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DECOR v1.0  
Graphics Resource Browser and Icon Editor  
for Microsoft (R) Windows (TM) 3.0  
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## WHAT DOES DECOR DO?

Windows programs and applications normally include icons, bitmaps, and other data. Decor is a graphics resource browser and icon editor that lets you reach inside Windows' programs and applications and browse these icons and bitmaps.

Decor also provides library functions for both Icons and Bitmaps. You may assign icons from Decor libraries to DOS applications in the Program Manager Group windows, and subsequently run the DOS application by double-clicking on the icon in the Program Manager Group window. (Note: Windows always uses its own DOS icon for the application if you switch away from the DOS application or minimize it in enhanced mode. The Decor Library icon will only be used to start the DOS application from the Program Manager group window.)

Icons and bitmaps may be copied to the Windows' clipboard, pasted into Decor windows, or pasted into Decor's own libraries. Icons may be pasted to other icons or bitmaps and bitmaps may be pasted to other bitmaps or icons.

Decor allows you to retrieve, edit, and save the icons and bitmaps which your programs use. Use Decor to browse, then edit and save the icons and bitmaps into a copy of the file being browsed and the resulting program will use the icons and bitmaps as you have edited them.

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## Decor Version 1.0 features

- Browsing of Icons and Bitmaps in Windows' programs and applications (.exe program files) written to run under Windows 3.0.
- Full color edit capability for Icons.
- Saves the edited icons and bits into a copy of the program file being browsed. Windows can run the resulting program file.
- Icon library functions and files. Icons from the Decor Icon Libraries may be assigned to DOS applications in the Program Manager Group windows.
- Bitmap library functions and files.
- Icon copy and paste capabilities to/from the Windows clipboard.
- 
- Icon copy and paste capabilities directly to/from Icons and Bitmaps in Decor windows, including Decor libraries.
- Bitmap copy and paste capabilities to/from the Windows clipboard.
- Bitmap copy and paste capabilities directly to Icons and Bitmaps in Decor windows, including Decor libraries.
- Displays Icons directly in Decor window.
- Viewing window for Bitmaps.
- Can save the active Icon in Windows' icon file format or, optionally, converts the active Icon to black and white and saves the converted icon in Windows' cursor file format.
- Grabs a selected portion of the display screen and places the bits in the Windows clipboard.
- File view allows the viewing of the file header of any file in a Decor window.

## EQUIPMENT REQUIREMENTS

To run Decor, the following equipment or software is required:

- Microsoft Windows 3.0 running on a 286 or 386 personal computer in standard or enhanced mode. Decor will run in real mode, however, real mode is not recommended due to memory requirements.
- Two megabytes of memory recommended.
- Two-button mouse compatible with Windows
- EGA or VGA standard display card (16 color mode). VGA highly recommended.

## INSTALLATION INSTRUCTIONS

To install Decor, copy Decor.exe, Decor.ima, and any additional files on the Decor disk to the hard disk directory where you desire Decor to be located.

Decor.exe and Decor.ima must reside in the same directory on your hard disk.

Use the Windows Program Manager to install Decor in any Program Manager group you desire. Activate the Program Manager Group in which you wish to add Decor. Choose [Program Manager File.New..] and follow the Program Manager's prompts. The same selection (Program Manager File.New..) may be used if you wish to create a new Program Manager Group in which to install Decor. See your Microsoft Window User's Guide for Version 3.0, Chapter 3, for detailed instructions to add a program item to the selected group or to create a new group.

There are several icons in Decor and you may use any of the icons to represent Decor in the Program Manager window; however, Decor will use the lit lamp icon when Decor is running and you minimize the Decor main window.

Alternatively, Decor can be launched from the Windows File Manager by double-clicking on Decor.exe. Decor will automatically find its image file (Decor.ima) if the image file is located in the same disk directory as Decor.exe.

