HOUSE HELP

The Contents lists Help topics available for HOUSE.   Use the scroll bar to see entries not currently visible in the Help window.   To learn how to use Help, press F1 or choose Using Help from the Help menu.

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MAIN   PANEL FUNCTIONS

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MANUAL INSTALLATION

You can use the installation program   INSTALL.EXE from your floppy disk (or HD Directory) to install HOUSE AUTOMATICALLY (from Windows).

INSTALL.EXE will copy all the necessary files into the directory of your choice, then it will check for VBRUN200.DLL and SETUPKIT.DLL in your Windows\System Directory.   If they aren't there HOUSE will copy them to the directory.   After setting up these files, the install will launch a HOUSE and then shut itself down.

The information provided here is for people who want to install HOUSE manually.   *(TO DO A REALLY FAST INSTALL........Assuming you have VBRUN200.DLL in your path,   just copy the rest of the   files into your favorite (HOUSE) directory and RUN the program HOUSE.EXE!)*

THE HOUSE INSTALL.EXE will NOT alter ANY of your system.ini settings in any way and will not create ANY files in your Windows or root directories.   The only files outside your HOUSE target directory will be VBRUN200.DLL and SETUPKIT.DLL, which are place in your WINDOWS\SYSTEM directory if they don't already exist.   These files allow you to use VISUAL BASIC (2.0) programs.

THE VISUAL BASIC DLL FILE

You **MUST** have the file   **VBRUN200.DLL   IN YOUR SYSTEM PATH**   in order to use **HOUSE**.   THE BEST PLACE TO KEEP VBRUN200.DLL is in your WINDOWS SYSTEM DIRECTORY. If you copy it there, it will work FIRST TIME! No reboots!   Normally, the HOUSE install program would do this for you if you are installing from a floppy disk.

Such as: COPY VBRUN200.DLL c:\Windows\System

WHERE TO PUT YOUR HOUSE FILES

You may keep **HOUSE** in any directory, such as **C:\HOUSE**.   Just be certain that all thecritical **HOUSE** files are in the SAME directory: COPY or UNZIP them into your **HOUSE** directory:

STARTING YOUR FIRST HOUSE

(Assuming your .DLL's are in place and the program is on disk: **)**

You can start HOUSE.EXE in the usual manner--by double-clicking it from FILE MANAGER,   or by running HOUSE.EXE from the RUN option.   Alternatively, there is always the program manager.   After 'picking up' the program   HOUSE.EXE   with the NEW-PROGRAM function -- Select New-Program Item-Browse..and find HOUSE.EXE! - Choose OK.   Next, simply double click the new ICON in the active program group to launch HOUSE.

HOUSE will load the **HOUSE.HSE** default menu and **HOUSE**.**HST**, the default HOST and extensions profile...while you watch the opening banner.   Then **HOUSE** will appear..in tiny mode...ready to roll!

YOU CAN RUN MULTIPLE INSTANCES OF HOUSE.   but each HOUSE takes 5-10% of your GDI memory, so you should probably limit use to four or less HOUSES running at any one time--however...you *can* use as many as your GDI memory will allow.

Note: If your Windows programs have been moved to directories outside your WINDOWS DIRECTORY, your first menu will be

configured incorrectly.   HOUSE assumes you will keep the 31 or so programs in the Windows resident directory.   If yours are elsewhere, find the items in question using the file viewer, then use **DIR->MP** on items to switch them to the correct (current) directory paths.   You'll be asked if you want to change the menu item's path to the current file listing's path.   At least no typing will be required!

Remember, the program INSTALL.EXE on your HOUSE floppy disk can also be used to install HOUSE easily and quickly and most people will want to use it to install their HOUSE.

CRITICAL FILES

*The   files noted below are essential for proper operation:

HOUSE.EXE - The main **HOUSE** executable program - The one to 'ADD'   to your program manager icon groups if you wish. You could also type this in a RUN menu to start the program, from program or file managers.   (Select RUN then type:)   **C: \HOUSE\HOUSE.EXE**

HOUSE.HSE - The default **HOUSE** MENU. **HOUSE** can run without it...but...you really ought to have this one. In fact, **you should keep a back-up of your ORIGINAL.**   The first time you save this file it will be different than the original...even if you didn't change it!--because your Original **HOUSE**.HSE menu file contains special keywords that might not be saved in the same format as they are in on your first menu!

HOUSE.HST - The extensions/hosts file.   Add extensions to it if you like, using notepad.exe to edit.   Double click your HOST LIST to activate an editing session. (? HST + dbl click).   New extensions added to this file will show up in your quick file-extensions list!

HOUSEHLP.HLP- It's this   HELP file!

CITYMAN.EXE - The group menu launcher - this one is self closing so you never actually see it...just the results!   CITYMAN can launch an entire menu all at once!

CITYVIEW.EXE - The group viewer/launcher. Stays visible after launches.

SETUPKIT.DLL & **VBRUN200.DLL** - These are Link Libraries.   If you have VB-PRO Programs running now, you might already have these files in your   x:\Windows\System directory and won't need additional copies elsewhere...otherwise...you will need both of these.   You cannot use the 100 or 300 series libraries in lieu of VBRUN200.DLL.

   Copy *.dll c:\WINDOWS\SYSTEM   from your floppy, or **HOUSE** unzip source dir.

NOTE: HOUSE assumes that NOTEPAD.EXE is in your Windows directory.   If it isn't, HOUSE will not operate properly.   Many HOUSE functions require a notepad.   HOUSE does allow you to substitute notepad.exe with a different editor/viewer of your choice.   Click the button labeled ? and then click HST in the menu box.   This displays the HOST list.   Double click the list to learn more about changing the default document handler.

SIZING & MOVING

MOVING FAST!
Sizing & Moving your HOUSE is easy!   The best way to **MOVE** around is by **clicking on the moving squares** next to the button panel.   Those little moving squares represent **nine screen positions**...the *four corners & center spots* on your screen.   Click the top left square and HOUSE moves to the top left of your screen.   or click the bottom right square & HOUSE moves to the bottom right side of your screen.   The center square will center your HOUSE!   *To move someplace special see below.*

SIZING FAST
The **buttons** labeled **S M L** represent **Small, Medium, & Large** sizes.   Click a button & watch HOUSE size itself accordingly.   The small button makes HOUSE into a *tiny* menuing tool, not much bigger than three or four icons!   You still have access to all (200) menu items though!   Just a double click to the roof (Happy Face), or a press of the run button will launch menu items.   (*Believe it or not, using HOT keys experts can view directories, file listings & lots more in **tiny mode**.   See HOTKEYS.*)

Custom heights

To make your   HOUSE taller, in increments, press the buttons labeled   **+ 2, +5, +10**
These buttons are at the bottom of the HOUSE.   For 2,5, or 10 extra lines of screen height just click the buttons.   When fonts are small you might want to click L for Large and then trim your HOUSE height **using the simple method described below.**

To make HOUSE smaller with a single click ..   Simply move your mouse as far to the right **edge** of
your HOUSE as you can & click!   Suddenly, your HOUSE is smaller.   This method works all over the HOUSE form...so try clicking between file listings & wherever-- whenever you want to **shorten** your HOUSE

WIDTH: The ARROWS in the second row can be used to make HOUSE narrow or wide in steps.
HOUSE is pretty smart too....if your HOUSE is too wide and goes off screen..HOUSE will move you back fast!

<   = Narrow   Wider=   >

CUSTOM SCREEN PLACEMENT- Those Special Places...

The button labeled **P** will allow you to place/move HOUSE to positions ***anywhere*** on your screen...as opposed to the squares that tend to place HOUSE along the edges or in the center of your screen.   The **P (Placement) button** calls up a standard Windows type of form which you can move in a typical way.   Once the form is where you want your HOUSE to go, simply click the form or press the enter key.   Keyboardists can (and should) use the P button to move HOUSE.   (Apologies for the lack of a hotkey for this!   Use your tab key to select P, or better yet, just set up some good decor blueprints & use them ....to place your HOUSE.)

SIZING & PLACEMENT BUTTONS:

Icon = Make HOUSE as small as possible.   (Minimize as an ICON.)
S = Make HOUSE *very small...but not an icon... "Mini-Menu-Mode"*
M = Make HOUSE *medium sized.*
L = Make HOUSE *large.... (Approximately "Full Screen" sized.)*
P = PLACE/MOVE HOUSE...This presents you with a 'traditional Click & Drag form with a Menu bar on a 'normal' Windows form

MENU BARS - (Staying Up On The HOUSE ROOF All NIGHT!)

^^^   **This is the Roof button symbol and it allows you to switch** between **THIN** and **NORMAL** HOUSE Height.   It is a fast way to turn your HOUSE into a **thin menu bar** across your screen....at the top, or bottom. ..It's a great alternative to "Minimizing" your HOUSE as an ICON in order   to clear up screen space for a few seconds, or find something.

Using the left arrow (Narrower) key   you can make a vertical menu bar but the HOUSE Hot key for this function is

faster...try   ALT-V.

