

# DC DESKTOP

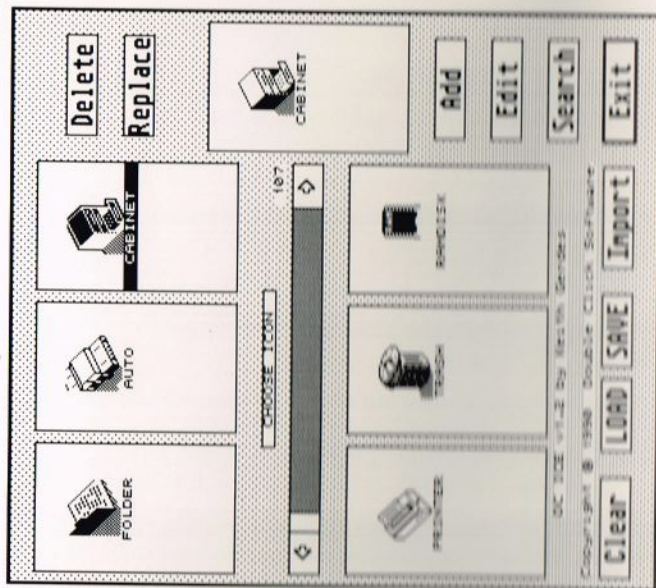
New Version!

*"The GEM Desktop just got better"*

Enhance, don't replace!

- Place icons & folders right on the desktop
- Display unique file, folder and drive icons
- Store frequently used files and programs in our exclusive CABINET virtual disk drive
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- Recover files from the trash
- Spool/queue printing from desktop or program
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- Load different desktops with a keystroke
- Comes with a command line interface, bootup selector, icon editor, more
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- Completely modular and memory resident
- — only use what you want!
- Much more

"DC Desktop is a permanent part of my system!"  
—Ron Luks,  
Founder of  
CompuServe's  
SIG ATARI

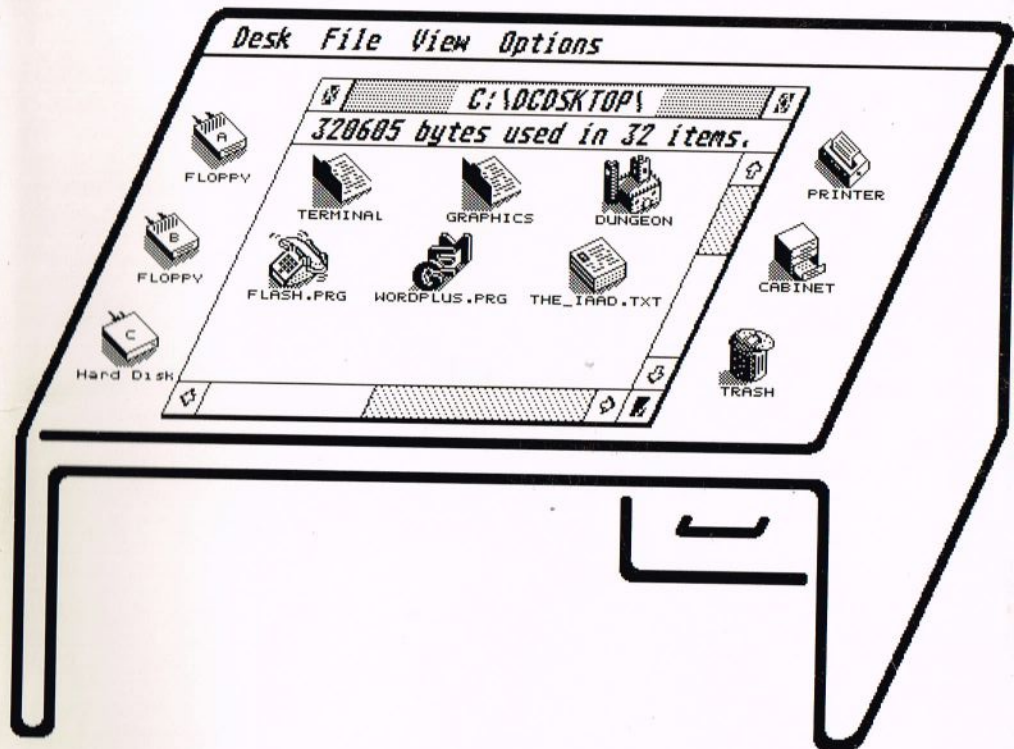


The  
DC ICE  
Icon  
Editor

# DC DESKTOP

*"The GEM Desktop just got better"*

NEW  
VERSION



*Double  
Click  
Software*

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

# DC DESKTOP

"The GEM Desktop just got better"

## Owners Manual Version 1.2

Programs by

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Keith Gerdes

Manual by  
Michael B. Vederman

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## Preface

Thank you for purchasing the DC DESKTOP package.



DC DESKTOP is a collection of several different programs which are used together to form a unique extension/enhancement to the GEM desktop. DC DESKTOP is **not** a replacement for the GEM desktop. You will find that DC DESKTOP combines features from many different programs into one integrated package.

In this package, you will find the programs:

DCDSKTOP.PRG :	The main program
DCINSTAL.PRG :	Installs icons onto the desktop
DCICE.PRG :	A full-featured icon editor
DCSHOW.PRG :	Replaces the desktop's 'SHOW' routine
DCSHOPIC.PRG :	Adds viewing pictures to SHOW
DCSHOARC.PRG :	Adds listing/extracting ARCs to SHOW
DCSHOHEX.PRG :	View files in HEXADECIMAL format
DCTERMNL.PRG :	Simple VT52 terminal
DCDSKDRP.PRG :	Replace the desktop with pattern or picture
DCSPOOLR.PRG :	A versatile printer spooler
DCKEYTOP.ACC :	Access the desktop menus using keystrokes
DCCONFIG.PRG :	Configure the DC DESKTOP programs

All the modules communicate with the master program DCDSKTOP.PRG

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

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

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



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

## BE SURE TO REGISTER!

Be sure to send in your registration card to get full support of your DC DESKTOP, plus receive information about future products.



We make registering very easy for you. Simply fill out the enclosed card and drop it in the mail. You don't even have to pay for postage, we do! What could be easier!

Any changes which occur can be read about in the file *READ\_ME.1ST*

## 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 - READ THIS**

Believe it or not, the very first day we released the DC DESKTOP program, it was on pirate BBSes all over the United States and abroad. This hurts us alot.



But, we were 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 DESKTOP disk. Refer to the Table of Contents to quickly find the section you need.*

**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.





**Mouse Terms** The following definitions are used to describe mouse operations:

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 an object on the screen (an icon or menu name, for instance) and click the mouse button.

### 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:\DIR1\MYFOLDER\

**Path** is the complete list showing you where a particular folder is, in this example the folder C:\DIR1\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 directory/folder, do this:

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

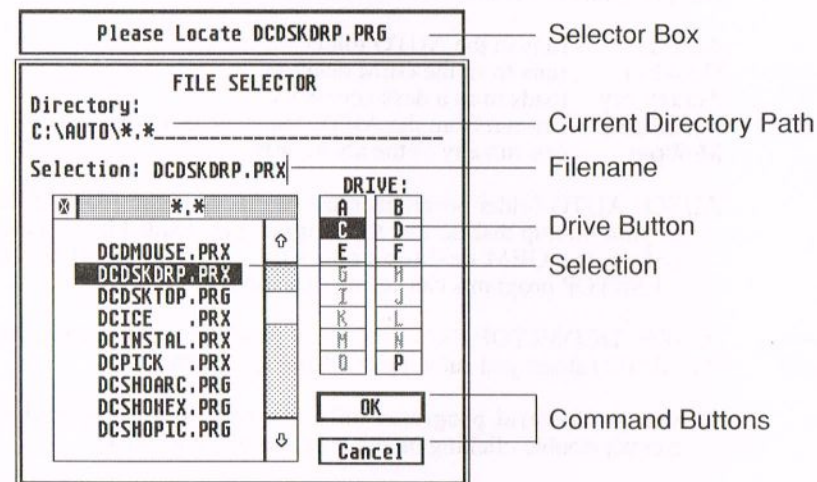
### Using the Item Selector

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 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, LGFSEL17.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 you are asked to enter or locate a filename, follow these steps:

- 1 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:

- 1 Find the directory.
- 2 Enter the directory by clicking on its name in the list
- 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
- Installable** - can run from the AUTO folder or from the desktop
- Multiple** - can run any of the above ways

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



**NOTE** DCDSKTOP.PRG is the only program that must run from the AUTO folder; you cannot run it from the desktop.

**Desktop** Several programs only run from the GEM desktop. Simply double clicking on the program will execute it.

**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.

**Installable** Most of the DC DESKTOP programs can be run from the AUTO folder. A unique feature of DC DESKTOP allows the programs to run from the AUTO folder and become memory resident, then be called (like a desk accessory) at the desktop.

**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 of DC DESKTOP

Before you start using DC DESKTOP, 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 Desktop can run on any Atari ST computer with a minimum of 512K of memory and one single-sided disk drive. DC Desktop is 100% compatible with all versions of Atari TOS/GEM.

### Step 1: Make a Backup Disk



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



**NOTE** The disk may or may not be copyable using the GEM desktop's disk copy. Refer to the outside package. If you see a sticker that says 'Not copyable at the GEM desktop,' then you will need to use something like DC FORMATTER or ProCopy to perform a disk sector copy.

### Step 2: Setup Your Work Disk

Before you use the DC DESKTOP program, you must create certain directories and copy the programs to your floppy or hard disk.



**NOTE** The DC DESKTOP comes with a default configuration, which assumes that the directories with the names of *DCDSKTOP* and *TRASH* are located on the root of drive C: (*C:\DCDSKTOP\* and *C:\TRASH\*). You can change the name and location of these directories using the DC CONFIGURATOR (DCCONFIG.PRG), so the DC DESKTOP will use the ones you create.



If you are using a hard disk, follow these steps:

- 1 Open a directory window for drive C:.
- 2 Create a new folder called *DCDSKTOP*.
- 3 Create a new folder called *TRASH*.

If you are using a floppy disk, follow these steps:



- 1 Open a directory window for drive A:.
- 2 Create a new folder called *DCDSKTOP*.
- 3 Create a new folder called *TRASH*.
- 4 Change the DC DESKTOP configuration for the DC Desktop Information Directory and the Trash directory in the DC CONFIGURATOR (see the DC CONFIGURATOR chapter).

**DCDSKTOP Directory** The *DCDSKTOP* directory is used by DC DESKTOP to hold files it will load and save (such as *DESKTOP.INF* and *CABINET* files). It will also contain certain programs. It is referred to as the **DC Desktop Information Directory** throughout the manual.

**TRASH Directory** The *TRASH* directory is used for the recoverable trash, and stores files you move to the trash can.

You can create the directories *DCDSKTOP* and *TRASH* where you want them, but be sure to change the path in the DC Configurator if you do not use the defaults. If you do not want the recoverable trash, do not create the *TRASH* directory.

### Step 3: Setup Your AUTO Folder

Almost all of the DC Desktop modules can run from the AUTO folder. If you do not have an AUTO folder, create one by doing this:

- 1 Open a directory window for drive A: (floppy system) or C: (hard disk system).
- 2 Create a new folder named *AUTO*.
- 3 Copy the following files to the *AUTO* folder:

*DCDSKTOP.PRG DCINSTAL.PRG DCDSKDRP.PRG*  
*DCSHOW.PRG DCSHOPIC.PRG DCSHOARC.PRG*  
*DCSHOHEX.PRG DCSPPOOLR.PRG DCICE.PRG*  
*DCTERMNL.PRG*

**NOTE** *DCDSKTOP.PRG* must run before the other modules. Order of the other modules within the AUTO folder is not important.

To make certain *DCDSKTOP.PRG* runs before the others, do this:

- Copy *DCDSKTOP.PRG* to the AUTO folder, then copy the others.





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



**NOTE** We are including a program on our disk call *FOLDSORT.PRG*. You can use this program to reorder your AUTO folder to make sure the programs execute in the proper order. Refer to the instructions included with that program for proper execution.

#### Step 4: Setup Your Root Directory

Copy *DCKEYTOP.ACC* to the root directory of your boot disk.



**NOTE** If you are using a floppy disk system, then copy the file *DCDSKTOP.ICE* to the root directory of the floppy as well.

#### Step 5: Setup Your DCDSKTOP Directory



The DC Desktop Information Directory is extremely important for the smooth operation of the DC DESKTOP package. To properly setup your DC Desktop Information Directory, follow these steps:

- 1 Copy the following files to your DC DESKTOP Information Directory from the master DC Desktop disk:

*DCCONFIG.PRG*  
*DCINSTAL.PRG*  
*DCICE.PRG*  
*DCDSKTOP.ICE*

- 2 Copy your normal DESKTOP.INF file from the root directory of your bootup disk (usually *A:\DESKTOP.INF* or *C:\DESKTOP.INF*) to the DCDSKTOP directory.

#### Step 6: Quick Configuration of DC Desktop

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

To configure and install DC Desktop for a quick installation, perform the following steps:

- 1 Execute the program *DCCONFIG.PRG* in your DC DESKTOP Information Directory. The first thing you will see is the MAIN configuration dialog.

- 2 Click on the SAVE CONFIG button.
- 3 Fill in your name and address. Carefully read all the information in this dialog box to make sure you understand what is said. All the fields must be completed to continue.
- 4 Click on the WRITE CONFIG button. An alert box will ask you if you really want to continue.
- 5 Click on the YES button.
- 6 At this point you will be presented with a series of item selectors which are used to locate specific programs. Refer to the selector box for the specific file to locate. You must locate the copy of the program that will run in the AUTO folder, or the copy of the program you run manually (by double clicking it, if you do not install it in the AUTO folder).
- 7 Once you have located the final program *DCCONFIG.PRG*, you will be returned to the GEM desktop.
- 8 Reboot your computer.



**NOTE** DC DESKTOP comes pre-configured, so it is not necessary for you to set the different options unless you want to change something. You will probably need to verify the DC DESKTOP Information Directory path and the TRASH path under the DC DESKTOP configuration menu.



#### Other Program Considerations

Other programs conflict with the DC DESKTOP. Some conflict in such a way that the DC DESKTOP will not run and those programs must be removed from your system. Other programs must run before or after the DC DESKTOP for everything to work correctly.

