PIF Editor Help Index--Standard Mode

The Index lists the Help topics available for PIF Editor's Standard Mode. Use the scroll bar to see more index entries.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

PIF Editor Help Index--386 Enhanced Mode

The Index lists the Help topics available for PIF Editor 386 enhanced mode. Use the scroll bar to see more index entries.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

PIF Editor Help Index--Advanced Options for 386 Enhanced Mode

The Index lists the Help topics available for PIF Editor's Advanced options for 386 enhanced mode. Use the scroll bar to see more index entries.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

PIF Editor Keys

Use the following keys in PIF Editor:

Key(s)	Function
Tab	Moves from option to option (left to right and top to bottom).
Shift+Tab	Moves from option to option in reverse order.
Alt+letter	Moves to the option or group whose underlined letter matches the one you type.
direction keys	Move from option to option within a group of options.
Spacebar	Selects or clears a check box.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen applications.

PIF Editor Commands

To get help with a command, choose the appropriate menu.

File Menu Commands

New
Open
Save
Save As
Exit

Mode Menu Commands

Standard
386 Enhanced

File Menu Commands

Use the scroll bar to see more commands.

New

Opens a new file with the standard settings.

When you choose New, PIF Editor lets you save changes to the current file.

Related Topics
Creating New PIFs

Open

Opens an existing settings file.

When you choose Open, PIF Editor lets you save changes to the current file.

Related Topics
Creating New PIFs
Editing PIFs

Save

Saves changes to the current file.

When you choose Save, the file remains open so you can continue working on it.

Related Topics
Editing PIFs

Save As

Saves a new or existing settings file.

You can

* Name a new PIF with a .PIF extension.
  Although PIF Editor will allow you to save a PIF with another extension, Windows will only use files that have .PIF as the extension.
* Save an existing file under a new name.
  The original remains unchanged.

Related Topics
Creating New PIFs
Editing PIFs

Exit

Closes the current file and exits PIF Editor.

If a file is unsaved, PIF Editor lets you save it before exiting.

Mode Menu Commands

Standard
Switches PIF Editor settings to standard mode.

386 Enhanced
Switches PIF Editor settings to 386 Enhanced mode.

Related Topics
Creating New PIFs

PIF Editor Procedures

The Procedure topics give you step-by-step instructions for using PIF Editor.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

Working with PIF Editor

Creating New PIFs

You can run PIF Editor for either standard or 386 enhanced mode. You can also create a PIF that works for a non-Windows application that will run in standard and 386 enhanced modes.

To create a new PIF from scratch:

1 Choose Standard or 386 Enhanced from the Mode menu.
2 Choose New from the File menu.
3 Specify the options that apply to the application.
4 Choose Standard or 386 Enhanced to switch to the other mode if you plan to run the application in both modes.
5 Specify the appropriate options for that mode.
6 Choose Save As from the File menu.
7 Type the filename with .PIF as the extension.
8 Choose OK.

To create a new PIF automatically:

1 Start Windows Setup.
2 Set up the application for use with Windows.
Use Windows Setup Help for instructions on how to set up an application.

Related Topics
Advanced Options for 386 Enhanced Mode
Modifying the Standard PIF Settings
Windows 386 Enhanced Mode Options
Windows Standard Mode Options

Modifying the Standard PIF Settings

When you start a non-Windows application and Windows can't find a PIF for the application, it starts the application using the standard settings. You can override these settings by creating a PIF with the filename _DEFAULT.PIF.

To override the standard PIF settings:

1. Change the settings in PIF Editor as appropriate.
   Leave the Windows Title option blank.
   Windows ignores certain settings, such as Program Filename, when it uses the settings in _DEFAULT.PIF to start an application. However, because PIF Editor still verifies the contents of these fields, you should still provide complete valid settings.
2. Choose Save As from the File menu.
3. Specify the filename _DEFAULT.PIF.
4. Choose OK.
   From now on, whenever Windows can't find an application's PIF, it will start the application using the settings in the _DEFAULT.PIF file rather than using Windows' standard PIF settings.

Editing PIFs

When an application doesn't run properly, you can try editing its PIF.

To edit a PIF:

1 Choose Open from the File menu.

2 Enter the filename.

3 Choose OK.

4 Specify the options that you want to change.
For example, you might want to:
* Change the pathname for your application.
* Specify a program parameter or change the default directory that contains your application's files.
* Give it more or all available memory.
* Run it in a window (this requires more memory than running it full screen).

