



DeZkTop v1.7

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1. Introduction

DeZkTop is a program launcher, that is an application which starts other applications. The program launcher most Windows users will be familiar with is the Program Manager, but DeZkTop offers many more facilities than Program Manager and is easier and more convenient to use, not to mention being far more elegant.

This section will get you started with DeZkTop and summarise the features it offers. The next sections describe how to use it in greater detail.

Note that DeZkTop is a Windows 3.1 program. It will not run under Windows 3.0. It should however run under future versions of Windows and there is a version for Windows NT.

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1.1 Summary of Features

As mentioned above, DeZkTop is all about starting Windows programs, and there are three ways it does this.

Menu Windows

DeZkTop uses menu windows similar to Program Manager. The windows contain icons for either applications, or for folders which can in turn contain applications or sub-folders. Folders can be nested within folders to any depth. Unlike PM DeZkTop menu windows are normally invisible, and pop up when you click on the Windows desktop or use a preselected hot-key. After use the menu windows hide themselves again. Alternatively menu windows can be made to behave like PM if required.

Floaters

Macintosh users have long been able to leave application icons lying out on the desktop. DeZkTop extends this facility to Windows. Applications can be dragged out of File Manager, out of a DeZkTop menu window or out of any drag-drop server, and dropped onto the Windows desktop where they appear as an icon. Alternatively they can be placed directly on the desktop by holding the control key down and clicking at the spot where you want the icon. Clicking on the icon starts the application, and dropping data files on the icon starts the application and loads the data file dropped.

Hot-Keys

Hot-keys can be set up to launch applications. For example control-shift-F might be chosen to start File Manager, control-shift-W to start Word for Windows etc.

Sizing

Unless an application deliberately chooses a size for itself its window size and position will be randomly chosen when it starts. For word processors this means that usually the first thing you do after starting the application is to manually move and resize the window to the shape you want. DeZkTop has a facility to set the startup size and position of applications to preset values.

Changing the Desktop

DeZkTop allows you to have multiple arrangements of Menus, Floater, Hot-keys and Sizes, and switch quickly between them just by holding the shift key down and clicking on the desktop.

Auto-run

DeZkTop can run applications automatically when it starts. This is the same as putting an app in the Startup group of Program Manager, but unlike Program Manager and icon in any DeZkTop menu or any floater can be set to Auto-run.

1.2 Installing DeZkTop

DeZkTop consists of two program files, `dezktop.exe` and `dezplib.dll`, and five data files, `dezktop.ini`, `dezkmnu.ini`, `dezktop.ini`, `dezkhkey.ini` and `dezksize.ini`. To install DeZkTop simply copy the ini files to your Windows directory. The two program files, `dezktop.exe` and `dezplib.dll`, can be moved to any convenient directory, but note that the two files must be kept together. If you don't have the ini files don't worry as DeZkTop will create them the first time it is run.

You can run DeZkTop from Program Manager, but it works best when used as the Windows shell. The next page describes how to do this.

DeZkTop always looks in the Windows directory for the ini files `dezkmnu.ini`, `dezktop.ini`, `dezkhkey.ini` and `dezksize.ini`. However when searching for `dezktop.ini` DeZkTop looks first in the directory that `dezktop.exe` was launched from. If `dezktop.ini` is not there then DeZkTop looks for it in the Windows directory.

DeZkTop works this way to allow different ini files to be used depending where DeZkTop is launched from. This is helpful if you have a dual Windows 3.1 / Windows NT installation. If you leave `dezktop.ini` in the joint Windows directory then the same ini files will be used under W3.1 and NT, which is probably not helpful. If you put the W3.1 and NT versions of DeZkTop in different directories and put a copy of `dezktop.ini` in with each, then you can use the multiple desktops facility to have different ini files for W3.1 and NT.

There is one last feature of using ini files which may be useful, though I have never used it myself. If you put the entry

[Layout]

Path=<directory name e.g. c:\dezktop>

in `dezktop.ini` then DeZkTop will look for the ini files in the specified directory instead of in the Windows directory.

1.3 Making DeZkTop the Shell

Windows 3.1

To make DeZkTop the Windows 3.1 shell exit from Windows and edit the file system.ini in the Windows directory. Find the line

```
shell=progman.exe
```

and change it to

```
shell=<put the path if necessary>dezktop.exe
```

For example I keep DeZkTop in the directory c:\windows\utils, so my system.ini contains

```
shell=c:\windows\utils\dezktop.exe
```

If you want to go back to Program Manager as the shell change the line back to its original state.

If you are unfamiliar with editing system.ini then make sure you make a copy of it first, for example by copying it to system.old. That way if anything goes wrong you can simply copy system.old to system.ini to undo your changes.

Windows NT

To make DeZkTop the Windows NT shell start the Registry Editor, regedt32.exe in \winnt\system32, and open the tree

```
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\ CurrentVersion\Winlogon
```

and change the entry for shell from

```
progman,wowexec
```

to

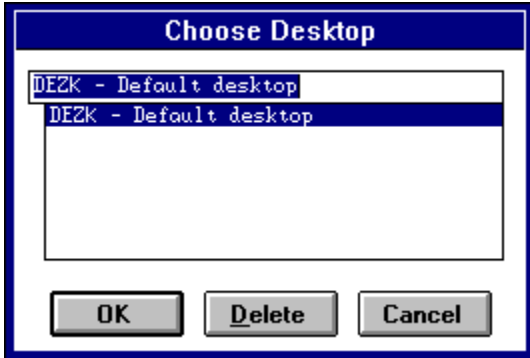
```
<put the path if necessary>dezktop.exe,wowexec
```

You will need to logoff and log on again for the change to take effect. Be damned careful when messing with the registry files!

