



Voodoo / Assassin (version A.01)

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Introduction

In Microsoft Windows™, some resources, such as communications ports, can only be used by one program at a time. *Voodoo / Assassin* helps share these resources by temporarily swapping out one application (such as a fax program that runs 24 hours a day), starting a second application (for example, an Electronic Mail package), then (optionally) resuming the original application when the second is exited.

Thank you for using *Voodoo / Assassin*.

--- Wayne Erfling (12/16/92)

Notice

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Installation and Registration

- 1) Start Windows
- 2) Insert the installation diskette in your floppy drive
- 3) From "Program Manager", select "File", then "Run"
 - a) Enter "d:INSTALL",
replacing "d" with the drive letter of your diskette drive
 - b) Select "OK"Respond to the INSTALL dialog until the installation is complete

If you wish to install the icon in a group (or program manager) other than the Windows Program Manager "Accessories" group, reply "NO" when asked about this during the dialog. A reply of "NO" will not affect other parts of the installation.

If you have registered your copy of Voodoo / Assassin, select "Registration" from the program menu when you run *Voodoo / Assassin* in stand-alone mode. A "registration" dialog box will appear. Fill in the Registration Name and Registration Code exactly as they appear on the registration sheet that was included with your files (punctuation, spaces and uppercase / lowercase are all significant). If you entered your registration information correctly, the dialog box will disappear when you choose "OK". Otherwise, a message box will appear periodically reminding you to register this product.

The installation program can create a "stand-alone" *Voodoo / Assassin* icon in the "Accessories" group of Program Manager.

Running Voodoo / Assassin

When *Voodoo / Assassin* is run from its "stand-alone" icon, it will display a list of currently running applications. By pressing "Cancel" you can leave without canceling any program. Choosing "End Task" will terminate the currently highlighted task.

The stand-alone mode can be used to identify the file or module names that *Assassin* will be working with. However, under normal circumstances *Assassin* will be inserted in the command line of an existing Program Manager item. *Assassin's* command line parameters then control what happens when that item is selected.

Three steps are required to install *Assassin* for use with a particular program:

- 1) Determine the module or file name **to be killed**. You can do this by running the application in question (say, SuperFax). Then run *Voodoo / Assassin*, noting the "File Name" or "Module Name" that corresponds to the application.
- 2) Insert *Assassin* and its parameters in the "Command Line" item under Program Manager's "File" / "Properties" selection for the program **to be executed**. (See below for the individual parameter descriptions.)

Place the cursor at the beginning of the "Command Line" item and insert *Assassin's* items. For example:

Before: EMAIL.EXE /C:1

After: C:\WEDIDIT\ASSASSIN /M:SUPERFAX /R /X:EMAIL.EXE /C:1

Note that the actual (underlined) program parameters have not been changed; they have only been moved to the right. (In the case of a program with extensive parameters, there might not be room for *Assassin*.)

In this case, the program with module "SUPERFAX" will be killed. Then, EMAIL will be executed. When EMAIL terminates, *Assassin* will restore SUPERFAX.

- 3) While still in the Program Item Properties box, use "Change Icon" to restore the application's original icon (for this example, you would select EMAIL.EXE).

Select OK in the Change Icon box and then the Program Item Properties box.

Parameters for Voodoo/Assassin

```
C:\WEDIDIT\ASSASSIN  [/F:File_Name]  [/Help] [/R] [/X:Command]
                    [/M:module_name]
```

/F: or /M: control which program is killed by *Assassin*. Only one of these may be chosen.

/R will restore the killed application (if found) after the executed application terminates.

/X: executes the application whose name and parameters appear after the colon. The "/X:" parameter must be the last parameter in the "Command Line" item.

/HELP Displays *Assassin's* "About" box

Release history

A.01 "Production" (1/ 6/93)

1. '-' as a command line switch has been removed (affected filenames with containing '-')
2. install no longer adds the load= into win.ini
3. changed icons to "transparent" background

A.00 "Production" (12/27/92)

Initial Release

Future Releases

We would be delighted to hear from users on possible enhancements to *Voodoo / Assassin*. For example, programs with extensive command line parameters might benefit from another setup method.

Technical Notes

Files

Voodoo / Assassin consists of the following files:

INSTALL.EXE	(Windows-based installation program)
ASSASSIN.TXT	(Brief introduction in ASCII format)
ASSASSIN.EXE	(executable file)
ASSASSIN.HLP	(The Help file for ASSASSIN.EXE)
ASSASSIN.REG	(Registration form: must remain in same directory as ASSASSIN.EXE)
ASSASSIN.WRI	(The documentation file you are reading now)

Manual Installation

- 1) Copy the files to the directory of your choice (called WEDIDIT in these instructions):
 - a) (If you received your files on disk)
For example, from "DOS prompt":

```
C> MKDIR \WEDIDIT
C> CD \WEDIDIT
C> COPY A:*.*
```
 - b) (If you down-loaded the self-extracting file ASSA00.EXE)
For example, from "DOS prompt":

```
C> MKDIR \WEDIDIT
```

```
C> CD \WEDIDIT
```

```
C> COPY <yourdir>\ASSA00.EXE
```

```
C> ASSNA00.EXE (this will extract the executable files)
```