are asked to locate a directory, follow these steps:

- I Find the directory.
- 2 Enter the directory by choosing it (name appears on the directory line).
- 3 Choose the OK button, or press <RETURN>.

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

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.

Desktop Several programs can only run from the GEM desktop. Simply double clicking on the program will execute it and access its features.

Desk 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 (A: or C:). They are loaded in AFTER the AUTO folder programs, but BEFORE the GEM desktop appears.

Multiple Programs that are multiple can be run 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.

Installation

Before you start using DC UTILITIES, you should be familiar with your computer and its user's manual. You need to know how to turn the computer on, which disk drive is drive A, and what keys you press to reset, or "boot," your computer.

DC Utilities can run on any Atari ST computer with a minimum of 512K of memory and one single-sided disk drive. DC Utilities are 100% compatible with all versions of Atari TOS/GEM.

Step 1: Make a Backup Disk



None of the DC Utilities 2.0 programs are copy-protected. Before you get started, we suggest that you make an archival backup of the DC UTILITIES 2.0 master disk. You may do this by copying the files one-by-one onto another disk, or by using the desktop disk copy function.

Step 2: Register the programs

Before you can install any of the DC Utilities, you must register them using the *DCU_REG.PRG* program on the disk. The programs will remain unexecutable until you register the disk.



>To register your DC Utilities, do the following:

- Execute the program *DCU_REG.PRG* on your MASTER disk. You will be presented with a dialog box with blanks for your name, address, city, state, zip code and country.
- [2] Fill in the blanks and click on **REGISTER**. You will be prompted to insert your **MASTER** disk.
- 3 Insert your MASTER disk and press < RETURN>
- 4 You may now use the programs.



NOTE If you can not find the *DCU_REG.PRG* program on your disk, then we have preregistered your copy. You will not need to fill out your registration card, since we already have all the information.

NOTE DCU REG.PRG will delete itself once you register your programs on the master disk.

Step 3: Send in Your Registration Card

We've said it before and we'll say it again.

SEND IN YOUR REGISTRATION CARD!



It's easy!

>To fill out your registration card, do the following:

- 1 Locate your registration card.
- [2] Locate a pen or pencil.
- [3] Fill in your name, address, city, state, country, zip, and the product purchased.
- A Next check the box indicating where you heard about our product and where you purchased our product.
- After that, please rate our software by circling one of the rating choices: Poor, Fair, Good, or Excellent.
- Then, answer the following next two questions by circling either YES or NO; Would you buy more of our software? and Was the documentation clear?
- After circling the final YES, you can fill in some comments, ideas or suggestions. We are always glad to hear from you.
- 8 Be sure to fill in the serial number. You can find it on the front of your disk next to the text: Serial #



[9] Finally, place the registration card in a mailbox. You don't have to place any postage on the card either. All we need from you is the effort of filling out the card and mailing it to us.

What do you get in return? You get update and upgrade information, you get access to special SIGs on our BBS, and you get special discounts and offers on our other products.

Copy the programs

Since none of the DC Utilities are copy protected, you can just copy them to their destination once you have registered the programs with DCU_REG.PRG. Be sure you register them before copying them to your work disk, since they will not be usable until registered.



DC Xtract Plus

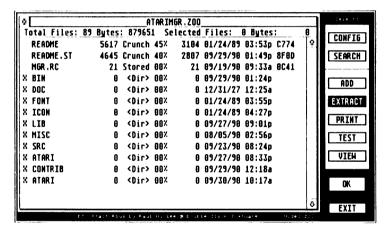
Program written by Paul W. Lee



DC Xtract Plus revolutionizes the method used to manipulate your archive files. No longer will you need to remember dozens of command line options or be forced to use shell programs. DC Xtract Plus handles in one program, the equivalent of four different compression-archival programs, with a user interface unmatched by any other archival system.

DC Xtract Plus uses a GEM window to show the files within an archive. You can select a file with the mouse, descend subdirectories within the archive, open archives within archives, all using the mouse.

You can perform searches for files within the archive and a host of other functions, easily and quickly, while looking at the entire contents of the archive on the screen in front of you!



Running DC Xtract Plus

DC Xtract Plus is extremely versatile. You can run it as a program or as a desk accessory. If used as a desk accessory, it will use a minimal amount of memory until you perform one of the functions.

>To install DC Xtract Plus as a desk accessory, do the following:

- Rename DCX PLUS.PRG to DCX PLUS.ACC
- [2] Copy DCX_PLUS.ACC to your normal desk accessory bootup path (normally A:\\ or C:\\).

3	Reboot your computer. DC Xtract Plus will be installed as a desk accessory, and will be accessable from the DESK menu.
	DC Xtract Plus main menu
٦<	o access the DC Xtract Plus main menu, do one of these:
	Run DCX_PLUS.PRG from the desktop. The main menu will appear.
	- or -
	Select the DESK menu and choose DC Xtract Plus.
bu to	nce at the DC Xtract Plus main menu, you will notice an array of ttons on the right side of the main menu. These buttons allow you perform and select different functions and go to different menus thin the program.
	CONFIG - Move to the DC Xtract Plus config menu. SEARCH - Move to the DC Xtract Plus search menu. ADD - Create or Add selected file(s) to an archive. EXTRACT - Extract selected file(s) within an archive. PRINT - Print the contents of selected files in an archive. TEST - Test the contents of selected files in an archive. VIEW - View the contents of file(s) within an archive. OK - Begin executing the selected function. Exit - Exit DC Xtract Plus.

Window Information

When manipulating an archive, a GEM window will be opened displaying the contents of the archive.

DC Xtract Plus shows the file information in the following format:

YMODEM.DOC 66489 Crunch 58% 28538 10/27/87 10:00a C291 d b е h С g

where

a is the filename stored within the archive

b is the original file size before compression

c is the compression method used to store the file

d is the compression ratio

e is the compressed file size

f is the date the file was placed in the archive

g is the time the file was placed in the archive h is the CRC (checksum) of the file (for error detection)



NOTE ZIP uses a 32 bit CRC, because of the limited space within the GEM window, DC Xtract Plus shows only the lower 16 bits.

At the bottom right of the main menu, just left of the column of buttons, the current archive mode is displayed.

Manipulating the archive contents

DC Xtract Plus' unique user interface allows you to select which files you wish to work with within the archive. It does so using a *point and click* interface within a GEM window.

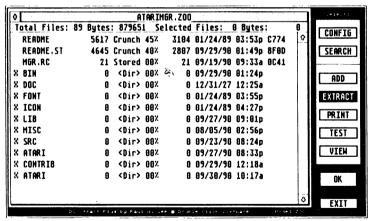
>To select a file within the archive, do this:



Click on the filename displayed in the GEM window.

>To select multiple files within the archive, do this:

- [I] Click on the left-hand side of the GEM window, between the border of the window and the filename.
- 2 Drag the mouse down to the lower right to draw a *rubber box* around the files to select.



3 Release the mouse. The files within the *rubber box* will be selected.



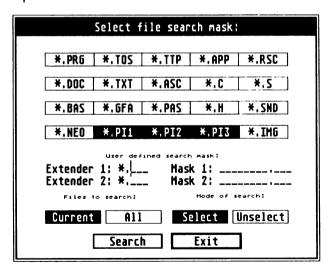
NOTE Pressing the **<LEFT SHIFT>** key and using the rubber box will also select files within a subdirectory.

- >To select all files within the archive, do this:
- Press the **<X>** key.
- >To deselect all files within the archive, do this:
- Press the **<Z>** key.

Performing searches within the archive

DC Xtract Plus has a completely unique method to allow you to selectively choose all files matching a pattern. This allows you to select all .PRG files or all .DOC files, or all .PRG and .DOC files, for example.

- >To perform a search for one or more files in the archive, do the following:
- [1] Click on the **SEARCH** button. You will be presented with the DC Xtract Plus SEARCH menu. The top portion of the SEARCH menu contains 20 predefined file extensions, while the lower portion allows you to enter your own extension mask or complete file mask.



[2] Click on the extender(s) you desire to locate within the archive. If you wish to define your own extenders, you can type in two different extensions. You can also type in a complete pattern for a filename.



EXAMPLE If you wish to locate .PGS files, you can click on either **EXTENDER 1** or **EXTENDER 2** and enter *PGS*. If you wished to locate files which have the first letter of L and have and extender of .PRG, you can click on either **MASK 1** or **MASK 2** and enter *L*.PRG*.

- 3 Once you have determined the extender or file mask, you need to select the FILES TO SEARCH. Click on either:
 - CURRENT to search only those files within the current level of the archive. If you are within a subdirectory or sub-archive, then clicking on CURRENT would only search the current files.
 - **ALL** to search through all files contained within the archive.
- After selecting the files to search, you will need to select the **MODE OF SEARCH**. Click on either:
 - **SELECT** to select the file(s) matching the defined mask(s).
 - UNSELECT to unselect the files matching the defined masks.
- [5] To begin the actual search, click on the **SEARCH** button.
- [6] If any files were located matching the defined mask(s), an alert box will appear notifying you of the count of files located.
- [7] Click on **EXIT** to return to the DC Xtract Plus main menu. The files located will either be highlighted or not highlighted depending on the mode of search chosen.