In NT the task switcher is part of Program Manager, so if you simply change the shell to DeZkTop you will find the task switcher stops working. To fix this you can run Program Manager or taskman.exe from DeZkTop.

1.4 Changing the Desktop

Your desktop consists of your Menu windows, your Floaters, your Hot-keys and your Sizing information. DeZkTop allows you to set up multiple desktops, and you can switch between them simply by holding the shift key down and clicking on the desktop. This will display the [Choose Desktop](#) dialog box.



Changing the desktop

You change the desktop simply by choosing a desktop name from the list and clicking [OK](#). As a shortcut you can double-click the desktop name in the list of desktops.

Creating a new desktop

If you want to create a new desktop simply type an id for the new desktop and optionally type a space and then a description of the desktop. For example to create a desktop to use for all your word processing tools you might type

WP A desktop for word processing

Click [OK](#) to create the new desktop. Note that the desktop id, that is the first word you enter, must be four or fewer characters long. This is because it is used as part of a filename, and DOS restricts the length of filenames. Note also that you cannot change the name of a desktop once you have created it, though you can delete the desktop and recreate it with a new title.

Deleting a desktop

To delete a desktop choose its id in the list and click [Delete](#). You will be asked if you wish to delete the desktop files too. If you answer YES then the desktop is gone for good, but if you answer NO then you can easily recreate the desktop by typing in its id and description as described above.

You cannot delete the default desktop, DEZK, and you cannot delete the current desktop.

1.5 Auto-running Applications

DeZkTop can run applications automatically when it starts. This is the same as putting an app in the Startup group of Program Manager, but unlike Program Manager and icon in any DeZkTop menu or any floater can be set to Auto-run.

To set an icon or floater to Auto-run right-click on it to bring up the Configure dialog box and check the box marked [Auto run](#).

1.6 Troubleshooting

There are a few known problems with DeZkTop.

ATM stops the menus working.

For some reason Adobe Type Manager can interfere with DeZkTop's sub-classing of the desktop. The symptom is that no matter how you click on the desktop the menu windows will not appear. This is ATM's fault but Adobe are not interested in solving the problem. As a work around you can manually edit dezktop.ini and insert the following entry:

```
[DeZkTop]
```

```
Subclass=0
```

If the [DeZkTop] heading already exists do not create a second [DeZkTop] heading, instead put `Subclass=0` under the existing heading. This entry causes DeZkTop to use a transparent window to detect mouse-clicks instead of sub-classing the Windows desktop.

Double-clicking on a menu window system menu stops the menus working.

If you want to close a menu window then you can either click its minimise button or double-click its system menu. However, occasionally double-clicking the system menu can cause the window to be destroyed, after which the menus stop working. I don't know why this should happen, and I can't reproduce it on my own PC so I can't discover what is going on. The best way to avoid this is to close menus by clicking their minimise button not by double-clicking the system menu.

Floater captions have a blank line in the middle

Occasionally you may find that if the title for a floater has two words in then it may be split over three lines not two. For example, in the default font you will find that setting the floater title to `Remote Access` (note the capitals) then it comes out looking like:

```
Remote
```

```
<blank>
```

```
Access
```

This is due to an oddity in one of the Windows text output functions. The solution is to make the caption `Remote\r\nAccess`. The `\r\n` causes a line break and splits the title correctly onto two lines.

Help buttons in NT apps need two clicks to work

There is an obscure bug in the NT version of DeZkTop. If sizing is on and NT is not the shell then sometimes the Help buttons in NT apps (including DeZkTop) need two clicks to work. Until I can get to the bottom of this the fix is either turn sizing off from the Preferences dialog or simply live with clicking twice.

After changing desktops icons are corrupted

There have been occasional reports that after changing the desktop icons in menus can get corrupted. I have never been able to reproduce this, and I have had no recent reports so maybe the problem has gone away. In any case the problem is benign; the icons may look odd but they work fine.

2. Menu Windows



DeZkTop menu windows work in a similar way to Program Manager windows. They appear as standard looking windows with a system menu at the top left, and a minimise button at the top right. The system menu contains commands to control the way DeZkTop works.

The first difference from Program Manager you will notice is that DeZkTop menu windows are initially hidden. They pop up when you click on the Windows desktop, and after use they hide themselves again, or they can be manually hidden by clicking the minimise button. You can choose whether a left or right click on the desktop is used to pop up menu windows by selecting the Preferences command from the menu window system menu.

The icons in a menu window can represent applications or folders. If you click on an application it is started, or if you click on a folder it is opened to produce another menu window. Unlike Program Manager that menu window can in turn contain folders, and indeed folders can be nested to any depth. By default a single left click on an icon will start it, but for compatability with Program Manager DeZkTop can be set to require a double-click using the Preferences command from the menu window system menu.