The following programs **MUST** run **before** *DCDSKTOP.PRG* in the AUTO folder:

*GDOS.PRG*  
*G+PLUS.PRG*  
*POOLFIX3.PRG*  
*FATSPEED.PRG*







The following programs may cause problems with DC DESKTOP. We advise you to remove them completely from your system:

*DISKFREE.PRG*  
*TURBODOS.PRG*  
*COPYFIX.PRG*  
*NEOQUEUE.ACC*  
*NEOCNTRL.ACC*  
*STARTGEM.PRG*

**STARTGEM.PRG** If you are using *STARTGEM.PRG*, we suggest that you use *HEADSTRT.PRG* instead. You can find this program in the *MISC* folder on the master DC Desktop disk.

**TURBO ST 1.8** All versions of TURBO ST 1.8 **MUST** be patched using the patch program we provide on the master disk. Look in the **TURBOST.18** folder for the program *PATCHTST.PRG*. To patch a copy of Turbo ST 1.8, follow these steps:

- 1 Locate and run the program *PATCHTST.PRG*
- 2 Follow the prompts.
- 3 When you see the file selector, select any copy of Turbo ST 1.8 you want to patch. You can patch all versions of the software. We advise you do this on backup copies.



**NOTE** TURBO ST **SHOULD NOT** run from inside MultiDesk with DC DESKTOP. Doing so will disable the DC DESKTOP. Run TURBO ST as a normal accessory.

A newer version of TURBO ST is available which does not require patching (version 1.82d). Refer to your TURBO ST documentation for more information.

DC DESKTOP is specially designed to run best with the QUICK ST II software accelerator (available from Branch Always Software).



**PINHEAD** If you are using PinHead, you **MUST** create a *PINHEAD.DAT* file on the root directory of your bootup disk. Specific directions are included with PinHead.

We suggest you have a *PINHEAD.DAT* file that has at least the following two lines:

PH13  
\*. \* 32

## DC Desktop

DC Desktop is a modular enhancement system for the GEM desktop. You may think of DC Desktop as a complete package consisting of several different programs. **DCDSKTOP.PRG** is the master program, which all the other programs communicate with using our communications pipeline.

### DC Desktop Features

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

- Recoverable TRASH
- Displaying of unique icons for programs, folders and disk drives
- Execution of the program icons from the desktop
- Execution of user-defined programs with a keystroke
- The CABINET virtual disk drive
- Loading and saving different CABINET files with a keystroke
- Loading and saving different DESKTOP.INFs with a keystroke
- Calling the file selector with a keystroke
- Emptying the TRASH with a keystroke
- Calling the DC Icon Installer with a keystroke
- Calling the DC Icon Editor with a keystroke

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



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

### DC Desktop Information Directory



Depending on the operation, DC Desktop will need to load or save certain files. These files are located in the DC Desktop Information Directory. These are the **DESKTOP.INF**, **CABINET**, file path information and icon files.

Additionally, the DC Icon Editor and DC Icon Installer should be located in this directory.

By default, the DC Desktop Information Directory is defined as:

**C:\DCDSKTOP\**

This is a folder named **DCDSKTOP** on drive C: Refer to chapter 3 *The DC Configurator* for an explanation of how to define a different directory. Refer to chapter 1 *Installing DC Desktop* for an explanation on how to setup this directory for your specific system.

## Recoverable Trash



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

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

By default, the Trash Directory is defined as:

**C:\TRASH**

This is a folder named **TRASH** on drive C: Refer to chapter 3 *The DC Configurator* for an explanation of how to define a different directory. Refer to chapter 1 *Installing DC Desktop* for an explanation on how to setup this directory for your specific system.

**HINT** You can configure the Trash directory for a RAMdisk, but be careful: When you power off your computer the files in the trash on the RAMdisk will be gone forever. You must have RAMdisk software installed in order to do this.



### To Delete or Not To Delete

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

For DC Desktop to move files to the recoverable trash when you press the **<CONTROL>** key during a delete operation, do this:

- 1 Use the DC Configurator (see chapter 3) to change the DC Desktop configuration. Set the toggle option button to read **<CONTROL> Moves Files to Trash on Delete**.

- 2 Save the configuration.

Pressing and holding the **<CONTROL>** key during a delete operation will move the file(s) to the Trash directory.

**EXAMPLE** Dragging a file to the trashcan without pressing the **<CONTROL>** key will now permanently delete the file.



For DC Desktop to permanently delete files when you press the **<CONTROL>** key during a delete operation, do the following:

- 1 Use the DC Configurator (see chapter 3) to change the DC Desktop configuration. Set the toggle option button to read **<CONTROL> Permanently Deletes Files**.

- 2 Save the configuration.



Pressing and holding the <CONTROL> key during a delete operation will permanently delete the file(s).

**EXAMPLE** Dragging a file to the trashcan without pressing the <CONTROL> key will move the file(s) to the TRASH directory.



**NOTE** The recoverable trash can works on all delete operations, at the desktop and within programs.

To not have a recoverable trash at all:

- ☐ Do not create the TRASH directory.

### Emptying the Recoverable Trash

You can delete all files in the trash with a single keypress, rather than deleting the files one at a time manually.

To delete all files in the recoverable trash, do this:

- ☐ Press the F3 function key while at the GEM desktop. You will be prompted to confirm the action. Click on YES to delete all the files. Click on NO to cancel the operation.

The default configuration uses the F3 function key for this operation. Use the DC Configurator (see chapter 3) to change the key assignment.



**NOTE** Since the recoverable trash operates by moving the files to the TRASH directory, the disk drive that contains this directory must have enough free space to contain the file(s). If the disk does not have enough free space, the file(s) will be permanently deleted.

### Trash Filename Conflicts

If a file with the same name already exists in the recoverable trashcan, two actions can be taken:

The old file will be deleted.  
The old file will be renamed.

To delete files with the same name, do this:

- 1 Use the DC Configurator (see chapter 3) to change the DC Desktop configuration. Set the toggle option button to read **Delete Old Trash on Conflicts**.
- 2 Save the configuration.

**EXAMPLE** If a file with the name A.PRГ exists in the Trash directory and you attempt to delete another file named A.PRГ, the file in the TRASH directory will be deleted before moving the new file in.



To rename files with the same name, do this:

- 1 Use the DC Configurator (see chapter 3) to change the DC Desktop configuration. Set the toggle option button to read **Rename Trash Conflicts**.
- 2 Save the configuration.

**EXAMPLE** If a file with the name A.PRГ exists in the Trash directory and you attempt to delete another file named A.PRГ, the file in the TRASH directory will be renamed to B.PRГ before moving the new file in. The first letter of the filename will be incremented by one.



### Display of Unique Icons, Folders and Disk Drives

DC Desktop will always display unique icons for your files and folders, based upon the file/folder name. For disk drive icons, you have the choice of using a standard icon for all disk drives or using a unique icon for each disk drive.

The icons are present in the DCDSKTOP.ICE file. A best fit filename recognition system is used to determine which icon to display for a file. Pattern matching is performed using standard wildcard syntax.

The default icon file is located in your DC Desktop Information Directory. See chapter 1 *Installing DC Desktop* for specific information on installing your default icon file.

**NOTE** Upper- and lower-case are different. For example, **dcice.prg** and **DCICE.PRГ** are different filenames. Filenames and folder names are generally upper-case, while disk drive names can be mixed case.



**EXAMPLE** An icon entry in the ICE file with a template of DC\*.PRГ will match with files named: DCDSKTOP.PRГ, DCICE.PRГ, DCSHOW.PRГ, but would not match with DCKEYTOP.ACC, DELETE.PRГ, DCDSKDRP.PRГ. An icon entry with the template of DC?.PRГ will match with: DC1.PRГ, DCX.PRГ, DCD.PRГ, but would not match with: DCICE.PRГ, DCXX.PRГ, etc.





A question mark '?' signifies match any single character and an asterisk '\*' signifies match any number of characters to the period or to the end of the filename. You can mix ?'s and \*'s (DC\*.PR? or DCFMT??.\*), but a '\*' next to a '?' (DC\*?.PRG or DC\*?.PRG) would be the same as DC\*.PRG

See chapter 9 *Using the DC Icon Editor* for a further explanation on assigning icon templates and manipulating an ICE file.

### Floppy Disk Icon Files

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



**EXAMPLE** Suppose your default icon file DCDSKTOP.ICE has three icons in it, one for GEM programs (\*.PRG), one for TOS programs (\*.TOS) and one for anything else (\*.\*). This file is loaded and stored in memory when you bootup. All icons on your desktop will show up as one of those three. On floppy drive A: you have another icon file on the root (A:\DCDSKTOP.ICE) which has one icon defined for desk accessories (\*.ACC). Open a directory window for drive A: and that icon file is automatically read into memory to supplement the default icons. You now have icons defined for GEM and TOS programs, desk accessories and for anything else. Thus, desk accessories will now have unique icons. If you insert another disk into drive A: with yet another icon file, the \*.ACC icon will be dumped from memory and the new icon file will be read and used.

What this means to you is that you can have a small default icon file that has a few icons in it. On a floppy disk you can have an ICE file with only the icons for the programs on that disk. When that disk is accessed for the first time, those icons will be loaded into memory. Now you also have unique icons for those programs.

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



**NOTE** The floppy loaded ICE file will be searched before the default ICE file when attempting a match.

### Execution of Program Icons on the GEM Desktop



DC Desktop always allows you to execute program icons on the desktop. You can execute the program either by double clicking on the icon or pressing the keystroke you assign to that icon. See chapter 4 *The DC Icon Installer* for further information on placing icons onto the desktop and assigning keystrokes to those programs.

No configuration is needed for this option, other than installing the icon onto the desktop and assigning a key value to it.

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



### The CABINET Virtual Disk Drive

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

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

Files in the CABINET are not actually stored in the CABINET. Instead, the original location of the file is stored in the CABINET. That is why you must configure the CABINET to indicate how many files it will keep track of. You may have up to 99 unique files in the CABINET.

This means you can have 99 different files in the CABINET. For the same file copied to different places in the CABINET, in different folders, a counter is kept indicating how many times it appears in the CABINET. You may store the same file in the CABINET up to 65535 times (certainly more times than is needed).

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



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

To install a file into the CABINET, perform the following:

- Drag copy the file(s) to the CABINET icon, the CABINET window or to a folder within the CABINET.

**NOTE** Copying a file to the CABINET must be performed at the GEM desktop, and must be performed through a normal **copy** operation. You cannot copy a file into the CABINET from another program (such as Universal Item Selector).







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

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



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

### Installing the CABINET Icon

To install the CABINET icon on the desktop, do this:

- 1 Press the F2 function key to call up the DC Icon Installer.
- 2 Click on the **CABINET** button until a check mark appears.
- 3 Save the desktop from the DC Icon Installer (see chapter 4).

When you open the CABINET to a window, the information line (which normally displays statistics about the files) will display the text **CABINET**.



**NOTE** All filenames contained within the CABINET will have a zero length file size. The actual files, wherever they reside have the correct file size.

Because the CABINET acts like a RAMdisk, it also requires a unique drive identifier. See chapter 3 *The DC Configurator* for instructions on setting the drive identifier. The default is P:.

### Loading and Saving CABINET Files

You may load and save up to 11 CABINETs for your different needs. The CABINET files are stored in the DC Desktop Information Directory.

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

Saving and loading a CABINET can be performed two ways, either at the desktop or from the DC Icon Installer.

To **LOAD** a CABINET from the GEM desktop, do the following:

- Press the <CONTROL> + <numeric keypad number> keys

To **SAVE** a CABINET from the GEM desktop, do the following:

- Press the <CONTROL> + <LEFT SHIFT> + <numeric keypad number> keys

where <numeric keypad number> is numeric keypad key 0 through 9 for CABINET files DCDSKTOP.CA0 through DC DSKTOP.CA9, respectively; or the numeric keypad period for the default CABINET file DCDSKTOP.CAB.

You will find that loading a CABINET from the GEM desktop is extremely easy and useful to change the icons, programs and windows you have installed.

**HINT** You can have a desktop publishing CABINET, a communications CABINET, a programming CABINET all with different programs.



See chapter 4 *The DC Icon Installer* for instructions on loading a desktop from the DC Icon Installer.

### Loading and Saving Desktops

You may load and save up to 11 DESKTOPs for your different needs. The DESKTOP files are stored in the DC Desktop Information Directory.

You can load and save desktops two ways, from the desktop or from the DC Icon Installer.

To **LOAD** a DESKTOP from the GEM desktop, do the following:

- Press the <ALTERNATE> + <numeric keypad number> keys

To **SAVE** a DESKTOP from the GEM desktop, do the following:

- Press the <ALTERNATE> + <LEFT SHIFT> + <numeric keypad number> keys

where <numeric keypad number> is numeric keypad key 0 through 9 for DESKTOP files DCDSKTOP.CA0 through DCDSKTOP.CA9, respectively; or the numeric keypad period for the default CABINET file DCDSKTOP.CAB.





You will find that loading a DESKTOP from the GEM desktop is extremely easy and useful to change the icons, programs and windows you have installed.



**HINT** You can have a desktop publishing desktop, a communications desktop, a programming desktop all with different programs installed and different windows open.

See chapter 4 *The DC Icon Installer* for instructions on loading a desktop from the DC Icon Installer.

For each DESKTOP you load/save **from DC Desktop** you also load/save a file containing the installed desktop program paths, options and keystrokes associated with those files. These files are named DCDSKPTH.IN0 through DCDSKPTH.IN9 and DCDSKPTH.INF, which are loaded/saved with DESKTOP.IN0 through DESKTOP.IN9 and DESKTOP.INF, respectively. The default desktop (DESKTOP.INF) and path file (DCDSKPTH.INF) are loaded automatically when you boot your computer.



**NOTE** Always save a desktop using DC Desktop (either through the desktop keystrokes or the DC Icon Installer). Performing a SAVE DESKTOP from the OPTIONS menu on the GEM desktop is not useful.

When DC Desktop is installed, all desktop information (including the default DESKTOP.INF) is stored in the DC Desktop Information Directory.

See chapter 4 *The DC Icon Installer* for more information.

## Other DC Desktop Keys



Four other functions in DC Desktop are assigned keystrokes. These functions are calling the file selector, calling the DC Icon Installer, emptying the TRASH and calling the DC Icon Editor.

