

## **Contents of AntiGame help**

[Before Running AntiGame](#)

[Starting AntiGame](#)

[Menu Commands](#)

[Select Search Path](#)

[Search](#)

[Search and Clean](#)

[Search and Log](#)

[Stop Search](#)

[Log](#)

[Clear Screen](#)

[Exit AntiGame](#)

[AntiGame Command Line](#)

[How does AntiGame work](#)

[Technical Support](#)

## Starting AntiGame

To start AntiGame for Windows:

Double-click the AntiGame icon. The [AntiGame Main Window](#) appears.

As it loads, AntiGame performs a self-check of its program files to verify their integrity.

For run time options, see the [AntiGame Command Line](#)

## AntiGame main window

The main AntiGame window appears when you start AntiGame. .

See [Menu Commands](#) for all available Menu options.

The most common commands can be activated using the [Tool Bar](#)

The games search path appears at the bottom of the screen. To change the search path, press the [Search Path](#) button.

When AntiGame searches for games, the search results appear in two areas:

- The [Report Area](#) .

- The [Log](#) information area.

## Before Running AntiGame

Before you run AntiGame, it is strongly recommended that you take a backup of your data. Although the game "signature" recognition process is accurate, there is always a very low chance (although remote), that a non game file will be deleted.

Before searching, a search path should be selected by the [Search path](#) command. The current search path is displayed at the bottom of the screen. The default drive/path is the current drive.

## Menu Commands



### File

[Save Log File](#)  
[Print Log](#)  
[Exit](#)

### Set

[Search Path](#)  
[Clear Screen](#)  
[Check All Files](#)  
[Check Compressed Files](#)

### Search

[Search](#)  
[Search and Clean](#)  
[Search and Log](#)  
[Stop](#)



## Search

The Search option scans the selected drive\path for games. If a game is found, the [Game Information](#) is displayed and you are presented with the option to clean the game (delete it from the disk) or continue without cleaning.

All the search activities are recorded in the [Log](#) area.

During the search all the control options are disabled except the [Stop button](#) .

### See also

[Search and Clean](#)

[Search and Log](#)

[Tool Bar](#)



## Search and Clean

The Search and Clean option scans the selected drive\path for games. If a game is found, the game files are cleaned (deleted) and the scan continues. **USE THIS OPTION WITH CAUTION!** It will delete all known games in the selected drive\path without any warning.

All the search activities are recorded in the [Log](#) area.

During the search all the control options are disabled except the [Stop button](#) .

### See also

[Search](#)

[Search and Log](#)

[Tool Bar](#)



## Search and Log

The Search and Log option scans the selected drive\path for games. If a game is found, the [log](#) is updated and the scan continues. We recommend that you use this option before using the Search and Clean option, so you could review the Log for a list of games to be deleted.

During the search all the control options are disabled except the [Stop button](#) .

### See also

[Search](#)

[Search and Clean](#)

[Tool Bar](#)

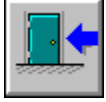




## Stop Button

It is always possible to stop the search by pressing the stop button. The [log](#) will display the games found till the search was aborted. This button is disabled when a search is not in progress.

**See also**  
[Tool Bar](#)



## Exit AntiGame

Choose **File|Exit** or click on the Exit icon on the tool bar to exit AntiGame .

If the Log was not saved, you will be prompted with the option to save it or not. If you answer Yes, you will be prompted with a Save screen and the Log will be written to the selected file name.

## Log

The Log area contains the [Game Information](#) of each game that was found during the search and a summary of the entire search. The games data is scrollable. It is possible to save the Log to a file using the **File|Save Log File** menu command. If the Log is not saved, you will be prompted when you [exit](#) AntiGame.

You can also print the Log using the **File|Print Log** menu command.

\*\*\* Note that unlike the Windows version, under the DOS version, the Log is automatically saved to disk.

## Tool Bar

The most common commands can be activated by clicking on the icons in the tool bar.



### See also

[Search](#)

[Search and Clean](#)

[Search and Log](#)

[Stop Button](#)

[Exit AntiGame](#)

## Select Search Path

The default search path is the root directory of the current disk. Use this option to select a different search path. AntiGame will search for games in the selected directory and in its sub-directories. The option can be activated by clicking on the **Search Path** Button or using the **Set|Search Path** menu command.

The selected search path is displayed in the bottom of the screen

## Clear Screen

The Clear Screen option clears the report area and the [Log](#) area on the screen. If you wish to keep the results of the last search, you should save the Log using the **File|Save log file** menu command before clearing the screen.

## **Check All Files**

When Check All Files is on, AntiGame checks ALL the files in the search path for the special signature. By default only .EXE and .COM files are checked.

Use this option if you suspect that users rename the suffix of the game executable files. Use of this option will significantly slow the search process.