[Adding Applications to a Menu Window](#)

[Adding Folders to a Menu Window](#)

[Deleting Icons from a Menu Window](#)

[Moving Icons in a Menu Window](#)

[Customising Menu Windows](#)

[The Menu Window System Menu](#)

[Running Applications by File Name](#)

[Exiting Windows](#)

[Using the Keyboard in Menu Windows](#)

2.1 Adding Applications to a Menu Window

There are two ways to add applications to a DeZkTop menu window, by drag-drop from File Manager and manually using the [New Item](#) command from the system menu. To drag-drop from File Manager, open the DeZkTop menu window you want to add the item to, and then open File Manager. Find the file you want in File Manager, drag it over the DeZkTop menu window and drop it, and you will see the item appear in the window. If necessary you can configure the icon by right-clicking on it.

To manually add an application to a DeZkTop menu select the [New Item](#) command from the menu window system menu. This command brings up the Configure dialog box. You need to choose a title for the application, and the name of the program file. If you cannot remember the file name you can click the [Browse](#) program button to search for it. The other options you can change are described in the page on configuring icons.

2.2 Adding Folders to a Menu Window

To add a new folder you have to use the [New Folder](#) command from the menu window system menu. If you select this command the Configure dialog box is opened, and you can choose a name for the folder and any other options you want.

2.3 Deleting Icons from a Menu Window

Icons and folders can be deleted from a menu window by right-clicking on them to bring up the Configure dialog box, and then clicking the [Delete](#) button. By default DeZkTop asks you to confirm the deletion. If you do not want confirmation open the Preferences dialog box and uncheck the box labelled [Confirm deletion of icons](#).

2.4 Moving Icons in a Menu Window

Icons can only be moved around in a menu window if you have a mouse. To move an icon just drag it to the position you want and drop it. The icon should be dropped onto another icon not onto "white space". If you drag an icon forward it will be placed in front of the icon you dropped it on, while if you drag the icon backwards it will be placed behind the icon you dropped it on.

Icons can also be dragged between menu windows and also onto the desktop to appear as a float. Dragging between menu windows moves the icon, if you hold the control key down while you do the drag the icon will be copied. At present folders can only be moved not copied between menu windows.

2.5 Customising Menu Windows

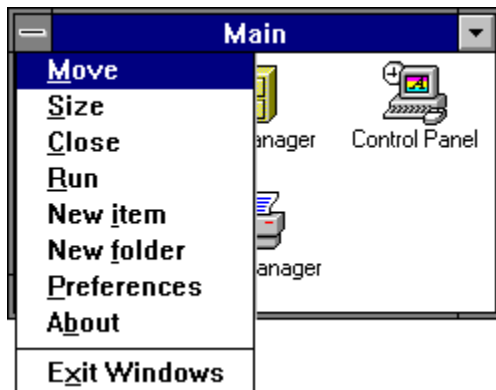
There are several ways you can change the appearance of a menu window. You can change its size and shape, you can change the icon spacing and you can change the font used, and you can change the appearance and properties of individual icons.

To resize the menu window just drag its border with the mouse. The icons will automatically be re-arranged to fit the new shape.

To change the icon spacing or font use the Preferences dialog box. You can display this by choosing the Preferences command from the menu window system menu.

To change the properties of individual icons in a menu window right click on them. This will display the Configure dialog box or the Configure Folder dialog box if the icon is for a folder.

2.6 The Menu Window System Menu



Move, Size, Close: These are the standard entries on all system menus and allow you to move the menu window, resize it and close it. Note however that closing a DeZkTop menu window simply hides it. To exit DeZkTop you have to select the Exit command.

Run: This allows you to run an application by typing its name. This is useful for running applications for which an icon or floater hasn't been created.

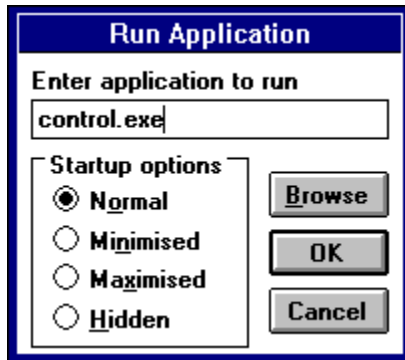
New item, New folder: These are used to add icons or folders to menu windows.

Preferences: The Preferences dialog is used for changing general DeZkTop options.

About: Displays the About dialog.

Exit: If DeZkTop is not the shell then this just exits DeZkTop. If DeZkTop is the shell then this command ends the Windows session. See Exiting Windows for more details.

2.7 The Run Application dialog box



The Run Application dialog box is used for running applications using their file name. Type the application file name and any arguments into the [Enter application to run](#) box and if necessary choose how you want the application to start from the [Startup options](#) control. If you cannot remember the application file name you can use the [Browse button](#) to search for it.

2.8 Exiting Windows

If DeZkTop is the Windows shell then choosing the [Exit Windows](#) (Windows 3.1) or [Logoff](#) (Windows NT) command from a menu window system menu will exit Windows 3.1 or log off from Windows NT. If the [Confirm exit from Windows](#) box is checked in the [Preferences](#) dialog then you will be prompted for confirmation before exiting.