You may also launch Decor from the Windows File Manager by double clicking (mouse left button) on Decor.ima if the following line is added to your win.ini file under the existing heading "[Extensions]":

```
ima=(full pathname)Decor.exe ^.ima
```

where: the complete pathname for Decor.exe is used in place of (full pathname) - e.g. if Decor.exe and Decor.ima is in directory c:\windows on your hard disk drive then the complete line to be entered in your win.ini file is:

```
ima=c:\windows\decor.exe ^.ima
```

## A GUIDED TOUR

### 1. The About Box

After launching Decor as explained in the Installation instructions, the Decor main window will open and the Decor About Box is automatically displayed. A click of the mouse right button will alternate the Decor About Box between lit and unlit lamps. A left-button click will close the Decor About Box. The Decor About Box can be opened at any time by selecting "About Decor..." from the system menu of the Decor main window.

### 2. The Decor Main Window

The Decor Main Window is a multiple document style (MDI) window with three major components:

- The main window menu which is a standard menu consisting of three headings:
  - File... (The menu interface to your disk filing system)
  - Grab! (The grab utility)
  - Windows (The document windows selector)
- A single row of buttons (Edit, Copy, Paste, Save to, and View) which provide functions that operate on the Icons and Bitmaps retrieved from files.
- A blank workspace area.

Choose [main menu.File.Open]. (That is - On Decor's main window menu, select "File", and then select "Open..." from the sub-menu that appears).

A Disk/Directory/File window will appear with two buttons - Open and Cancel. Select your directory in which you installed Decor in the Directory list box by double-clicking on it and select Decor.exe from the file list box. Choose the open push button. A "Bits" window will open in the workspace area of the Decor main window.

Choose [main menu.File.Open Library].

This time, select icons001.lib from the same directory as before and choose the open pushbutton. Another "Bits" window will open in the workspace area of the Decor main window.

Notice that each "Bits" window is titled with the name of the file on which the Bits window was opened.

### 3. Decor Bits Windows

Decor Bits windows group each opened file (one to a Bits window) in the workspace.

Bits windows are standard document windows and may be resized, zoomed, minimized, or moved in the main window workspace from its own system menu or the minimize/maximize boxes on the Bits window. All Bits windows (collectively) may be cascaded, tiled, or arranged (if minimized) from the main window Windows menu.

Only one Bits window in the Decor workspace may be active at a time and Windows indicates the active window by the Bits window title bar. A Bits window acts much like a group window in the Windows Program Manager - the major difference being it's contents. While the Windows Program Manager group window contains icons representing programs, Bits windows contain the Icons and bitmaps (bits) extracted from the opened file. These objects do not represent programs but represent data.

Note that the Icons and Bitmaps are actually copied from the file and the original file is not modified in any way, nor will Decor save a modified file to the original file. The modified file, after being saved, must be re-named if you want to use the modified file with the original file name.

There are three menu items on the main window menu which directly relate to the active Bits window -

[main window.File.Save Active As...],  
[main window.File.Save Active Library...], and  
[main window.File.View Active Dump].

Make the Bits window for Decor.exe active by left-button clicking on its title bar or choosing:  
[main window menu.Windows.1 Bits:(path)Decor.exe].

Now, choose:

[main window menu.File.Save Active As...]

An input box will appear requesting a file name in which to save the active Bits window. Clicking on the "Ok" button will proceed to save the file as the indicated file name and rename the active Bits window. Clicking on the "Cancel" button cancels the save request.

After canceling the input box, choose:

[main window menu.File.View Active Dump]

A window will appear and display the contents (the first 2000 bytes) of the active Bits window. Close the FileHead window by selecting: [FileHead system menu.Close].

#### 4. Bits Objects

The Bits windows contain Bits objects, that is - the Icons and Bitmaps from the selected file. Icons are represented by the actual Icon itself. For example, the Bits Decor.exe window actually displays the Decor icon and all other icons that are in Decor.exe.

Bitmaps are represented by the BITS icon. The actual contents of the Bits may be viewed but are not displayed automatically. The Bits Decor.exe window displays the BITS icon for bitmaps 707 and bitmaps 709-714.

- Selecting an active object.

Within each Bits window, an active object can be selected by clicking the mouse left-button on the object. Windows indicates the active object by highlighting the active object name text which appears directly below the icon. Note there can be only one active object within a Bits window at a time. Note also that there can be only one active Bits window in the Decor workspace at a time.

The active object in a Bits window is not reset when it's Bits window becomes inactive . It serves as a place marker in that Bits Window.