Note that **CTRL-ALT** works with most of the sizing buttons.   CTRL-ALT +   (S=Small, M=Medium, L=Large, H=Cut height in HALF,   < = Narrower , > = Wider   ^^^= Roof Toggle)

The ALT-V and ALT-M sequences call menus.   Most major functions are ALT sequences. (M,V,C,D,F) etc... See HotKeys

Need to Close HOUSE but don't know how?   Click here

COLORS

(SET-COL)

HOUSE is very colorful once you set it up!   It comes with some pre-made decors, but you will want to make your own too!   Pressing SET - COL calls up the color menu.   A chart is displayed with RED, GREEN and BLUE gradients.   You simply move your mouse around on the chart until you have the color you want.   The moving squares window (CPU Window) shows the color you have chosen as a background.   If you click the mouse... the moving squares stop...notifying you that the color is 'standing by'. ready to be assigned to a screen object..such as your files viewer or menu.   Next, simply click the label for the item you want colored.   You will notice the B/F function changes the effect between Background color and Foreground colors.
Don't be intimidated by the sound of this..it's really very easy to use!

HOUSE comes with decoration color schemes that you can use to set-up your text and background colors--and much more--in a flash!   Files that have the   **.HID** extension are   decor blueprint files.   They can be used to redecorate your HOUSE in a few clicks. If you use the sequence SET-DEC-DO-GET the HOUSE file manager will appear, with a .HID file filter, showing only HID files. **Double click on one to load it into memory.   Any time you double click   a .HID   file from the file viewer it will automatically load into your on-board blueprint memory...no questions asked.**   You might not even notice it 'arriving' except for the brief message you will see..."New Layout is Here!".

The SET-DEC-DO-GET sequence is not a necessitysince you can load HID's anytime you are viewing files with the HOUSE file manager.

A Note About VIDEO MODES

Using individual blueprints is easy, but first, a note about screen/video modes.   If the blueprint layout was made using a different video-mode (screen size) you will get a message --- Blueprint Won't Fit Current Screen.

Layouts can only be used in the video mode they were saved in, i.e. VGA,   SVGA.   An exact match is required such as   7200 x 9600 = VGA.   A HID file that is not 7200 X 9600   will not work with a typical VGA screen.   That's why *most* of the HID's shipped with your HOUSE will not work unless you change screen resolutions..since...**they were designed for a number of different sizes.**

There are SEVERAL GROUPS of Interior Files

640's = VGA
800's = SVGA
1024's
1280's

(You can delete any of the HID files if you won't be using them and you don't have to call them anything special when they are saved (i.e. number not required) ..**just be certain that you use filenames that have a   .HID extension**.)

Once HID blueprint files are in memory, **you can set a color scheme   by clicking the sequence SET - DEC - DO   and then clicking the number of the layout you wish to use. (1-8) .** When you are Redecorating, the individual blueprints will have an R beside them--as in read.   If you are recording/saving an individual blueprint the display number will be followed by a W--as in Write.

HOUSE will automatically set itself with the appropriate colors, fonts, and screen size & position, as recorded in the Blueprint when you click the number of the blueprint you want to use.   On slower machines this can take around five seconds, since hundreds of

Graphical elements are changed each time, including Background colors, Text colors, Font Sizes & Types, Font Boldness, Window Sizes, etc etc.   Be sure to give HOUSE a few seconds to finish redecorating before you continue if it slows up   VECTOR fonts (Modern, Script, etc)   can delay refreshes considerably.   ARIAL fonts seem to work fastest and provide excellent readability on most machines.

You can **capture your own layouts as decor blueprints**.   Clicking SET-DEC-MEM and then clicking a number   (1-8)   will capture the current layout.   Don't worry if a name is already associated with that blueprint 'slot'.. you can   (and should) simply write-over-it.

Click SAV in the same menu box to store the memorized blueprints to disk when you want to keep them permanently.   Of course, your colors and such should   be set up   before you will want to save your blueprints.   Note that your blueprints are not saved to disk at any time unless YOU use the save function.

You can use any colors you wish but SOLID background colors should be used on some window elements if you have less than a 'healthy' number of screen colors available.   Many Windows systems only have 8-16 colors and   since 'graduated' or approximated (dithered) colors can have strange effects--particularly as background colors, often rendering foreground text un-readable it makes sense to use full solid colors.   This all sounds complicated, but it's not...just pick your colors well.

Of course, it does take some time to get a decor 'just right'...that's why HOUSE has the pre-programmed decors.   You can easily modify them to your liking and save them under a different blueprint name, keeping both.

Layouts store Foreground Color, Background Color, Font Name, Font Size, Font Boldness, for your HOUSE interior windows .   Even the button fonts are saved. Your HOUSE location and size are also saved for instant recall.

SETTING FONTS

To set fonts, click **SET-Fnt**, then select a size, boldness, or select **CHG**.   This will allow you to change the FONT type (NAME).   If you decide to set the button fonts, you must change the general layout fonts first, then you will be prompted.."Use Font on Buttons Also.." at which point you may choose to use the new font-type/name on the button-faces.   You can then re-set a different font for your HOUSE windows if you like. The best FONT is probably the WIN 3.1 font -ARIAL but you can use most fonts well without problems.   Some Vector fonts are awkward and slow.   Arial is good for speed and clarity and is recommended highly.   Of course, you may use just about any font available to you in your general Windows resources.   If you don't have WIN 3.1 &/or a good true type font, MS Sans Serif is probably a good alternate choice.   By the way..watch out for *Wind-Ding* types of fonts.   HOUSE won't even let you use some of these non-character based fonts..but you might surprise yourself loading *Twinkles* instead of characters sometime!

A note about VGA/SVGA........

If you can operate in an SVGA or higher resolution video mode...try it!.   HOUSE just barely squeezes into a VGA resolution screen and it was designed *especially*   for use with SVGA or higher resolutions.   If your screen fonts are huge, and resolution is low (VGA or less) you may have problems with HOUSE.   HOUSE is intended for use with   VGA (Normal Font)   modes or better.   It works extremely well in SVGA 800x600 resolution or higher.   You can *set your video modes* by exiting Windows, going to the WINDOWS DIRECTORY and typing SETUP.   You will probably   need your Windows installation diskettes to add the required drivers for a video change.   Of course, your monitor and VIDEO CARD must support any resolution you select.   If you are unsure, don't change your Video SETUP without some assistance from a knowledgeable person.   If you can use SVGA or higher but have never tried it...you're missing a lot!   Windows works best with some room to move around in, and SVGA+ modes will give you that extra room.   By the way..HOUSE takes advantage of all the colors your video card can throw at it!   A 2mB VESA Video card would be delightful!

DRAW

The drawing functions are called up by the DRAW button.   This is meant to be fun and shouldn't be taken seriously!   It's kind of a high-tech doodle pad where you create cities of various sizes & colors & things.   Simply drag your mouse around and watch the objects fly off your brush!

MOD: Sets the Pen color-logic for drawing.   AND NOT OR XOR INVERT & More   That's a fancy way of describing what the color will look like in light of the fact that there are already some colors on the screen when you draw.   NORMAL MODE (7) simply ignores colors and draws over them.   Other modes give inverse or transparent type effects depending on the colors beneath.   Don't be intimidated here!   All modes are easy and fun to use!   Try em out!

OBJ :   This is the Objects Sub Menu: You can choose from:
 TRE Trees   **BLD** Buildings - Sky Scrapers!!!   **LWR** Low Rise Buildings
 RF   Roof or hills   **CLD** Clouds   **SQR** Little Squares

S   :   This is the size function.   Draw tiny cities or HUGE ones!   Set **object zoom** size (1-250X), and/or hollow/fill attribute of Houses/Buildings.

PS :   Switch your pen '**drawing side**' left and right..for directional perspectives

LND: Creates a gradient landscape background color effect..from current background color.   (Best with 32K+ colors modes!).

CLR: Clears (ERASES) your picture!   Effect depends on N/P mode below.   You can erase a temporary drawing if you're in temporary mode..WITHOUT erasing your permanent image underneath!

AD :   AUTODRAW COMPUTER GENERATED CITIES ...HOUSE creates a new object every half second or so....just like a screen saver..only you set where the horizon will be..with a couple clicks.   You can 'speed things up' too...by simply moving your mouse!   Voila..you're an "instant *artiest*."   Click on the form to move the drawing point for autodrawing.

N   :   Normal..temporary drawing mode draws fast and temporarily. No cut & paste.   (Note that the PRINT SCREEN key can be used to capture your entire Windows screen   to the clipboard at any time, so temporary images actually can be   captured

P   :   Permanent drawing - paste mode.   Allows cut & paste.

CLP: Copies HOUSE drawing to the clipboard if permanent paste mode is in use.

