

**PatchDrv v0.9**  
**Patches the display driver**  
Freeware ADD-ON to  
New Menus for Windows

**Description**

PatchDrv is a 'quick and dirty' tool to patch the Windows display driver with new standard buttons.

The standard bitmaps for the window buttons (system menu, restore, full screen and scroll bar arrows) are stored in the display drivers as bitmaps resources. With this tool you can replace this bitmaps with your own customizable bitmaps. The resources in the driver are assessable via resource numbers. These numbers correspond with the file names in the subdirectories of PatchDrv. If PatchDrv finds a filename 1234.bmp in the given submenu, it is used to replace the bitmap resource in the given display driver.

Actually there are only two styles available Motif 1 and Motif 2. Motif 1 is only available for the small system fonts display drivers.

**Installation**

In the archive PTCHDRV is the program and also the bitmaps stored. Extract the archive in the same directory.

**If you extract the archive using Winzip, pkzip or unzip, it is important, that you also extract the archive with the sub directory. Otherwise the archive can't be extracted correctly.**

**Using:**

**If anything went wrong**

The most important at first:

PatchDrv modifies your display driver. If there went anything wrong, you can restart Windows. If you modify the display driver, PatchDrv makes a backup copy in your \windows\system directory, where also the original display driver can be found. The backup copy has the same name, but the last char will be changed to '\_'. If you have installed the driver SUPERVGA.DRV it will make a backup copy with the file name SUPERVGA.DR\_. If you have any troubles with the patched display driver, delete on the DOS level the patched SUPERVGA.DRV and copy the backuped file SUPERVGA.DR\_ back to SUPERVGA.DRV.

**Replacing bitmaps in your display driver**

Simply start PATCHDRV.EXE.

If it isn't still done, PatchDrv backups the current display driver.

Then, the program asks you for the directory, where the bitmaps to use for the replacement, can be found. You can input here an absolute path:

c:\nfmw\mot2

or relative to the current directory

.\mot2

After that that PatchDrv replaces the bitmaps in your display driver.

If you want to see the changes, you have to restart Windows.

## Design your own buttons

You can design your own buttons

Make a new sub directory (for example: c:\nmfw\mybits) and copy the bitmaps of the sub directory .\orgbits in this new directory.

Now you can use paintbrush or another bitmap drawing tool, to draw your own bitmaps. There are only two limitations:

**Do not change the size of the bitmaps.**

**Do not change the color resolution of the bitmaps.**

Save the bitmaps as "Windows Bitmaps" (and **not** as OS/2 bitmaps).

The bitmaps 19???.bmp are only used, if your display driver supports big system fonts and you use this option.

## Looking forward

In this version, the program can't patch the standard icons or the standard cursors (arrow, beam, hourglass, etc.). If you are interested in this, I may add this feature - or even better I find a co author, who is willing completing this tool.

If you designed your own bitmaps, icons or cursors, please mail them to me, that I can make it available to the public. Your name as creator will be mentioned if you want.

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