There are a couple of extensions to this facility. If you hold the control key and shift key down when you click the command DeZkTop will shut down Windows then reboot the PC. Holding down just the shift key will exit Windows 3.1 or shut down Windows NT. Holding down just the control key will exit then restart Windows 3.1 or logoff Windows NT.

2.9 Using the Keyboard in Menus

DeZkTop cannot be fully used without a keyboard, but the menu windows and of course the hot-keys can be used.

You can pop up the top level menu window by pressing the hot-key combination control-alt-space. This hot-key can be changed using the hot-key window. Pressing 1 then starts the first icon, 2 starts the second icon and so on. Pressing escape closes the current menu window. Note that using the keyboard only the first 9 icons can be started; if you work without a mouse you should bear this in mind when designing your menu windows.

3. Floaters

If you have used an Apple Macintosh you probably know that it can leave files lying on the desktop, where they can be started by double-clicking. Neither Program nor File Manager provide this useful feature, but DeZkTop does.

[Creating Floaters](#)

[Editing floaters](#)

[Deleting Floaters](#)

[Running Floaters](#)

[Moving Floaters](#)

[Arranging Floaters](#)

[Making a Floater Fixed](#)

3.1 Creating Floaters

Floaters can be created in three ways:

- 1) By dragging an icon from File Manager or from some other drag-drop server and dropping it on the desktop. The properties attached to the icon are copied into the new floater.
- 2) By dragging an icon from a menu window and dropping it on the desktop. The properties attached to the icon are copied into the new floater.
- 3) By holding the control key down and clicking on the desktop at the spot where you want the floater. DeZkTop will display a dialog box into which you can type the program name.

You can disable creation of floaters using a Restriction.

3.2 Editing Floaters

Once you have created a floater you can edit it to change any aspect of it. You might just want to change its title, or you can change everything attached to it to in effect make it a completely different floater.

To edit a floater right click on it to display the Configure Floater dialog box, and this can be used to change any or all of the icon properties.

You can disable editing of floaters using a Restriction.

3.3 Deleting Floaters

To delete a floater right click on it to display the Configure Floater dialog box and then click the **Delete** button. Depending on the setting in the Preferences dialog box DeZkTop will ask for confirmation before deleting the floater.

You can disable deletion of floaters using a Restriction.

3.4 Running Floaters

Floaters are run by clicking on them. Normally a single click will start a floater, but you can make it need a double click by checking the box labelled [Single click launches app](#) in the Preferences dialog box.

If you drag a document out of file manager onto a floater it will start the floater and load the document. For example if you drop a .BMP file onto a Paintbrush floater Paintbrush will start with the .BMP file loaded.

3.5 Moving Floaters

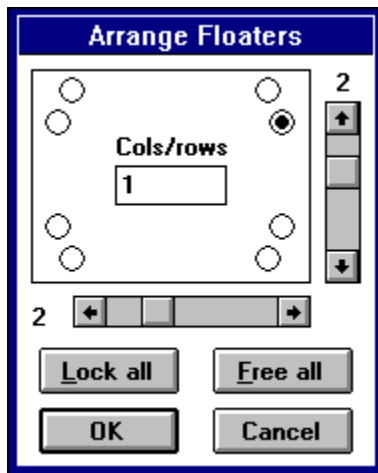
Floaters can be moved about the desktop by dragging them with the mouse.

To make it easier to align groups of floaters they can be snapped to a grid. If you hold down the control key while you drag the floater will be snapped to a coarse grid. If you hold down the shift key the floater will be snapped to a finer grid.

Floaters can also be arranged automatically using the Arrange Floaters command.

You can disable moving of floaters using a Restriction.

3.6 Arranging Floaters



Floaters can be moved around by dragging with the mouse, but to tidy all the floaters quickly an Arrange Floater command is provided.

To use this right click on any floater to display the [Configure Floater](#) then click the [Arrange](#) button. You can choose which corner of the screen and in which direction to arrange from, and you can also choose the horizontal and vertical spacing. By default the floaters are arranged in a single row or column, but you can have them arranged in 2 or more rows or columns by typing the number into the [Cols/rows](#) box.

DeZkTop will not overlap floater captions even if you set the spacing to 0. If you want to make the floaters butt right up to each other then you have to remove their captions. You can do this in the [Configure Floater](#) dialog box by setting the [title](#) to a single space.

Finally Arrange Floaters box has two buttons which lock and unlock all the Floaters to make them fixed or immovable respectively.

3.7 Making a Floater Fixed

Normally floaters can be dragged around with the mouse, but you may wish to "lock" a floater to make it immovable. Floaters can be locked one at a time or all together.

To lock or unlock a floater open the Configure dialog box by right clicking on the folder and check or uncheck the box labelled [Immoveable](#). To lock or unlock all the floaters click on the Arrange button and click either [Lock all](#) or [Free all](#).

Floaters can be made permanently immovable using a restriction.

4. Hot-Keys



Hot-keys are a way of starting an application with a single keypress. For example I have control shift F set as a hot-key to start File Manager. That way if I need to copy or find a file etc I just press control shift F and File Manager jumps up ready for use.

Note that Hot-keys will not work inside a Dos box because Dos boxes do not use the normal Windows method for handling keystrokes.