   DRAWING ACTION is activated (ON/OFF) by your MOUSE CLICKS on the drawing

THIS & THAT

?   **Need an Answer?**   Use this button.   (Row 2, Button 4) The Menu Box sub functions are:

?   : Gets this help file.   You can use the F-1 key at any time to do the same thing
FND   : Finds the HOUSE.EXE in the working HOUSE directory and goes to its directory.
SYS   : Shows your free Memory (RAM)   and free disk space on the current drive.
Hst   : See or edit the HOUSE HOST Profiles for file.ext associated launches.
           Sub Menu includes Change, Add and Remove for temporary HOST profiles
Abt   : Shows the   HOUSE Banner, Copyright, and Version info.
Psw   : Shows your Current Security Password. To Change a password use (SET-PSW)
Fac   : Fact Sheet - Reports HOUSE, Windows™, and   System info..sneak a peek..
TSK   : Launches the HOUSE & Windows Task Managers - So you can Switch tasks.
           The HOUSE TASK Manager displays more information about Child Windows than
           the Windows TaskMan.exe but isn't as useful.   Both are called up by this command.

SETTINGS

THE **SET** Button calls the following Menu Box Menu

DEC - Decorate: The HOUSE decorator sub menu is READ & WRITE oriented:
Sub Menus are:
   DO -Recalls one of seven sets of Colors, Fonts, & Screen Positions from Memory (BLUEPRINTS)
 .(Redecorates your HOUSE from memory!)   READ/GET
   MEM -Memorizes your current HOUSE colors,   Font Size, and Screen Location. WRITE/SAVE

COL - :Change Colors for objects within HOUSE.
Sub Menus include   (**TOP FI INF MNU DIR EXT HSE T/B**)
Allows you to change the colors of the various Menu Boxes, Lists, Text/Info Windows, File Displays, & more.
Menubox functions from left to right addresses screen objects from top to bottom ..I.e. Roof, Roof Text boxes, Center labels, Files,
Menus, etc...and finally HOUSE itself.

? = On-line-Help (Explains how to change colors)   **T/B** toggles your color choice/application   between COLOR-TO-TEXT and
COLOR-TO-BACKGROUND.

FNT - Set Font Sizes or Names, and Boldness
Sub Menu includes: SML SM MED ML L VL XL BLD Chg
HOUSE lets you set new Font Sizes or CHANGE Font Types
   XL allows for CUSTOM font sizes (Sizes from 8-100 are recommended but use bigger ones if you want!.)

PSW - Allows you CHANGE the CURRENT PASSWORD for THIS SESSION!

TIM -- Toggles the CLOCK , on or off.   (The clock can be DRAGGED to new locations.)
   You can also DOUBLE CLICK IT for a quick 'Egg Timer' ---up to 24 Hours!

CPU - Toggles the 'thinking lights' on or off! Those dizzy little blinking squares!   (The Quick Placement Window still works,
regardless of if the lights are on or not..)

GRB: <u>**GRAB...Makes HOUSE 'come out on top'**</u> *<u>if your MOUSE passes over it.</u>*
On/Off toggle.   When GRAB is ON, (Default is OFF) HOUSE will grab   the FOCUS when your mouse passes anywhere over the
HOUSE!

WIN   END: WINDOWS Session..quit all Windows programs -Return To DOS!
Please note that some problems exists with this function.   If your programs refuse to close and send the Windows system a
message that says..Can't close...this function will backfire..in that HOUSE WILL close and your stubborn program won't.   A
message "BAD DLL calling convention will occur and HOUSE will disappear.   (Hey you were trying to shut it down anyway!)
Simply close the stubborn programs and your Windows session should close.   One condition applies here!   If you have invisible
tasks running...you have no way to shut them down.   You would then have to re-boot!   **ALT-W is the Hotkey**

HSE   END HOUSE session...board up the current HOUSE!
This closes the HOUSE and writes the HOUSE.INI file to disk so you can pick-up where you left off next time you load HOUSE.
ALT-H is the Hotkey

 GROUP MENUS

(Button-GRP)

Your HOUSE MENUS can be used as work groups too.   You can use the functions listed here to preview menus, launch all items in them, or selectively launch items as well.

GL: This is the   GROUP LAUNCHER. You can launch an entire HOUSE menu (.HSE) all at once!   First select a .HSE file and then click GL ...presto ...multiple files are launched all at once.

Prv: Allows you to look at a HOUSE menu without actually using it.   Select ANYFILE.**HSE** and click **Prev**iew to look at it. HOUSE will use CITYVIEW.EXE with your HOUSE MENU and display a Window with the menu inside.   You can launch single items, or the entire menu, from the viewer.   You can selectively remove items before a launch too..getting only the programs you want each time!   You'll probably want to use the PRV function rather than the GL for a while until you get comfortable launching entire menus without looking inside them first.

SG: Sets the menu file currently selected, in the file listing, as the new **START-UP** menu.   This is the menu used by CITYMAN.EXE when you start Windows..IF you allowed it to be set up as your shell.   (SYSTEM.INI SHELL=CITYMAN.EXE)

*You MUST set up Cityman.EXE as either a SYSTEM.INI shell, or as a WIN.INI load=, statement before your **start up** groups will work for you.*

Fnd: Locates the CITYMAN.EXE group launcher file.   This allows you to create work groups inside your current on-board HOUSE menu   (multi file launches) ***within individual HOUSE menus.***
Select FILES-ADD to place a CityMan into your HOUSE menu, then use **FILES-PUT**   with anyfile.**HSE** to create a (multi-file launching) in-HOUSE menu item.

OH: Open HOUSE will use your CURRENT on board HOUSE MENU as a group   launcher, launching your entire menu all at once!

LA!: This is the real group launcher..becuase it's invisible!   Launch ALL works like Open HOUSE mode, except you have to select a   HOUSE menu file first.   Select a file, then click **LA!** to launch the entire   menu all at once!   (If 10 or more menu items are in the HOUSE MENU selected   you will be asked "LAUNCH ALL?", otherwise--HOUSES under ten rooms--are   launched all at once---with no questions asked.)   This function is transparent, since CITYMAN.EXE is used and it never actually becomes visible!

DO-AGAIN

AGAIN: Displays two lists.   A Directory-**GO BACK** List appears up top and a **HISTORY** List below.   Double click any directory in the top-list to GO-BACK to it.   You can double click any file (bottom list) to **use it again**, or just use a single click to find out *when it was launched*.

SAV: Saves the bottom list to--disk of the programs & files you have been using...up to 200.   Logs the time you used them too.

Rmv: Removes a single item from your on-board launch-log. (Lower list)

RP: Remove ALL launch-log items BEFORE the currently selected item...(Erases your tracks...)

CLR Empty the bottom   History list entirely.

GET   Get a HISTORY DO-AGAIN list from Disk for re-use!!!   (931230**.LOG** types)

?: Help for DO-AGAIN Functions - Launches this file.

FND   Find the currently selected file (history item)   on disk.

CD   Use the current GO-BACK PATH as the DESTINATION for file COPYING.

MD   Use the current GO-BACK PATH as the DESTINATION fro file MOVES.

CPY   Put the currently selected History Item into the Copy queue for copying!

MENUS

EDITING MENU ITEMS

*You can edit your menu items **anytime**, by simply clicking on the text in the textbox that you want changed..and then changing it. Changes are remembered only while HOUSE is running, unless you save them to disk*

Get: Load a new HOUSE menu from disk.   Displays a file view with a .HSE filter so only menu files appear.   You don't have to call this function to load a menu..**simply double click on any .HSE file at anytime and it will be loaded** into your HOUSE!

Sav: Save the current HOUSE menu to disk.   A simple Save -To Disk menu is prompted.   Be certain to use a .HSE extension for your menu file names.   The prompt box will be filled with the name of the last loaded menu at the time you call the save dialog.

Rmv: Remove a menu ITEM (Room) from your HOUSE menu (Doesn't delete the file).   You can type an exclamation mark **(!)** to remove selected items.too..but with..no questions asked.

PRO   A fast way to sort   the menu or COPY IT!. -Sort alphabetically, view menu item dates, Copy-ALL
          SRT - Sort The Menu Alphabetically
          CTD - Compare To Disk, Check for MENU ITEMS that are NOT ON DISK.
          DAT- Displays menu with each item's date of creation.
          CPY-Puts the MENU (All items) in the COPY LIST.
           (For Quick BACK UPS of actual menu items.)

Add: Add ON additional Rooms by ***merging***-in another HOUSE menu. HOUSE checks for duplicates and keeps them out! Only exact matches (Not including Menu Item descriptions) are filtered out.

New: Start a new HOUSE menu from the ground up......empties out your menu.

Cpy: Duplicate a menu item...'clone' a room.   *In the menu..or to disk!*
          DUP - Make a menu item CLONE by creating a duplicate menu item.
          CPM - Put menu item (HOST) in COPY LIST
          CPC - Put menu item (from COMMAND LINE) in COPY LIST.

Clr: Clears the menu-item Command Line (Furniture!).   Command lines are info passed to programs at run-time.   Of COURSE..you CAN edit your HOUSE menu directly by clicking your mouse inside any of the MENU TEXT boxes!   (Use the middle text box in the menu description area to change   menu item COMMAND LINES..)
You say you didn't want to clear the command line item but you did by accident?   Simply Click again...it reappears!