EXAMPLE If you wished to select all files except for .DOC files within an archive, you would press the <X> key at the main menu, click on the CONFIG button, click on the predefined .DOC button in the search menu, click on ALL, click on UNSELECT, then click on SEARCH.



HINT If the search criteria is already defined, you can press the **<F>** key from the main menu to begin the search.



NOTE There is no wildcard matching on extenders. If you have a need to use wildcard searching use MASK 1 or MASK 2. In other words, if you wish to select *.PR?, use MASK 1 or MASK 2.

DC Xtract Plus functions

DC Xtract Plus allows you to create or append to archives, extract, test or print the contents of archives.

>To either Extract, Test, View or Print selected files, do this:

- [1] Click on the function you wish to perform in the main menu.
- 2 Select the archive type you wish to use. You may do this by pressing the <F1> through <F4> function keys, or selecting the archive type from the configuration menu and then clicking <OK> in the main menu. A file selector will appear.
- [3] Use the file selector to locate the desired archive.
- 4 Once the archive has been selected, a GEM window will open and the contents of the archive will be displayed.
- [5] Choose the files you wish to manipulate, using one of the methods described previously.
- 6 Click on **<OK>** or press the **<RETURN>** key.

Depending on the chosen function, the next step will be one of the follwing:

EXTRACT

If you chose **EXTRACT**, a file selector will appear. Use the file selector to locate the destination path to use to store the files.

The name of the file currently being extracted will be displayed on the screen, along with the path used for the extraction.

Directory path : F:\ATARIMGR\

Extracting file : README CRC ok. Extracting file : README.ST CRC ok. Extracting file : MGR.RC CRC ok.

Press mouse button or any key to continue:

When you return to the GEM window, the extracted files will have check marks next to the name.

If an error occurs, you will also be notified.

If a file of the same name exists in the destination path and you have the OVERWRITE FILES option configured to NO, you will be alerted and asked whether or not to overwrite the file. Press the <**Y>** key to overwrite the file, press the <**N>** key to skip the file and proceed to the next file, or press the <**Q>** key to stop the extraction process.

TEST

If you chose TEST, then the screen will clear, and the selected files will be tested.

Testing file: README CRC ok.
Testing file: README.ST CRC ok.
Testing file: MGR.RC CRC ok.

Press mouse button or any key to continue:

The files will be listed on the screen as they are being tested. Any error will be reported.

VIEW

If you chose VIEW, then the screen will be cleared, and the contents of the file will be printed one page at a time. To see the next page, press the <SPACE> bar or press the LEFT MOUSE BUTTON. To skip to the next file, press the RIGHT MOUSE BUTTON. To skip all the remaining files, press the RIGHT MOUSE BUTTON twice in slow succession, or press the <ESC> key twice.

PRINT

If you chose **PRINT**, then the contents of the selected files will be printed.



NOTE Be certain your printer is connected and online. If you choose to print a binary file, you may get garbage.

Creating and adding archives

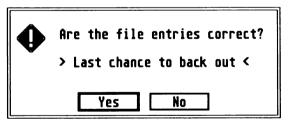
>To create or add to an archive, do the following:

- [1] Click on the **ADD** button.
- 2 Select the archive type you wish to use. You may do this by pressing the <F1> through <F4> function keys, or selecting the archive type from the configuration menu and then clicking **<OK>** in the main menu. A file selector will appear.
- [3] Use the file selector to locate the desired archive or enter a new filename.
- 4 Another file selector will appear. Use this file selector to locate a file to add to the archive.
- [5] Once you locate a file, the file selector will reappear, allowing you to keep choosing files.
- [6] Click on the **CANCEL** button in the file selector to stop choosing files.

NOTE You can also use pattern matching to choose files. See the next section for further explanations.



7 After you have selected, a list of the chosen files will be printed to the screen, and an alert will appear asking you to verify that the displayed files are correct. If everything is correct, and you wish to proceed, click on YES.



- [8] The files selected will be displayed on the screen as they are being archived. You will see statistical information about the compression when the file is completely added to the archive.
- **9** When the **ADD** is completed, press a mouse button or a key.

Using pattern matching for ADD

DC Xtract Plus is the *only* archive tool to allow you to choose files based upon *multiple* wildcard patterns. For instance, if you wanted to archive all .PRG and .DOC files, you can!

>To use a pattern to match files against for ADDs, do this:

■ Enter the pattern to match against in the file selector when you are asked to locate a file.



EXAMPLE To locate all .PRG files, simply enter *.PRG for the filename in the file selector. You may use **multiple** patterns in the same or seperate directories! To archive **all** files in the current directory, enter *.*

Aborting

>To abort a function in progress, do this:

Press the **<ESC>** key.



NOTE You may need to press the **<ESC>** key several times.

Window functions

The GEM window acts just like you would expect a GEM window to work. All the gadgets within the window operate normally.

>To scroll the window one line at a time, do the following:

Click on the **UP ARROW** or the **DOWN ARROW** depending on the direction you wish to scroll the window.

>To scroll the window one page at a time, follow this step:

Click on the SHADED area of the SCROLL BAR above or below the scroll box, depending on the direction you wish to scroll.

>To selectively locate the viewing region, do this:

- [1] Click on the SCROLL BOX.
- 2 Drag the **SCROLL BOX** to the desired location.
- [3] Release the SCROLL BOX. The window will update to the current location.

>To close the window, or go back one level, perform this step:

Click on the **CLOSE WINDOW** gadget in the upper left corner of the window.

HINT Consult the **SHORTCUT KEYS** at the end of the chapter for quick keystroke equivalents.

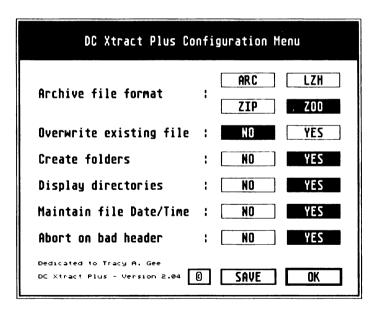


DC Xtract Plus configuration

DC Xtract Plus has a variety of configuration options to allow you maximum flexibility of use. Options which allow you to automatically create folders, to go into subdirectories or sub-archives, use a bad archive and more.

>To configure DC Xtract Plus, do this:

Click on the **CONFIG** button or press the **<C>** key. You will be taken to the DC Xtract Plus configuration menu.



[2] The DC Xtract Plus configuration menu has the following settings available to you. Click on the option which is most appropriate for your needs.

NOTE Consult the SHORTCUT KEYSTROKES at the end of this chapter for shortcuts to some of the options.



Archive Format

This lets you select between the supported archive file formats.

Overwrite existing files

When this option is set to **NO** and a file with the exact name is found during extraction in the destination path, a prompt will appear asking you if you want to overwrite existing file, skip extracting this file, or quit. If this option is set to **YES**, no prompt will appear, and any file which exists will be overwritten.

Create directories

If this option is set to **NO**, all files will be extracted to the path you have seleted. With this option set to **YES**, directories will be created starting with the path you have selected.



EXAMPLE If this option is set to **YES**, then a folder with the name of the archive without the extender will be created and all files will be extracted into that folder. If subdirectories or sub-archives exist, then they will also be created, and the files contained within them will be extracted to the directory of the same name.

Show directories

Setting this option to **YES** will allow you to enter a subdirectory or sub-archive within the current archive. Otherwise, the subdirectory or sub-archive will be displayed, but you can't display the files contained within it.



EXAMPLE If you have an archive which contains the subdirectory or sub-archive named **SUBARC**, with this option set to **YES**, clicking on the name will open the subdirectory/sub-archive and display the contents. With this option set to **NO**, the entry would simply be highlighted.

■ Maintain file Date/Time

Setting this option to **YES** will cause extracted files to have the date and time given in the archive header for each file, instead of the current system date and time. Using **NO** will cause the extracted files to have the current system date and time.

Abort on bad header

With this option set to YES, DC Xtract Plus will abort reading the archive headers if a bad header is encountered. With this option set to NO, the archive will be searched thru from start to end in an attempt to locate all valid files.



HINT There may be times when you may want this set to **NO**, to recover files in a corrupted archive file.

EXAMPLE If, when you select an archive, DC Xtract Plus displays the message **Bad entry in archive**, setting this option to **NO** will cause DC Xtract Plus to continue searching through the file instead of stopping when the error has occurred.



NOTE Recovering bad headers may take long periods of time, if you feel too much time has elapsed, press the **ESC**> key to abort.



(C)

Copyright and miscellaneous information.

■ SAVE

Clicking on the **SAVE** button will cause a file selector to appear. Use the file selector to locate either DCX_PLUS.PRG or DCX_PLUS.ACC. Once located, the current configuration settings, including the search criteria, will be saved to the program.