Turning Hot-Keys On and Off

Adding Hot-Keys

Editting Hot-Keys

Deleting Hot-Keys

Displaying the Hot-Key Window

4.1 Turning Hot-Keys On and Off

If you don't need the hot-keys, or they interfere with other applications then you can turn them off.

There are two ways to turn hot-keys on and off:

1. If the Hot-Key window is visible then select the [Hot-Keys On](#) or [Hot-Keys Off](#) command from the Hot-Key window system menu.
2. If the Hot-Key window is not visible then then click on the desktop to bring up the top menu window. Select [Preferences](#) from the menu window system menu, and then check or uncheck the box labelled [Hot-keys on](#) to turn hot-keys on or off.

Note that hot-keys are on by default.

4.2 Adding Hot-Keys

To add a hot key display the Hot-Key window and click the [Add](#) button. This brings up the [Hot-Key](#) dialog box, and to add the hot-key you:

- 1) Type the application file name in the [Program](#) box. You can click the [Browse](#) button to find an application name if you can't remember it.
- 2) If the application needs arguments type them into the [Arguments](#) box.
- 3) If you want the application to start up in a particular directory type the directory name into the [Startup dir.](#) box.
- 4) Choose the key to use as the hot-key from the [Hot-key](#) drop-down list.
- 5) Select which key modifiers you want from the [Combine with](#) check boxes.
- 6) Choose how you want the application to be started from the [Startup options](#) box.
- 7) Click [OK](#) to add the hot-key or [Cancel](#) to abandon it.

4.3 Editing Hot-Keys

To edit a hot key display the Hot-Key window, select the hot-key you want to edit and then click the [Edit](#) button. You can short-cut this by just double-clicking the hot-key you want to edit.

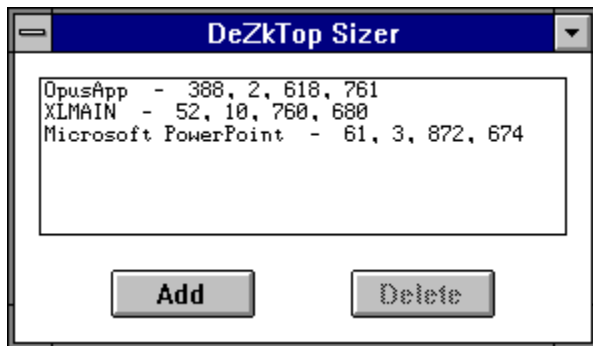
4.4 Deleting Hot-Keys

To delete a hot key display the Hot-Key window, select the hot-key you want to delete and then click the [Delete](#) button.

4.5 Displaying the Hot-Key Window

If the Hot-Key window is not visible then click on the desktop to bring up the top menu window. Select [Preferences](#) from the menu window system menu, and then click the button labelled [Hot-key window](#).

5. Sizing



These days most Windows applications remember where they were and what size they were and will reappear in the same place next time they are run. However a few still don't, in particular two of my favourite programs Word and Excel. To get around this DeZkTop has a facility to detect when a window is being created and automatically set it to a predetermined position and size. Note that this will work even if the application is not launched from DeZkTop, as long as DeZkTop is running.

Turning Sizing On and Off

Adding a Size

Deleting a Size

Changing a Size

Displaying the Sizing Window

5.1 Turning Sizing On and Off

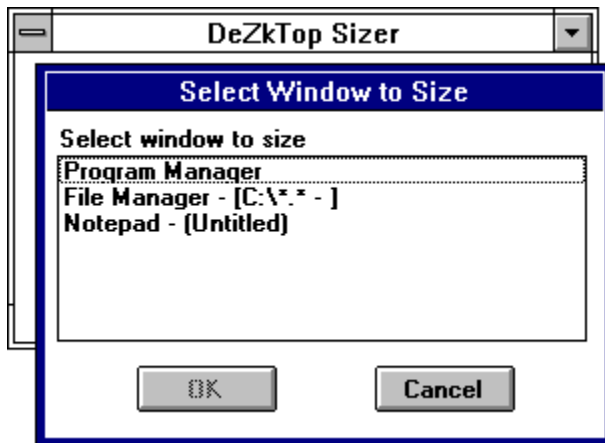
Sizing inevitably imposes a system overhead, and on some machines you may find it makes the screen refreshing slow. If this is unacceptable and/or you don't need the sizing facility you can turn sizing off.

There are two ways to turn sizing on and off:

1. If the Sizing window is visible then select the Sizing On or Sizing Off command from the Sizing window system menu.
2. If the Sizing window is not visible then then click on the desktop to bring up the top menu window. Select Preferences from the menu window system menu, and then check or uncheck the box labelled "Sizing on" to turn sizing on or off.

Note that sizing is on by default.

5.2 Adding a Size



To add a size take the following steps:

1. Start the application you want to size and move its window around until it is the size and in the place you want.
2. If necessary display the Sizing window.
3. Click on the Add button and a dialog will appear showing the titles of all the windows DeZkTop can size.
4. Select the window you want to size by clicking on it in the list then click OK. If you decide not to add the size click Cancel.

There are some points to note.