Fnd: Where is this menu item...room?   Hansel, Gretel, and HOUSE all know!   But only HOUSE will take you there. Finding Menu items was never so easy!

FILES & DIRECTORIES

DIRECTORIES   (DIR)

Press this button to view files and/or alter your directories, or just make   a list from them.   You can also create entire menus from ALL files in the directory!

MAK: Make a directory on disk.   (You can create directories far-away too--you don't have to use the defaults or be *near-by*.)
REM: Remove a directory from disk.   (You should be **IN** the directory when you click this!)
CHG: To Rename a Disk Directory

CDI: Copy the FILENAMES, DATES & SIZES from any directory (file listing) to a record-file on disk.   Only INFO is recorded, not the files themselves. Think of it as a PHOTOCOPY of the current directory listing but with more info.   **See Sample Lists**

>CM   *Creates menu items automatically from directory listings - Up to 200! ***

>MP   Change the current MENU program path to reflect THIS directory.
>CP   Change the current MENU command line file to reflect THIS directory.

MD   Sets the current directory into memory as the destination for future file MOVES
CD   Sets the current directory into memory as the destination for future file COPYING.

FILES:

Use this button to **view and/or change files** or to **CREATE NEW MENU ITEMS** or ALTER MENU ITEMS!

Add: Adds the currently selected FILE or program to your HOUSE MENU!   HOUSE chooses HOSTS when they are needed, but you can change hosts   if you want...just click on the menu info-window text & 'edit away'.

Put: Puts the currently selected file in the COMMAND LINE of the CURRENT menu item.   Like furniture in a room, this info compliments' the room. You could PUT a file   called pic.bmp into a room with PAINTBRUSH...and then it would run with PIC.BMP already loaded.   Others to use include NOTEPAD.EXE with (put) txt files, or   the PIFEDIT.EXE with .PIF files.

Inf: Shows file date & size for the currently selected file.

Cpy: Allows you to setup for file copying.   The file names are   'cached' in a COPYLIST.   You can copy the list as many times as needed..even to several   different places, without re-loading   all the file names.   Just remember to CLEAR the copy list when you should.

HOW To USE The COPY FUNCTION   (FILES-CPY)

First, **MAKE A LIST** by selecting some files.   **Double click the top list to select them, or double click your bottom copy queue to remove an item.**   CLR will empty the copy list queue entirely.   ALL will add all files listed (up top) into your copy queue.   *You can add to your list endlessly* before copying a thing!   When you have selected all the files you want copied and you're ready to set the directory target for your copies...press   **TO.**

TO - Sets the destination for the copy process.   Actually it *confirms* it with you.   You can set the copy destination from this window or from the AGAIN Window, or the DIR (Directory) Window.   Each has a unique way of setting up the destination   Any directory   in your GO-BACK list (AGAIN-Top List) can be used to set a new   copy destination instantly! Once a destination is set, HOUSE will copy all future file copies to this same location...*there's no need to reset your To: destination each time.*

Everything ready to go?   Then click **DO.....**

DO: Tells HOUSE to start copying . This copies the files.

CA: This is like the **DO** function above *but it won't take no for an answer!*   CA - Will copy all files & do *overwrites*   without interruptions!   When you know the files you are copying will exist and you want to write over them all without arguments from HOUSE   use CA.

Del: Delete 1 file at a time from the file list, or delete ALL files currently listed in the files list.   Both have 'ARE YOU SURE?'..checks of course!

Mov Allows you to MOVE files from directory to directory on the same drive. Sub menu requires you to SET the TO: Destination just once just like the copy destination setting methods. MOV & ALL allow you to move just one, or ALL the files in a listing-quickly!

Chg: **Ren**ame, **Ch**ange attributes or **Dup**licate files. Has sub menu
  . **PIF: Can create an instant DOS PIF for exe, com or bat files!**

Typ: View you current File listing by **type, size, date, time,   or attributes,** etc.

REF: REFRESH the current file listing.   This is done by HOUSE most of the time..but when you need to...it's a quick way to update your current files listing.

RUNNING PROGRAMS

There are a number of ways to launch programs and files.   Double clicking the menu list will run the currently selected item. Double clicking on a File Name in a file list will run the program.   If the file is not executable (EXE,COM,BAT,PIF) then HOUSE will use the appropriate HOST program to launch the file.

Double clicking in the Roof Window (Happy face at the top) will run the currently selected menu item.   Each time you run a program it is remembered by HOUSE and you can instantly use it again at anytime! See **Do-Again**

RUNSTATES -   (RUN):

Pressing the RUN button launches the current menu item only when HOUSE is small.   When HOUSE is bigger, the RUN button selects a menu.   The RUN MENU contains labels that let you set WINDOW STATES before launching programs.

Run States are modes that determine if a program will grab the FOCUS as well as whether or not the program will be Minimized (Icon), Maximized (Full Screen), or Normal.   The fastest launches are as Icons without focus.

 BY clicking on a RUN-Menu Box label, you set the run state for the next file launch.   Additionally, the last three items allow you to RUN programs.

RC! = Allows custom Run statements.   If a file was selected at the time the label is clicked, it will appear in the dialog box, with the proposed HOST if there is one.   If a Menu Item was selected previously, it will appear in the dialog box.

!F = Run currently selected file from files listing.   Runs the file using the current Run State.

!M = Run currently selected Menu Item. Runs the menu item using the current Run State.

USING HOT KEYS

Hot keys are keyboard letters that you type along with special control keys such as ALT, CTRL and Shift. Press the control key and then the   hotkey at the same time.   When HOUSE has the focus during your Windows sessions you can type these HOTKEYS to select views and functions.   There are four main groups of HOT KEYS.

ALT- Controls **most major HOUSE functions**.   ALT-M = Menu , ALT-F = Files, etc.

CTRL-ALT- **Sizing** and **moving** your HOUSE.   Use with   arrows, S,M,L, etc..

ALT-SHIFT -Additional functions and some quick utility launchers   like notepad and control panel!

CTRL--Security Settings and system resources checking.

Before looking at these groups here are a few **tips to remember when using HOUSE with a keyboard**.   **The ALT key selects most HOUSE functions**.   When used with the **CURSOR LEFT & RIGHT** keys it selects items in the center MENU BOX.   ALT-ENTER **will act as if a mouse click was used in the menu box,** so keyboard users may execute commands in the menu box as though they were using a mouse.

When you want to jump from a list 'up top' to a list below, or vice versa, use ALT with the CURSOR UP/DOWN keys.   This will switch the focus between two lists.   If you lose focus for some reason, use the hotkey for the function, such as ALT-M = Menu to re-gain the menu-focus. *Even when a single list is visible, the ALT-CURSOR-UP key may be used to select the visible list if focus has been temporarily lost.*

HOUSE HOTKEY ASSIGNMENTS

ALT -MAIN VIEW AND FUNCTION MODES FOR THE ALT KEY

MENU BOX - ITEM SELECTION AND USE

The MENU BOX at the center of your screen might seem off limits to anything but a mouse..but it isn't!   Using the **ALT key with the CURSOR < > KEYS** will move your **selection** across the **menu box.**   If you know which function you want, numerically from left to right,   such as function #1,you may press ALT and a number (1-9)   to select the **menu box function** you want.

TO ENTER THE COMMAND SELECTED   press **ALT-Enter** to "Click" it and make things happen from within the menu box using your keyboard instead of a mouse click.

ALT +	KEY	(USE ALT WITH:)
Select Menu box functions	1-9	Top row number keys.
Scan/Select Functions	<-- -->	CURSOR KEYS (Left & Right).
MENU BOX Function DO	<-ENTER	The main ENTER KEY.

PRESS ALT-ENTER to use a function....just as though you had 'Clicked' the label.

FILES & DISK   ALT

Change Disk Drives	C	(Selects disk drives. Select a drive letter after focus is achieved or use cursor up/down..)
Disk **D**irectory	D	(Selects a directory view with focus.)
File Listing	F	(Selects a file view with focus. Use HOME/END to jump top to bottom)
File **E**xtensions	E	(Selects File pattern Extensions list as focus. Extensions are key letter selectable.)
E**X**tended Extensions	X	(Selects multiple extensions list as focus.)

MENU & GROUP MENU (ALT)

Menu	M	(Gives the MENU the FOCUS!)
VERTICAL MENU	V	(Displays a vertically oriented menu on the left side of the screen.
Group Launch File Menu	G	(Selects a file view with HOUSE menus.)

GENERAL USE ALT KEYS

RUN State Menu	R	(Shows the RUNSTATES Menubox functions.)
SET	S	(Sub menu for changing HOUSE stuff.....)
Create **N**OTE PAD(S)	N	(Secretary Note pad maker.)
Egg **T**imer Start/Stop	T	(Timer toggle on off)
Close HOUSE	H	**(END/CLOSE HOUSE)**
Close Windows	W	**(END/CLOSE WINDOWS)**
DO-AGAIN	A	(Selects DO-AGAIN History list with focus. To re-use previously launched items.)
GO-BACK	B	(Selects a directory-GO-BACK list to return to previously traveled file directories.)