To call the file selector, do this:

- Press the F1 function key at the GEM desktop.

To call the DC Icon Installer, do this:

- Press the F2 function at the GEM desktop.

To empty the recoverable trashcan, do this:

- Press the F3 function key. You will be prompted to confirm the empty operation. Click on YES to delete all files in the recoverable trash. Click on NO to cancel the operation.

To run the DC Icon Editor, do this:

- Press the F4 function key.

To assign a different keystroke for any of the above functions use the DC Configurator. See chapter 2 *Using the DC Configurator* for instructions on assigning another keystroke.



## The DC Show Modules

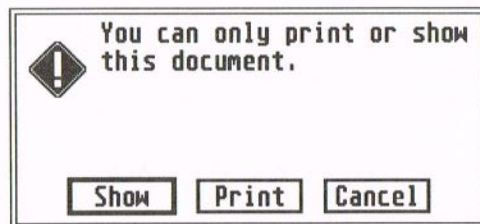
DC Desktop has an exclusive technique for allowing modules to intercept the GEM desktop SHOW routine. The SHOW routine is invoked when you double click a non-program file and select SHOW from the dialog box. You are probably familiar with the GEM limited show routine which views plain text files and only allows downward scrolling or quitting.

DC Desktop intercepts the SHOW call and attempts to pass the file to one of the DC Show modules. Should no SHOW module be present, then DC Desktop will let the GEM desktop's SHOW routine function.

DC Desktop has a protocol (described on disk in the file **SHWCHAIN.S**) which allows a module to be added at any time. Currently, three modules exist, one for showing text files, one for showing pictures and one for handling ARC files. Other modules could easily be added by anyone to allow (for example) the handling of .LZH files or giving HEX dumps of binary files or even a complete text editor!

To invoke the SHOW routine, do this:

- 1 Double click a non-program file. You will be presented with a dialog box.



- 2 Click on the **SHOW** button.

A SHOW module can be installed from either the AUTO folder or from the GEM desktop or can be run without installing it in memory.

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

## DC Show

DC Show views plain text, Word Writer and First Word files. In DC Show you can view the text file by using the mouse exclusively, search for a string of characters or print a page of the text.



To invoke DC Show to view one file, do this:

- 1 Double click on a text file. If you do not have an installed application for the file extender, a dialog box will appear.
- 2 Click on the **SHOW** button.

To invoke DC Show to view multiple files, do this:

- 1 Press the F? function key at the GEM desktop. If DC Show is installed in memory you will be presented with the file selector. If DC Show is not installed in memory, you will see a dialog box. Click on the **RUN** button.



- 2 Choose the file to view.

To stop viewing multiple files, do this:

- Click on the **CANCEL** button in the file selector.

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

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

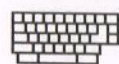
**File: DCDSKTOP.DOC Size: 85865 Tab: 4**

DC Show has several features which can be quickly referenced by pressing the HELP key once inside DC Show. These features are:

Up one line	Bottom-of-file
Down one line	Print page
Up one page	Cancel print
Down one page	Search from start of file
Up 1/2 page	Next match
Down 1/2 page	Tab width setting
Top-of-file	Quit show



## Keystroke Operations



To perform	Press
Up one line	<UP ARROW> or <BACKSPACE>
Down one line	<DOWN ARROW> or <RETURN>
Up one page	<SHIFT>+<UP ARROW>
Down one page	<SHIFT>+<DOWN ARROW>
Up 1/2 page	<D>
Down 1/2 page	<U>
Top-of-file	<T>
Bottom-of-file	<B>
Print page	<P>
Cancel print	<UNDO> or <Q> while printing
Search (case sensitive)	<S>
Find (case insensitive)	<F>
Next match	<N>
Increase tab width	<RIGHT ARROW>
Decrease tab width	<LEFT ARROW>
Quit show	<UNDO>, <Q> or <ESC>

## Mouse Operations



To perform	Press
Up one line	RIGHT mouse button
Down one line	LEFT mouse button
Quit DC Show	BOTH mouse buttons

## Search

To perform a case sensitive search, do the following:

- 1 Press the <S> key. The screen will clear and you will be prompted to enter a text string up to 20 characters.

**Max 20 characters**      <----->  
**Enter search string :**

- 2 Enter the string to search for.
- 3 Press the <RETURN> key.

To perform a case insensitive search, do the following:

- 1 Press the <F> key. The screen will clear and you will be prompted to enter a text string up to 20 characters.
- 2 Enter the string to search for.
- 3 Press the <RETURN> key.

Searching will begin at the top of the file and will continue to the end. If the file is larger than can be held in memory at one time, then portions of the text will be loaded to allow for the entire document to be searched.

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

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

Double click on the program DCCONFIG.PR6 to execute it. The first thing you will see is the MAIN configuration dialog. From here, you can configure the individual DC DESKTOP programs. All of DC DESKTOP comes pre-configured, so it is not necessary for you to set the different options unless you want to change something.

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

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

The first time you run the DC CONFIGURATOR, an INSTALLATION dialog  
 File: DCDSKTOP.DOC Size: 85865 Tab: 4

If no match is found, a bell will sound and a message will display on the status line.

### Match Not Found - End of File

To continue the search from the last match position, do this:

- Press the <N> key.

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

If not further match is found, a bell will sound and a message will appear on the status line. Pressing <N> again will prompt you for another string. Press the <RETURN> key if you do not wish to enter a search string.



### Setting Displayed TAB Width

To increase the displayed tab width, do this:

- Press the <RIGHT ARROW> key. The current TAB setting is displayed on the status line.

The number of spaces used for the TAB can be adjusted from 1 on up. All TABs will increase by one space and all lines with TABs will move to the right. If the file does not contain TABs, then the text will not appear different.

To decrease the displayed tab width, do this:

- Press the <LEFT ARROW> key. The current TAB setting is displayed on the status line.

The number of spaces used for the TAB can be adjusted down to 1. All TABs will decrease by one space and all lines with TABs will move to the left. If the file does not contain TABs, then the text will not appear different.

### Running DC Show

DC Show may also be run as a normal program for repeated viewing of text files.

To run DC Show, do this:



- 1 Press the F7 key at the GEM desktop or double click on the program. You will be presented with a dialog box.
- 2 Click on **RUN**. You will be presented with the file selector.
- 3 Choose a text file to show.

To install DC Show in memory, do this:

- 1 Press the F7 key at the GEM desktop or double click on the program. You will be presented with a dialog box.
- 2 Click on **INSTALL**. DC Show will remain memory resident.

Or do this:

- Place **DCSHOW.PRG** in your AUTO folder. When you bootup, DC Show will be installed in memory.

See chapter 2 *The DC Configurator* for information on assigning a different keystroke to invoke DC Show.

### DC Show PICS

DC Show Pics works similarly to DC Show except that it is used exclusively for viewing NEOchrome, Degas, Spectrum, Macintosh, Tiny, Art Director and image pictures.



To invoke DC Show Pics to view one picture, do this:

- 1 Double click on a picture file. If you do not have an installed application for the file extender, a dialog box will appear.

- 2 Click on the **SHOW** button.

To exit viewing a picture, do this:

- Press either mouse button or any key.

**NOTE** Spectrum pictures can only be exited by pressing a key.



To invoke DC Show Pics to view multiple pictures, do this:

- 1 Press the F7 function key at the GEM desktop. If DC Show Pics is installed in memory you will be presented with the file selector. If DC Show Pics is not installed in memory, you will see an install dialog box.

- 2 Click on the **RUN** button.

- 3 Choose the picture file to view.

To stop viewing multiple pictures, do this:

- Click on the **CANCEL** button in the file selector.

All picture formats, except Spectrum, are viewable from any resolution. This includes the overscan modification and the Moniterm monitor. Thus, you can view NEO pictures in high resolution or high resolution pictures in low resolution.

When necessary, image (.IMG) files are clipped and scaled to best fit the particular resolution, such as a 1024x768 pixel image file on a 640x400 monochrome SC124 monitor. On a normal size, 640x200 medium resolution color monitor this process may take awhile. A message will appear on-screen during the scaling process.

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

**NOTE** Some CPUs may have a problem viewing Spectrum pictures.





### Running DC Show Pics



DC Show Pics may also be run as a normal program for repeated viewing of picture files.

To run DC Show Pics, do this:

- 1 Press the F7 key at the GEM desktop or double click on the program. You will be presented with a dialog box.
- 2 Click on **RUN**. You will be presented with the file selector.
- 3 Choose a picture file to show.

To install DC Show Pics in memory, do this:

- 1 Press the F7 key at the GEM desktop or double click on the program. You will be presented with a dialog box.
- 2 Click on **INSTALL**. DC Show Pics will remain memory resident.

Or do this:

- Place **DCSHOPIC.PRG** in your AUTO folder. When you bootup, DC Show Pics will be installed in memory.

See chapter 2 *The DC Configurator* for information on assigning a different keystroke to invoke DC Show Pics.

### Supported Picture File Formats

Extender	Format	Resolution	Viewable Rez
NEO	NEOchrome Degas	Low	Any
PI1	Degas	Low	Any
PI2	Degas	Medium	Any
PI3	Degas	High	Any
PC1	Degas compressed	Low	Any
PC2	Degas compressed	Medium	Any
PC3	Degas compressed	High	Any
TNY	Tiny	Any	Any
TN1	Tiny	Low	Any
TN2	Tiny	Medium	Any
TN3	Tiny	High	Any
SPU	Spectrum uncompressed	Low	Low, Med
SPC	Spectrum compressed	Low	Low, Med
SPS	Spectrum smooshed	Low	Low, Med
ART	Art Director	Low	Any
IMG	Image	High	Any
MAC	MacPaint	High	Any

### DC Show ARC

DC Show ARC is used to manipulate ARC files and works exactly the same as the other two SHOW modules. You should be familiar with ARC files to use this module.

DC Show ARC is extremely fast!

To invoke DC Show ARC to manipulate an ARC file, do this:

- 1 Double click on an ARC file. If you do not have an installed application for the .ARC file extender, a dialog box will appear.
- 2 Click on the **SHOW** button.

To invoke DC Show ARC to manipulate multiple ARC files, do this:

- 1 Press the F? function key at the GEM desktop. If DC Show ARC is installed in memory you will be presented with the file selector. If DC Show ARC is not installed in memory, you will see a dialog box.
- 2 Click on the **RUN** button.
- 3 Choose the ARC file to use.

When entered, DC Show ARC will display the filename being used and the path used for extraction. DC Show ARC can be configured to create a folder on extraction. If you have the create subdirectory option enabled then the extraction path will display the subdirectory that will be created should you choose extract.

Using DCSPLPAT.ARC  
Extracting to E:\ARC\DCSPLPAT\  
extract, Verbose list, or Quit? [xvq] █

To perform a verbose listing on an ARC file, do the following:

- Press the <V> key at the prompt.

Press [ESC] to abort.

Name	Actual	Stored	Type	Date	Time
=====	=====	=====	=====	=====	=====
PATCHSPL.PRG	1289	819	Crunched	04/22/90	04:18p
=====	=====	=====	=====	=====	=====
Total	1 -	1289	819		

Using DCSPLPAT.ARC  
Extracting to E:\ARC\DCSPLPAT\  
extract, Verbose list, or Quit? [xvq] █



To perform an extraction from an ARC file, do this:

- ☐ Press the <X> key at the prompt.

```
Creating Directory: E:\ARC\DCSPLPAT\
Extracting : PATCHSPL.PRG          OK
```

**Press any key**

DC Show ARC can perform one of three functions immediately upon choosing or SHOWing of an ARC file:

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

**Extract** - DC Show ARC will immediately begin extracting the contents of the ARC file.

**Prompt** - DC Show ARC will display a prompt asking which function to perform.

To set the default action, do the following:

- 1 Run the DC Configurator by pressing the F? function key.
- 2 Click on the **DC SHOW ARC** button.
- 3 Select the default option.
- 4 Save the configuration.

As stated above, DC Show ARC can create a folder to store the contents of the ARC file upon extraction. The folder name will be the same as the ARC filename, but without the .ARC extender.

To automatically create a folder on ARC extraction, do this:

- 1 Run the DC Configurator by pressing the F? function key at the GEM Desktop.
- 2 Click on the **DC SHOW ARC** button.
- 3 Click on **CREATE SUBDIRECTORY** until you see a check.
- 4 Save the configuration.

See chapter 2 *The DC Configurator* for complete instructions on configuring the DC Desktop modules.



## Running DC Show ARC

DC Show ARC may also be run as a normal program for repeated manipulation of ARC files.

To run DC Show ARC, do this:

- 1 Press the F? key at the GEM desktop or double click on the program. You will be presented with an install dialog box.
- 2 Click on **RUN**. You will be presented with the file selector.
- 3 Choose an ARC file to use.

To stop selecting ARC files, do this:

- ☐ Press the <Q> key or click on **CANCEL** in the file selector.



To select another ARC file, do this:

- ☐ Press the <A> key.

To install DC Show ARC in memory, do this:

- 1 Press the F? key at the GEM desktop or double click on the program. You will be presented with a dialog box.
- 2 Click on **INSTALL**. DC Show ARC will remain in memory.

Or do this:

- ☐ Place **DCSHOARC.PRG** in your AUTO folder. When you bootup, DC Show ARC will be installed in memory.

See chapter 2 *The DC Configurator* for information on assigning a different keystroke to invoke DC Show ARC.

**NOTE** DC Show ARC attempts to use all available memory. If DC Show ARC does not have enough memory, or if it is unable to create a subdirectory, you will see an error message on screen and all functions will stop.



## Linking Into The Show Chain

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



## DC KeyTop



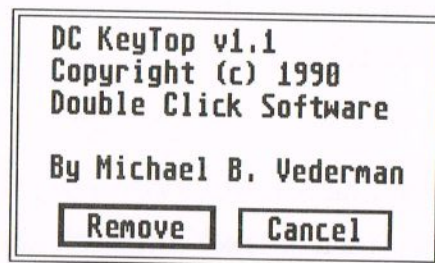
DC KeyTop gives you keystroke equivalents for the GEM desktop menus. These menus allow you to CLOSE a window, FORMAT a disk, VIEW files as icons, etc. By pressing a certain keystroke, that menu entry will be selected and the chosen operation will be performed.

To install DC KeyTop, perform this step:

- Copy **DCKEYTOP.ACC** to the root directory of your bootup disk. When you bootup, DC KeyTop will be accessible from the DESK menu.