Shortcut keystrokes

То	Press
Add Go to CONFIGURATION MENU Select EXTRACT Begin search Select PRINT Exit DC Xtract Plus Go to SEARCH MENU Select TEST Select VIEW	<a> <c> <e> <f> <p> <q> <a> <c> <a> <a> <a> <a> <a> <a> <a> <a> <a> <a< td=""></a<></c></q></p></f></e></c>
Close the window or move back one directory Select all files Deselect all files Choose ARC Choose LZH Choose ZIP Choose ZOO Get HELP Go up one line Go down one line	<w> <x> <z> <f1> <f2> <f3> <f4> <help> <up arrow=""> <down arrow=""></down></up></help></f4></f3></f2></f1></z></x></w>
Go up one page Go down one page	<pre><shift>+<up arrow=""> <shift>+<down arrow=""></down></shift></up></shift></pre>

Archive file formats

For information about the archive file formats, consult the file on the disk named: ARC FMTS.DOC

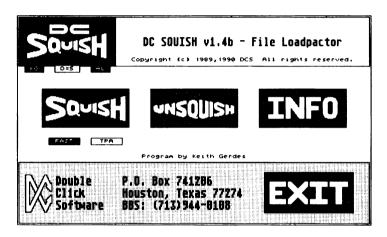
DC Squish

Program by Keith Gerdes



DC Squish now compresses executables better than ARC and still leaves them executable. Unlike any other pack program, DC SQUISH is guaranteed to be 100% compatible with all programs and desk accessories! Also, your programs and desk accessories load much faster!

NOTE You MAY NOT distribute programs which are SQUISHed!



DC Squish Options

DC Squish has many configuration options to allow you the maximum flexibility and compatibility. Some options are good for batch SQUISHing, while others provide compatibility for some programs.

The following buttons are located under the DC SQUISH logo. Clicking on the button so it is highlighted will activate that option.

■ KO (Keep Original)

This prevents DC Squish from overwriting the original file with the SQUISHed file. The original file is renamed to **filename.XYZ** (when SQUISHing) or **filename.ZYX** (when unSQUISHing).

■ AL (Alert Box)

When selected, an information alert appears after the program SQUISHing is completed. Unselected **AL** is useful for batch mode, so the SQUISHing can be performed completely uninterrupted.

■ D=S (Destination = Source)

The destination file is written to the same place where the source file is located. Otherwise, you are presented with a file selector to find the destination path (SQUISHing and unSQUISHing)

FAST and TPA Buttons

After you have SQUISHed a program, you have not only reduced the disk space used, but you have also reduced the loading time for the program. The reduction in loading time is *very significant* for TOS 1.0 and 1.2 users. It is also automatic for TOS 1.0 and 1.2 users. TOS 1.4 users have the option of setting a **FAST** bit in the program header which will tell TOS to *fast load* the program. For all TOS versions, the result of **fast load** is **exactly** the same.

If you have **Rainbow TOS** (TOS 1.4) you will probably want the **FAST** option set. This tells the operating system (TOS) not to clear *free memory* before executing a program.

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 known as the BSS (Block Storage Segment). Almost all programs assume that this memory is set to a value of zero before the program begins execution. *DC Squish always clears the BSS area*.

However, some programs also need more memory, but they do not know how much until the program starts running. in this case, the program asks for some or all of the **free memory**. Some programs assume that the **free memory** they obtain is also cleared to a value of zero before they start.

	SCREEN
	FREE MEMORY (TPA)
512K	BSS
	Actual Program
	Lower Memory (ACCs, AUTO prgs) System Variables

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Since DC Squish bypasses the slow memory clear routines in TOS, the programs which assume the **free memory** is clear may not work correctly (or even crash!). Using the **TPA** option will clear *all* **free memory** before executing the program, so the programs that assume **free memory** is clear will run correctly.



NOTE DC Squish's memory clear routine is *much* faster than the OS routine, so even if the **TPA** option is enabled, the program will still load faster than non-SQUISHed programs.



HINT If a SQUISHed program crashed without the **TPA** option set, try setting the **TPA** button and reSQUISH the program.

Using DC Squish

>To SQUISH a program, follow these steps:

Click on the **SQUISH** button. A file selector will appear.

Choose File to Squish

2 Select a file using the file selector. Click on **CANCEL** if you do not wish to SQUISH a file, and return to the main menu. DC Squish will start the compression of the program once you select the file. You will see an on-screen display of the progress, including the percentage of the file remaining to be SQUISHed (r 87%) and the compression percentage thus far (c 34%).





NOTE You may select any **executable** file, including desk accesories, TOS programs and GEM programs. Be careful, if you select a file which is loaded by another program (like an overlay) the program might not like loading in a SQUISHed file.

3 Assuming you have the **KO** button selected, you will presented with a file selector when the SQUISH process is completed. Use the file selector to locate the file and directory you wish to save the SQUISHed file to.

Save Squished File

NOTE If you have the **KO** button selected, the original file will be renamed to filename.XYZ, where filename is the original eight letter filename.



- 4 Assuming you have the **AL** button selected, you will then be presented with an alert describing various information about the compressed program.
- [5] Click on **OK** to get the file selector again. Repeat step 2 above.

NOTE If a program is too small to compress, you will be alerted, and given the option of setting the **FAST BIT** in the program header. The **FAST BIT** will only cause fast loading on TOS 1.4 or greater.

NOTE You will **not** get any alerts if the **AL** button is not selected.



NOTE If DC Squish recognizes a program which was SQUISHed with an older version of DC Squish, or which was compressed using the public domain programs PACKER.PRG or PACK2.PRG, it will convert the program to the current DC Squish compression method.

Batch SQUISHing

DC Squish also allows you to perform batch SQUISHing, so you can just let it do everything without your intervention. DC Squish is smart enough to know if it can or can't SQUISH a file.

>To BATCH SQUISH files, do the following:

- Select the settings for the **KO** option as you like. Remember, you can always recover the original file from the SOUISHed file.
- [2] Click on the D=S button until it is highlighted, so the SQUISHED file will be written to the same directory.
- [3] Click on the **AL** button until it is **not** highlighted.
- [4] Click on the **SQUISH** button. You will be presented with the file selector.
- [5] Use the file selector to locate the *directory* containing the files you wish to SQUISH.
- [6] In the **SELECTION** field in the file selector, type in the wildcard expression you wish to use for the batch SQUISH.



EXAMPLE To SQUISH all files that can be SQUISHed in the current directory, enter *.* To SQUISH only the programs, enter *.PRG or *.PR? or *.TOS or *.TTP To SQUISH only the desk accessories, enter *.ACC or *.AC? You can use any wildcard expression for the filename.

[7] Once you enter the wildcard mask, DC Squish will begin SQUISHing all the files it possibly can in the current directory which match the wildcard expression.

>To abort a SQUISH in progress, do this:

Press down the **<ALTERNATE>** key.

UNSQUISHing files

>To UNSQUISH a program, follow these steps:

[1] Click on the **UNSQUISH** button. A file selector will appear.

Choose File to UnSquish

2 Select a file using the file selector. Click on CANCEL if you do not wish to UNSQUISH a file, and return to the main menu. DC Squish will start the decompression of the program once you select the file. You will see an on-screen display of the progress, including the percentage of the file remaining to be UNSQUISHed.





NOTE You may only UNSQUISH files which have been SQUISHed. If you select a file that is not SQUISHed, you will be notified.

3 Assuming you have the KO button selected, you will presented with a file selector when the UNSQUISH process is completed. Use the file selector to locate the file and directory you wish to save the UNSQUISHed file to.

Save UnSquished File

NOTE If you *do not* have the **KO** button selected, then the original SOUISHed file will be written over.



NOTE If a disk write error occurs when you are saving the UNSOUISHed file, an alert will appear, and you will be given a chance to save the UNSQUISHed file to somewhere else.



4 Once you save the file, the file selector will appear again. Repeat from step 2 above.

Batch UNSQUISHing

DC Squish also allows you to perform batch UNSQUISHing, so you can just let it do everything without your intervention. DC Squish is smart enough to know if it can or can't UNSQUISH a file.

>To BATCH UNSQUISH files, do the following:

- 1 Select the settings for the **KO** option as you like.
- 2 Click on the **D=S** button until it is highlighted, so the UNSOUISHed file will be written to the same directory.
- [3] Click on the **AL** button until it is **not** highlighted.
- [4] Click on the **UNSQUISH** button. You will be presented with the file selector.
- [5] Use the file selector to locate the *directory* containing the files you wish to UNSQUISH.
- [6] In the **SELECTION** field in the file selector, type in the wildcard expression you wish to use for the batch UNSQUISH.

EXAMPLE To UNSQUISH all files that can be UNSQUISHed in the current directory, enter *. * To UNSQUISH only the programs, enter *.PRG or *.PR? or *.TOS or *.TTP To UNSQUISH only the desk accessories, enter *.ACC or *.AC? You can use any wildcard expression for the filename.



7 Once you enter the wildcard mask, DC Squish will begin UNSQUISHing all the files it possibly can in the current directory which match the wildcard expression.

>To abort an UNSQUISH in progress, do this:

Press down the **ALTERNATE** key.

Getting info on SQUISHed files

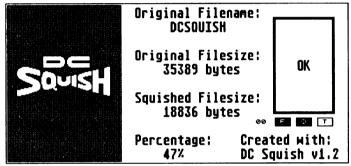
You can easily and quickly check whether a file is SQUISHed, and if so, you can get information concerning the SQUISHed file.

>To get information about a SQUISHed file, do this:

1 Click on the **INFO** button. A file selector will appear.

Squished File Info

- 2 Use the file selector to locate a file.
- [3] If the file is SQUISHed, you will get information about the file.



Original Filename

This is the original filename before SQUISHing.

Original Filesize

This is the original filesize before SQUISHing.

■ Squished Filesize

This is the size of the file now.

Percentage

This is the original filesize divided by the SQUISHed filesize.

Created with

This is the version of DC Squish used to create the file.