5 Choose Save from the File menu.

Related Topics
Advanced Options for 386 Enhanced Mode
Windows 386 Enhanced Mode Options
Windows Standard Mode Options

Windows Standard Mode Options

These topics give you step-by-step instructions for using PIF Editor's Standard Mode options. Use the scroll bar to see more topics.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

Windows Standard Mode Options

Program Filename

In this text box, you specify a path for the application, including the drive, directory, and the extension for the command file--for example, C:\MULTIPLAN\MP.COM. You must make an entry in this box. Be sure to include the complete path for the program filename and also include the extension.

If you want to use the PIF when you run the application, make sure the program name in Program Manager matches the program filename you want to use. For example, if the filename is MP.COM (Multiplan), you would use the name MP.PIF.

If you run the application by choosing the PIF itself from File Manager, the two names need not match. For example, you might want to create more than one PIF for an application, each with a different name and different settings. However, when the names do not match, the PIF is only used when you run the application by choosing the PIF itself.

You may want to run other commands before your application--for example, Set commands or those that load memory-resident applications. You can put these commands in a batch file. The following is an example of how you would set up a batch file for an application such as Multiplan:

* Create MP.BAT (with a text editor such as Notepad) and make the last command MP.PIF.

Related Topics
Optional Parameters
Start-up Directory
Window Title

Window Title

In this text box, you can specify a descriptive name that will appear in the window's title bar when you run the application. This entry is optional.

If you leave this text box blank, the title bar will display the name of the PIF without the extension .PIF.

Related Topics
Program Filename

Optional Parameters

In this text box, you specify any parameters your application might need. These are the same parameters you would type after the application's filename when starting the program outside Windows. For example, to run Microsoft Word in character mode, type /c in this box. If your application doesn't require parameters or if you are uncertain about what parameters to specify, leave this text box blank.

Parameters can be filenames, letters, numbers, or any type of information up to 62 characters in length. See the application documentation for valid parameters. If your application doesn't require parameters or you don't want to use them, leave this box blank.

If you want Windows to prompt you for parameters, type a question mark. When starting the application, you will be prompted to supply the parameters you want.

If you choose the Run command in Program Manager or File Manager, you can override the program parameters specified in the PIF by typing parameters after the program name.

Related Topics
Program Filename

Start-up Directory

In this text box, you specify the drive and directory you want Windows to go to when you start the application. This is usually the location of the application or the application's files. This entry is optional. If you want Windows to determine the start-up directory, leave this option blank.

Some applications require that certain files be located in the same path as the application. In this case, you should specify a start-up directory location that is the same as that of the files.

Related Topics
Program Filename

Video Mode

With the Video Mode option, you can specify whether Windows should reserve enough memory to run your application in text mode or in graphics/multiple text mode. ("Multiple text" refers to applications that use multiple text pages to display multiple text screens that can be selected.) The Video Mode option tells Windows how much memory it will need for saving and restoring the video state, and for copying the screen contents onto the Clipboard.

The amount of memory allocated for these functions should be as small as possible, so that more memory is available for other uses. Since text mode uses less memory, you may want to try choosing Text first if you are uncertain about which option to choose.

For an application that runs in both text and graphics mode, select Graphics/Multiple Text.

Memory Requirements

In this text box, you can specify an amount of memory in kilobytes (KB) that will be required for the application. Check the system requirements for your application. If you don't know how much is required, leave the setting as it is.

If you are running other applications and Windows cannot provide the specified amount of memory when you start the application, you will see the message "Not enough memory to run." You may need to close some applications before continuing.

Note that the value for this option specifies the amount of memory available for the application, not the total size including DOS, device drivers, and so on.

XMS Memory

In the XMS Memory text boxes, you can specify the amount of extended memory you want set aside for your application. If you have extended memory in your computer that conforms to the Lotus-Intel-Microsoft (LIM) eXtended Memory Specification, version 2.0 or greater, you can use these settings.