## MIF File

AntiGame Supports the Management Information Format standard. When Generate MIF File is on, AntiGame writes the MIF signature group table entry of the game's main executable to the designated file. This can be later used by management software which supports the MIF format (e.g., Microsofts Systems Management Server).

The output format is:

{Name, Size, Date & Time, Checksum, CRC1, CRC2, Loc};



## Check Compressed Files

When "Check Compressed Files" is on, AntiGame scans inside compressed files of the following types: ZIP, ARJ, LHA and RAR.

AntiGame will decompress each file and scan for games. If [Check All Files](#) is on, every file in the compressed file will be scanned. Use of this option will SIGNIFICANTLY SLOW the search process if many compressed files exist.

Note:

In order for the "Check Compressed Files" option to function properly, the EXE files of those archive products (pkunzip.exe, arj.exe, lha.exe and rar.exe) must be in a directory that is pointed by the PATH environment variable.

## Contacting DVD Software

You can contact DVD Software, Inc. at:

**Tel:** 714-757-0615

**Fax:** 714-757-1832

**CompuServe:** 76131,1450

**America Online:** AntiGame

**Internet:** support@antigame.com

**BBS:** 714-757-1829  
The BBS line operates from 1200 to 14,400 BPS with line setting of 8 data bits, no parity and 1 stop bit.

**Mail:** DVD Software, inc. P. O. Box 16112, Irvine, CA 92623-6112  
2 Ravenna, Irvine, CA 92614

For technical problems, please read [Before you contact DVD Software](#)

## Before you contact DVD Software

**If you are calling with a technical problem, please have the following information ready:**

Program name and version number.

Type and brand of computer, hard disk, and any peripherals.

Version of DOS, along with any TSRs or device drivers in use.

Printouts of your AUTOEXEC.BAT and CONFIG.SYS files.

A printout of the contents of memory, from the MEM command or a similar utility.

A description of the exact problem you are having. Please be as specific as possible.

**See also**  
[Contacting DVD Software.](#)

## Report Area

The Report Area on the main AntiGame screen contains a summary of the results of a search.

During the search, the report area displays the [Search Status](#).

When a game is found, the report area displays the [Game Information](#) .

When the search ends, the report area displays the [Final Results](#) .

The report area can be cleared using the [Clear Screen](#) command.

## Game Information

When a game is found, the following information is displayed:

Game found	- The name of the main .EXE file of the game.
Description	- A short description. Usually, the name of the game.
Exe size	- The size in bytes of the main .EXE file of the game.
Files found	- Number of files found that belong to the game.
Total game size	- Total size of all the game files in bytes.

## Search Status

During the search, the following information is displayed in the [Report Area](#)

Games found	- The number of games found.
Games deleted	- The number of games deleted.
Files deleted	- The number of files deleted.
Bytes deleted	- Total size of the files deleted in bytes.
Search path	- The search path.

## Final Results

When the search is finished, the following information is displayed in the [Report Area](#)

Files checked	- Total number of files that were checked.
Games found	- Total number of games that were found.
Total size	- Total size of games in bytes.
Files deleted	- Total number of files that were deleted.
Bytes deleted	- Total size of files that were deleted in bytes.

## AntiGame Command Line

### The AntiGame command line options are:

ANTIGAMW [search path] [/S] [/C] [/L] [/Y] [/O] [/W] [/Z] [/A] [/Xexclude] [/Mfilename]

search path Disk/path to begin the search.

/S Search mode.

/C Search and Clean mode.

/L Search and Log mode.

/Y Automatic "yes" answer to all safety prompts issued by AntiGame. **Should be used with caution !**

/O Create Log Only if games are found

/W Wipes the games .exe files so they cannot be recovered by an undelete utility.

/A [Check All Files](#) . (By default only .exe and .com files are checked).

/M Create a [MIF File](#) and set the MIF file name.

/Z [Check Compressed Files](#) .

/X The filename of a file which contains the names of games and files to be excluded from the search (so they will not be deleted.) The game file name should be specified without the path. For example: tetris.exe

All command line options can be specified in either upper case or lower case.

### see also:

[Select Search Path](#)



## How does AntiGame work ?

AntiGame searches through the files in the specified search path for a special unique "signature". These signatures are held in the AntiGame database, which already includes thousands of the most popular games. The file signatures are not based on file name, so, simply renaming a game will not prevent its detection. AntiGame can report the games found in a log or, if desired, it can erase the games from the disk.

AntiGame can delete games under Windows 3.X, Windows 95, Windows NT, OS/2 and DOS. AntiGame supports all major PC networks (Novell, Banyan, LAN Manager and Windows NT).

## **Save Log**

The contents of the Log window can be saved to disk. Note that the Log File is not saved automatically as in the DOS version.

## **Print Log**

Print the Log to the default printer