To turn DC KeyTop off, do the following:

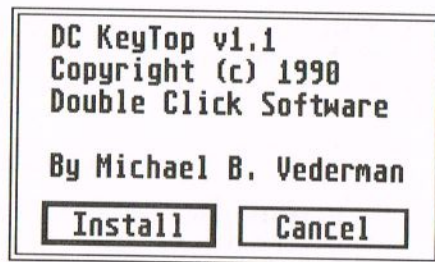
- 1 Select the **DESK** menu and choose **DC KeyTop**. You will be presented with an alert box.



- 2 Click on the **REMOVE** button. DC KeyTop will not respond to key presses.

To turn DC KeyTop on, do the following:

- 1 Select the **DESK** menu and choose **DC KeyTop**. You will be presented with an alert box.



- 2 Click on the **INSTALL** button. DC KeyTop will now respond to key presses at the GEM desktop.

To use DC KeyTop, just press the keystroke assigned in the DC Configurator.

See chapter 2 *The DC Configurator* for instructions on changing a key assignment and for a list of the default key assignments.

### Warm and Cold Resets

DC KeyTop also allows you to reset your computer without pressing the reset button.

To perform a warm reset, follow this step:

- Press the <ALTERNATE>+<LEFT SHIFT>+<DELETE> keys. This is the same as pressing the reset button on the back of the computer.



To perform a cold reset, do this:

- Press the <ALTERNATE>+<LEFT SHIFT>+<RIGHT SHIFT>+<DELETE> keys. This is the same as turning your computer off and on.

**NOTE** The reset keys are not reassignable.



### Calling Desk Accessories

DC KeyTop also allows you to call up desk accessories with a single keypress.

To call a desk accessory, do this:

- Press the <ALTERNATE>+<LEFT SHIFT>+<1 thru 6> keys.

Desk accessory number one in the DESK menu will be called with the <ALTERNATE>+<LEFT SHIFT>+<1> keys, DA number two with the <ALTERNATE>+<LEFT SHIFT>+<2> keys, etc.

**NOTE** The desk accessory calling keys are not reassignable.

**NOTE** DC KeyTop may have difficulty working inside the CodeHead MultiDesk product.





## DC Desk Drop



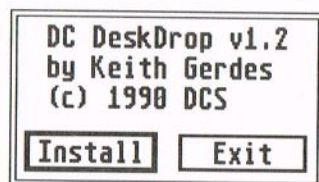
DC Desk Drop allows you to replace the desktop background with a picture or pattern. The desktop's background is essentially a large rectangle, subdivided by many smaller rectangles when objects are on the screen. DC Desk Drop hooks into the redraw process allowing custom fills of the desktop's background/backdrop,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

To install DC Desk Drop, follow this step:

- Place **DCDSKDRP.PRG** in your AUTO folder. When you bootup, DC Desk Drop will install itself in memory.

Or do the following steps:

- 1 Run DC Desk Drop by pressing the F6 function key at the GEM desktop or by double clicking the program. If not already installed, you will be presented with a dialog box.



- 2 Click on the **INSTALL** button. DC Desk Drop will remain in memory.

## Setting a Picture Background

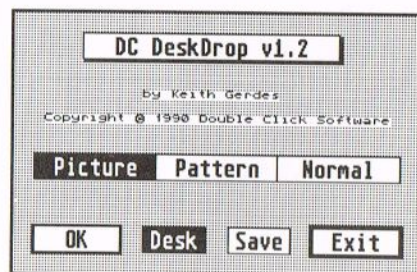


DC Desk Drop allows you three possible picture backdrops:

- A NEOchrome low resolution picture
- A Degas uncompressed picture
- A Degas compressed picture

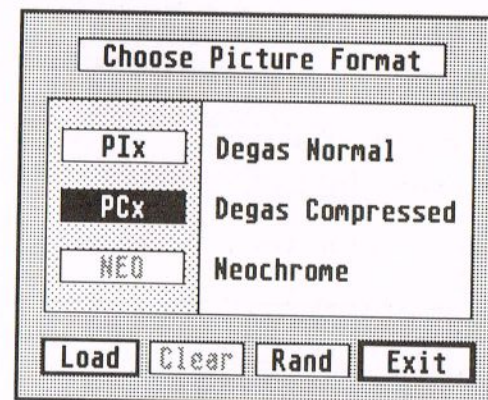
To select a picture background, do the following:

- 1 Press the F6 function key at the GEM desktop. You will be presented with the DC Desk Drop main menu.



- 2 Click on the **PICTURE** button.

- 3 Click on the **OK** button. You will be presented with the picture selection menu.



- 4 Select the appropriate picture type you wish to use by clicking on the button:

PIx - regular Degas picture  
PCx - compressed Degas picture  
NEO - NEOchrome low rez picture

- 5 Click on the **LOAD** button. You will be presented with the file selector.

- 6 Locate and select the picture file to load. The main menu will be displayed. If the picture was successfully loaded, a check mark will appear in the **PICTURE** button. If you do not see a check mark, then no picture is loaded and no memory is used for one.

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



To use a random picture every time you bootup, do this:

- 1 Click on the **RAND** button in the picture selection menu until it is selected.
- 2 Create a folder of pictures.
- 3 Select a picture as described above in the folder you have just created. When you bootup, DC Desk Drop will attempt to use one of the pictures from this folder in random order.



To release the loaded picture and free the memory used, do this:

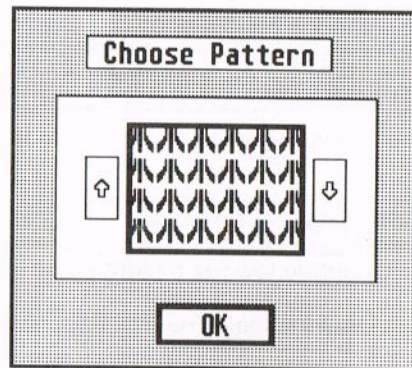
- 1 Enter the picture selection menu and click in the **CLEAR** button. The button will become deselected.
- 2 Click on **EXIT** to return to the main menu.

### Setting a Pattern Background

To select a pattern, follow these steps:



- 1 Click on the **PATTERN** button.
- 2 Click on the **OK** button. You will be presented with the pattern selection menu.



- 3 Click on the **UP** or **DOWN ARROW** button to scroll through the patterns displayed in the dialog.
- 4 Click on the **EXIT** button when you have found the pattern you want for the desktop background.

### Setting No Custom Background

To have no custom background, follow this step:

- Click on the **NORMAL** button in the main menu.

### Desktop or Program?

To have the picture or pattern appear only on the desktop, do this:

- Click on the **DESK** button until it is selected. This will keep the background picture or pattern from being drawn when you are inside a program.

### Saving the Program Configuration

To save the choices you have selected, perform the following step:

- Click on the **SAVE** button. All configuration information about the DC Desk Drop program (button states, mode, and picture path/name) will be saved. Next time the program is executed, it will automatically set up the proper parameters.



To return to the GEM desktop, do this:

- Click on the **EXIT** button in the main menu.



## DC Spooler



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

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

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

To install DC Spooler, do this:

- Place **DCSPOOLR.PRG** (or **DCSPLxxx.PRG** if you have the size configured by the filename) in your AUTO folder. When you bootup DC Spooler will be installed in memory.

Or do this:

- 1 Press the F? function key at the GEM desktop. You will be presented with an alert box.
- 2 Click on the **INSTALL** button. DC Spooler will be installed in memory.



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

### Buffered Screen Dumps

A screen dump is performed when you press the <ALTERNATE>+<HELP> keys at any time or select the OPTIONS menu and choose the PRINT SCREEN command at the GEM desktop. Everything stops and the current screen is sent to your printer. By buffering a screen dump, the time your computer is inactive is reduced.

To have screen dumps buffered, do this:

- Use the DC Configurator to change the DC Spooler size to at least 64K or change the name to **DCSPL064.PRG**. All that is required is to have a spooler size of 64K or greater.

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



### Buffered Printer Output

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

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

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



### Using DC Spooler as a Printer Queue

DC Spooler can also act as a printer queue in which you can add or delete files to be printed or even check the status.

To use DC Spooler as a printer queue or add a file to the printer queue, do one of the following:

- If you are at the GEM desktop, copy files to the DC Spooler like you were copying files to a disk drive. Either DRAG the files to the PRINTER icon, or DRAG the files to the PRINTER window.
- If you are within a program, you can save or copy the file(s) to the drive installed for the DC Spooler (the default is drive O:) to print the file(s).

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







To remove a file from the printer queue, do this:

- 1 Open the printer queue window by double clicking the **PRINTER** icon.
- 2 Drag the file to remove to the trashcan and delete it.

Or do this:

- From any utility which can delete files, delete the desired file from the printer drive (the default is drive O:).

See chapter 2 *Using the DC Configurator* for instructions on changing the drive identifier.

To print a form feed after each file, follow these steps:

- 1 Run the DC Configurator by pressing the F? function key at the GEM desktop.
- 2 Click on the **DC SPOOLER** button.
- 3 Click on the **FORM FEED AFTER EACH FILE** text until you see a check mark.
- 4 Save the configuration.

See chapter 2 *Using the DC Configurator* for more information.

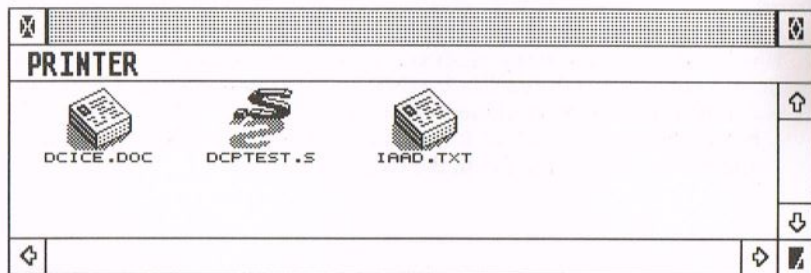


**NOTE** Sending a form feed after each file is only possible when you use the DC Spooler as a printer queue.

### Printer Queue Status



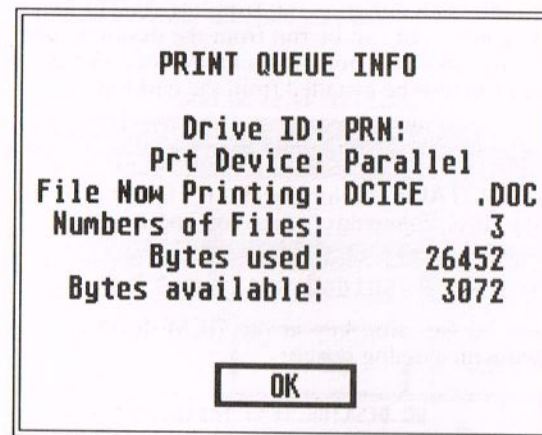
If you open a window for the DC Spooler, the status line (which normally displays file information) will be replaced by the text **PRINTER**. Also, the top line of the window (which normally displays the drive path) will not display anything. Any files in the printer queue will be displayed.



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

To get information about the printer queue, do this:

- 1 Click once on the **PRINTER** icon to select it.
- 2 Select the **FILE** menu and choose the **SHOW INFO** command.



- 3 You will be presented with the printer queue information.

Once a file is finished printing, it will automatically be deleted from the DC Spooler.

**NOTE** If you are at the desktop and have a window open for the spooler, you may need to press the <ESC> key to update the window's directory.



### Stop What You Are Doing

To **STOP** a print job at any time, do this:

- Press the <CONTROL>+<LEFT SHIFT>+<ALTERNATE>+<RIGHT SHIFT> keys then press the <CAPS LOCK> key. Printing will stop immediately (unless your printer buffers some of the text).





## DC Icon Installer

The main purpose of the DC Icon Installer is to place program/file icons onto the GEM desktop. In doing so, information about the original file path, the prompt options, the execute keystroke, and any file to chain execution to is also recorded.

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

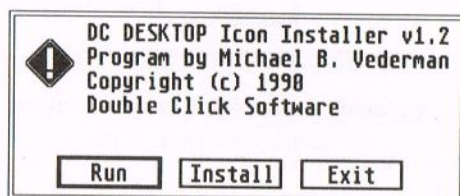
DC Icon Installer can either be run from the AUTO folder, and thus be memory resident, or can be run from the desktop (just to change or install icons) and thus not use memory once you are done. DC Icon Installer can also be installed from the desktop.

To install DC Icon Installer, do the following:

- Place **DCINSTALL.PRГ** in your AUTO folder. DC Icon Installer will install itself in memory when you bootup.

Or do this:

- 1 Press the F2 function key at the GEM desktop. You will be presented with a dialog box.



- 2 Click on the **INSTALL** button. DC Icon Installer will remain in memory.

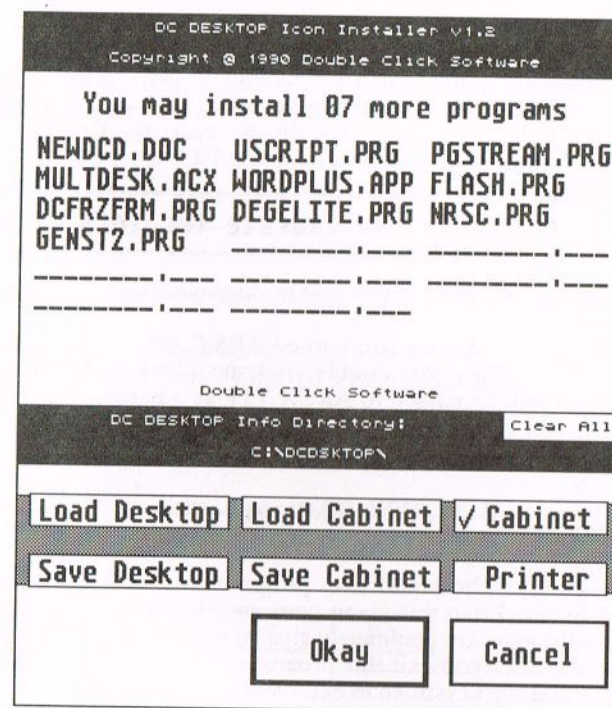
To run DC Icon Install without leaving it memory resident, do this:

- 1 Press the F2 function key at the GEM desktop. You will be presented with a dialog box.
- 2 Click on the **RUN** button. The DC Icon Installer main menu will appear.