This option	Sets
KB Required	A minimum amount of required extended memory in kilobytes (KB). Check the system requirements for your application. If you don't know how much is required, leave the setting as it is. If you are running other applications and Windows cannot provide the specified amount of memory when you start the application, you will see the message "Not enough memory to run." You may need to close some applications before continuing. Use a setting of 0 for applications which do not use extended memory.
KB Limit	The maximum amount of extended memory in kilobytes (KB) that will be allocated to the application. This setting prevents XMS-using applications from tying up all available extended memory blocks when they will not use them all. It is also used for limiting an application's use of extended memory so that the application will run better with other applications that use extended memory. The default setting is 0. A setting of -1 allocates as much extended memory to an application as it asks for up to the limit of system memory. A setting of 0 will prevent the application from gaining access to any extended memory, except in the high memory area (HMA).

Related Topics
Memory Requirements

Directly Modifies (Communications Ports)

Some applications use system resources in ways that prevent sharing with other applications. For each serial communications port (COM1, COM2, COM3, COM4) that your application accesses, select the check box. If you are running a communications program, you should check these boxes.

Selecting this option prevents two applications from trying to access the same communications port at once. It also prevents the application from swapping to disk.

Related Topics
Directly Modifies (Keyboard)

Directly Modifies (Keyboard)

Some applications use system resources in ways that prevent sharing with other applications. Select the Keyboard check box if the application accesses the keyboard buffer, which is the area in memory that remembers keys that were typed, even if the computer was busy and not responding to the keyboard when you typed them. If you are uncertain about whether the application accesses the keyboard buffer, do not select this option.

Selecting this option allows your program exclusive access to the keyboard and prevents switching back to Windows with Alt+Tab, Alt+Esc, and Ctrl+Esc.

Related Topics
Directly Modifies (Communications Ports)

No Screen Exchange

Selecting this check box prevents you from using Alt+PrtSc and PrtSc to put "snapshots" of the screen onto Clipboard. If you are uncertain about whether you should select this option, do not select this check box.

Selecting this option keeps Windows from allocating memory for the screen exchange function and thus frees memory for running the application.

Prevent Program Switch

Selecting this check box prevents you from using Alt+Tab, Alt+Esc, or Ctrl+Esc to switch back to Windows from the application. If you are uncertain about whether you should select this option, do not select this check box.

Selecting this option keeps Windows from allocating memory for program switching and thus frees memory for running the application.

Select this option if you find that the application does not switch to Windows correctly. Also select this option when the application is a BASIC program that uses the communications port.

If you select this option, you must quit the application in order to return to Windows.

Close Window on Exit

When you quit a non-Windows application, the window (or screen) closes automatically. If you want the window to remain open so that you can look at the information on the screen, select this check box.

Reserve Shortcut Keys

Selecting the check boxes for the shortcut keys (Alt+Tab, Alt+Esc, Ctrl+Esc, Alt+PrtSc, PrtSc) reserves them for use by the application instead of by Windows.

If your application uses these shortcut keys, select the check box. This selection disables the Windows functions for the keys and allows the application to use them while the application is the current application. (When the application is not the current application, the shortcut keys have Windows functions.)

Windows 386 Enhanced Mode Options

These topics give you step-by-step instructions for using PIF Editor's 386 enhanced mode options. Use the scroll bar to see more topics.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

Windows 386 Enhanced Mode Options

Memory Requirements

These settings allocate memory to the application. If you leave the settings blank, Windows will allocate 640K of memory to the application if the memory is available.

Note that the values for these settings specify the amount of memory available for the application, not the total size including DOS, device drivers, and so on.

This setting	Specifies
KB Required	The minimum amount of memory in kilobytes (KB) that your application requires. Check the system requirements of your application. If you don't know how much is required, leave the setting as it is. If you are running other applications and Windows cannot provide the specified amount of memory when you start the application, you will see the message "Not enough memory to run." You may need to close some applications or use a larger number before continuing. Entering 0 indicates that the application has no minimum memory requirement; therefore, Windows will allocate to the application whatever memory is available. Enter -1 to allocate as much memory as possible to the application.
KB Desired	The maximum amount of memory that your application can use. Some applications run better if more than minimal memory is provided. The limit is 640K. Enter -1 to allocate as much memory as possible to the application.

Display Usage

The Full Screen and Windowed options control how the application screen is initially displayed.

This option	Starts
Full Screen	The application full-screen (without a window). Running an application full-screen saves memory. You'll be able to switch between a full-screen application and Windows by pressing Alt+Tab. However, you cannot share information between full-screen applications and other applications as easily as if they were running in a window. (You can press Alt+PrtSc to load an entire screen onto Clipboard when an application is running full-screen.) To put an application in a window while using it, press Alt+Enter. Some applications can only run full-screen because they display graphics, or they have direct access to the part of memory used by the screen. In these cases, you'll get a message that you can't switch to a window.
Windowed	The application in a window.