****

ALT-SHIFT

Special Quick functions:

HELP	?	(Selects the sub menu for help and inquires.)
Draw	D	(Selects draw mode with draw focus.)
Run CONTROL PANEL	C	(Instant Control Panel Launcher)
Run NOTEPAD	N	(Instant Notepad Launcher)
Run TASK MANAGER	T	(Instant Task Manager Launcher)

Use CTRL-ALT with the letters below to change the **size & location** of your HOUSE.

CTRL-ALT

MOVING Your HOUSE Quickly

MOVE TO TOP	/\		Cursor UP
MOVE TO BOTTOM	\/		Cursor DOWN
MOVE TO CENTER	**C**		

Quick Sizing Hot Keys

LARGE	**L**
MEDIUM	**M**
SMALL	**S**
ICONIZE	**I**
PLACE / MOVE	**P**

SIZING   Hot Keys   CTRL-ALT

NARROWER		<---	Cursor Left
WIDER	--->		Cursor Right
ADD 2 LINES	**2**		Top Row Number Keys
ADD 5 LINES	**5**		
ADD TEN LINES	**1**		
TOP MENU ONLY	**6** **^**		

****

CTRL

The Control key can be used to select from these general HOUSE functions.

SECURITY

Lock HOUSE	L	Locks your HOUSE!
Lock Single Menu	P	Locks a single menu!

GENERAL

System Free-ResourcesS		Shows free RAM & Disk Space.
Free Disk Space	D	Shows Free disk & disk name.

-

The Multiple Directory & File Delete Program

The file & directory clean-up program **HOUSEDIR.EXE** is designed to make cleaning out files and directories fast and simple. Simply use the HOUSEDIR.EXE directory & file viewer to go to the directories you want to clean out. Then, press **Delete Files** . You will be asked "are you sure?" Answer "yes" and all the files in the directory will be erased, unless they are marked *read-only*, in which case you won't be able to remove them until you change their attributes using HOUSE-Files-CHG-.. All *read-write* files WILL be deleted though, and in most cases, your files will be *read-write* and will be erased. Next, simply travel to the next directory & delete those files...**eventually you should have a bunch of empty directories sitting around**. Go to the top directory in the chain you wish to clean & press **SEEK**. This will take you to the deepest 'removable' tier of the directory chain. Then press the button marked **Remove** . This will sweep the current directory tier looking for empty sub-directories. Those empty directories that exist will be wiped-out while those that have files in them will remain untouched. Then the directory view will automatically go 'UP' one tier.....ready to remove the next level of empty directories. You just keeping wiping the levels until you're all done.. It sounds a little complex but it really isn't. You'll figure it all out after you delete your first few files & directories.

PLEASE REMEMBER...this program is designed to remove many files and directories from your hard disk or floppy diskettes - quickly and easily. There is no UNDELETE protection. Use this program with care!

No files will be erased <u>unless</u> you press YES after you have also pressed the DELETE button. In other words, this program is 'safe' to use--if you respond correctly to the messages. You should consider who has access to this program, however! *In the wrong hands it could be used to erase large numbers of your files in a very short time!*

BASICS

HOUSE - Advanced Desktop For Windows™ is a **file manager**, **program** (menu) **manager**, and more! The package also includes a borderless picture viewer that can view icons or BMP formats, a stretch & view BMP viewer, a menu viewer/launcher, a group & start-up launcher, a special directory & file delete program, two 'pre-screen' savers, and a goofy little mini calculator that can be changed into a giant calculator that's as big as your screen! (For kids only!) Whew! There are many tools *within* the main HOUSE program itself as well! First, lets look at the MENU SECTION.

<u>THE MENU</u> - (*200 PROGRAMS PER MENU -Unlimited Menus-*)

At the top of each **HOUSE**--*on the* **'roof'** --you will see a thin window that looks a bit like a ruler. The one with the smiling face inside--that changes color a lot! ! (*This means it has the focus, as your mouse passes over*). ***Moving your mouse around in this window will select MENU items (programs and files)***...and display their names in the text boxes just below. Whether *two inches wide,* or *running across the top of your entire screen*, imagine a ***magic ruler*** with all your programs and files listed on it..***you could select any program just by touching the place on the ruler--nearest to that program***. **HOUSE** *is a magic ruler*.....and you select programs by ***sliding your mouse* along the ruler**, then when the pointer has the program you want displayed. Double click to launch, *or* click the **RUN** button for the same effect without having to double click.

You can also ***type letters*** when the (roof) menu-ruler has the focus, for *alphabetical selection* of menu items! You can use the ***+/- keys to move (forward/backward) by one item at a time*** too. Once you've selected your special menu item you can use your <enter> key to launch it too. **The HOUSE ROOF (ruler-style menu) is visible at all times**..even when **HOUSE** is doing something totally different--**and you can use it for fast launches at nearly anytime!**

HOUSE menus can contain *up to* **200** files, programs, etc.. for instant launching. You can *make as many menus as you wish* too! Try to make them small at first though, then mix and match them with the powerful **HOUSE** menu **merge** features later. (**MENU-ADD**).

CREATING MENU ITEMS IS EASY!

Select the FILE button, select a file in the file viewer by clicking once with your mouse. Next, click ADD in the menu box above. If you answer YES to the create menu item query, HOUSE will make menu item for you...assigning a host program when needed, such as notepad.exe for Anyfile.txt. If the file is too large for notepad, HOUSE will choose WRITE.exe.

Once the item is created, it's easy to edit. HOUSE will have already found the item on your menu and selected it, so you need do nothing more, except click on the long description window (below the roof) if you want to use a longer description of the file. You can edit items at any time, even when viewing files, etc. The ROOF MENU is pretty independent of the rest of the HOUSE..use it anytime, edit anytime too. If you can't stand your menu flashing at you from below as you edit in menu view mode, click the roof button and edit your descriptions on a MENU BAR rather than full screen.

NOT FAST ENOUGH YOU SAY?

CLICK-DIR...then click ALL..if you want to see HOUSE make menu items in a jiffy!
Set your file filter extensions to EXE or EXE,COM,BAT,PIF and cruise around your files...

anytime you click ALL *from   the DIRECTORY functions (DIR)* HOUSE is ready to make multiple menu items at light speed!   For example, you could make the entire WINDOWS root directory into a menu (EXE's, & PIF's) about 32 programs in all--in just a couple of seconds!

Simply:

1) Click the DIR button and then find your Windows root directory.
2) Select EXE   or (exe,com,bat,pif) in the file extensions.
3) Click ALL in the menu box.

That's all there is to it...creating menus is really easy with HOUSE!

GROUP LAUNCHING **is also possible with ANY of your   HOUSE menus.**   This makes launching work groups a snap!   Just press the **GRP** button and click-select   ANYFILE.**HSE.**
Then click LA! for **L**aunch **A**LL**!**   This will run every program in the selected menu-file--no questions asked!   (If more than ten programs are in the selected menu, you *will* be asked "Are you sure?)

You can also **Preview** your menus *before you launch or load them*, using the **GRP**-**PRV** function. The CITY VIEWER (Preview) program can also launch single menu items, or an entire HOUSE, directly from its viewer.   The major difference between CITYVIEW.EXE and CITYMAN.EXE is that the viewer does not close itself after launching and it is also visible to the user, whereas CITYMAN launches a work group without ever appearing --then it closes....so you only see the *results* of the launch...not the launcher!   At first, you will want to use the **PRV** function more frequently than the **LA!** function.

You can locate and then **set up the CITYMAN.EXE within your menu** easily, using **GRP**-**FND**--so that in concert with any HOUSE menus--you can keep &/or launch work groups just like single menu items, from *within* individual menus!   Up to 200 WORK GROUPS could actually be included in a single HOUSE menu.   Since Work Groups contain HOUSE menus, they can also include WORK GROUPS internally...meaning a WORK GROUP can launch ADDITIONAL WORK GROUPS - thus the name **CITYMAN!**   You should be careful about launching WORK GROUPS that might generate a re-launch, because they will launch each other repeatedly until you run out of RAM!   So be careful when launching Work Groups that *__contain__* Work Groups.

If work groups seem complicated, why not include a couple **vacation homes** on your menu instead!   Up to **200 HOUSES** can be kept in a single HOUSE as menu items!   You can run four (or more) HOUSES at once too!   You can ADD the HOUSE.EXE program to your menu, just like any other menu item, and then PUT a HOUSE menu file inside (ANYFILE.HSE).   Now you have a menu item that is actually another HOUSE, with an assigned menu in it too!

SOME MENU TIPS:

You can change the descriptions of your menu items ANYTIME.. and there's virtually no limit on how many characters you can use!   Menu changes aren't saved unless you decide to save them.

You can even change command lines & directories associated with menu items..at anytime!   **Just click the info boxes associated with the menu & edit-away!   (**It's a good idea to 'latch' the menu with a single click to the roof before editing.   **HOUSE** will do this for you *when* you edit, but you may want to click select a 'latched state' before editing so your menu doesn't 'slip' to a different item on the 'way' to the edit boxes with your mouse....)