F (FAST), O (OFFSET), T (TPA) buttons

When selected, these buttons directly under the **OK** button indicate the options which were on when this program was SQUISHed.



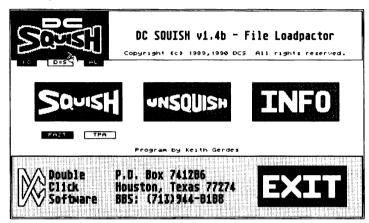
NOTE OFFSET is described below.

Additionally, you will see a number in small text just to the left of the F, O, and T buttons. This is the amount of time required to SOUISH the file rounded to the nearest second.

Saving the DC Squish configuration

>To save the DC Squish configuration, do this:

Click on the DC SQUISH logo in the upper left corner. The configuration will be saved to DCSQUISH.PRG



DC Squish display

Each file that is SQUISHed will briefly flash a message on the screen to indicate that the file has been SQUISHed.

Desk accessories and AUTO folder programs will display one line in the form of:

DCSquish - FILENAME

where **FILENAME** is the name of the original file.

Watch those SQUISHed files!

Pay close attention to the files that you have SQUISHed. Certain programs write information back to the original program (usually to store configuration information) and if you have SQUISHed one of these programs, then you may get an error when the program attempts to save the information, or worse, the program may crash the next time it is run.



DC Squish offset protocol

In an attempt to allow programs to save configuration information back to the original file, we have devised a method which allows for an UNSQUISHed region of the file at the beginning of the file.

You will notice that nearly all of the DC Software programs will have the **OFFSET** button highlighted when you display information about one of our programs (including DC Squish). This indicates that the program has the specified UNSQUISHed region.



NOTE If during the SQUISH process, an alert comes up that states that the **OFFSET PROTOGOL** has been recognized, you will be given the opportunity to create the UNSQUISHed region.

Consult the file **DCOFFSET.DOC** on the disk for an example and details of this protocol.

Shortcut Keystrokes

To	Press
Save the configuration	<c></c>
Select Squish	<\$>
Select Unsquish	<u>></u>
Select Squish File Info	<l><!-- --><</l>
Select D=S	<d></d>
Select KO	<k></k>
Select AL	< <u>A</u> >
Select Fast	< <u>F</u> >
Select TPA Exit	<t></t>
CXII	<e></e>

DC Deskey 3.0 Program by Michael B. Vederman

DC Deskey 3.0 is a unique tool to allow you to do several things:

- You can assign a keystroke to a drop-down menu entry. Pressing the keystroke will activate the menu item, just the same as if you had selected it with the mouse.
- You can assign translations for input keys to output a different key combination. Pressing a <CONTROL>+<F10> could become an <ALTERNATE>+<G>

DC Deskey 3.0b		
DC Deskey:	ON	
GENST2.PRG	Edit Menus	
Translate Keys:	Edit Keys	
Time/Key Command:	Edit	
Startup Command:	Load	
Default Path:	Set Path	
perdutt Patili	Program	
by Michael B. Vederman Copyright (c) 1989-90	OKAY	
_		

- Perform a menu item automatically on execution of a program. Now your programs can automatically ask you to load a file when they are executed, for example.
- Perform a menu command automatically after a selected amount of keystrokes have been entered. So, now, you can perform a SAVE after typing in 1000 charaters. You can even have a warning before it occurs.
- Perform a menu command automatically after a selected amount of time has elapsed. Now, you can perform a backup SAVE every 10 minutes, if you wanted. You can even have a warning before it occurs.

DC Deskey 3.0 Directory

When you run a program, DC Deskey 3.0 will automatically load in the key assignments you have made for that program's menu (if they exist). In order to do this, DC Deskey 3.0 must know where to find these key assignments, which are stored in .DK3 files. You can have DC Deskey 3.0 load the .**DK3** files from either where the program resides, or from a centrally located directory path.

NOTE The old DC Deskey 2.0 .DSK files are NOT compatible with the new DC Deskey 3.0 .DK3 files. You must start fresh.



>To set a path to load the .DK3 files from, do this:

- Select DC Deskey 3.0 from the **DESK** menu. You will be presented with the main dialog box.
- [2] Click on the **SET PATH** button. You will be presented with a file selector.



- 3 Use the file selector to locate the desired DC Deskey 3.0 path. We recommend a folder named: DESKEY30 Click on the OK button in the file selector when you have found it. Click on **CANCEL** to not select a path.
- 4 After you have selected the path, DC Deskey 3.0 will attempt to save the information back to itself. If it is unable to locate itself, you will be presented with another file selector which you should use to locate DESKEY30.ACC

>To use the program's path to load the .DK3 file, do this:

Click on the **PROGRAM** button in the main menu until you see a check. DC Deskey 3.0 will automatically attempt to save the information back to itself when you exit. If DC Deskey 3.0 is unable to locate itself, you will be asked to locate DESKEY30.ACC



NOTE DC Deskey 3.0 will automatically save and load the .DK3 file. No options exist for saving or loading a .DK3 file.



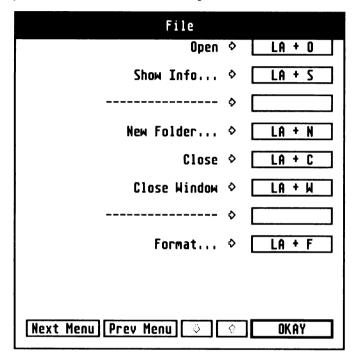
Turning DC Deskey 3.0 ON or OFF

If you don't want DC Deskey 3.0 ON, do this:

Click on the **ON** button in the main menu until it says **OFF**.

Assigning program keystrokes

- >To assign keystrokes to a menu command, do the following:
- Select the **EDIT MENUS** button from the main menu. The name of the program will be shown next to this button. You will be presented with the edit menu dialog.



In the dialog you will see several buttons:

KEY ASSIGNMENT BUTTONS - buttons along the right side of the dialog box display the key assignment for the menu entry. They are represented as:

EXAMPLE CL + = press the <CONTROL> and <LEFT SHIFT> keys then press the key.

- **NEXT MENU** move to the next menu in the menubar. If the button is not selectable, no more menus exist. Click on this button to move to the next menu.
- **PREV MENU** move to the previous menu in the menubar. If the button is not selectable, you are at the first menu. Click on this button to move to the preceeding menu.
- **DOWN ARROW** click on the **DOWN ARROW** to display more menu entries for this menu. If it is not selectable, no more menu entries exist
- UP ARROW click on the UP ARROW to display previously displayed menu entries for this menu. If it is not selectable, you are at the top of the menu.
- **OKAY** click on **OKAY** when eveything is OKAY.
- [2] Click on the appropriate button to assign a keystroke to. You will be presented with the key input dialog.



Press the desired keystroke for Desktop Info...

<SPACE> Cancels input <ALT><SPACE> Clears entry

[3] Press the desired keystroke. If that keystroke is already assigned, you will be alerted of such, and be allowed to enter another key assignment.

Warm and cold boots

DC Deskey 3.0 has the following warm and cold boot keys:

<CONTROL>+<ALTERNATE>+<DELETE> = warm boot <CONTROL>+<ALTERNATE>+<RIGHT SHIFT>+<DELETE> = cold boot



Calling desk accessories

DC Deskey 3.0 can call up desk accessories:

<ALTERNATE>+<LEFT SHIFT>+ <1-6> = call desk accessory 1 thru 6



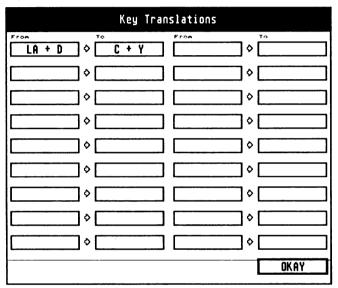
Creating key translations



Sometimes a program will have a keystroke assignment to perform a function, but you are used to another keystroke for the same function from another program. With DC Deskey 3.0, you can assign a key translation so you can emulate a keystroke via another.

>To assign key translations, do the following:

Click on the **EDIT KEYS** button from the main menu. You will be presented with a key translation assignment dialog.



[2] Click on a **FROM** button to begin the assignment process. You will be presented with the key input dialog for the **FROM** key.



[3] Press the desired key to change. You will be presented the key input dialog for the XLATE TO key. Press the desired keystroke to change the XLATE FROM key to.

> Press the desired keystroke for XLATE TO - 80 <SPACE> Cancels input <ALT><SPACE> Clears entru

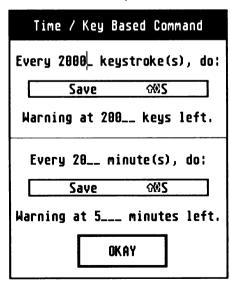
EXAMPLE You can change the **<CONTROL>+<F10>** key combination to actually émulate a <ALTERNATE>+<G>



Time / key based menu commands

DC Deskey 3.0 can perform a menu command automatically after either a set amount of keystrokes have been pressed, or after a certain amount of time has elapsed.

- >To assign a time / key based command, follow these steps:
- [] Click the EDIT button next to the TIME/KEY BASED **COMMAND** text. You will be presented with the edit dialog.



- 2 You can enter the keys or the time to perform a desired menu command. You can also enter the keys or time at which to sound a warning that the menu command is about to be performed.
- 3 To set the command to perform, click on the button in the appropriate area. You will be presented with a dialog similar to the one used to assign keys. Simply click on the desired button. The menu command does not have to have a key assigned in order to be executed.