To access DC Icon Installer, follow this step:

- Press the F2 function key at the GEM desktop. If it is installed in memory, you will be presented with the main menu.

See chapter 2 *The DC Configurator* for instructions on assigning a new calling key to DC Icon Installer.



### Installing Program/File Icons on the GEM Desktop

The main dialog box for DC Icon Installer displays a number of empty program slots ranging from 1 to 25. This number is determined by DC Desktop and is a limitation of the GEM desktop. The number of available slots is affected by the icons already on the desktop and the number of INSTALLED APPLICATIONS you have. The greater these are, the less icons you can install on the desktop. You will find, however, that you can reduce the INSTALLED APPLICATIONS you have in the system and replace them with desktop icons with keystrokes, and be just as satisfied.

To install a program/file icon onto the GEM desktop, perform these steps:

- 1 Click on one of the empty program slots. You will be presented with the system file selector asking you to 'Choose the program or file to install.'

**Please Locate the Desired Program/File**





- 2 Locate the program/file you wish to use.
- 3 If you chose a file (a non-executable program) then you will be presented with another file selector asking you to locate a program to run for this file. In this case, the first file will be passed to the program as a parameter.

### Find Program to Execute for this File

- 4 The program option menu will be displayed next.



**EXAMPLE** Choose a file named TEST.ARC first, then select ARCX.TTP. When you double click the TEST.ARC file from the desktop, it will be passed to ARCX.TTP as a parameter. The result (in this case) is that ARCX will run and extract the contents of the file TEST.ARC.

### Program/File Options

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

### Set Path

To change the current path of the current file/program, or set an entirely new program for this entry, do this:

- Click on the **SET PATH** button. You will be prompted as if you clicked on an empty program slot from the main menu.

### Remove Current Entry

To remove the current entry (and the desktop icon), do this:

- Click on the **REMOVE** button. You will be prompted to verify deletion of this entry. Click on **YES** if you are really sure.

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



### Params Prompt

To be prompted to enter parameters before program execution, do this:

- Click on the **PARAMS PROMPT** button until it is selected. DC Desktop will ask you to enter parameters before the program is executed.



Before executing the program DC Desktop will display a dialog box with three blank lines. Enter parameters on these lines as if they were one long line. All lines will be concatenated together, so even if you have a word cut off in the middle, just continue it on the next line with the next character.

To select a file for a parameter, follow these steps:

- 1 Click on the **FSEL** button in the parameters prompt.
- 2 Select the file from the file selector.



**NOTE** Only one file can be selected this way, and anything already in the parameters prompt will be replaced.

#### Exit Prompt

To be prompted to press a key after exiting a program, do this:

- Click on the **EXIT PROMPT** button until it is selected. DC Desktop queries you to press a key after you exit the program and before you return to the desktop or chain to another file.

**Press Any Key to Continue...**



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

#### Chain Program Execution

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

#### Setting a Chain Program

To set a program to chain to, do this:

- 1 Click on the **SET** button. You will then be asked to select a program or file to execute after the current program is quit.



**Find Program/File to Chain to**

- 2 Use the file selector to choose a file/program.

**NOTE** The program/file you select can be defined in the DC Icon Installer list. If this is the case, then it will be run just as if you executed it from the desktop, whether it is a program or file in the list. If that entry has a chain file, then it will chain also.

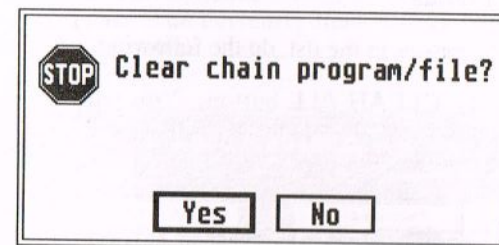


If the program you choose is not in the list or is in the list but doesn't have a chain file, when it exits you will return to the desktop.

#### Clear Chain File

To clear the current file defined to chain execution to, do this:

- Click on the **CLEAR** button. You will be prompted as to whether you want to really do this. Click **YES** if you are sure.



#### Assigning a Keystroke for Execution

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



To assign an execution keystroke, perform these steps:

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

Refer to chapter 2 *The DC Configurator* for instructions on assigning keystrokes.

#### Chaining to the DC Icon Editor

The icon which will be displayed for this program/file will be displayed in the program options menu. If this is not the icon you want, or you wish to change it, you can do it from here.



To call the DC Icon Editor, do this:

- Click on the icon displayed. The DC Icon Editor will be called. Refer to chapter 10 *The DC Icon Editor* for complete instructions.

### Using the Options You Chose

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

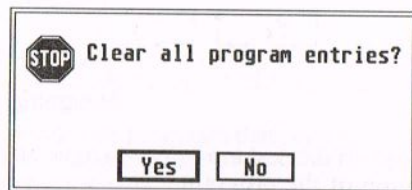
### More Main Menu Features

The DC Icon Installer also has several other options available:

#### Clear All Installed Icon Entries

To clear all the entries in the list, do the following:

- Click on the **CLEAR ALL** button. You will be asked if you really want to clear all the entries. Click on **YES** if that is what you really want to do.



### The CABINET and Printer Icons



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

To install a CABINET or Printer icon, do the following:

- Click on the desired button, either **CABINET** or **PRINTER**, until a check mark appears next to the name. This signifies that the icons are installed on the desktop.

To remove a CABINET or Printer icon, do this:

- Click on the appropriate button, either **CABINET** or **PRINTER** so the check mark disappears.

**NOTE** If you are planning on changing the CABINET or PRINTER drive identifier, first remove the CABINET and/or PRINTER icon from any of the desktops used by DC Desktop. Then save out the desktop you have just deleted the icon from (see below or chapter 3 *DC Desktop*). After you have done this, you may change the drive identifier from the DC Configurator and reinstall the icon(s).

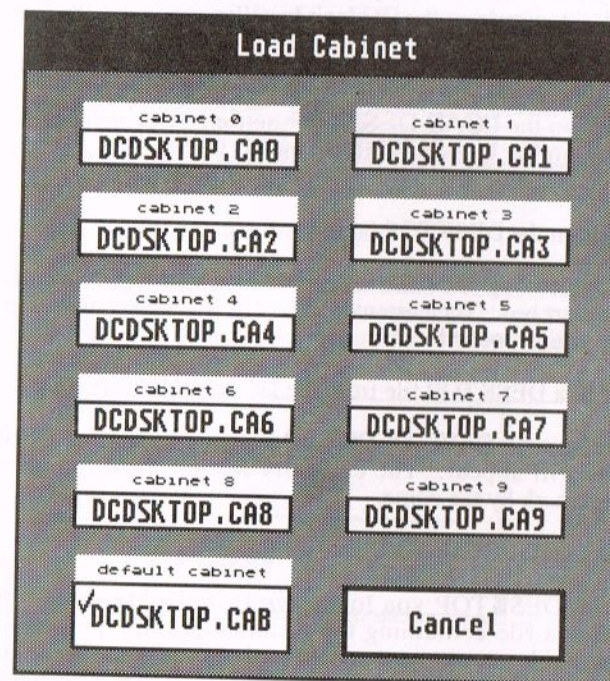


### Loading and Saving CABINETS

As previously mentioned, you can save or load CABINETs from the desktop or from the DC Icon Installer.

To **LOAD** a CABINET file from the DC Icon Installer, do this:

- 1 Click on the **LOAD CABINET** button. A menu of CABINET files will appear. The currently loaded CABINET will have checkmark by the name.



- 2 Click on the CABINET button to load.

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





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

The file **DCDSKTOP.CAB** is automatically loaded from your DC Desktop Information Directory on bootup.

To **SAVE** a CABINET file from the DC Icon Installer, do this:

- 1 Click on the **SAVE CABINET** button. A menu of CABINET files will appear. The currently loaded CABINET will have a checkmark by the name.
- 2 Click on the CABINET button to save.

### Loading and Saving Desktops

As previously mentioned, you can save or load desktops from the GEM desktop or from the DC Icon Installer.

To **LOAD** a DESKTOP file from the DC Icon Installer, do this:

- 1 Click on the **LOAD DESKTOP** button. A menu of DESKTOP files (similar to the CABINET menu) will appear. The currently loaded desktop will have a checkmark by the name.
- 2 Click on the DESKTOP button to load.

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

To **SAVE** a DESKTOP file from the DC Icon Installer, do this:

- 1 Click on the **SAVE DESKTOP** button. A menu of DESKTOP files will appear. The currently loaded desktop will have a checkmark by the name.
- 2 Click on the DESKTOP button to save.

For each DESKTOP you load/save from DC Desktop you also load/save a file containing the installed desktop program paths, options and keystrokes associated with those files. These files are named DCDSKPTH.IN0 through DCDSKPTH.IN9 and DCDSKPTH.INF, which are loaded/saved with DESKTOP.IN0 through DESKTOP.IN9 and DESKTOP.INF, respectively. The default desktop (DESKTOP.INF) and path file (DCDSKPTH.INF) are loaded automatically when you boot your computer.

**HINT** After you have installed icons onto the desktop from the DC ICON INSTALLER, you may find it more convenient to not save from the DC Icon Installer, but rather exit to the GEM desktop, position the icons where you like them, open and move windows to where you like them, then use the keyboard equivalent to save the desktop file. See chapter 3 *DC Desktop* for information about saving via keystrokes.



**NOTE** Always save a desktop using DC Desktop (either through the GEM desktop keystrokes or the DC Icon Installer). Performing a SAVE DESKTOP from the OPTIONS menu on the GEM desktop is not useful. When DC Desktop is installed, all desktop information (including the default DESKTOP.INF) is stored in the DC Desktop Information Directory.



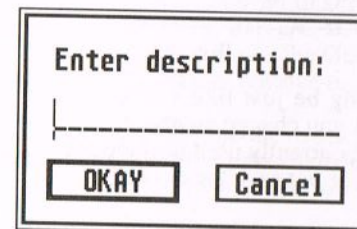
### CABINET and Desktop Descriptions

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



To assign a description to a file, do this:

- 1 Click on the white box above the button to describe. A dialog will appear which you can use to enter a 19 character description of the file. You should find this useful to keep better track of the different files.

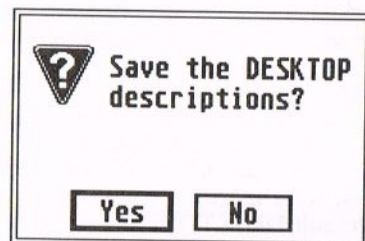




To save the descriptions, do this:



- Double click on any white box. You will be presented with an alert box asking you to verify save. Click on **YES** to save.



The CABINET and DESKTOP menus have separate descriptions, saved to **CABINET.DSC** and **DESKTOP.DSC** respectively. Both are saved to your DC DESKTOP Information Directory.

#### A Hidden Feature: CHAIN TO...

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

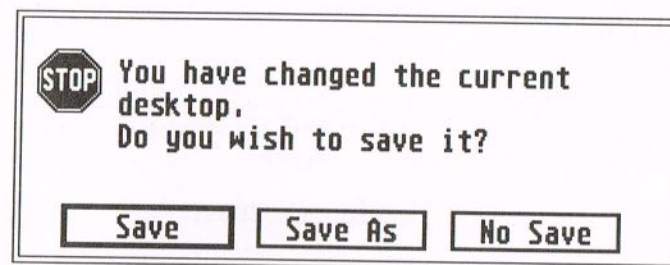
Above the button it says 'Chain To:' and in the button will be the name of the program to chain to. In this example, it is simply the DC Icon Installer again.

This feature will be used to provide for expansion to the DC ICON INSTALLER without needing to update the program. This feature will also be useful to provide for other types of programs tied into that same keypress.

#### Okay, Okay Already

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

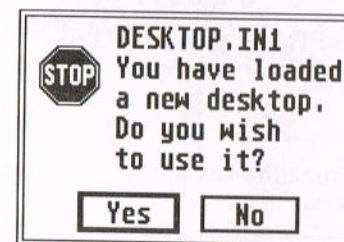
If you choose not to save the file, you can still save it at any time before you turn off your computer.



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

If you changed desktops, you will be asked if you want to use the new desktop when you exit. Click on **YES** to use the new desktop, or **NO** to use the desktop in effect when you entered the DC Icon Installer.

#### Things to Know or Remember



**IMPORTANT NOTE** Never, never, never edit, add, or remove one of the program icons using the GEM desktop **INSTALL DISK DRIVE** menu entry. ALWAYS use DC ICON INSTALLER to install program icons. You can still use the GEM desktop **INSTALL DISK DRIVE** option to edit, add, or remove regular disk drive icons.



When you install program icons onto the desktop, they will be placed on the desktop beginning from the upper left-hand corner and going across the screen to the right, flowing from row to row.

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



**HINT** You can install any file as a program. DC Desktop will attempt to execute it regardless of the name.



## DC Icon Editor

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

The DC Icon Editor (DC ICE) user interface is divided into three areas:

**MAIN** This is where you can load/save ICE files, add/delete icons, import icons or search for icons.

**EDITOR** This is where you edit the actual icon image.

**IMPORTER** With the importer, you can include icons from other ICE files, from resource files, or from NeoDesk icon files.

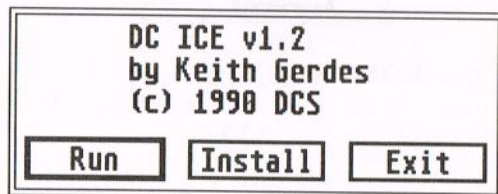
As with other DC Desktop programs, DC ICE can be installed in memory or it can be run as a normal program.

To install DC ICE in memory, do the following:

- Place **DCICE.PRG** in your **AUTO** folder. When you bootup, DC ICE will remain in memory.

Or do this:

- 1 Press the F5 function key at the GEM desktop. An **INSTALL** dialog will appear.



