

NoDOS 2.1
The 'DOS' icon Eliminator!
another fantastic utility from
New World Software

CONCEPT:

Windows 3.0 is all about visual metaphors and descriptive graphics, right? Not if you are running DOS apps from within Windows! Regardless of what icon you define for the DOS app in the Program Manager, when you minimize the program, you see the same old boring 'DOS' icon, right? Wrong, because you have just downloaded the most powerful authentic solution for the 'DOS' icon blues - **NoDOS**, the 'DOS' icon Eliminator, from New World Software! **NoDOS** gives you the ability to finally use all those icons that you have purchased or downloaded from BBSes in the manner that you originally wanted to - not just in the Program Manager, but within Windows itself!

FEATURES:

- Displays minimized DOS apps as icons defined by user
- Works with .COM, .EXE, .BAT and .PIF files
- Supports up to 30 icon definitions (this release)
- Works in Enhanced, Standard and Real modes
- Offers stand-alone and PubTech® File Organizer™ compatibility modes
- Features colorful user-friendly dialog box interface
- Doesn't use system hooks that slow down system performance
- Can be hidden with menu option - attempt to start second instance unhides the first

INSTRUCTIONS:

1. Starting and Configuring NoDOS

NoDOS can be started from anywhere on your hard drive, but we suggest that you place it in the directory where you store your icons. This will help you find the icons you want to use with a minimum of clicking around. When you start **NoDOS**, you will see the first of a few annoying messages that have been put into the program to nag you into registering it if you like it (Why the annoying message strategy? It's gotten me to register several shareware WinApps that I would have otherwise procrastinated on registering ad infinitum). Since you don't have a Registration Number YET, click the "No, I'm a Freeloader!" button.

(Author's note: This program was written with a sense of humor, so smile and don't get upset.)

NoDOS will then ask you to configure it for either Stand-Alone operation or PubTech® compatibility. Most people should just click "OK," as the Stand-Alone option is selected by default. Choose the PubTech® option ONLY if you are using the PubTech® File Organizer™ and its Icon Manager utility. Choosing this option will cause **NoDOS** to use the ICONMAN.INI file as its configuration file. If you accidentally choose this option, just remove the "NoDOS Config=" line from the NODOS.INI file that **NoDOS** will create in your Windows directory and restart NoDOS.

(Another Author's note: The PubTech® File Organizer™ is clearly the best truly graphical interface for Windows that I have seen. It's a complete replacement for the Program and File Managers, and it displays EVERYTHING as icons. It also offers drag-and-drop features that you

probably won't see until Windows 4.0, and has system services like formatting, backups and one-pass diskcopy services built into it. A must-have for hard-core believers in GUI. This was an UNPAID advertisement for PubTech®.)

2. Assigning your Icons

Stand-Alone operation:

Click once on the **NoDOS** icon to open its system menu and select Assign New Icon... This will open the Assign Program to Icon dialog (maybe I'll change that to 'Assign Icon to Program' in the next revision!). The dialog box looks something like this:

(Author's Note: This is a bitmapped image that may need to be rescaled to display properly.)

For the most part, use of the dialog should be intuitive, but allow me to call your attention to a few things. First, the Programs file list will show .COMs, .EXEs, .BATs and .PIFs, while the Icons file list will just show .ICOs. You cannot edit the default file specifications in this release. If you are a keyboard user, you can click the "Read Directory" buttons located under the directory listboxes to log a drive or directory. Keyboard jockeys can also use the underlined characters as accelerators to jump around the dialog. Mousers can double-click on the drive/directory name to log dirs. When you select the name of a .PIF file, the caption displayed as the program's title will appear in the 'PIF File Caption' box. You can't edit that (yet). Likewise, when you select an icon on the other side, the image will appear in the little box that I forgot to give a title. If the icon is unreadable, the image should appear. To assign an icon to a program, just select the name of the program and icon. The 'Assign' button will then be operable, and when you click the button, the assignment will be made.

(Yet another note from U-know-who: You can't remove assignments from within **NoDOS** yet. You have to edit NoDOS.INI yourself for now. If lots of people register **NoDOS**, I'll include that feature in my plans for the next revision, which is already on paper.)