>To delete a time / key based command, do this:

■ Press the **<ALTERNATE>** key and at the same time, click on the button that contains the name of the menu entry you wish to delete

Program startup command

DC Deskey 3.0 can perform a menu command as soon as you enter the program. This is convenient to prompt you to load a file as soon as the program starts, for example.

>To set the startup command, do this:

- [1] Click on the EDIT button next to the STARTUP COMMAND text. You will be presented with a dialog box similar to the one used to assign keys.
- 2 Click on the appropriate button for the startup command. The menu entry does not need to have a key assigned to be executed as a startup command.
- [3] The button will display the text for the menu command selected.

>To delete a startup command, do this:

Press the <ALTERNATE> key and at the same time, click on the EDIT STARTUP COMMAND button.

DC SEA 2.0

Program written by Paul W. Lee

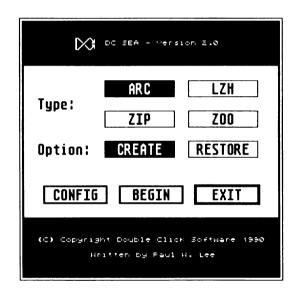


DC SEA (Self Extracting Arc) allows you to make an executable program from an ARC, LZH, ZIP or ZOO file that will allow you to extract or list the contents. DC SEA will also allow you to restore the executable program into a normal archive file.

This is especially great for users' group disks; no need to explain to new users how to run ARC or LHARC, they just run a program.



NOTE Double Click Software places **NO** restrictions on the distribution of programs created using DC SEA.



Using the DC SEA program

DC SEA works on *previously* archived files. In other words, you have already created an archive using DC Xtract Plus or some other archive program. These archives will have the extender of either: **ARC**, **LZH**, **ZIP** or **ZOO**.

>To create a SEA program, follow these steps:

Select the archive type you will be converting to a SEA program by clicking on the button: **ARC**, **LZH**, **ZIP** or **ZOO**.

- [2] Click on the **CREATE** button so that it is selected.
- 3 Next, click on **BEGIN**. A file selector will appear.

Select ARC File to convert into SEA



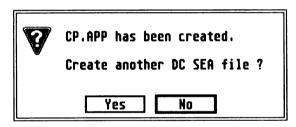
- 4 Choose the archive you wish to convert into a SEA program.
- [5] After selecting the archive file to convert, you will be presented with another file selector asking you to select the path and file to save as the SEA program.

Select SEA filename to create

NOTE The executable program will have an .APP extender.



6 After the program is created, you will be presented with an alert box asking if you want to create another SEA program. Click on the appropriate response: **YES** or **NO**.



Restoring an archive

DC SEA also allows you to restore a self extracting program created with DC SEA back to the original archive. This is useful if you wish to just have the archive and not worry about the extracting front-end.

>To restore a SEA program into a normal archive file, do this:

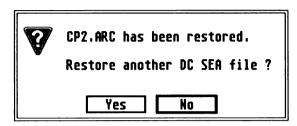
- [1] Click on the **RESTORE** button.
- 2 Next, click on **BEGIN**. A file selector will appear.

Select SEA file to restore

3 Use the file selector to locate the SEA program (usually an .APP extender unless you renamed it) you wish to convert into a normal archive.



- 4 After selecting an executable file to restore, you will presented with another file selector. Enter a name for the archive.
- After the file is restored to an archive, you will be presented with an alert box asking if you want to restore another SEA file. Click on the appropriate response: **YES** or **NO**.



Saving the current configuration

- >To save the currently defined configuration, do this:
- [1] Click on the **CONFIG** button. You will be presented with a file selector.

Select DCSEA.PRG to save configuration.

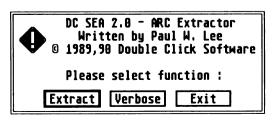
2 Use the file selector to locate **DCSEA.PRG** The configuration information will be saved to the program.

Using a SEA program

Once you have created a SEA program, you can execute it just like any other program. The SEA program will then allow you to either list the contents or extract the contents.

>To use a SEA program, do the following:

Execute the program. An alert will appear with the version of DC SEA which created this SEA program, and the choices to EXTRACT, VERBOSE list or EXIT the program.



- [2] Click on the action you wish to take:
 - **EXTRACT** click on this button to extract the contents of the SEA program. You will be presented with a file selector once you click on this button. Use the file selector to locate the destination path for the files extracted from the SEA program.



Extracting: JAMES.ACC OK
Extracting: AMERICAN.KBD OK
Extracting: FRENCH.KBD OK
Extracting: GERFRENC.KBD OK
Extracting: GERMAN.KBD OK

Extracting: HEXA.KBD OK

Extracting : JAMES_US.TXT OK

Press any key

■ VERBOSE - click on this button to get a verbose list of the contents printed to the screen.

Press [ESC] to abort.

Name =======	Actual	Stored	Type ======	Date =======	Time
JAMES.ACC	12649	10804	Crunched	87/31/89	18:19p
AMERICAN.KBD	384	235	Crunched	07/31/89	10:19p
FRENCH.KBD	384	235	Crunched	07/31/89	10:19p
GERFRENC.KBD	384	244	Crunched	87/31/89	10:19p
GERMAN.KBD	384	235	Crunched	07/31/89	10:19p
HEXA.KBD	384	234	Crunched	07/31/89	10:19p
JAMES_US.TXT	9798	5196	Crunched	07/31/89	10:19p
=========	======	======	=======	=======	=====
Total 7 -	24359	17183			

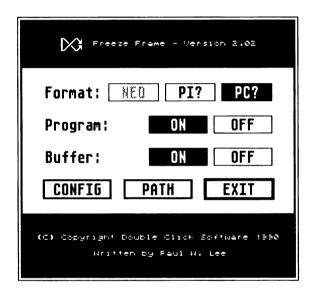
Press any key

EXIT - click on this button to exit back to the desktop.

DC Freeze Frame 2.0

by Paul W. Lee

DC Freeze Frame allows you to save the current screen into a NEOchrome, uncompressed Degas, or compressed Degas picture file. Once DC Freeze Frame has been installed, pressing ALTERNATE+HELP> will save the screen data to a file instead of dumping it to the printer.



Installing DC Freeze Frame

>To install DC Freeze Frame, do one of the following:

- Run DCFRZFRM.PRG from the desktop. You will be presented with the configuration dialog box.
- [2] Click on the **PROGRAM ON** button.
- 3 Click on the desired picture type (see below).



NOTE If you are using the .PC? format, you may want to allocate a permanent compression buffer (see below for more details). Click on the **BUFFER ON** button.

[4] Click on the **EXIT** button. DC Freeze Frame will be installed in memory.

- Rename DCFRZFRM.PRG to DCFRZFRM.ACC
- [2] Copy DCFRZFRM.ACC to the normal bootup path for desk accessories. This is normally A: or C:
- [3] Reset your computer. DC Freeze Frame will now be resident as a desk accessory.

NOTE DC Freeze Frame is not an AUTO folder program.

Turning DC Freeze Frame ON and OFF

When DC Freeze Frame is installed, you can turn it ON or OFF.

>To turn DC Freeze Frame OFF, do this:

- [1] Access the DC Freeze Frame main menu.
 - If it is installed as a desk accessory, you can access it by going to the DESK menu and selecting the DC Freeze Frame name from the menu.
 - If it is memory resident from running it as a program, execute the **DCFRZFŘM.PRG** program.
- 2 Once at the main menu, click on the **PROGRAM OFF** button.
- [3] Click on the **EXIT** button, or press **<RETURN>**.

>To turn DC Freeze Frame ON, do this:

- 1 Access the DC Freeze Frame main menu.
 - If it is installed as a desk accessory, you can access it by going to the DESK menu and selecting the DC Freeze Frame name from the menu.
 - If it is memory resident from running it as a program, execute the DCFRZFŘM.PRG program.
- 2 Once at the main menu, click on the **PROGRAM ON** button.
- [3] Click on the **EXIT** button, or press **<RETURN>**.

Configuring DC Freeze Frame

You can configure DC Freeze Frame to save out a picture to one of three different file formats: NEOchrome, Degas and Degas compressed. You can also select the destination path to save the picture files to.

>To configure the picture format for the files, do this:

- Access the DC Freeze Frame main menu.
- [2] Click on the appropriate button for the picture format.

NEO - NEOchrome (selectable in low rez only)

PI? - Uncompressed Degas

PC? - Compressed Degas

3 Click on the EXIT button or press <RETURN>



NOTE If you select .PC? DC Freeze Frame will attempt to allocate a memory buffer to perform the compression in when you press ALTERNATE ++<HELP>. If DC Freeze Frame is unable to allocate the required memory for the compression, it will save the file as uncompressed, .PI?



HINT To always be able to save in compressed Degas format, you will need to allocate a **permanent** compression buffer. See below.

Permanent compression buffer

When DC Freeze Frame attempts to save a .PC? picture, it needs a work space to compress the picture. To make certain you always have a buffer for the compression, you should set up the compression buffer configuration.



NOTE If DC Freeze Frame is **not** installed, and you run DC Freeze Frame as a program, you can configure the buffer on, exit the program, and the buffer will be allocated. Otherwise, if DC Freeze Frame is installed, you are merely changing the configuration for the next time you install it.