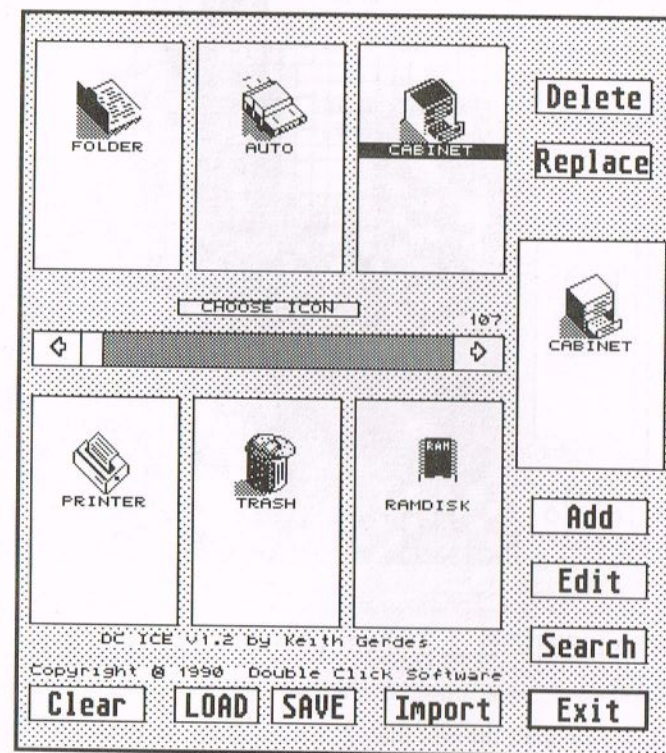
- 2 Click on the **INSTALL** button. DC ICE will stay memory resident.

To run DC ICE, do this:

- Press the F5 function key at the GEM desktop. If DC ICE is memory resident, the main dialog will appear. Otherwise, the **INSTALL** dialog will appear, so click on the **RUN** button. The main dialog will appear.

### The Main Dialog

Upon execution of **DCICE.PRG**, an attempt is made to load the default icon file **DCDSKTOP.ICE** from the DC Desktop Information Directory. If the file is found, you will see the six boxes in the main dialog display icons (2 rows of 3 each). If it is not found, the boxes will be blank.



### Editing an Icon

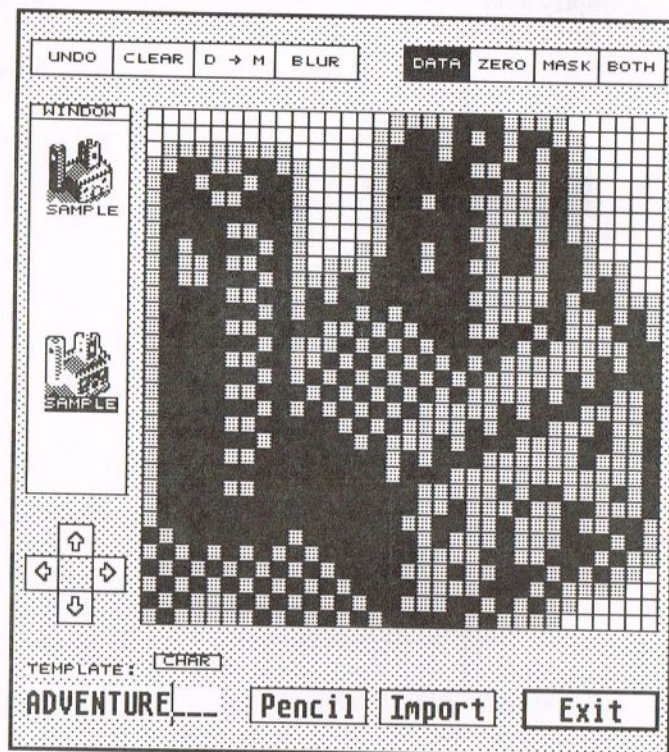
To edit an icon, do the following:

- 1 Click on one of the six icons. The icon will be copied to the **EDIT** icon which is seen on the right hand side.
- 2 Click on the **EDIT** button. You will be taken to the **EDIT** dialog.



## The Edit Dialog

The Edit dialog is where you create or modify icons. You can think of the edit dialog as a paint program. Drawing an icon is very similar to painting a picture, except you are limited to a 32x32 grid.



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

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

## The Edit Grid

The major feature of DC ICE is the 32x32 grid of squares. Each square is a point (pixel) in the icon. A square will either be clear (no mask or data), light (mask), medium (data) or dark (both mask and data).

An icon is made up of three parts:

**MASK** this is the portion of the icon which is displayed in black when you select an icon.

**DATA** this is the portion of the icon which is normally displayed when the icon is not selected

**TEXT** This is the icon name (file, folder or TRASH name).

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



## The Buttons

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

**CLEAR** Select this button to erase both the mask and data of the current edit icon and start anew.

**D->M** This will copy the data block to the mask block. You would usually use this option prior to using the blur option, or to clean up the edit area of stray MASK pixels.

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

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



## Drawing Modes

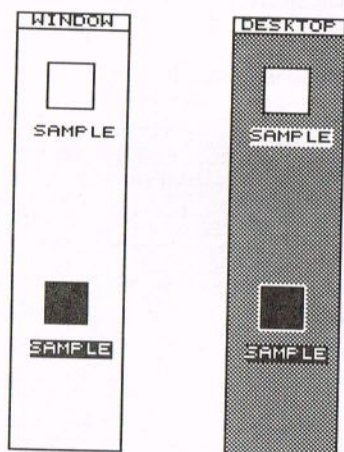
**DATA** drawing sets bits in the data block only  
**ZERO** drawing clears bits in both the data and mask blocks (eraser)  
**MASK** drawing sets bits in the mask block only  
**BOTH** drawing sets bits in both the data and mask blocks

The mode can be invoked either by clicking on its text button or clicking the right mouse button until the desired mode is reached.



**Window/Desktop View**

Click on the button above the normal sized icons to toggle the background pattern that the edit icon (normal and selected) is shown on.



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

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

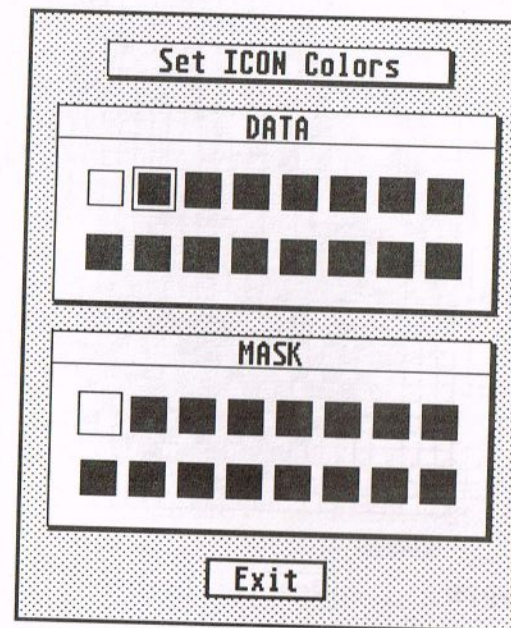
**NOTE** Notice how an icon looks different on the DESKTOP than it does in a window. That is because the MASK shows up on the DESKTOP, but remains hidden until selected in the WINDOW.

**Icon Colors**

You can assign a unique color to the icon data and the icon mask of each icon. Now you can have all your desk accessories or disabled programs appear as one color for even easier recognition.

To assign a unique color to the mask and data, do this:

- 1 Click on the top icon in the display window. A color selection dialog will appear.



- 2 Click on the color for the mask and data. When you exit the dialog, the icon will appear with the new colors.

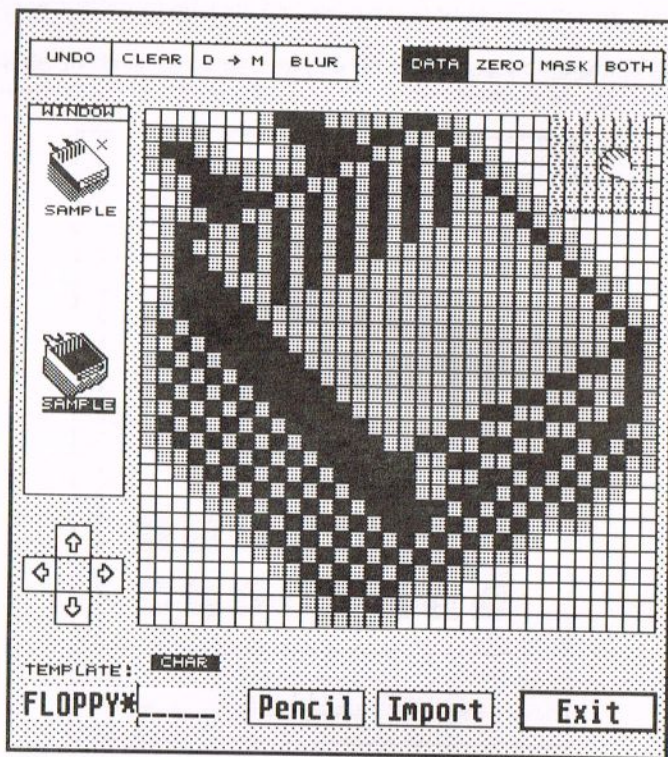
**Positioning the Icon Character**

The disk drive icons (floppy, hard disk and RAMdisk) can display a drive identifier letter. You can display this letter anywhere within the 32x32 grid.

To position an icon letter, follow these steps:

- 1 Click on the **CHAR** button. An 'X' will appear in the display window where the current icon is located and a shaded box will appear in the EDIT grid. The mouse will also become an extended hand.





- 2 Click on the shaded box in the EDIT grid and **HOLD** the mouse button down.
- 3 **DRAG** the shaded box to the position where you want it and release the mouse button. The 'X' will appear in the new position.
- 4 Click outside the EDIT grid to stop the operation.

**NOTE** Make sure you have DC Desktop configured to display disk drive letters. See chapter 2 *The DC Configurator* for instructions.

### Moving the Icon on the Grid

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

### Giving the Icon a Name

**TEMPLATE** The template is used to match this icon with a given file, folder, trash or disk drive icon. The icon name is a 13 character editable field. Any character may be entered here including '.', and wildcard characters '?' and '\*'.

**EXAMPLE** The question mark (?) is a single character wildcard (ie., an icon with the template name of DESKDROPC? would match with files named DESKDROPC1, DESKDROPC2, DESKDROPCX, etc). Whereas the asterisk (\*) is a multiple character wildcard (ie., \*.INF would match all the files ending in .INF - SHADOW.INF, DESKTOP.INF, etc).

**IMPORTANT NOTE** You must have an icon in your DCDSKTOP.ICE file that has the TEMPLATE of \*.\* or \* so anything that does not match with any of the other icons will match with this one. Upper- and lower-case are different.



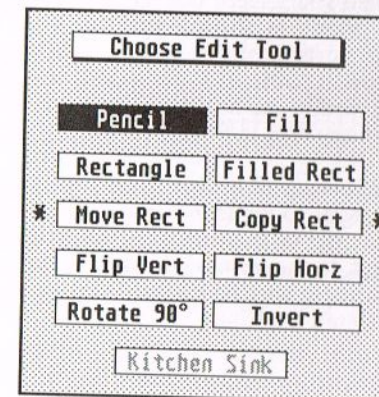
### Editing Tools

The edit tools provide a powerful method for drawing your icon. Each tool operates in any one of the drawing modes described above, except the RECTANGLE MOVE and RECTANGLE COPY tools which affect both the data and mask blocks despite the mode.

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

To select a new tool, follow these steps:

- 1 Click on the **PENCIL** button. A menu of tools will appear.



- 2 Click on the desired tool button.



**PENCIL**

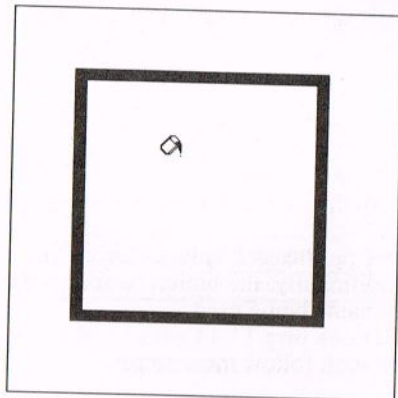
The pencil is used to draw/change pixels that make up the icon. The drawing mode determines what type of pixel is drawn with the pencil.

**Pencil**

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

**FILL**

Use the FILL tool to quickly fill an area with the current drawing mode type.

**Fill**

**EXAMPLE** When you select FILL, an inverse representation of the drawing mode pixels is shown with no grid. Clicking on an empty/non-black portion of the psuedo-grid will invoke a filling operation (ie., pour paint in a maze and watch it spread down channels staying within the borders). You can toggle the different drawing modes at any time in FILL.

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

**RECTANGLE**

Use the RECTANGLE tool to create rectangles quickly in the icon.

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

**Rect****FILLED RECTANGLE**

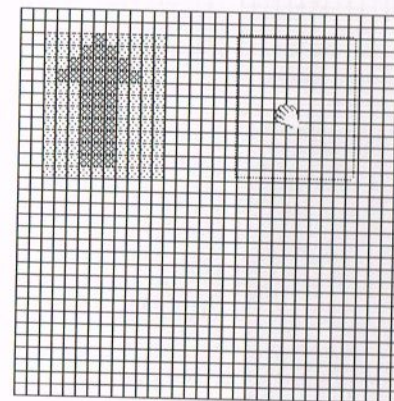
This tool is similar to the RECTANGLE, except that it creates a solid, filled-in rectangle. This will draw a FILLED RECTANGLE in any of the modes.

**Fill\_R**

**HINT** You can perform a quick erase of a given area by choosing the ZERO drawing mode then defining a FILLED RECTANGLE.

**MOVE RECTANGLE**

Use this tool to move a portion of the current icon to somewhere else in the icon grid.

**Move\_R**

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

Click inside the rectangle and drag it anywhere in the grid. When the button is released the old position of the rectangle is cleared and the new position is filled in with the area that was just cleared. A move operation will also copy the clear area.



**COPY RECTANGLE**

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

**Copy-R**

**NOTE** To CANCEL a MOVE or COPY, click outside the EDIT grid. MOVE and COPY affect both the DATA and MASK portions.

**FLIP VERTICAL**

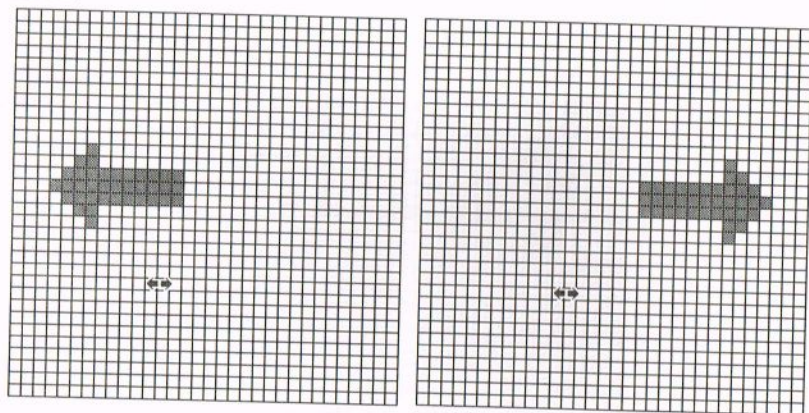
This tool will flip the icon along the UP/DOWN axis. Each pixel in a vertical line is swapped with its opposite, left and right.

