

## Convert

This file describes the Convert utility included with DeZkTop. You will need to use Convert if:

- i) You are upgrading from an earlier version of DeZkTop
- ii) You want to keep your old DeZkTop files

If the above don't apply then you don't need to use Convert so read no further.

The format of the DeZkTop data files has changed between version 1.7 and 1.8, mainly to allow icons to be saved with the data which speeds up reading the data. The Convert applet will read the 1.7 or earlier data files and then resave them in the new v1.8 format. To use Convert simply make sure DeZkTop is not running and then use Program Manager or File Manager to run the file CONVERT.EXE and you will see a dialog box looking something like:

If you have used DeZkTop in it's default configuration then simply click OK and the files will be converted. Next time you start DeZkTop v1.8 all your old data should be present. Complications only arise if you have used the the multiple desktops facility in DeZkTop or if you have changed the place the DeZkTop data is stored. See the next two sections for details.

Note that versions 1.7 and 1.8 of DeZkTop are designed so that they can coexist (although they can't both be run at the same time). When you use the Convert applet it will leave your v1.7 data files unchanged so you can always go back to them.

### *Multiple Desktops*

DeZkTop allows you to create and save different arrangements of menus, floaters, hotkeys and sizes, and each arrangement is called a desktop. To change desktops you hold down shift and click on the Windows background. Each desktop has a name to identify it which is up to four letters long and the default name is DEZK. The Convert program will only convert one desktop at a time, and you have to type the desktop name into the third edit box labelled "Prefix (i.e. desktop id)" and the new desktop name into the last edit box labelled "New name for desktop". When you first start the Convert applet these edit boxes are filled in with the defaults of "DEZK" and "Default" respectively. Note that the new name can be up to 8 letters long in Windows 3.x or 31 letters in Windows NT or Windows 95. After entering the old and new desktop names click OK to convert the desktop.

### *Location of Data*

By default both DeZkTop v1.7 and v1.8 keep their data files in the Windows directory, e.g. c:\windows. However DeZkTop v1.7 allowed you to change this by setting an environment variable DEZKDIR to the directory where the data files were stored. v1.8 allows you to do the same by setting the environment variable DZKDIRECTORY. The variable name was changed to allow versions 1.7 and 1.8 to coexist. If you have used these facilities to change the place where DeZkTop stored its data then you need to enter the old and new directory names in the first two edit boxes respectively. Convert will look for the two environment variables and attempt to fill in the file locations for you. Otherwise the edit boxes will contain the Windows directory.

### *More Info*

Version 1.7 of DeZkTop uses 4 files to store its data, by default these are DEZKMENU.INI, DEZKFLT.INI, DEZKHKEY.INI and DEZKSIZE.INI, and they are kept in the Windows directory along with all the other ini files. If you created another desktop called, for example, FRED then the data for this desktop would be in the files FREDMENU.INI, FREDFLT.INI, FREDHKEY.INI and FREDSIZE.INI, and similarly for other desktops. The reason for the limit of 4 characters on a desktop name was to keep the data file name lengths within the DOS limit of 8 characters. The data files could be kept in a different directory by setting the

environment variable DEZKDIR to the directory name.

Version 1.8 of DeZkTop creates a subdirectory in the Windows directory called DEZKTOP. In this directory is a subdirectory for each desktop, so by default there will be only one subdirectory called DEFAULT. In each subdirectory there are 4 files called MENUS, FLOATERS, HOTKEYS and SIZES, and I expect you can guess what data these files contain :-). The desktop name has gone up to 8 letters under Windows 3.x because DOS allows directory names to be 8 characters long. Under Windows NT the limit on directory names is much longer, but the length in DeZkTop has been kept to 31 characters to save on memory and to keep the names compatible with OLE2 structured storage should I decide to go that route. As with v1.7 you can change the place where the DEZKTOP subdirectory is kept, this time by setting the environment variable DZKDIRECTORY.

All the Convert program does is take a source directory, eg C:\WINDOWS and a desktop name, eg DEZK and then find the four data files which in this example would be C:\WINDOWS\DEZKMENU.INI etc. It then takes the destination directory, which can also be C:\WINDOWS, and creates a DEZKTOP directory there. It then creates a subdirectory with the name of the desktop, eg DEFAULT, and then converts the four old data files to the four new files MENUS, FLOATERS, HOTKEYS and SIZES. Don't try to do this manually as it isn't just a matter of copying the files, the format has changed as well.