(When protected by PASSWORD MODE menus can be used but not altered).

Files-**Add** will create individual menu items from files in any file listing with just two clicks.   Select a file and type   !   and you'll get new menu items--no questions asked!

Files-Put will use the currently selected file as **a command line** *in the currently selected* menu item. This allows you to "Put" things like BMP picture files in the command line of a graphics program like Paintbrush--so that these programs launch with the 'Selected File' **pre-loaded.**

When you have a few menu items that have been moved to *__different directories__* you can change the path to your menu items, or their command lines, using **Dir->MP** &/or **Dir->CP.** These functions will quickly *change* your selected menu item path to reflect the new (corrected) directory.   Simply select a menu item, then press the **Dir** button and go to the new directory.   Next, click **>MP** if you want to change the path of the Menu Item to the current directory.   If it is a command line type of item, you would use **>CP** to change the directory for the command line item.

TIP: FAST MENU ITEM REMOVE!: When viewing the menu LIST, click any item & type **!**
 It's a no questions asked way of removing rooms!

CREATING MENU ITEMS ALL-AT-ONCE
Dir-ALL can __create multiple menu items__-- automatically-- from entire directory listings!

MORE MISCELLANEOUS STUFF:

AUTOMATICALLY FIND ANY MENU ITEM OR HISTORY ITEM IN A SECOND!   Menu items and DO-AGAIN History items are a click away! **(MENU-FND, AGAIN-FND)**

YOU CAN ALSO FIND/*REMOVE ALL MENU ITEMS THAT ARE NOT CURRENTLY ON YOUR HARD DISK* --IN SECONDS! (FOR QUICK CLEAN-UP OF MENU GROUPS!   YOUR MENU ITEMS WILL BE **100% AVAILABLE!** - GUARANTEED! **(Menu-PRO-CTD)**

MERGE **HOUSE** MENUS TOGETHER EASILY   **HOUSE** AUTOMATICALLY SCREENS-OUT DUPLICATE MENU ITEMS WHEN MERGING!!   MAKES SENSE!   NO DUPLICATES! **(Menu-Add)**

MENUS CREATED ON --AND SAVED-TO-- FLOPPY DISK CAN BE USED BY OTHER **HOUSE** USERS TO GAIN A QUICK UNDERSTANDING OF ANY OR ALL FILES ON A FLOPPY DISK! (**Menu-Sav)**

THE FILE MANAGER -   (Hot Key is ALT- F)

DISPLAYS DRIVES, DIRECTORIES, FILES, EXTENSION AND CUSTOM EXTENSIONS
COPY, DELETE, RENAME, DUPLICATE, CHANGE ATTRIBUTES, **CHANGE** READ/WRITE ATTRIBUTES WITH ONE CLICK!
VIEW BY SIZE, DATE, TIME, ATTRIBUTE OR NAME.

I**NSTANT FILES/EXTENSION FILTERING** FROM CUSTOMIZED LIST!   ALL YOUR FAVORITE EXTENSION FILTERS ARE A
CLICK AWAY!   DOUBLE CLICK EXTENSION LISTS TO CREATE YOUR OWN FILTERS!   HOUSE WILL KEEP THEM *ON--
BOARD* TOO!

CLICK & SEE PROPOSED HOST IS DISPLAYED BEFORE LAUNCH!   SMART FILE ASSOCIATION GETS CORRECT HOST
VIRTUALLY EVERY TIME!   YOU CAN CHANGE HOSTS QUICKLY & EASILY TOO USING THE **SET-HST** FUNCTION.

NON-VOLATILE COPY LIST FOR QUICK RE-COPYING OR LIST BUILDING-BEFORE EXECUTING--**ALL AT ONCE!**   COPY--
SELECT AS MANY FILES AS YOU WANT BEFORE COPYING THEM.

SMART-COPY FUNCTION DELAYS   'FILE EXISTS' MESSAGES UNTIL ALL FILES THAT 'CAN" BE COPIED ARE DONE...THEN
YOU GET THOSE MESSAGES IN A ROW...AND YOU CAN   JUST IGNORE ALL IF YOU WISH...FOR NEARLY HASSLE FREE
COPYING!

COPY ENTIRE DIRECTORIES TO MULTIPLE FLOPPY DISKS EASILY!
IF HOUSE DETECTS A FULL FLOPPY DISK, IT DISCARDS ITEMS ALREADY COPIED FROM THE COPY QUEUE...LEAVING
ONLY THOSE ITEMS WHICH NEED TO BE COPIED!   SIMPLY PLACE A FRESH FLOPPY IN YOUR DRIVE AND PRESS-**DO**
ONCE AGAIN**.**   YOU CAN CREATE HUGE LISTS TO COPY TO FLOPPY DISKS, FROM ANY NUMBER OF PLACES.   ALL YOU
DO IS CHANGE FLOPPIES WHEN THEY FILL UP & CLICK **DO** !

YOUR **MENU ITEMS CAN BE 'PUSHED' INTO THE COPY QUEUE** TOO!
THIS MEANS YOU CAN **BACK UP ENTIRE MENUS**!   NOT THE MENU INFORMATION, BUT THE *ACTUAL SOURCE
PROGRAMS AND FILES!*   PUT AN ENTIRE MENU IN YOUR COPY QUEUE WITH A COUPLE OF CLICKS!   BACKING UP
MENUS WAS NEVER SO EASY!
The key sequence is **Menu-Pro-Cpy**

Use **Dir -CDI** to **PHOTOCOPY** YOUR **DISK DIRECTORIES -   INFO** TO DISK FILES!   USE WITH CUSTOM FILE SPECS FOR
SPECIAL LISTINGS!
 - LISTS FILE NAME, SIZE, DATE, TIME, & ARCHIVE STATUS   IN A HANDY NOTE PAD!
   ALSO SHOWS FILES/DIRECTORY NAME AND TOTAL BYTES LISTED
 - FOR EASY RECORD   KEEPING WITH ALL TYPES OF FILES!

50 DIRECTORY GO BACK - POPS YOU INTO   PREVIOUS DIRECTORIES!   If you remove a directory, HOUSE removes it from
your GO-Back list too!

200 PROGRAM - DO AGAIN CAN LAUNCH ANY OF LAST 200 PROGRAMS RUN.   Show times of launches too.   Keep Histories
ON DISK too! And even RE-USE them months or years later!!   Instantly find files used moths ago with AGAIN-FND!

CREATE UP TO 10 FRESH NOTEPADS IN CURRENT DIRECTORY -- AS FAST AS YOU CAN NAME THEM!   DATE & PATH IS
STAMPED INSIDE!   (Just click the happy face next to   the COUNT WINDOW on the top right of the file listing.)

JUMP FROM THE TOP TO THE BOTTOM OF A DIRECTORY IN A SINGLE CLICK! - Using Jump buttons at the bottom of your
HOUSE!

Did you know that in most cases the   RESIDENT DIRECTORY WILL BE DISPLAYED FOR MENU ITEMS-- AS SOON AS THEY
LAUNCH!   Check & see!

Misc. Utilities: Free RAM, Free GDI/USER, Free DIsk

> **File Identity in list..ie. File 2 of 32 for any clicked file or directory!**
> **Password Protection, Shell Substitution if desired under WIN 3.1.**
> **Moveable Clock Label with Time, Date and 24 hour stopwatch. (Double Click it!)**
> **HOUSE PAINT - Computer Art Entertainment is on board.**
> **Instant "One Click" Form Placement to 9 screen positions.**
> **Custom on--board form colors with memory & blueprint Save/recall**
> **from disk..for FAST INTERIOR REDECORATION!**
> **Fonts, colors, placement, and Window sizes are all storable!**
>
> **LOTS MORE-----Including The HOUSE Zoom Calculator,   The HOUSE**
> **Borderless Picture Gallery, Two "Pre" Screen Savers, and the CITYMAN**
> **and CITYVIEW   group Launchers and more!**

TIP: Clicking the CLEAR button below the custom extensions window...**twice**.. will reset the list!   Double click the file extensions list to enter your own custom extensions.   *Check out the mysterious notepad function left of the happy face/count window...it has something to do with finding notes from last month..click it and check your multi-extensions window for results!*

TIP: The roof has HOTKEYS. (WHEN the ROOF HAS THE FOCUS)

> (**SPACE**) = To Show TIME/DATE
> (**ENTER**) = To RUN the current menu item.
> **-** = To Go BACK ONE MENU ITEM on the list.
> **+** = To Go FORWARD ONE MENU ITEM on the list.
> **A-Z**   = Letters To Select Items Alphabetically

HOSTS

> HOST programs are determined by Windows™ and HOUSE.
> Double click the HOST-LIST for more info on editing HOST files.

TIP: Push a file into the HOST PROFILE: When in files view, click on any exe and type **$**.
(Your HOSTS will hold parties for cash! $)   The $ will push the program into your temporary HOST PROFILE.   You will be asked for the EXTENSION you wish the HOST to support.

LEGAL INFO

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The shareware version of this package is time-locked and will not operate after DEC 31, 1994.
An order form is available (HOUSEBUY.WRI) within the package.