- i) You should not attempt to size controls like buttons or list boxes. DeZkTop will normally not allow you to do this anyway, but if you do succeed it will mess up all your dialog boxes.
- ii) Some apps deliberately change their window size, and there is little DeZkTop can do to control these.
- iii) Note also that the names which appear in the list of apps monitored are window class names, which need not bear much relation to the app name. For example while Harvard Graphics for Windows sensibly calls its window class "Harvard Graphics", Word Perfect 5.1 calls its "pmrtMain"!

5.3 Deleting a Size

To delete a size simply display the Sizing window, click on the size you want to remove to select it, and then click Delete.

5.4 Changing a Size

You cannot change a size once it has been defined (except possibly by manually editing `dezksize.ini`, not a task for the faint hearted!). If you want to change a size simply delete it and then add it again.

5.5 Displaying the Sizing Window

If the Sizing window is not visible then click on the desktop to bring up the top menu window. Select Preferences from the menu window system menu, and then click the button labelled "Sizing window".

6. Restrictions

Occasionally it may be useful to restrict the DeZkTop features available. For example when setting up DeZkTop for naive users you may wish to prevent them accidentally deleting menu items or floaters. Various restrictions are possible by manually editing the file desktop.ini. The restrictions possible are given below together with their default settings.

[Restrictions]

DisableChangePrefs=0

DisableEditMenu=0

DisableResizeMenu=0

DisableCreateFloater=0

DisableEditFloater=0

DisableMoveFloater=0

DisableReload=1

6.1 DisableChangePrefs

Putting `DisableChangePrefs=1` in the `[Restrictions]` section of `dezktop.ini` prevents the user from opening the Change Preferences dialog box.

Default = 0

6.2 DisableEditMenu

Putting `DisableEditMenu=1` in the `[Restrictions]` section of `dezktop.ini` prevents the user from opening the Configure Application or Floater dialog boxes to customise icons in a menu window.

Default = 0

6.3 DisableResizeMenu

Putting `DisableResizeMenu=1` in the `[Restrictions]` section of `dezktop.ini` prevents the user from resizing any menu windows.

Default = 0

6.4 DisableCreateFloater

Putting `DisableCreateFloater=1` in the `[Restrictions]` section of `dezktop.ini` prevents the user from creating any new floaters.

Default = 0

6.5 DisableEditFloater

Putting `DisableEditFloater=1` in the `[Restrictions]` section of `dezktop.ini` prevents the user from opening the Configure Application dialog box to customise floaters.

Default = 0

6.6 DisableMoveFloater

Putting `DisableMoveFloater=1` in the `[Restrictions]` section of `dezktop.ini` prevents the user from moving any floater.

Default = 0

6.7 DisableReload

Putting DisableReload=1 in the [Restrictions] section of dektop.ini removes the Reload menu command from the menu window system menu. Setting this to zero allows the dezkmenu.ini to be manually edited then reloaded.

Default = 1

Registration

DeZkTop is shareware. If you like it enough to use it then please do the decent thing and register by sending ten pounds sterling to

John Rennie
18 Shaftesbury Avenue,
Vicars Cross,
Chester. CH3 5LQ
United Kingdom

email to jrennie@cix.compulink.co.uk

I'm afraid I can't take credit card registrations, but cheques or indeed cash are more than welcome.

DeZkTop Menu File Format

There should be no need to manually edit a DeZkTop menu file, since all menu options can be set from the application. However, for the curious the menu format is described here.

A DezkTop menu file consists of a number of records, one for each item in a menu window. The format is

Folder Records

[> or }]<title>,<icon file>,<icon no>,<x>,<y>,<width>

If the first character in a record is > or } this identifies a folder record. All successive records will be put into this folder until a line with just a ! character on its own. The > and ! characters in effect bracket a sub-menu.

If the line starts with > then the menu window is a transient one while } creates a permanent menu. The difference is that transient windows will close after launching an app and are hidden when DeZkTop starts. Permanent windows stay visible after launching an app, they are displayed when DeZkTop starts, and their position is saved when DeZkTop exits.

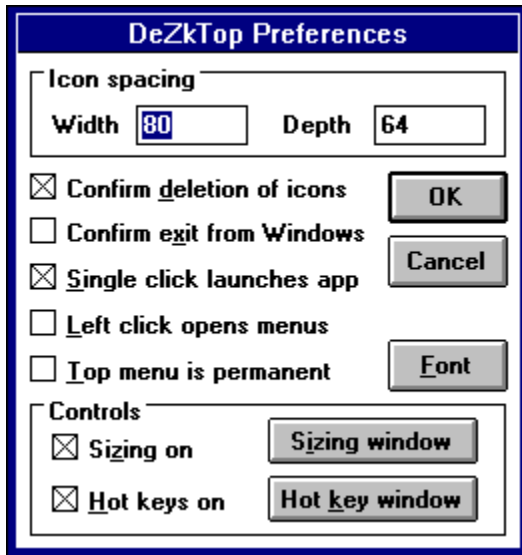
The next three fields are the title for the icon, the name of a file containing an icon to use for the folder and the number of the icon in the icon file. The next two fields are the x and y co-ordinates of the menu position, and the last field is the menu width in icons.