Execution Background

If you want the application to be able to run when it is not the current application, select the Background check box.

If you select the option, the application will run in the background (calculating numbers, for example) while another application has focus in the foreground. If you don't select this option, the application will run only when it is switched to the foreground.

Related Topics
Execution Exclusive

Execution Exclusive

If you want the application to have exclusive use of resources when it is the current application, select this check box. If you select the option, no other applications, including those with the Background option set, will run when this application is in the foreground.

This option controls the behavior of the application only when it is the current application. Use the Background option to control its behavior when it is in the background.

You can select this option for applications running both in a window and running full-screen. However, an application running in a window will not actually receive all the computer's memory resources. Some memory will be reserved for Windows to manage the screen display.

Related Topics
Execution Background

Advanced Options for 386 Enhanced Mode

These topics give you step-by-step instructions for using PIF Editor's Advanced options for 386 enhanced mode. Use the scroll bar to see more topics.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

Multitasking Options

- Background and Foreground Priority
- Detect Idle Time

Memory Options

- EMS Memory
- Lock Application Memory
- Uses High Memory Area
- XMS Memory

Display Options

- Emulate Text Mode
- Monitor Ports
- Retain Video Memory
- Video Memory

Other Options

- Allow Close When Active
- Allow Fast Paste
- Application Shortcut Key
- Reserve Shortcut Keys

Background and Foreground Priority

When you specify priority, you are determining the allocation of CPU resources to the applications. The numbers you specify in the Background and Foreground text boxes set the priority of the application relative to the other applications that are running. (Therefore, these numbers cannot be translated into a fixed percentage of CPU time.) The larger the priority you give an application, the more CPU resources are allocated to it.

Priorities range from 1 to 10,000. Normal priority is 100 (with the possibility of other applications having 100 times greater and 100 times less priority).

The Foreground Priority is the application's priority when it is the current application.

The Background Priority is the application's priority when it is not the current application. (This setting is ignored if the Execution Background option is not set.)

Detect Idle Time

If you select this check box, Windows will give CPU resources to another application when this application is waiting for keyboard input.

Generally, you should check this option because it allows other applications to run faster.

Some applications will not run correctly with this option selected. The only way to determine if the application will work is to select this option and see if it runs more slowly. If not, leaving this box checked will allow other applications in the background to run faster.

EMS Memory

EMS Memory options let you specify the amount of expanded memory to allocate to an application. If your application makes use of expanded memory, you should set EMS options rather than XMS options.

Note: When running in virtual mode, Windows allocates EMS and XMS memory from the same memory pool, using the application's memory strategy: either the Lotus-Intel-Microsoft (LIM) Expanded Memory Specification or Lotus-Intel-Microsoft (LIM) eXtended Memory Specification.

This option	Specifies
KB Required	The minimum amount of expanded memory in kilobytes (KB) that your application requires. See the application's documentation for this information. If you don't know how much EMS memory is required, leave the setting as it is. If Windows cannot provide the specified amount of memory, and you are running other applications, you will see the message "Not enough memory to run." You may need to close some applications before continuing. A setting of 0 is appropriate for applications that do not use LIM 4.0 expanded memory.
KB Limit	The maximum amount of LIM 4.0 expanded memory your application is allowed to use. This option is provided to prevent an application from taking more expanded memory than it needs. Setting this option also limits an application's use of expanded memory so that it will run better with other applications that use LIM 4.0 memory. The default setting is 1024. A setting of -1 allocates as much expanded memory to an application as it asks for, up to the limit of system memory. A setting of 0 will prevent the application from gaining access to any EMS memory.
Locked	That the memory allocated to the application is locked into actual physical RAM. Most applications will run well with expanded memory unlocked. The advantage of having the memory unlocked is that it allows your application to use virtual memory. This means that if the application needs more memory than is physically in your computer, it will swap the least used information to disk, giving the appearance of more memory than is actually present. Two cases where the application will not run well with the expanded memory unlocked are when you have a memory-resident application that uses expanded memory at interrupt time, or when you have a DOS device driver that uses expanded memory. In these cases, the application may need to be in physical RAM to work.