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Any questions, comments, or suggestions should be sent to:

HOUSE
Dept. QCS
8231-5th Street S.W.
Calgary, AB, T2V 1C7
Canada

START-UPS

When you install HOUSE you are asked if you want to use CITYMAN as your shell.   Using Cityman as your shell allows HOUSE to work for you from the instant you start Windows.   First, Cityman launches, reads the start up menu that you assigned (GRP-SG) and launches every item in that HOUSE menu..   If you didn't assign a start-up menu Cityman will ignore the Start-Group Launch and proceed to the next step of his start up routine--

After Cityman has dealt with start-up group launching it will automatically launch HOUSE.
The end result of all this is:

1) You don't have to launch Program Manager or File manager when you start Windows.
2) Your Start Up group will have been launched.
3) HOUSE will be launched and will sitting on your desktop--ready to go.   (Decorated the way it was last time you used it!)

4) You can change start up groups from HOUSE using GRP-SG at anytime.   They take effect after you close HOUSE.

WIN.INI LOAD OR RUN TROUBLES? - CLICK HERE!

WHAT DOES HOUSE DO WHEN IT LOADS?

HOUSE has a few heavy-duty chores to do when it starts up.   First, you'll see the WELCOME screen or   banner with the HOUSE logo in it.   It's the same one you see when you click **?-Abt**.

While you watch, HOUSE Is:

1) Reading the HOUSE.HST file. It contains your HOST list, which is a list of file extensions (yes the ones that show up in your file extensions window) and hosts.   Next, HOUSE reads the Windows EXTENSIONS assigned in the INI for extensions.   It doesn't read the WIN 3.1 association tables.   With your extensions/host list and the Windows extension HOST list, HOUSE merges these into a single assignment.   Windows assignments will over ride any assignments made to the HOUSE.HST file.   For example, if you define BMP files as .BMP=MYVIEW.EXE and Windows has [EXTENSIONS] - bmp=C:|Windows\PBRUSH.EXE, your BMP files will load into PAINTBRUSH, not MYVIEW.EXE.   All these extensions are posted to the small file extensions Window in HOUSE for easy selection of any file extension your system recognizes.

2) Next, HOUSE will be loading the HOUSE.INI and reading it.   This file tells HOUSE which decor files were last used, which menu, which file directory was last used, the last menu item selected & much more.   After reading all this information HOUSE loads the decor file, selects the last used blueprint and decorates HOUSE accordingly.   Hundreds of changes are made to your HOUSE interior.   Fonts, colors, sizes and more are changed for every object.   HOUSE even ZOOMS the size of every object, according to your screen resolution...so it looks great from VGA to 19,200 resolutions!

3) Once all this HOUSE KEEPING is done, you are presented with the menu and the last used selection will be re-selected. **Everything is ready to go when you see the opening banner disappear and all your HOUSE Windows show up.**   You shouldn't rush to click the form if fonts & such seem to be settling still.   If you use complex (vector) fonts you can expect HOUSE to refresh slowly.   All Windows programs handle these fonts slowly because they are complex expressions --not bitmaps..and they are harder to draw than other types of fonts.   MODERN, ROMAN, and SCRIPT are vector fonts that can be very slow   and using them with HOUSE is not recommended--especially at start up time.   It's O.K. to 'check them out, as HOUSE looks quite 'neat' with Script Fonts....but you'll need at least a 486 -VESA-VIDEO   66mHZ machine   if you expect to use them all the time with HOUSE.

There you have it...all the little things HOUSE does at start up time.

So, now you know why HOUSE takes 10 seconds to load on a 486!   Whew!

LOAD STATEMENTS

CITYMAN does not read your WIN.INI   (RUN= or LOAD=) so that you can actually include it in both your WIN.INI RUN= statement **and** your SYS.INI SHELL= statement too!   This allows you to switch shells between CITYMAN and some other desktop shell from time to time, while continuing to use cityman start up groups each time you start Windows -- no matter which shell you set up, such as program manager.   Since CItyMan ignores the WIN.INI Load & Run statements when it is used as your Win 3.1 shell, you can have it in your load statement too with no worry about double launching.   When CityMan is replaced as the shell, presumably your replacement *will* read the WIN.INI statement and launch Cityman at start up.

You don't have to include CityMan.EXE   in your win.ini if you just want to use it as a shell--of   course.   If you like the option mentioned, see below on WIN 3.0 installation for info on setting your WIN.INI.

If you have Windows™ 3.0 you can't define a different shell in your system.ini, but you can use CITYMAN in your WIN.INI file. You will want to use notepad.exe to edit the **WIN.INI file** and put CITYMAN.EXE in as a RUN= or LOAD=   statement, such as:

RUN= c:\house\cityman.exe

<u>**Cityman**</u> **doesn't read your WIN.INI   LOAD   statement at start up.   Items listed in the WINI.INI RUN & LOAD statements should be placed into a HOUSE menu and used with your CITYMAN start-up.   Effectively, CITYMAN wants to REPLACE these statements..by overlooking them and launching only items that are in the specific start-up HOUSE menu assigned to it.   You might look at your WIN.INI file   [RUN]   and [LOAD} statements.   Some virus checkers install themselves at Win-boot time via these statements.   If you have such items...create a special HOUSE menu for them and assign it as your START-UP GROUP MENU   (GRP-SG), or merge (MENU-ADD) it with your startup group menu.**

 # CITYMAN

CITY MANAGER - Version 1.0 - Copyright 1993-94 C.R. Roach

The City Manager is intended for use with HOUSE - Advanced Desktop For Windows (Versions   3.0   + only!)

WHAT IS CITY MANAGER?

City Manager is an invisible program that uses **HOUSE** menus to launch programs all at once, from an assigned **HOUSE menu.** *AnyHouse.HSE* can be used with City Manager when you want to launch several resources (programs, text, pictures, etc.) all at once, such as when starting your Windows session.

USING HOUSE TO   SELECT   LAUNCH START-UP GROUPS FOR CITYMAN

Before you can use CITYMAN as a start up group launcher you have to assign your FIRST start-up group.   Using HOUSE (MENU-GET) load a start-up menu, then click GRP-SG. When using HOUSE, any time you click GRP-SG,   as in "START up   GROUP" you will be able to assign the selected   HOUSE menu file as your start up group...the menu you have "Highlighted-at the time you clicked SG.

Before CityMan will works as your Start-Up Group launcher, you must set up CITYMAN using notepad or a text editor in one of two possible INI files.   If you   have Windows™ 3.1 you can use CITYMAN.EXE to launch HOUSE as your shell and would therefore use notepad to modify you SYS.INI file..   Since Cityman will 'leave town' after his job is done (close), your shell will really be HOUSE, because HOUSE.EXE   will automatically load   if you use CITYMAN.EXE in your shell statement.   Use Notepad to edit your SYS.INI file in your Windows Directory.   Include a CityMan.exe shell statement, such as:

SHELL = c:\house\cityman.exe

This would launch CITYMAN at the time you start your Windows™ 3.1 sessions. The menu used as a start-up group is found in Cityman.ini, which should exist in the same directory as Cityman and HOUSE. The Cityman.ini file is written in your HOUSE directory, BY HOUSE, when you select the function

GRP-SG

You may change your start-up group anytime you want, just by selecting GRP-SG when you are using HOUSE and have a .HSE file selected in the file view window. .   Of course, you do have to put the shell statement in your system.ini the first time (if you didn't let the install do it for you that is) , before this will work...but just once, with no future editing required since HOUSE will make any changes to your start-up group inside the CITYMAN.INI file --automatically-- when you press GRP-SG.

I already have a shell (but it's not CityMan) and   I'd like to use CITYMAN.   What can I Do about it?

Note that CITYMAN IGNORES your WIN.INI LOAD and RUN statements!
To Jump to info about WINI.INI LOAD and run statements   Click here

Once your SHELL statement is correct-- you don't ever have to change it.   CityMan will load up your current start-up group menu as described in CITYMAN.INI.   Every item will be launched, and a HOUSE will also be launched.   CityMan will then close automatically.

If   CityMan is used within four minutes of the time you first opened your current Windows session, CITYMAN will also launch a

HOUSE from the Cityman start up directory.   **Also, be sure to keep CITYMAN.EXE in the same directory as HOUSE.EXE.**

USING CITYMAN TO LAUNCH WORK GROUPS

IF CITYMAN is launched later than four minutes after start-up it will not launch a HOUSE along with the menu assigned!   In other words, CITYMAN acts like a group launcher only--if used more than four minutes after start-up.   When using CITYMAN to launch Work Groups you need to pass a command line menu reference when you use it.

For Example: (Run:)

c:\house\cityman.exe c:\house\power-do.hse

The command above would run City Manager with a menu called POWER-DO.HSE.