PubTech® operation:

In PubTech® mode, **NoDOS** uses the ICONMAN.INI file to find its icon assignments. If you edit the ICONMAN.INI file **WITHIN ICONMAN.EXE or WITH PUBTECH'S TEXT EDITOR**, **NoDOS** will detect the change and **ADD** new assignments automatically. As in Stand-Alone mode, there is no facility for removing assignments yet. If you remove assignments, just close **NoDOS** and restart it to use the updated configuration.

3. To PIF or not to PIF?

NoDOS does have the ability to change icons for .COMs, .EXEs and .BATs run without PIF files, but the use of PIF files is strongly encouraged. You see, NoDOS uses a window's caption, or title, to determine what icon it should use to display the program. DOS programs and batch files run without PIF files end up with the file name (minus the extension) as the window title, all in ugly capital letters. So, if you run COMMAND.COM without a PIF file and use Ctrl-Esc to jump back to Windows, you will see a big ugly 'COMMAND' under the pretty new icon that **NoDOS** is displaying for you. If you use a PIF file, you can define the caption to whatever you want, up to 30 characters (I use WinDOS, and start the DOS session in a window, as I usually operate in 386 Enhanced Mode). If you use PIF files, be sure to associate the icon with the PIF file, not the

executable program. If you assign an icon to COMMAND.COM, NoDOS will always look for a window titled 'COMMAND,' even though you may have created a COMMAND.PIF file to run COMMAND.COM with a customized title. Assign an icon to COMMAND.PIF, and NoDOS saves the PIF file caption and looks for the caption to recognize the window. Furthermore, if for some bizarre reason you have two programs with the same base filename and different extensions, **NoDOS** will always display them both with the same icon. Use PIF files as much as possible.

(Important note for PubTech® users: Your PIF files must be on your DOS path, the Windows or Windows/System subdirectories or else **NoDOS** won't find them.)

4. **Don't move your icons around.**

When NoDOS makes an icon assignment, it records the title of the window and the filename of the icon. Thus, the programs can be anywhere on your drive, but NoDOS tries to read all of the icons when it starts up. Don't worry about what directory NoDOS is in when you start it, because the complete DOS path for the icon file names are stored. Just don't move them around without updating your NODOS.INI file. Otherwise, you're gonna see a lot of those 's instead of your icons!

5. **Register NoDOS.**

I'm only asking \$20.00 for a utility that will finally let you get the complete benefit of all those icons that you have downloaded from BBSes like this one. Registration will stop those annoying 'Register Me!' messages that will pop up forever if you don't register **NoDOS**. Registration will give me definite feedback as to the REAL demand (money talks, you-know-what walks) for my software ideas (I have a lot more). Registration will help your karma and help me feed my cats. So do it. Show me that you care!

Send your \$20.00 to:

~~**New World Software**
P.O. Box 969
Boston, MA 02118-0969
Attn: Ken Granderson~~

Please include a phone number so that I can call you to give you a Registration Number. Otherwise, I'll have to send it in the mail, which will take longer.

6. **Tell me about problems and suggestions.**

This software has been working on my system for a while, and I have not programmed in anything so funky that I anticipate any incompatibilities, but you know about Murphy's Law, so if the program fails in any way, let me know by phone, email, carrier pigeon, or whatever. I want this program to work for everyone (whatta guy!). And, if you think that something should be added or improved, let me know! One of the nice things about ShareWare products is that they are written by real people just like you, who will listen to your suggestions and very possibly use them. Suggestions that I use (that I haven't already planned) will receive full credit in documentation and 'About...' windows.

7. Treat other people the way that you want to treated.

I didn't really have any more instructions, and I wanted the instruction list to come out to 7. Seriously, though, if each one of us works on following Instruction #7 regardless of what other people do, we will be transforming our home/work/school/community environments into much happier, positive and productive places. Enough of the soapbox for now. Enjoy the program!

Special Thanks to:

Jim White and Edward Chase II, for beta testing NoDOS.

The people who registered PFBFix and proved to me that the ShareWare concept was a viable marketing strategy.

The people who used PFBFix who called or sent mail from as far away as Japan. Hopefully NoDOS will travel as far as fast.

C.V., for making me go to sleep when I wanted to stay up all night working on this, and for being patient with me while I spent all my time with the computer...

Legal-type stuff follows.

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