- >To configure a permanent compression buffer when running DC Freeze Frame as a desk accessory, do this:
- [1] Click on the **BUFFER ON** button so it is selected.
- 2 Click on the **CONFIG** button. A file selector will appear.

[3] Use the file selector to locate **DCFRZFRM.ACC**. The configuration information will be saved to the program.

NOTE The permanent buffer is only installed **on bootup**. Changing the buffer configuration only affects the next bootup.



4 Reboot your computer to allocate the buffer.

>To configure a permanent compression buffer when running DC Freeze Frame as a program, do this:

- 1 Run DCFRZFRM.PRG. You will be presented with the main menu.
- [2] Click on the **BUFFER ON** button so it is selected.
- [3] Click on the **CONFIG** button. A file selector will appear.
- 4 Use the file selector to locate DCFRZFRM.PRG. The configuration information will be saved to the program.

NOTE The permanent buffer is only installed **on bootup**. Changing the buffer configuration only affects the next bootup.



[5] Reboot your computer to allocate the buffer.

NOTE If DC Freeze Frame is already installed in memory, and a compression buffer is already allocated, toggling the buffer state will not affect the current buffer.



Saving the pictures

>To select the destination path for the pictures, do this:

- Access the DC Freeze Frame main menu.
- [2] Click on the **PATH** button. You will be presented with a file selector.
- [3] Locate the desired path using the file selector.

Saving the configuration

>To save out the current configuration, do this:

- 1 Click on the **CONFIG** button in the main menu. A file selector will appear.
- 2 Locate DCFRZFRM.PRG or DCFRZFRM.ACC using the file selector. The configuration will be written to the program.

NOTE Config save saves the button settings and destination path.

Using DC Freeze Frame

>To save a picture using DC Freeze Frame, do this:

Press the **<ALTERNATE>+<HELP>** keys simultaneously. The current picture will be dumped to disk to the location you specified for the destination path.



NOTE If DC Freeze Frame is unable to save the picture, you will hear a warning tone.

EXAMPLE The file will be named **PIC xx.yyy** when it is saved



where

xx = 00 to 99 (wraps around at 99) yyy = NEO, PI?, PC? ? = 1 > Low Resolution

- - 2 > Medium resolution
 - 3 > Monochrome

The first file saved would be PIC 00.PI3. The second, PIC 01.PI3, etc.

DC RAMit

Program by Keith Gerdes



DC RAMit is lightning fast. You will be surprised at what a difference DC Ramit will make when you copy files to and from it, as compared to the RAMdisk you are using now.

DC RAMit also allows you to configure the RAMdisk to look just like a floppy disk with sectors, tracks and sides! Additionally, the DC RAMit options give you some very powerful features, such as fast disk copying and quick loading of the RAMdisk with the same contents.

Installing/running DC RAMit

DC RAMit can run as either a desk accessory or as a program.

>To install DC RAMit as a desk accessory, follow these steps:

- Opp DCRAMIT.ACC to your normal desk accessory bootup path (usually A:\ or C:\).
- Reboot your computer. DC RAMit will be accessible from the DESK menu.



>To access the DC RAMit desk accessory, do this step:

Select the **DESK** menu and choose the **DC RAMit** menu entry. You will be presented with the main menu.

>To run DC RAMit as a program, do this:

Rename DCRAMIT.ACC to DCRAMIT.PRG



2 Run DCRAMIT.PRG as a normal program. You will be presented with the main menu.

The DC RAMit menus

DC RAMit is composed of two menus, the DC RAMdisk menu and the DC RAMit menu. Each has different functions. The DC RAMdisk menu is used to setup RAMdisks and save the configuration, while the DC RAMit menu is used to load, save and copy RAMdisks.

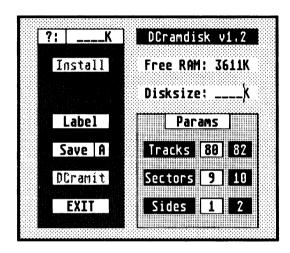
DC RAMdisk menu

From the DC RAMdisk menu, you can configure and install a RAMdisk, remove a RAMdisk, save a configuration (to create a RAMdisk and auto load an image of a RAMdisk), give the RAMdisk a label and move to the DC RAMit menu.

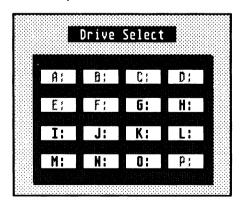
>To install a RAMdisk, follow these steps:

Select the **DESK** menu and choose the **DC RAMit** entry. You will be presented with the DC RAMdisk menu.





2 Click on the ? button. You will be presented with a menu of disk drive identifiers that you can use for a RAMdisk.



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[3] Click on one of the drive buttons. If you do not wish to select a drive identifier, you can press the RIGHT mouse button to return to the DC RAMdisk menu.

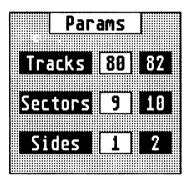


NOTE You must choose a drive identifier to install a RAMdisk.

After choosing the drive identifier, you will next need to decide on the size of the RAMdisk. You can configure the size two ways:

>To configure a RAMdisk by sectors, tracks and sides:

Select the tracks, sectors and sides for the RAMdisk. Do this by clicking on the desired number.



2 Click on the **PARAMS** button to determine the actual size needed for the RAMdisk you have selected. The calculated size will be displayed in the **DISKSIZE** field.

Free RAM: 3251K Disksize: 0360K

If the number in **DISKSIZE** is greater than the number in **FREE RAM**, then select another set of parameters.

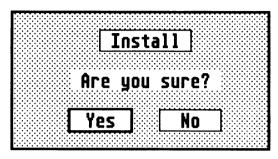
>To configure a RAMdisk by size:

■ Enter the size in **Kilobytes** in the **DISKSIZE** field.

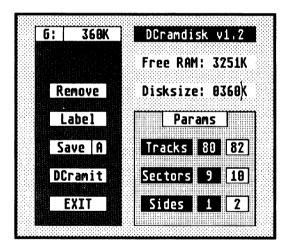


NOTE If you do not have enough **FREE RAM** you will not be able to create the RAMdisk.

4 Once you have configured the size, click on the **INSTALL** button. You will be presented with an alert box asking you to confirm your desire to create the RAMdisk. Click on YES to install it. Click on NO to return to the DC RAMdisk menu without installing a RAMdisk.



If the RAMdisk is successfully created, the **INSTALL** button will disappear, and a **REMOVE** button will appear. The **DC RAMIT** button will also become selectable.



NOTE A RAMdisk created this way is **not** reset-proof. If you create a RAMdisk using DC RAMit as a program, the memory used by the RAMdisk will be freed when you exit the program.



NOTE Be sure to install a drive icon onto the desktop for the RAMdisk you just created, if you want to access the RAMdisk from the desktop.



Saving an auto load configuration

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Everytime DC RAMit installs, you can have it remember the last configuration used, and you can have the same RAMdisk installed everytime you bootup, as well as have the same contents loaded automatically.

>To have the current configuration remembered, do this:

- [1] Go to the DC RAMdisk menu.
- [2] Click on the **A** button until it is **not** highlighted.

Save A

3 Click on the **SAVE** button. The file **DCRAMIT.INF** will be created on the root directory of your bootup disk.

Next time you bootup, the saved configuration will be used.

>To create and auto load the RAMdisk, perform these steps:

- 1 Go to the DC RAMdisk menu.
- [2] Click on the A button (next to the SAVE button) until it is highlighted. This is the AUTO create/load button.
- 3 Click on the **SAVE** button. The file **DCRAMIT.INF** will be created on the root directory of your bootup disk.

When you bootup, the RAMdisk will be created, and the last image file accessed will be the file which is used to auto load the RAMdisk. See the DC RAMit image file manipulation section for further details on what an image file is.



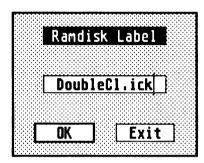
EXAMPLE Create a ramdisk then copy the set of files you want into it. Go to DC RAMit and select the copy direction -ramdisk to floppy- with **IMAGE** enabled. Select **COPY** to save the RAMdisk out as an image file via the fileselector. Return to the DC RAMdisk dialog and enable the **A** button then select **SAVE**. Next time you boot up, the RAMdisk will be installed and the image file read in.

Giving the RAMdisk a label

When you perform a SHOW INFORMATION on a disk drive at the desktop, it will also display a **VOLUME LABEL** assigned to that disk. The volume label is assigned to a storage device to give it a descriptive name. You can give a RAMdisk you create with DC RAMit a volume label.

>To assign a label to a RAMdisk, perform these steps:

Click on the **LABEL** button. An entry dialog will appear asking you to input a label.



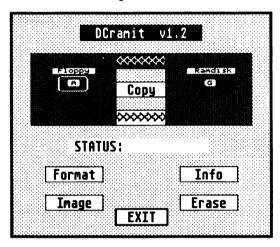
[2] Type in the label name you desire.



- 3 Click on **OK** when you are done. A check mark will appear in the **LABEL** button. Click on **EXIT** to not assign a label.
- 4 Install a RAMdisk following the instructions above. The RAMdisk you just created will have the volume label you just entered.