Remember...you can use City Manager at any time!   The program works in a similar manner to the OPEN HOUSE function in HOUSE. You can even include Cityman.exe in any of your HOUSE menus too!   This will allow you to run multiple program or file (GROUP)   launches directly from HOUSE, in a single click!   Just like other menu items!   It's a program like any other..almost! The only difference is,   the City Manager will launch an entire menu and then 'turn-off' as soon as it has done its job!   Use FILES-"PUT" with a HOUSE menu--to include it in the command line box of your CityMan.exe menu items--unless you want to launch your default start up group--without a command line, CityMan launches the default Work Group.

SETTING UP HOUSE MENU ITEMS AS GROUP LAUNCHERS

CITYMAN can be a HOUSE menu item - ready to launch work groups from the HOUSE menu!
You can duplicate CITYMAN.EXE--within the menu--to allow setting up of more group launch menu items.   If CITYMAN isn't on your menu yet, then add it from the files viewer--FILES-ADD   (Cityman.exe-should be selected first.)
HOUSE can help you **find** CITYMAN fast also.   Simply press **GRP and click -FND**   and HOUSE will locate him for you!   All you need to do after that is press FILES-ADD to put him in your menu.

Need more than a few CITY MAN hosts in your menu?   Just click the MENU button, select a CITY MAN menu item, and then click CPY (COPY) - **DUP** as in duplicate menu item in menu. This will make a menu item clone!   Then you just *change the command line* either by directly editing it, or by using **FILES-PUT with any of your special HOUSE.HSE menus.**

When a CITYMAN menu item is selected (On the roof) , click on any small menu file below (in files view) and then click "PUT" for instant work groups!   You will see the MENU file in the command line box for your Cityman Host.

WITHOUT A MENU as a command line, CITYMAN will look for an initialization file called CITYMAN.INI in the resident directory.   If found, it should contain the NAME of a DEFAULT HOUSE MENU as assigned by HOUSE using GRP-SG. (Normally, your start-up menu).   If you use notepad to view the file it should look something like this:

CITY MANAGER INI FILE
c:\house\start.hse

The 'header'   CITY MANAGER INI FILE   is required!   It is used by CITYMAN to identify the INI file as valid! HOUSE writes it this way each time you assign the start up group using the GRP-SG function from HOUSE.   You can use any HOUSE menu name you wish with the GRP-SG function--it doesn't have to be called 'start-up'.

Q) What happens if you haven't created an INI file yet and you don't pass a command line menu reference?

If a command line was not passed when you ran the program and the CityMan.ini file was also not found in the CityMan.EXE start up directory, City Manager will have nothing to work with and will therefore shut down--without having done anything!

Whether you start the program from your WIN.INI, or launch it later from somewhere else, one way or another it will need a menu to load.   When you are using CITY as a group launcher, rather than a start up group,   it is a good practice to launch CityMan.exe with a command line -menu.   Such as:

(RUN:)   c:\house\cityman.exe c:\house\power-do.hse

In your WINI.INI file you don't have to tell CITYMAN which menu to load because it is supposed to "LOOK" for the CITYMAN.INI file in the directory it loads CityMan from at start up time.   That's what CITYMAN does (checks CITYMAN.INI for a menu reference) if a command line wasn't sent at run time.

 CITYMAN.INI is the file HOUSE creates the first time you select GRP-SG

It is created by HOUSE in the HOUSE directory, so you should keep CITYMAN.EXE in your HOUSE directory too.   (Unless you're a total expert and understand all of this completely...in which case you may want to keep a number of CITYMAN.INI files along with copies of CityMan.exe in different directories for default-ini launches in discrete directories.....but please...let's keep it simple for now!)

SECURITY

HOUSE has a unique multi-level password security system that is easy to use and quite effective.

PRESS   CTRL-L to lock your HOUSE at anytime.   No one can get inside it or use any functions when HOUSE is in this mode.   To open your HOUSE you must click any button and then answer the password request.   Security won't let you in if you don't type your security password correctly.   Just in case you don't want somebody looking at your menu or Do-Again list while you're away, use this function!

PRESS CTRL-P to lock your HOUSE while still allowing people to USE THE ON BOARD MENU!   When HOUSE is the only launcher on screen (i.e. as a shell) it can act as a secure menuing system--allowing access to programs on the current menu only! Leave games for the kids...but that's all!

ORDER FORM

The following is a sample of HOUSEBUY.WRI, a file contained in your HOUSE software package.   If you can't locate it, please make a reasonable attempt at creating a form like this one in order to purchase a registered copy of HOUSE for yourself or a friend. There's no need to be perfect!   Just do your best...

HOUSE
8231 - 5th Street SW
Calgary, Alberta T2V 1C7
CANADA

HOUSE   - ORDER FORM -
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

NAME:_____

ADDRESS:_____
_____
_____
_____
_____

If you live in the USA:
_____Copies of HOUSE @ $20.45 US Funds = $_____
**   ($15.95 + $4.50 S/H)**

If   you live in CANADA:
_____Copies of HOUSE @ $23.45 CDN Funds = $_____
**   ($19.95 + $3.50 S/H GST Incl.)**

If you are placing an INTERNATIONAL Order:
_____Copies of HOUSE @ $23.95 US FUNDS = $_____
**   ($15.95 + $8.00 S/H)**

Please make your US$ dollar check or M.O. payable to HOUSE.
*** THANK YOU FOR ORDERING HOUSE*****

This Special Offer Is Subject To Change Without Notice and is available directly from the publisher ONLY!   Retail stores will not be selling HOUSE - Advanced Desktop For Windows for this ridiculously low price.   Order Your Copy Today! Please --support a shareware author today!   Buy a HOUSE for less than twenty bucks!   What a deal!

SAMPLE LISTS

HOUSE LIST - SAMPLER

The following document contains some sample lists generated by HOUSE. Your HOUSE can make lists like these ones.

DO-AGAIN SAVE TO DISK - Sample Output File -

01-31-1993 : 09:24   E:\VB\HOUSE\WINNET\HOUSECAL.EXE
01-31-1993 : 09:24   C:\WINDOWS\NOTEPAD.EXE   E:\VB\HOUSE\WINNET\HOUSECAL.TXT
01-31-1993 : 09:24   C:\WINDOWS\NOTEPAD.EXE   E:\VB\HOUSE\WINNET\HOUSEHLP.TXT
01-31-1993 : 09:25   C:\WINDOWS\NOTEPAD.EXE   E:\VB\HOUSE\WINNET\HOUSEPIC.TXT

SAMPLE of HISTORY LOGS using the AGAIN button.

These logs can be re-loaded for re-use at anytime.

^^^

The table above is a sample of the types of RECORDS HOUSE can make for you!   Tables like this are created using the AGAIN button and the MENU BOX function SAV - Save to disk.   Up to 199 files can occur in a single log...but you should probably SAVE yours to disk about once a day instead.   After you do,   CLEAR your on-board list using the RTP (remove items) function or CLR to make room for a new list.   You can save several copies of these logs to different places before deleting the list: Just--in case you were wondering why saving to disk didn't "automatically" erase your on-board log records.   You can ADD previous logs to your current History list too.--Just double click 'em.

> **Info shows the Month-Day-Year : Hour(0-24) & Minute that**
> **the file was launched. Next the COMPLETE PATH and FILENAME**
> **of the program is shown. If TWO sets of info exist, a HOST was**
> **used to launch the SECOND file.   The HOST comes first,**
> **then the COMMAND LINE passed follows, showing the**
> **location of your (hosted) document or file.**

SAMPLE OF THE DIR BUTTON - Sub function CDI (Current Directory Information)

DATE: 5:23 AM Monday, April 12, 1993
Path: d:\house-2.0\202
Pattern: *.wri

File	Size	Date	Attrib
house.wri	Size: 24192	93/04/12 5:12 AM	Attrib: Normal File
house64r.wri	Size: 5760	93/04/04 3:23 PM	Attrib: Normal File
housebuy.wri	Size: 2304	93/03/08 2:56 AM	Attrib: Normal File
housedo.wri	Size: 640	93/04/12 5:19 AM	Attrib: Normal File
houseout.wri	Size: 4992	93/03/08 3:47 AM	Attrib: Normal File

TOTAL BYTES = 37,888   [Percent EXE's = 0 %   BYTES =]

This is a sample of the DIR button -- Sub menu function: CDI

CDI - Copy directory Information, or CURRENT directory information.   It will ONLY use files DISPLAYED at the time you click CDI.   You can make lists of 'just' your text files, or 'just' anything..using your file extensions wisely.   CDI makes a text file and saves it to disk just like the one above.   It doesn't do anything to your files!

CDI is the HOUSE DIRECTORY "Census Taker" ...just making notes...keeping records on your files.. not changing them.

INFORMATION shows the DATE of the scan,   the Disk directory path to the files listed, and the FILESPEC used, such as *.*   At the end of the list the TOTAL BYTES shows how many bytes of disk space are being used by THE FILES LISTED....not the total directory UNLESS you used *.* as your filter.   The Total bytes represented by executable (EXE) programs is displayed as a percentage of the files scanned and as total EXE bytes.   The file is saved to the SAME directory you scanned, as CDI.TXT unless you tell HOUSE otherwise during the saving procedure.

"Normal File" means it is read or write.