**Flip-V**

**EXAMPLE** If you have an arrow pointing up, and use this tool once, the arrow will be pointing down.

**FLIP HORIZONTAL**

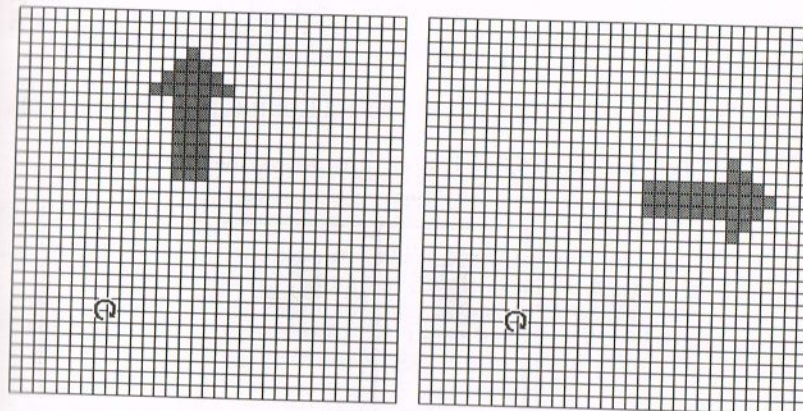
This tool will flip the icon along the SIDE to SIDE axis. Each pixel in a horizontal line is swapped with its opposite, up and down.

**Flip-H**

**EXAMPLE** If you have an arrow pointing left, and use this tool once, the arrow will be pointing right.

**ROTATE 90**

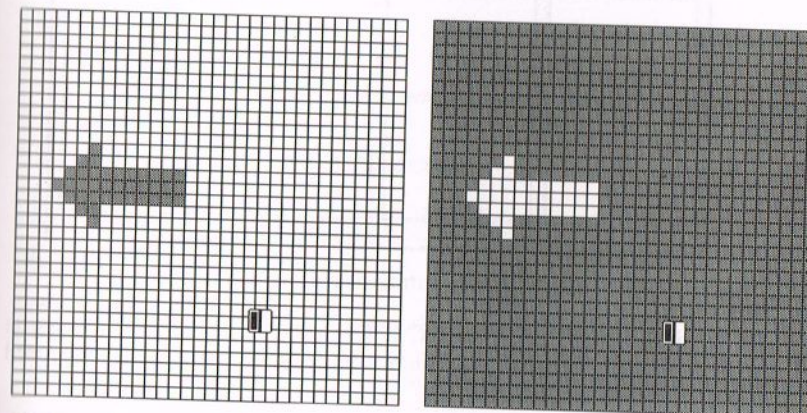
This tool will rotate the icon 90 degrees clockwise.

**Rotate**

**EXAMPLE** If you have an arrow pointing up, and use this tool once, the arrow will be pointing right.

**INVERT**

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

**Invert**

**NOTE** As with the other tools, you can select which area (DATA, MASK or BOTH) is affected by HORIZONTAL, VERTICAL, ROTATE or INVERT.

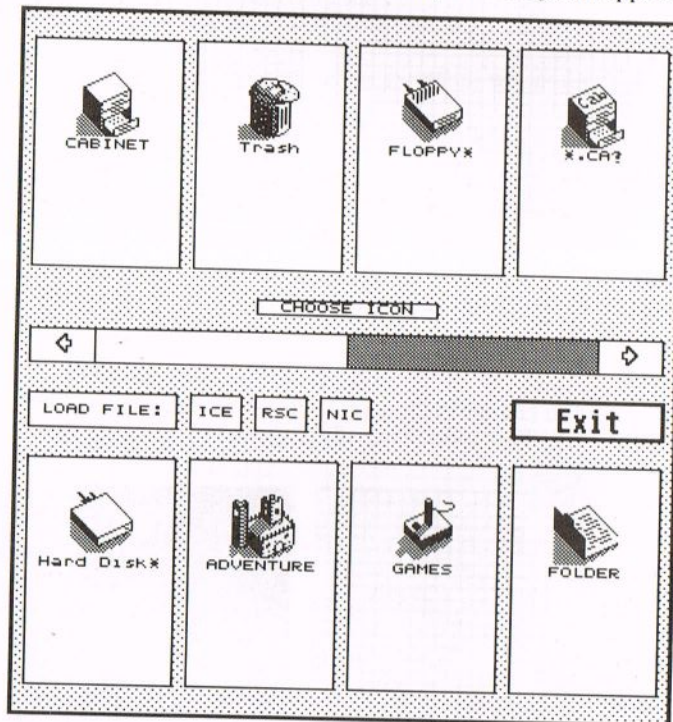


**IMPORT**

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

To include another icon into the current ICE file, perform these steps:

- 1 Click on the **IMPORT** button. The import dialog will appear.



- 2 Click on the appropriate button to choose a file type:

**ICE** An ICE file. A DC ICE icon file ends with the extension of .ICE. Perhaps your friends have made some icons and stored them in another ICE file.

**RSC** A resource file. A resource file ends with the extension of .RSC and contains data used by a program. You can go 'fishing' around in resource files to see if any icons exist that can be used. If an icon with a size of 32x32 pixels or smaller is in the resource file, then it will be displayed.

**NIC** A NeoDesk icon file. A NeoDesk icon file ends with the extension .NIC. Many NeoDesk icon files are available for downloading from multiple sources.

- 3 Use the file selector to locate the file. Once loaded, the icons in the file will be displayed.
- 4 Click on the icon you wish to import. You will be taken back to where you were before.

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

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



Importing from the EDIT dialog will move the chosen icon to the edit grid for immediate editing.

**Exiting the Edit Dialog**

To exit the edit dialog, do this:

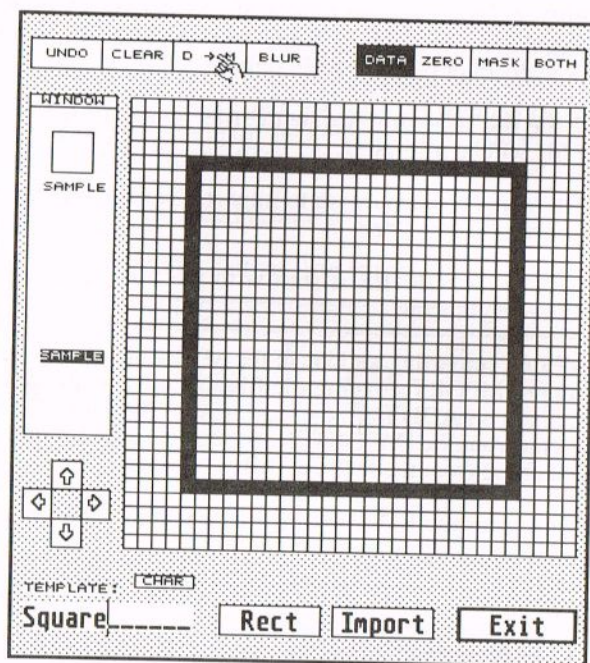
- 1 Click on the **EXIT** button to return to the **MAIN** dialog with the updates seen in the edit icon.
- 2 Once you have edited an icon, you can choose add, or replace, or even drag copy the icon over another.

**Creating an Icon**

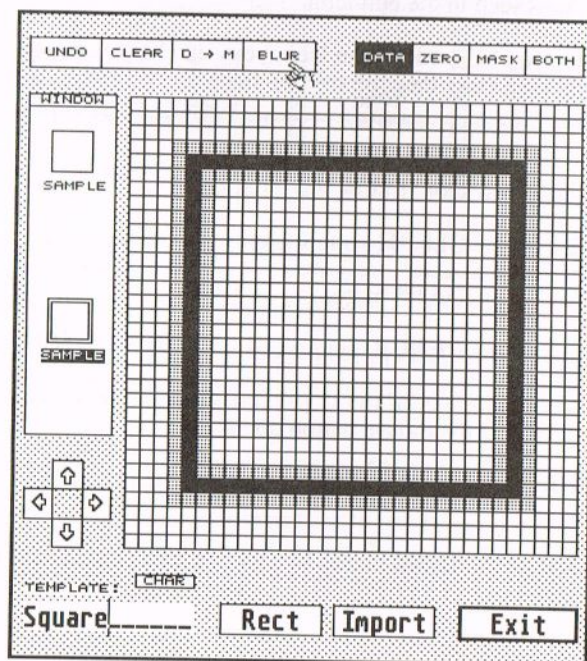
To create a new icon, follow this example:

- 1 Click on the **CLEAR** button to erase the current icon.
- 2 Click on the **DATA** button.
- 3 Click on the **PENCIL** button and select the **RECTANGLE** tool.
- 4 Click inside one of the upper left squares that make up the grid and **HOLD** the mouse button down.
- 5 **DRAG** the mouse to a lower right square and release the mouse button.
- 6 Click on the **D->M** button to copy the data (box) to the mask.





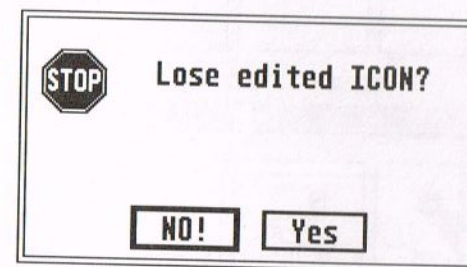
- 7 Click on the **BLUR** button to give the icon an outline.



- 8 Press the <ESC> key and enter the word **SQUARE**.
- 9 Click on the **EXIT** button to return to the main menu.
- 10 Click on the **ADD** button to add the icon to the list.
- 11 **DRAG** the scroll box to the far right end of the scroll bar. You will see the new icon on the end.
- 12 Click on the **SAVE** button to select an ICE file to save the file to (including the new icon).
- 13 Use the file selector to select the appropriate ICE file or type in a new name.

**NOTE** Be certain to click on the **ADD** button to add the icon to the file in memory and the **SAVE** button to save the addition/changes permanently.

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



### DELETE and REPLACE

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

To delete an icon, do this:

- 1 Click on an icon from the main dialog. The selected icon will be copied to the **EDIT** window and two buttons will appear.
- 2 Click on the **DELETE** button to remove this icon

**NOTE** Clicking on **DELETE** erases the selected icon but still leaves its data in the **EDIT** icon, in case you made a mistake and want to reADD it to the file.

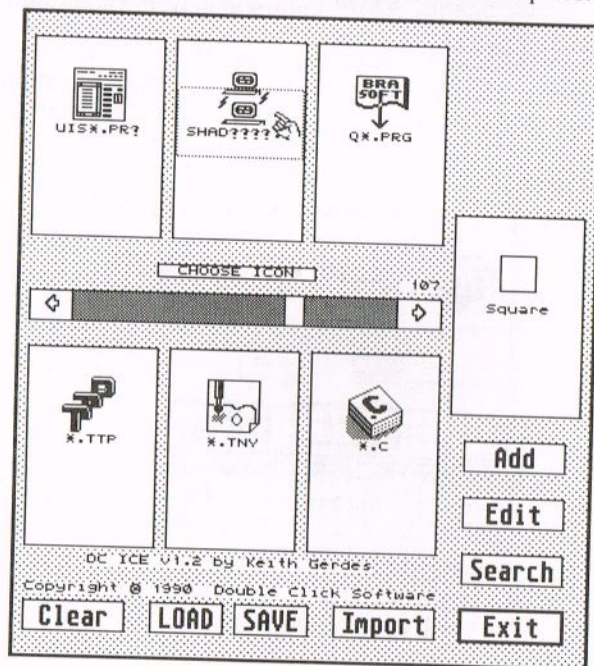


To replace an icon with a new icon or with an icon you just edited, do the following:

- 1 Click on an icon from the main dialog. The selected icon will be copied to the EDIT window and two buttons will appear.
- 2 Edit the icon.
- 3 Click on the **REPLACE** button.

Or do this:

- 1 Click on the icon in the EDIT window and **HOLD** the mouse button down. An outline box will appear.
- 2 **DRAG** the outline box over the icon you wish to replace.



- 3 **RELEASE** the mouse button.



**NOTE** Selecting REPLACE copies the EDIT icon's mask and data to the selected icon.

### Adding an Icon

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

To add an icon, do this:

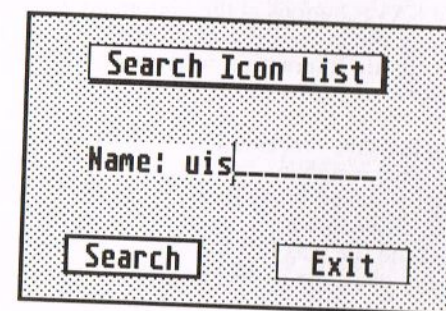
- 1 Click on the **ADD** button. You may scroll to the end of the list to view it.

### Search

Use the search facility to quickly locate a particular icon. Partial names or a group of letters contained within the the template can be searched for.

To find a particular icon in the ICE file, do this:

- 1 Click on the **SEARCH** button. At this point, a dialog box will appear.



- 2 Type in a filename or group of letters to attempt a match with an icon. If a match is found, the matched icon will be displayed in the upper left hand position of the view window (unless in the last six). If no match is found, the view will go to the end.

**EXAMPLE** To locate the file UIS\_III.PRg, you could enter UIS.



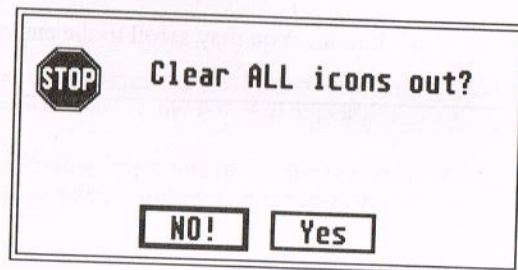


**Clear All Icons**

You can quickly delete all icons in memory so you can start on a fresh ICE file.