Related Topics
Memory Requirements
XMS Memory

XMS Memory

XMS memory options specify the extended memory available to your application. If you have installed extended memory that conforms to the Lotus-Intel-Microsoft (LIM) eXtended Memory Specification, version 2.0 or greater, you can specify XMS settings.

This setting	Specifies
KB Required	The minimum amount of required extended memory in kilobytes (KB) your application needs to run. Check the system requirements for your application. If you don't know how much is required, leave the setting as it is. If you are running other applications and Windows cannot provide the specified amount of memory when you start the application, you will see the message "Not enough memory to run." You may need to close some applications before continuing. Use a setting of 0 for applications which do not use extended memory.
KB Limit	The maximum amount of extended memory in kilobytes (KB) that will be allocated to the application. This setting prevents XMS-using applications from tying up all available extended memory blocks when they are not going to use them all. This allows the application to run better with other applications that use extended memory. The default setting is 1024. A setting of -1 allocates as much extended memory to an application as it asks for, up to the limit of system memory. A setting of 0 will prevent the application from gaining access to any extended memory, except the high memory area (HMA).
Locked	That the memory allocated to the application is locked into actual physical RAM. Most applications will run well with extended memory unlocked. The advantage of having the memory unlocked is that it allows your application to use virtual memory. This means that if the application needs more memory than is physically in your computer, it will swap the least used information to disk, giving the appearance of having more memory than is actually present. Two cases when the application will not run well with the extended memory unlocked are when you have a memory-resident application that uses memory at interrupt time, or when you have a DOS device driver that uses memory. In these cases, the application may need to reside in physical RAM to work. The High Memory Area (HMA) is always locked and therefore this setting has no effect on it.

Related Topics
EMS Memory
Memory Requirements

Uses High Memory Area

When you select this check box, you specify that an application will have access to the high memory area (HMA). If you have installed extended memory that conforms to the Lotus-Intel-Microsoft (LIM) eXtended Memory Specification, version 2.0 or greater, you can use this setting.

The HMA is a system resource that only one application at a time can use. In most cases, you can choose this option because each application has its own HMA, which is independent of all the other applications' HMAs. However, you should turn off this check box when you don't want a particular application to vie for a specific HMA.

Related Topics
EMS Memory
XMS Memory

Lock Application Memory

Selecting this check box overrides the application's normal switching from real memory to disk, and forces all of the application's DOS memory to be in real memory when the application is running. Generally, you should not select this option, since it limits the number of applications you will be able to run with Windows. The option is provided to help applications whose performance or correct functioning is severely affected by the extra time that is required to read and write memory from disk.

Note also that this option applies only to the main application memory and does not apply to XMS or EMS memory.

Related Topics
EMS Memory
XMS Memory

Video Memory

With this option, you specify the video mode you want the application to start in. Windows will allocate system memory to display the application screen in accordance with the video mode you specify. Text mode uses the least amount of memory and High (resolution) Graphics mode uses the most.

If the application does not have enough memory for saving the video memory, you will not be able to start the application after specifying the mode. Instead, Windows will give you a message that it has insufficient memory to run the application.

Some applications can run in several modes. If you change to a mode that requires less memory or if you run an application full-screen, Windows releases the extra memory for use by other applications. If you change back to a mode that requires more memory for video display, it may not be available, and the application display may be partially or totally lost.

If you want to prevent this from occurring when you change modes, you can select both the High Graphics option button and the Retain Video Memory check box. That way, you will always have the memory needed to display the application, regardless of the mode the application is running in. However, you will have less available memory for other applications, which means you may not have enough memory to run them.

Some adaptors, such as the Hercules and CGA, have only one graphics mode, so there is no difference between the Low Graphics and High Graphics options.

Related Topics
Monitor Ports
Retain Video Memory

Monitor Ports

This option tells Windows to verify that the values assigned to the video adaptor are the same as those used by the application when it is running in a specified mode (Text, Low Graphics, or High Graphics). For example, both the video adaptor and the application can determine what the cursor looks like. As long as the values are the same, these options are not needed. However, the application may not display correctly if its values and the video adaptor's values differ.

If you do not choose any of the Monitor Ports options and the application's screen is not restored correctly when the application is made full-screen, choose the option that corresponds to the mode the application is running in. If the screen is still not restored correctly, choose the other Monitor Ports options one by one.

When none of these options is selected, the application will access the full-screen display more quickly. However, you run the risk of being unable to restore your application's display properly. These options have no effect when the application is running in a window.