Application Records

<title>,<icon file>,<icon no>,<exe file>,<arguments>,<startup dir>,<startup flag>

Applications too have a title, and icon file and number, but in addition have fields for the name of the executable program, the arguments to be passed to the program, the start-up directory and finally a flag to set the initial state of the window. The flag is - for a minimised window, + for a maximised window and 0 to start in a normal window. The flags > < and | mean start minimised, maximised and normally, but also mean that the application is to be autostarted when DeZkTop is started.

The Preferences Dialog Box



The [Preferences](#) dialog is used to change general DeZkTop options.

[Icon Spacing in Menu Windows](#)

[Confirm Deletion of Icons and Floaters](#)

[Single Click Launches Apps](#)

[Left Click Opens Menus](#)

[Top Menu is Permanent](#)

[Sizing Control](#)

[Hot-Key Control](#)

[Font Used by DeZkTop](#)

Preferences: Icon Spacing in Menu Windows

The [Preferences](#) dialog allows you to change the spacing between icons in a menu window. By default the icons in a menu window are arranged on a regular grid 80 pixels wide and 64 pixels deep, which leaves enough width for quite long titles and enough depth for the title to wrap onto two lines. If you do not need long titles for icons you can make the menu windows more compact by reducing the width and depth. I find 72 wide by 52 deep works well.

The spacing between floaters is controlled separately when you use the [Arrange Floaters](#) command.

Preferences: Confirm Deletion of Icons

When you delete an icon from a menu window or a floater you can choose whether DeZkTop asks you for confirmation. Check the [Confirm deletion of icons](#) box in the [Prefences](#) dialog to ask for confirmation or uncheck it for no confirmation. Checking this box helps guard against accidental deletion.

By default DeZkTop asks for confirmation.

Preferences: Confirm Exit from Windows

When you use DeZkTop to exit from Windows you can choose whether DeZkTop asks you for confirmation using the [Confirm exit from Windows](#) box in the [Prefences](#) dialog. Check this box if you want confirmation and uncheck it if you don't. Checking the box helps guard against exiting Windows by accident.

By default DeZkTop asks for confirmation.

Preferences: Single Click Launches Apps

Icons in a menu window or floaters are run by clicking on them. You can choose whether they are started by just a single click or whether a double click is needed using the [Single click launches apps](#) box in the [Preferences](#) dialog box. Checking this box means a double click is needed, which is the same as Program manager. If you uncheck this box then a single click will start the app. This is non-standard, but it is quicker and more convenient.

By default a single click launches apps.

Preferences: Left Click Opens Menus

Normally the top menu window is hidden, and you have to click on the desktop (ie the Windows background) to display it. You can choose whether a left or right-click is needed to display the menu. Check the [Left click opens menus](#) box in the [Preferences](#) dialog box if you prefer a left click or uncheck if you prefer a right click.

By default a right click is needed.

Preferences: Top Menu is Permanent

Normally DeZkTop menu windows disappear as soon as you launch an app from them. This is done to keep the desktop clear and uncluttered. If you prefer the menu windows to remain permanently visible on the desktop you can have this too. To make the top menu window permanent check the [Top menu is permanent](#) box in the [Preferences](#) dialog.

To make sub-menus permanent right click on the icon for the sub-menu to open the [Configure Folder](#) dialog box.

Preferences: Sizing Control

From the [Preferences](#) dialog box you can change set Sizing on or off by checking the [Sizing on](#) box. If you want to use the Sizing window to add or delete sizes but it is not visible then you can click on the [Sizing window](#) button to display the Sizing window.

For more details see the section on [Sizing](#).

Preferences: Hot-Key Control

From the [Preferences](#) dialog box you can change set Hot-keys on or off by checking the [Hot-keys on](#) box. If you want to use the Hot-key window to add, edit or delete Hot-keys but it is not visible then you can click on the [Hot-key window](#) button to display the Hot-key window.

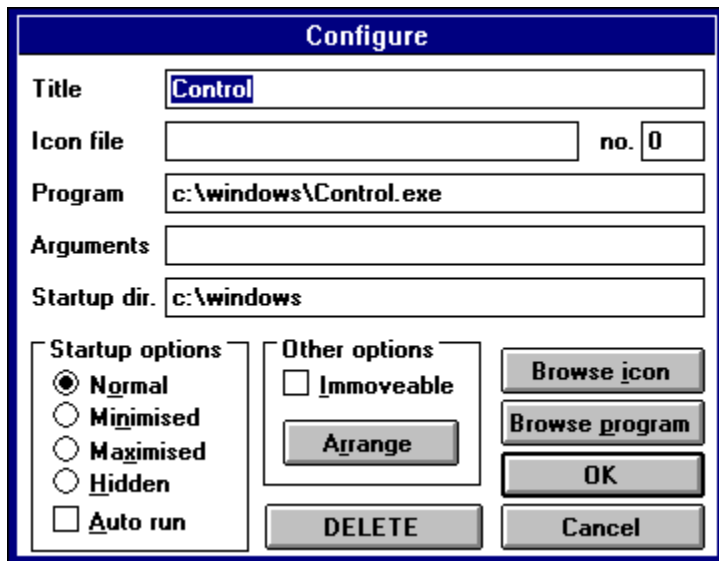
For more details see the section on [Hot-keys](#).