The DC RAMit menu

The DC RAMit menu contains the real power of DC RAMit. From the DC RAMit menu, you can load and save the contents of the RAMdisk from/to a single image file, copy to a floppy disk from the RAMdisk, copy to the RAMdisk from a floppy disk, erase the contents of the RAMdisk, and get information about the RAMdisk.



DC RAMit RAMdisk image file

An image file is an *exact* duplicate of the RAMdisk as it appears in memory, but in one file. You can save the contents of the RAMdisk to a single file, or copy the contents of an image file to the RAMdisk.

This is extremely powerful, especially to allow for the quick setup of the RAMdisk with many programs and files in it. You can even have DC RAMit automatically load in an image file on bootup, so your RAMdisk can be ready to use, complete with files.

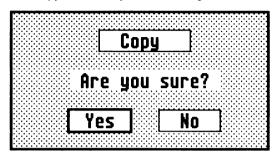
>To save a RAMdisk image file, perform these steps:



- Click on the **LEFT ARROWS** just above the **COPY** button. This signifies the direction of the operation, from the RAMdisk to the floppy disk.
- 2 Make certain that the correct RAMdisk drive identifier is displayed. If it is not the correct RAMdisk, click on the RAMdisk icon and choose the correct drive identifier from the menu of choices.
- [3] Click on the **IMAGE** button.

4 Click on the **COPY** button. An alert will appear asking you to confirm the copy operation. Click on YES to proceed. A file selector will appear should you choose to go on.





[5] Use the file selector to locate a file, or enter a filename, to save as the image file. The image file will be created and written to the destination you chose.

HINT Name your file with a .**RAM** extender so you can use the easy **Installed Application** use of DC RAMit described below.



NOTE You can select *any* drive to save the image file to. Even though the floppy disk icon only toggles between drive A: and B:



The **STATUS** display will indicate a successful operation. If the disk is full, or an error occurs, the **STATUS** display will show the appropriate message.

STATUS: All done! STATUS: Copying

NOTE Make sure you have enough room for the image file on the destination disk. The file can be quite large.



>To load a RAMdisk image file, perform these steps:

Click on the **RIGHT ARROWS** just below the **COPY** button. This signifies the direction of the operation, from the floppy disk to the RAMdisk.



- 2 Make certain that the correct RAMdisk drive identifier is displayed. If it is not the correct RAMdisk, click on the RAMdisk icon and choose the correct drive identifier from the menu of choices.
- [3] Click on the **IMAGE** button.

- 4 Click on the COPY button. An alert will appear asking you to confirm the copy operation. Click on YES to continue. A file selector will appear should you choose YES.
- 5 Use the file selector to locate the image file to load.



NOTE You can select *any* drive to load the image file from. Even though the floppy disk icon only toggles between drive A: and B:

The STATUS display will indicate a successful operation. If an error occurs, the STATUS display will show the appropriate message.



NOTE An image copy is **not** the same as copying a file into or from the RAMdisk. An image copy is similar to a disk copy, except the contents of the RAMdisk are stored in one file.

Performing disk copies

DC RAMit also allows you to perform direct floppy disk to RAMdisk and RAMdisk to floppy disk sector copies. Performing this type of copy operation will load a floppy disk directly into the RAMdisk so that the RAMdisk looks identical to the floppy disk, or save the contents of the RAMdisk directly to a floppy disk so the floppy disk looks just like the RAMdisk.

This operation is equivalent to the disk copy function of the desktop, except it performs it for the RAMdisk. This is a sector by sector copy, to/from the RAMdisk.



>To perform a disk copy from the floppy to the RAMdisk, follow these steps:

- [1] Click on the RIGHT ARROWS (from the floppy disk to the RAMdisk).
- [2] Make certain the correct RAMdisk drive identifier is displayed. If it is not the correct RAMdisk, click on the RAMdisk icon and choose the appropriate drive identifier.
- [3] Click on the floppy disk icon until it displays the correct drive you wish to copy from.
- [4] Insert the appropriate floppy disk into the floppy disk drive.



NOTE You might want to check the **INFO** of the RAMdisk, just to be certain you have the correct size configured.

[5] Make sure **NO OTHER BUTTONS** are selected.

- [6] Click on the **COPY** button. An alert will appear asking you to verify the copy operation. Click on **YES** to continue.
- 7 The copy operation will commence. You will hear the floppy disk being read into memory and transferred into the RAMdisk. The **STATUS** display will indicate this also.

When the copy operation is completed, you will see a success STATUS message. Should an error occur, you will see an error message indicating the problem.

>To perform a disk copy from the RAMdisk to the floppy disk, follow these steps:



- [1] Click on the **LEFT ARROWS** (from the RAMdisk to the floppy disk).
- [2] Make certain the correct RAMdisk drive identifier is displayed. If it is not the correct RAMdisk, click on the RAMdisk icon and choose the appropriate drive identifier.
- [3] Click on the floppy disk icon until it displays the correct drive you wish to copy to.
- [4] Insert the appropriate floppy disk into the floppy disk drive.
- [5] Next determine whether you need to have the floppy disk formatted during the disk copy. If you want to format the floppy disk, click on the **FORMAT** button until it is highlighted. A *fast* read disk format is always used.

NOTE The floppy disk will be formatted to be identical to the RAMdisk (the same sectors, tracks and sides). You might want to verify the INFO of the RAMdisk.



- [6] Click on the **COPY** button. An alert will appear asking you to verify the copy operation. Click on **YES** to continue.
- [7] The copy operation will commence. You will hear the floppy disk being written to as the data from the RAMdisk is transferred to it. If you chose **FORMAT**, the floppy disk will be formatted and the **STATUS** display will indicate this.

When the copy operation is completed, you will see a success **STATUS** message. Should an error occur, you will see an error message indicating the problem.

HINT If you only have a 40 sector RAMdisk installed, then the



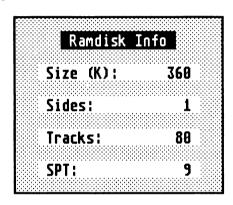
RAMdisk information



You can quickly obtain information about the currently selected RAMdisk. This information will tell you how many sectors, tracks and sides the RAMdisk emulates, as well as the total capacity.

>To get RAMdisk information, do this:

- Select the appropriate RAMdisk drive by clicking on the RAMdisk icon and choosing the appropriate drive identifier.
- [2] Click on the **INFO** button. A RAMdisk info display will appear containing the information:



- SIZE (K)
 The size of the RAMdisk in Kilobytes
- SIDES
 The number of floppy disk sides the RAMdisk emulates.
- TRACKS
 The number of floppy disk tracks the RAMdisk emulates.
- SPT (Sectors Per Track)

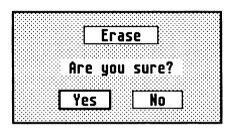
 The number of floppy disk sectors per track the RAMdisk emulates.
- 3 Press the **RIGHT mouse button** to return to the DC RAMit menu.

Erasing the RAMdisk contents

You can quickly clear out the entire contents of the RAMdisk, so you don't have to delete each file in it.

>To erase the contents of the RAMdisk, follow these steps:

- Make sure you have the correct RAMdisk chosen by looking at the letter in the RAMdisk icon.
- 2 Click on the **ERASE** button. An alert will appear asking you to verify the erase operation.



[3] Click on YES to erase the RAMdisk contents. A STATUS message will appear indicating the operation succeeded.

Using DC RAMit as an INSTALLED APPLICATION

Image files can be loaded automatically by utilizing the **Install Application** feature of the GEM desktop. All that is needed is for DC RAMit to automatically install a ramdisk on bootup (loading an image file is optional).

>To make DC RAMit an INSTALLED APPLICATION, do this:

- Copy **DCRAMIT.ACC** to somewhere on your system.
- [2] Rename the copy from DCRAMIT.ACC to DCRAMIT.PRG



- [3] Click on the copy **DCRAMIT.PRG** icon or name in a desktop window.
- 4 Select the OPTIONS menu at the dekstop and choose the INSTALL APPLICATION command. A dialog box will appear.
- [5] Enter . RAM for the DOCUMENT TYPE
- 6 Save the desktop.



- >To load new RAMdisk contents using DC RAMit as an installed application, do the following:
- [] Locate a DC RAMit image file with the extender .RAM



- 2 Double click on the .RAM file. The system will attempt to run DCRAMIT.PRG.
- [3] When DC RAMit is executed, it will see the .RAM file as a parameter, and will load it in as the image file for the currently defined DC RAMdisk.

DC RAMdisk program

by Keith Gerdes

DC RAMit also has a companion AUTO folder program which installs a reset-proof RAMdisk. A reset-proof RAMdisk allows you to reset your machine, or recover from a crash without losing the contents of the RAMdisk. Just about the only way to lose the contents is to turn your computer off.

Installing the DC RAMdisk

- >To install the DC RAMdisk, do this:
- Opp DCRAMDSK.PRG to the AUTO folder of your bootup disk.
- 2 Install a disk drive icon on the desktop.
- [3] Do this by clicking once on a disk drive icon.
- 4 Next select the OPTIONS menu and choose the INSTALL DRIVE DRIVE command. Enter the DRIVE IDENTIFIER you wish to use for the RAMdisk.