Choosing these options will not affect some display adapters, such as the IBM VGA adapter.

This option	Tells
Text	Windows to monitor the ports associated with text mode displays.
Low Graphics	Windows to monitor the ports associated with low resolution graphics mode displays. CGA mode screens are low graphics.
High Graphics	Windows to monitor the ports associated with high resolution graphics mode displays. EGA mode screens are high graphics.

Related Topics
Video Memory

Emulate Text Mode

Many applications run with the display in text mode and use the standard ROM BIOS services for their output. If you select this option, the display update of these applications will run faster.

If the application's display gets garbled or the cursor appears in the wrong place, turn off this check box.

Retain Video Memory

If you select this check box, Windows will set the amount of memory needed for the start-up video mode and will not give back any memory to the system, even if you switch video modes while running the application.

A single application may run in several different video modes. If this option is not checked, Windows will adjust the system memory allocated to the application according to the video mode the application is running in. If the memory needed is smaller in the new mode, video memory will be returned to the system so that it can be used by other applications. This means that if the application switches back into a video mode that requires more memory, the memory may not be available, and you may lose the application's screen.

Related Topics
Video Memory

Allow Fast Paste

If you select this check box, the application will paste information using a faster method. Because some applications cannot paste properly using this method, you will need to test it by trying to paste information from Clipboard to the application. If the paste is successful, you can use the option.

Allow Close When Active

If you select this check box, Windows will be able to close an application when you exit Windows. This feature allows you to exit Windows without having to quit the active application first. If you select this option, you will see a confirmation message about quitting the application when you exit Windows.

If you are uncertain about whether to select this option, do not select the check box. Choosing this option could result in data loss and damage to DOS files, because many standard applications will not be allowed to close their open files and copy the contents of their buffers to disk. This could result in a wholesale loss of data.

This option should only be set for applications that do not write to the disk. PIFs for applications that use the disk regularly, such as word processors, data bases, and spreadsheets, should never check this option.

Reserve Shortcut Keys

Selecting the check boxes for the shortcut keys (Alt+Tab, Alt+Esc, Ctrl+Esc, Alt+PrtSc, Alt+Spacebar, Alt+Enter, PrtSc) disables the Windows functions for the keys and allows the application to use them while the application is the current application. (When the application is not the current application, the shortcut keys have Windows functions.)

If your application uses a Windows shortcut key, select the check box. This selection lets you use the shortcut key in the application but prevents you from using it in Windows.

Application Shortcut Key

In this text box, you can enter a key combination (or shortcut key) that causes the application to become the current application when it is pressed. Shortcut keys must have an Alt or Ctrl modifier. Shift can also be specified, but it is not allowed by itself.

To enter the shortcut key, press the key combination you want to use. If there is something wrong with the shortcut key definition, a dialog box will appear and the shortcut key will be reset. (You can't use as shortcut keys the keys and key combinations reserved for working within the option and dialog box.) When you are finished, press Enter to accept the settings in the dialog box or press Tab to move to another option. Use Backspace to delete a shortcut key definition and Shift+Backspace to set the definition to none. (You cannot otherwise edit a definition.)

The shortcut key you specify will work system-wide. This means no other application, including a Windows application, is allowed to use the key combination. For this reason, shortcut keys must be selected carefully. For instance, you cannot specify a shortcut key that conflicts with the Windows shortcut keys. Also, if the shortcut key conflicts with an accelerator key in a Windows application or dialog box, the accelerator will be disabled. You should also specify a shortcut key that will not conflict with any shortcut keys defined by another non-Windows application.

Related Topics
Reserve Shortcut Keys

active

Describes the selected window or icon that you are working with. Windows always applies the next keystroke or command you choose to the active window. If a window is active, it appears in front of all other windows on the desktop, and its title bar changes color to differentiate it visually from other windows. If an icon is made active, its Control menu appears.

Inactive is the opposite of active and describes windows or icons on the desktop that are not selected.

full-screen application

A non-Windows application that uses the entire screen, rather than a window, to run in the Windows environment.

non-Windows application

Applications that were not designed to run in Windows. Non-Windows applications do not necessarily conform to Windows user-interface standards.

shortcut key

A special key or key combination, available for some commands, that you can press to execute the command without first selecting a menu. The shortcut key for a command is listed to the right of the command name on the menu.