Preferences: Font Used by DeZkTop

By default DeZkTop uses the smallest available size of the font MS Sans Serif. You can change the font by clicking the [Font](#) button in the [Preferences](#) dialog box and choosing a font.

The font colour cannot be selected since it is always chosen to match that used by Windows for icon captions etc. On a dark background the text is white and on a light background it is black.

The Configure Dialog Box



You can customise an application by right clicking on it to bring up the [Configure Application](#) dialog box. This is the same for icons in a menu window and for floaters.

From the top left, the controls in the dialog box allow you to

Set the Application Title

Set the Application Icon

Set the Program File

Set the Application Arguments

Set the Startup Directory

Set the Startup Options

Make Floaters Immoveable

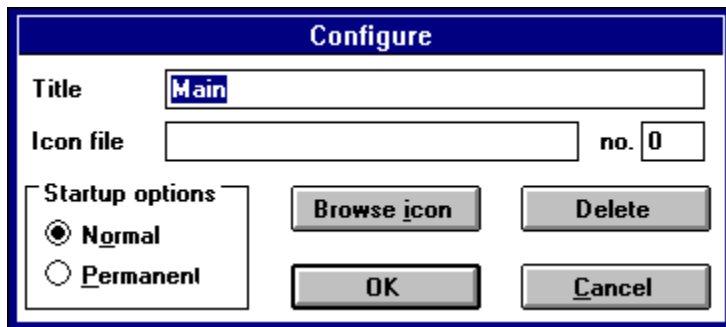
Arrange Floaters

Delete an Application

Browse for an Icon

Browse for a Program File

The Configure Folder Dialog Box



You can customise a folder by right clicking on it to bring up the [Configure Folder](#) dialog box.

From the top left, the controls in the dialog box allow you to

[Set the Folder Title](#)

[Set the Folder Icon](#)

[Set the Folder Options](#)

[Browse for an Icon](#)

[Delete a Folder](#)

Configure: Title

The [Title](#) field in the [Configure](#) dialog is used to label an icon in a menu window or a floater, or to set the title for a menu window. Icon and floater titles are wrapped onto several lines if necessary, and you can deliberately break a title by including the four characters `\r\n` in the title text.

If you leave the title blank then DeZkTop will make up a title from the name of the program file. If you want no title then type a single space in the title field, and DeZkTop will interpret this to mean no title.

Configure: Icon File and Number

The **Icon file** and **no.** fields in the **Configure** dialog are used to attach an icon of your choice to an icon in a menu window or a floater. You can change the icon by giving the name of a file containing icons and the number of the icon within that file. The file can be a .ICO, .DLL or .EXE. For example Windows 3.1 comes with a file called moricons.dll which contains over a hundred icons. You can click the Browse icon button to search for an icon.

Configure: Program

The [Program](#) field in the [Configure](#) dialog is the name of the executable file attached to an icon in a menu window or a floater. This is usually a Windows format .EXE file, but can also be a .PIF file or a DOS .EXE, .COM or .BAT file.

Configure: Arguments

The [Arguments](#) field in the [Configure](#) dialog specifies arguments to be passed to the application. For example if you are working on a document you might want the program name to be `write.exe`, and the argument to be the name of your document.

Configure: Startup Directory

The [Startup](#) directory field in the [Configure](#) dialog specifies the directory to be used as the default for the app. This is not usually necessary, but some applications get upset if the default directory is not the one containing their .EXE file.

Configure: Startup Options

The [Startup options](#) field in the [Configure](#) dialog allows you to control how an application is run. You can make an app start with its window minimised or maximised or even hidden. Note however that some applications may ignore your request and start how they wish!

Checking the Auto run box makes an application run when DeZkTop is first loaded. This is similar to placing apps in the Startup group of Program Manager.

Configure: Startup Options

The [Startup options](#) field in the [Configure](#) dialog allows you to specify whether a sub-menu is permanently visible or whether it disappears after use. This only applies to sub-menus, to control whether the top menu permanent us the [Preferences](#) dialog box.

Configure: Immoveable

The [Immoveable](#) check box in the [Configure](#) dialog allows you to lock a floater so it cannot be moved. You can use the [Arrange button](#) to lock or unlock all floaters.

The [Immoveable](#) check box applies only to floaters. It appears when configuring an icon in a menu window, but has no effect.

Configure: Arrange

The [Arrange](#) button in the [Configure](#) dialog box is used to arrange floaters on the desktop. See the entry on arranging floaters in the Floaters section for more details.

The [Arrange](#) button applies only to floaters. It appears when configuring an icon in a menu window, but has no effect.

Configure: Delete

The [Delete](#) button in the [Configure](#) dialog box is used to delete an icon from a menu window or a floater from the desktop.

Configure: Browse Icon

The [Browse icon](#) button in the [Configure](#) dialog is used to search for a file containing an icon to attach to an icon in a menu window or a floater. Typically you would use the Browse Icon facility to find a .ICO, .EXE or .DLL file containing icons.

If there is more than one icon in the file then another dialog opens so you can choose which icon you want.

Configure: Browse Program

The [Browse program](#) button in the [Configure](#) dialog is used to search for a executable file to attach to an icon in a menu window or a floater.

