Welcome to Power Gamer v1.00

The key to running games under Windows!

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Overview

Despite the popularity of Microsoft Windows, the DOS game (and indeed the DOS program) are far from dead. You may well feel at home with graphical File Manager type programs, but beyond card games, there are few challenging games for Windows.

Worse still, if you want to run a DOS game, you will normally need to exit Windows, type some commands to run your game and then restart Windows afterwards. Why? Because Windows simply takes speed and memory from your programs, and can stop your sound card working with DOS games.

Power Gamer comes to the rescue!

Power Gamer allows you to add *any* DOS game to a Windows Program Group, with the virtual guarantee that it will run! To find out how to add a program see <u>Adding a game to</u> <u>Program Manager</u>.

When you run your game, it thinks it's running under plain DOS - that's because it is! Power Gamer painlessly (and invisibly) closes Windows, runs your game and then restarts Windows for you. Your game will have full access to the PC, the Sound card, Joystick, etc., and will run at full speed - the only difference between running from Power Gamer is a very slight reduction in DOS memory (typically 2k for COM and EXE programs, and 5k for games launched from a BAT file).

Power Gamer - The key to running games under Windows!

The Options Dialogue

Power Gamer provides only one option, *Display warning before running*. With this feature enabled (as it is by default) a warning dialogue box is displayed whenever you attempt to run a Power Gamer game. It is recommended that if your PC is shared between other members of your household or office, that you leave this option checked to avoid confusion.

If you don't have it checked, though, Power Gamer loads seamlessly - and if you don't have a sound file set to play when you exit Windows, no one will even notice Windows closing down!

Files and their uses

If you look within your PWRGAMER (or similar) directory, you may a number of files. The following list should help you identify these files. Files marked with an asterisk (*) must <u>not</u> be removed, or otherwise Power Gamer may fail to work. Files marked with a double asterisk (**) may be deleted if you already have a copy in your WINDOWS\SYSTEM directory.

All installations may have the following files

PWRGAMER.EXE	Main Program *
PWRGAMER.HLP	This file *
PWRGAMER.WRI	Documentation in Write format
REGISTER.WRI	Registration file (Write format)
REGISTER.DOC/TXT	Registration file (Text format)
BWCC.DLL	Borland Dialogue Extensions **

Registered copies also come with the following

PWRGAMER.REG Registration code file

Notes

PWRGAMER.EXE will also be copied to your WINDOWS directory. It is essential that it is available in both the PWRGAMER and Windows directories for Power Gamer to work correctly.

Hints and Tips

Batch Files

Batch files require that a second copy of COMMAND.COM (or 4DOS.COM, or your preferred command processor) is loaded to process the batch file. This will reduce available memory by between 2k and 6k - find out what the batch file does, as if it simply calls one EXE file, it's better to load that directly.

Batch files will not be processed correctly unless their extension in Program Manager is .bat or .BAT (.Bat will not be processed correctly!)

Parameters

Simply add any command line parameters (for example /sb:220 /i:5 /d:1) after the command line as usual. Note that batch files may not receive all the parameters if the path to your COMMAND.COM or .BAT file is long, as there is an upper character limit of 127 characters imposed by DOS.

Need an extra 2 or 3 k?

Try removing lines such as DEVICE=ANSI.SYS, DEVICE=DISPLAY.SYS and MODE CON CODEPAGE from your CONFIG.SYS and AUTOEXEC.BAT files. In 99% of cases, you wont notice them gone.

No mouse?

Locate MOUSE.COM on your PC (it's normally in either C:\DOS or C:\WINDOWS) add the line C:\DOS\MOUSE or C:\WINDOWS\MOUSE as appropriate to the end of your AUTOEXEC.BAT file. Ensure that this comes before any line which starts Windows or an alternative program shell such as The Gorin Desktop.

Adding a program to Program Manager

Seven easy steps:

- (1) Click on the Program Manager group where you want your icon to be placed.
- (2) Select (File) followed by (New) and press (Ok)
- (3) Type a description for the game

(4) Use the (BROWSE)* button to locate the game's main program file. * it is essential that you use the Browse button, as Power Gamer needs the full path to the program, and the file extension (.EXE, .COM or .BAT)

(5) Click on the (Command Line) edit box and press (HOME) on your keyboard. Type PWRGAMER followed by a space. The Command Line box should now show a command line such as: PWRGAMER J:\GAMES\DWARF\TIMEWARP.EXE

(6) Click on (Change Icon) and select an icon - a number are supplied in PWRGAMER itself, but you may use any one you wish.

(7) Click (Ok) and your icon is active!