To clear all icons, do this:

- Click on the **CLEAR** button. You will be asked to verify this option. Click on **YES** to perform the function.

**Loading and Saving an ICE File**

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



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

**Exiting DC ICE**

To exit the main dialog, do this:

- Click on the **EXIT** button.

Or do this:

- 1 Click on the **RIGHT MOUSE** button.
- 2 An alert box will appear, prompting whether or not to exit.



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

**TECHNICAL ASPECTS**

The ICE file has been designed to be extremely flexible and allow for expansion without changing the file structure. Each icon is stored only once, despite how many names may use the same icon. Names which use the same icon merely point to that icon in a table of icons.

**ICE HEADER**

The header begins the ICE file and contains vital statistics about the ICE file. The design of the ICE file and DC Desktop is such that enhancements can easily be made to the ICE file. Any program which adheres to this header will be able to handle any new format.

Name	Size	Len	Description
cookie	long	1	cookie.w version.w(ie\$DCDC0120)
malsize	long	1	malloc size = filename table+icon table
hdrsize	word	1	header size in bytes (even!)
nentry	word	1	number of filename entries in file
feoff	word	1	offset between filename entries (even!)
fnsz	word	1	largest filename possible (even!)
nicons	word	1	number of icons in file
ieoff	word	1	offset between icon entries
mksz	word	1	size of mask (in bytes)
datz	word	1	size of data (in bytes)
reserved	word	4	reserved for future use

**FILENAME TABLE**

The filename table is composed of filename entries for each icon in the ICE file. The index to icon is a pointer to the image in the icon table below. The FILENAME TABLE begins exactly **i\_hdrsize** bytes from the start of the ICE file. Each FILENAME TABLE entry is exactly **i\_feoff** bytes long. **fe\_name** is a maximum of **i\_fnsz** bytes in length, is always null terminated, and is always even.

Name	Size	Len	Description
fe_name	byte	i_fnsz	filename.ext (currently 14)
fe_index	long	1	index to icon (0-????)
fe_iconc	byte	1	icon color (ib_char) (data/mask)
fe_iconx	byte	1	icon character x coord (ib_xchar+1)
fe_icony	byte	1	icon character y coord (ib_ychar+1)
fe_weight	byte	1	entry weight (automatically calculated)

**ICON TABLE**

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

Name	Size	Len	Description
icn_mask	byte	i_mksz	icon mask (currently 128)
icn_data	byte	i_datz	icon data (currently 128)



## DC Terminal



*DC Terminal is a simple terminal emulation application that you can use to connect your computer to other computers, or to online information services such as GENie, CompuServe and to online bulletin boards.*

### Starting DC Terminal



Locate and run DCTERMNL.PRG from the GEM desktop. DC Desktop must be installed for DC Terminal to run.

Click on RUN or press <RETURN> to immediately enter DC Terminal.

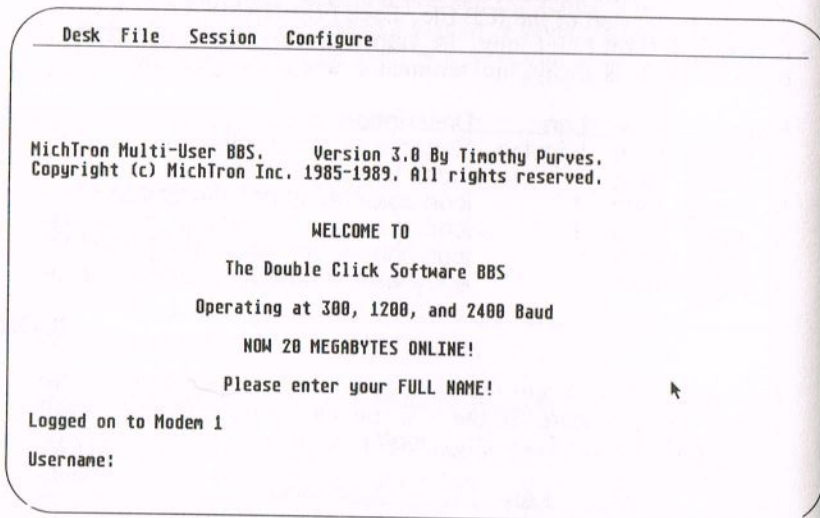
If you wish for DC Terminal to be available without needing to run it from the desktop, click on the INSTALL button, or place DCTERMNL.PRG in your AUTO folder. This will install DC Terminal as a RAM resident program.

When DC Terminal is installed as a RAM resident program, press the <CONTROL>+<F1> function keys to run it.

When you start DC Terminal, it displays a blank screen.

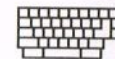
### Accessing the DC Terminal Menubar

All of the commands available in DC Terminal are accessible by either pressing a function key or through the use of the menubar. You can also access desk accessories through the menubar.



To access the menubar while in the terminal mode, do the following:

- ☒ Press the HELP key; or press the RIGHT mouse button.



The DC Terminal menubar will be displayed.

To exit the DC Terminal menubar mode and return to the terminal mode, do this:

- ☒ Select the FILE menu and choose the QUIT MENU command; or press the HELP key; or press the RIGHT mouse button.

You will then enter the terminal mode. If you have received any information while in the menu mode, that information will be printed to the screen.

Any of the following instructions which state that you select a certain menu assumes you have entered the menubar mode.

### Setting Up DC Terminal

Before you connect your computer to another computer, you must set up DC Terminal using the commands from the CONFIGURE menu. The modem (if any) you are using and the system or computer you are connecting to determine how to set up DC Terminal. The settings are not explained in detail in this manual; for more information, see the user's manual for the hardware or system to which you are connecting.



### DC Terminal Communication Settings

To set the terminal settings, follow these steps:

- 1 Select the CONFIGURE menu and choose the COMM PORT command; or press the F1 key. DC Terminal displays the Communication Settings dialog.
- 2 Select the appropriate options for the service to which you are connecting.

Most of the options for the settings in the Communication Settings dialog box are determined by the modem you are using and the service to which you are connecting.

Communication Settings					
Baud			Duplex		
300	1200	2400	Half		
4800	9600	19200	Full		
Flow		Parity		Stop Bits	
NONE		Even		1	
^Q/^S		Odd		1.5	
RTS		None		2	
Word Length					
5		6		7	
				8	
OKAY					



## Phone Settings



If you have a Hayes of Hayes-compatible modem, you can have DC Terminal connect automatically to the other computer or information service. If you set the phone settings, DC Terminal dials the phone number you specify and waits for the connect tone.

To set your phone settings, do the following:

- Select the CONFIGURE menu and choose the PHONE command; or press the F2 function key.

DC Terminal displays the Phone Settings dialog box.

The following settings can be selected:

**Phone** This setting enables you to specify the telephone number of the service you want to connect to. Type the telephone number in the text box. Make sure you type the entire number, including / and the area code if necessary. Leave the text box blank if you are using an acoustic coupler rather than a modem.

Commas instruct the modem to pause before dialing the number. For example, if you must dial a 9 to get an outside line, type a comma after the 9. This allows time for the dial tone to sound before the modem dials the number. You can use hyphens in the number for clarity; the modem ignores them.

**Dial Type** The setting requires that you select the dial type of your phone. If you normally hear a tone for each number you dial, you have a tone telephone. If you hear a clicking sound, you probably have a pulse telephone.

**Dial Speed** This setting controls how fast DC Terminal dials the phone number when you choose Connect. Some phone systems require the number to be dialed more slowly than others do. If you are unable to make a connection, change the Speed and try again.

**Wait for Tone** This setting defines how long DC Terminal waits for a connect tone after the phone you are trying to reach answers. Type the length of time, in seconds, that you want DC Terminal to wait for the connect tone before hanging up.

**Wait for Answer** This setting defines how long DC Terminal waits before hanging up if there is no answer. It is preset to 60 seconds. You can increase the waiting time to 256 seconds.

## Using DC Terminal

After you have used the commands from the CONFIGURE menu to set up DC Terminal the way you want it, you can connect your computer to another computer.

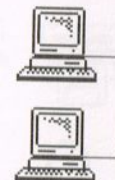
When you have defined all the correct settings, you can connect to the other computer by doing the following:

- Select the SESSION menu and choose the CONNECT command; or press the F8 function key; or
- Click the LEFT mouse button, enter a phone number, click on OKAY, then choose CONNECT.

DC Terminal attempts to connect to the service using the settings you specified in the dialog boxes. If the connection fails, check to make sure you have correctly selected all the dialog box options for the commands from the CONFIGURE menu.

If you did not type in a telephone number in the Phone Settings dialog box, a dialog box appears asking if you want to continue. Use the following information to determine your response:

- Choose the YES button if you are connecting directly to another computer without using a telephone.
- Choose the NO button if you are making the connection with a telephone, then fill in the Phone Settings dialog box and choose the CONNECT command again.





After you have completed the connection, a checkmark will appear by the CONNECT command the next time you select the SESSION menu.

### Pausing

During a terminal session you can temporarily stop incoming information from scrolling off the screen by using the PAUSE command. The PAUSE command uses XON/XOFF flow control to stop data from being sent to the terminal.

To temporarily stop incoming information, do the following:

- Select the SESSION menu and choose the PAUSE command; or press the F6 key.

After you have chosen the PAUSE command, a checkmark will appear by the command the next time you choose the SESSION menu.

To resume receiving information, follow this step:

- Select the SESSION menu and choose the PAUSE command; or press the F6 key.



**HINT** You can view the information you have received by using the VIEW CAPTURE command. You must have DC SHOW installed to do this. You can also save the contents of your entire terminal session by choosing the SAVE CAPTURE command.

### Capturing Incoming Information

Every time DC Terminal is run, system memory is allocated for a capture buffer. Any information received while using DC Terminal is stored in this buffer until you exit the program.

If you receive more information than the capture buffer can hold, you will be notified with a dialog box that the buffer is full and given an opportunity to save the capture buffer.

Use the following information to determine your response:

- Choose the YES button if you want to save the capture buffer to a file. See the SAVE CAPTURE section below.
- Choose the NO button if you do not wish to save the capture buffer to a file.

Once you have made a choice, the new information received will be

saved at the start of the capture buffer. If you fill the capture buffer again, the new information will be appended to the save file.

### Viewing the Capture Buffer

You can view the information received in your capture buffer at any time during your terminal session.



To view the capture buffer, do the following:

- Select the FILE menu and choose the VIEW CAPTURE command; or press the F4 function key; or move the mouse cursor to the far right of the screen; when the cursor changes to an up and down arrow, press either mouse button.

**NOTE** When you are viewing the capture buffer, you are using the DC SHOW program. You must have DC SHOW installed in order to view the capture buffer. Refer to the DC SHOW chapter for instructions on how to use it.



### Saving the Capture Buffer

You can save all the information received during your terminal session to a text file. Text files can be used in any application that can load them.



To save the capture buffer, do the following:

- Select the FILE menu and choose the SAVE CAPTURE command; or press the F5 function key.

Once you have selected the SAVE CAPTURE command, the file selector will be displayed. Enter in the filename you wish to save the captured information to.

Refer to the chapter on using the system file selector for specific details on using a file selector.

**NOTE** If you enter the name of a file that already exists, a dialog box asks if you want to replace the existing file with the file you are saving. Choose the YES button to replace the existing file, or choose the NO button and type a different name.



### Printing Incoming Information

You can send information to your printer at the same time it is appearing on your screen by doing the following:

- Select the SESSION menu and choose the PRINT command; or press the F9 function key.





A checkmark will appear by the PRINT command the next time you select the SESSION menu.

To stop printing incoming information, do the following:

- Select the SESSION menu and choose the PRINT command; or press the F9 function key.

### Signaling the Host Computer

You can use the BREAK command to get the attention of the host computer. This is useful if you want to stop the execution of a program.

To signal the host computer, follow this step:

- Select the SESSION menu and choose the BREAK command; or press the F7 function key.

### Disconnecting DC Terminal

Follow these steps to disconnect DC Terminal:

- 1 Logoff from the system to which you are connected.
- 2 Select the SESSION menu and choose the CONNECT command; or press the F8 function key; or click the LEFT mouse button and choose the DISCONNECT button.

### Saving the DC Terminal Setup



When you make changes to the DC Terminal configuration from either the Communications or Phone Settings dialog boxes, you can save the settings permanently. When you save the setup, the configuration is written directly to the program itself.

To save the DC Terminal setup, do the following:

- Select the FILE menu and choose the SAVE SETUP command; or press the F3 function key. DC Terminal will attempt to save the configuration information to itself.



If DC Terminal cannot locate itself, you will be presented with a dialog box alerting you of this. After this dialog box, you will be presented with the file selector so you can locate the DC Terminal program you are currently running.

### Exiting DC Terminal

Use the QUIT PROGRAM command to exit DC Terminal:

- Select the FILE menu and choose the QUIT PROGRAM command; or press the UNDO key.



If you have unsaved configuration changes or have not saved the capture buffer, a dialog box appears asking if you want to save your settings/buffer before exiting. Choosing the CANCEL button allows you to continue working in DC Terminal. Choosing the YES or NO button exits DC Terminal after saving and returns you to the desktop.

### Shortcut Keys

To choose	Press
Enter or exit menubar mode	HELP
Exit Program from the File menu	UNDO
Comm Settings from the Configure menu	F1
Phone Settings from the Configure menu	F2
Save setup from the File menu	F3
View capture from the File menu	F4
Save capture from the File menu	F5
Pause from the Session menu	F6
Break from the Session menu	F7
Connect from the Session menu	F8
Printer from the Session menu	F9



### Shortcut Mouse Operations

To choose	Press
Enter or exit menubar mode	RIGHT mouse button
Connect from the Session menu	LEFT mouse button
View Capture from the File menu	LEFT/RIGHT mouse button when displaying up and down mouse cursor





## Programmers Reference

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

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

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

### Vectors Used And Monitored

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

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

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

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

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

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

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

v\_pline v\_gtext vsf\_interior vsf\_style vs\_clip vr\_recfl  
vro\_cpyfm vsc\_form vrt\_cpyfm v\_show\_c v\_hide\_c  
vq\_key\_s appl\_write evt\_mesg wind\_update  
evt\_multi vsf\_color objc\_draw form\_do

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

Bconstat Bconin Bconout Setexc Drvmap

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



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