[5] To determine the size and type of RAMdisk installed, enter the **ICON TEXT** as one of the following:

DCS????

where ???? is:

TTSs = Tracks, Sectors, sides



EXAMPLE DCS 80A1 = 80 tracks, 10 sectors, 1 side

DCS_80A1

NOTE This is useful for configuring the RAMdisk as a floppy. Sectors is a hexadecimal number.



= nnnnK (10 sectors per track)



EXAMPLE DCS 0400 = 400K, 10 sectors, > 475K = 2 sides DCS 0400



NOTE Enter a space before the size. You can enter any four digit size, just make sure you have enough free RAM for it to be created.



###= nnnK (9 sectors per track)



EXAMPLE DCS 360 = 360K, 9 sectors, > 475K = 2 sides DCS _360



NOTE Enter a space and an underscore before the size. You can enter any **three** digit size, just make sure you have enough free RAM for it to be created.



- [6] Click on the **INSTALL** button.
- [7] The disk drive icon will appear on your desktop. Save the desktop.
- [8] Next time you bootup, DC RAMdisk will run from the AUTO folder and will spot this entry in your DESKTOP.INF file and create the reset-proof RAMdisk.

NOTE Due to the way DC RAMdisk configures the system, it will reboot the computer the first time it installs the RAMdisk.



HINT To disable the RAMdisk on initial bootup, press down the **CONTROL>** key just before and while DC RAMdisk executes.

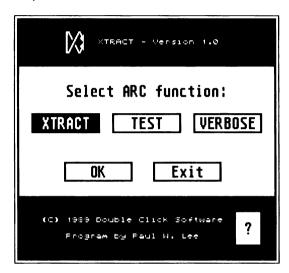


DC Xtract 1.0

Program by Paul W. Lee

Xtract

DC Xtract 1.0 is a very simple desk accessory designed to extract ARC archives only. It is small, quick and always ready to go as a desk accessory.



Installing DC Xtract 1.0

>To install DC Xtract 1.0, do the following:

- [1] Copy the file **DCXTR10.ACC** to the normal bootup path for your desk accessories (usually A:\ or C:\).
- [2] Reboot your computer. DC Xtract 1.0 will be installed.

Using DC Xtract 1.0

DC Xtract 1.0 is extremely simple. We assume you know exactly what an ARC archive is. ARC archives end with the extender of .ARC and are used to store one or more files in a compressed format in one complete file.

DC Xtract 1.0 will either extract, list or test the contents of the archive. For more advanced manipulation of an ARC archive, or to manipulate other archive types, use **DC Xtract Plus**.

>To extract the contents of an ARC file, follow these steps:

- Select the **DESK** menu and choose **DC Xtract 1.0** in the menu. You will be presented with the DC Xtract 1.0 main menu.
- [2] Click on the **XTRACT** button.
- [3] Click on the **OK** button. You will be presented with a file selector.
- 4 Use the file selector to choose an archive. Another file selector will appear.
- 5 Use the second file selector to choose the destination path.



NOTE DC Xtract 1.0 will not create subdirectories. All files will be extracted directly to the path chosen.

CRC ok. Extracting file : ENVIRON.DAT Extracting file : ENVIRON.DOC CRC ok. Extracting file : ENVIRON.S CRC ok.

Press mouse button or any key to continue:

During the extraction process, you will see a display of the file that is being extracted.



NOTE Should a file already exist in the destination path with the same name as one being extracted, you will be notified and asked whether to overwrite the file, or skip to the next one. Press the <Y> key to overwrite the file, press **<N>** to skip it.



NOTE If the destination disk does not have enough room, you will see a write error message on the screen. Choose another disk for the destination, or delete some files to make room.

6 Once the extraction process is done, press any key or press the **RIGHT mouse button** to return to the main menu.

>To list the contents of an ARC archive, do this

- Click on the **VERBOSE** button.
- [2] Click on the **OK** button. You will be presented with a file selector.
- [3] Use the file selector to locate an ARC archive.
- 4 Once you select the file, the contents will be listed to the screen.

Press [ESC] to abort.

Nane	Actual	Storage	SF	Stored	Date	Time	CRC
=========	======	=======	====	======	=======	======	====
ENVIRON.DAT	319	Crunched	22%	249	86/81/98	82:89p	3E75
ENVIRON.DOC	1891	Crunched	35%	1233	86/81/98	02:09p	91D8
ENVIRON.S	1915	Crunched	41%	1132	86/81/98	02:89p	88CD
=========	======	=======	====	======	=======	=====	====
Intal 3 -	4125		37%	2614			

Press mouse button or any key to continue:

[5] When the listing is completed, press any key or the RIGHT mouse button to return to the main menu.

>To test the integrity of an ARC archive, take these steps:

- [1] Click on the **TEST** button.
- [2] Click on the OK button. You will be presented with a file selector.
- [3] Use the file selector to locate an ARC archive.
- 4 Once you select the file, the contents will be tested to make sure all the files are intact.
- The files being tested will be listed to the screen. If the file is okay, you will see the message **CRC ok.** after the filename.

Testing file: ENVIRON.DAT CRC ok.
Testing file: ENVIRON.DOC CRC ok.
Testing file: ENVIRON.S CRC ok.

Press mouse button or any key to continue:



NOTE Should an error occur, you will be notified. If a file is bad, you will see the message **CRC failed**

File selectors

DC Xtract 1.0 will normally use the TOS 1.4 extended file selector. If you have a replacement file selector installed, it might not recognize the system call, and you may therefore get the normal file selector.

>To use the normal file selector, do the following:

- 1 Press down the **<LEFT SHIFT>** key.
- [2] Click on the **OK** button. This will set a switch, and all subsequent calls to the file selector will use the old call.

>To use the TOS 1.4 extended file selector, do this:

- Press down the **<RIGHT SHIFT>** key.
- [2] Click on the **OK** button. This will set a switch, and all subsequent calls to the file selector will use the TOS 1.4 extended call.

NOTE You only need to do one of the above **once** during any session with DC Xtract 1.0



Additional information

>To get additional information about DC Xtract 1.0, do this:

■ Click on the ? button. A display of information will appear.

Send comments or bug reports for DC XTRACT to:

Double Click Software P.O. Box 741206 Houston, Texas 77274-1206

BBS: (713) 944-0108

Exiting DC Xtract 1.0

>To exit DC Xtract 1.0, do this:

Click on the **EXIT** button.

DC Desk Organizer

Program by Paul W. Lee



DC Desk Organizer makes an executable program from your **DESKTOP.INF** file. Executing the created program will change the appearance of the desktop instantly, setting the icons, windows, colors, printer and baud rates.



Using DC Desk Organizer

>To use DC Desk Organizer, do this:

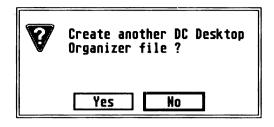
Execute **DCDSKORG.PRG** from the desktop. You will be presented with an opening alert box. Click on **OK**.



- 2 You will be next presented with the file selector. Use the file selector to locate a **DESKTOP.INF** file.
- 3 Once you have selected the **DESKTOP.INF** file, another file selector will appear. Use the second file selector to locate or enter a filename for the program to create, such as **DESKTOP1.APP**



HINT Create several different **DESKTOP.INF** files, each one with a different layout. Renaming the one just saved out to another name, such as **DESKTOP.IN1**



- [4] DC Desk Organizer will create the file and will ask you if you want to create another one.
 - Click on **YES** and proceed back to step 2.
 - Click on NO to exit the program.

Using a DC Desktop Organizer created program

- >To use a program created by DC Desktop Organizer, do this:

- 1 Execute the program from the desktop.
- [2] The program will read the **DESKTOP.INF** file imbedded in the program and set the windows, drive icons, colors, printer and baud rates.
- [3] The new desktop will appear.

NOTES

NOTES

OC DESKTO

"The GEM Desktop just got better"



Enhance, don't replace!

- Place programs & folders right on the desktop
 - Display unique file, folder and drive icons
 Color icons

28685 bytes used in 32 items

C: LOCOSKTOP

(); OF

File

Desk

 Store frequently used files and programs in our exclusive CABINET virtual disk drive
 Display NEOchrome, Degas, TINY Spectrum. ART director and Mac pictures from SHOW

A Partie

(v)

- View files at the desktop with an enhanced SHOW routine (with mouse control!)
- SHOW routine (With mouse control!)

 Replace the desktop with a pattern or picture
 - Recover files from the trash
- Spool/queue printing from desktop or program
 Works in all resolutions, STe too!
 - Drop down menu commands via keystrokes
 - Load different desktops with a keystroke

Desk not included

- Comes with a command line interface, bootup selector, terminal, icon editor, more
 - Special hooks let RAM resident programs be called with one key from DC Desktop Completely modular and memory resident only use what you want!
 - Much, much more

DC Xtract Plus allows you to create and extract ARC, LZH, ZIP and ZOO archives!

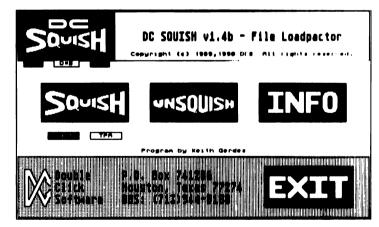
Throw away your ARC shell!

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								ĮØ	EXXY

- "These programs are aSTounding!"
- Ken Badertscher, Atan Corp.

DC Squish now compresses executable files better than ARC and it still leaves them executable!





- "These programs are fabulous!"
- David Plotkin, STart Contributing Editor



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