#### - Main window buttons

The main window buttons are automatically enabled when an active object in the active Bits window is selected. For example, make the Bits Decor.exe window active by clicking on its title bar and then select Icon 1 (the Decor icon) to make it active. The following main window buttons are then automatically enabled:

- Edit
- Copy
- Save To...

These buttons indicate actions that may be performed on the active bits object (which in this case is the Decor icon) in the active Bits window.

Click the copy pushbutton and a copy of the Decor icon is placed in the Windows clipboard in bitmap and icon\_decor formats. The bitmap format allows pasting of the icon bitmap to any program that will accept bitmaps (for example, you may wish to copy the bitmap representing the icon to PaintBrush to modify it). The icon\_decor format is an internal format used by Decor to allow pasting of the icon to another Decor window.

Note also that the Paste pushbutton is enabled after you click on the Copy pushbutton.

The Paste pushbutton indicates that there is data in the Windows clipboard that can be pasted to the active object. If the active object is an icon, other icons and bitmaps may be pasted to the active object. If the active object is a bitmaps, other bitmaps and icons can be pasted to the active object.

Make a bitmap (Bitmap 713) in the Bits Decor.exe window active by leftbutton clicking on the BITS icon. The Copy, Paste, and View buttons will show enabled.

The Copy pushbutton would, of course, replace any data in the Windows clipboard with a copy of Bitmap 713, whatever that is.

The Paste pushbutton would Paste a bitmap representation of icon 1 (which is still in the clipboard) into Bitmap 713.

Select the View pushbutton, and a view window will open revealing the contents of Bitmap 713. This bitmap is the horizontal ruler that Decor uses in its Icon Editor.

Close the view window by double-clicking on its system menu box.

With BITS 713 still active and the Bits Decor.exe window still active, clicking the paste pushbutton will open a Paste Bitmap Dialog to display information about the bitmap in the Windows clipboard and BITS 713.

The dialog also gives you the opportunity to size the bitmap as it will appear in BITS 713 after the pasting operation is completed.

For now, select the cancel button on the Paste Bitmap Dialog. After canceling the Paste Bitmap Dialog, click the Copy button and the bitmap in BITS 713 is placed in the Windows clipboard. BITS 713, of course, replaces any previous data that was in the clipboard.

Make Icon 1 in the Bits Decor.exe window active by clicking on Icon 1 in the window and the Edit, Copy, and Paste buttons are enabled.

Click the Paste button to open a Paste Bitmap to Icon dialog displaying the bitmap in the clipboard and asking whether you desire to paste this bitmap to the active icon object. The bitmap from the clipboard is automatically sized to the size of the icon object. Close the dialog by clicking on the dialog Cancel button.

With Icon 1 in the Bits Decor.exe window active, click on the Edit button to open an Icon Edit window on Icon 1.

For now, click on the Close button in the Icon Edit window to close it.

#### - Dragging Bits Objects

Bits objects may be dragged with the mouse and dropped on the main window pushbuttons or other bits objects in the same or other Bits windows. The resulting action will depend upon what object the dragged bits object is dropped on.

To demonstrate, select: [main window menu.Windows.Tile]

to tile the Bits windows in the workspace.

Drag icon 1 of the Bits Decor.exe window to any pushbutton or other bits object displayed in the Decor main window.

As you drag the icon, an "X" cursor appears indicating where there will be no action if the icon is dropped. Dropping the icon when an "X" cursor is being displayed will result in the icon returning to its starting location.

Dropping the dragged icon on the paste button, however, will initiate a paste operation after confirming your intention. Select cancel from the paste dialog again if you are verifying this action.

Dropping the dragged icon on a bits object will cause Decor to ask for confirmation of your intended action and proceed with copying and pasting a bitmap representation of the icon to a bits object. If the bits object is another icon, the dragged icon will be copied and pasted into the bits object.

## 5. Icon Edit Window

The Icon Edit function may be initiated by clicking the Edit pushbutton while an icon is active in the Active Bits window, -or-

by dragging an icon to the Edit pushbutton, -or- by depressing the 'e' key on the keyboard. For example, dragging Icon 1 in the Bits Decor.exe window to the Edit pushbutton and dropping it results in an Icon Edit Window opening on Icon 1.

The Icon Edit Window presents a magnified view of the icon being edited as its main work space. Directly to the top left of the icon edit workspace is the icon display window that displays the icon as it would normally appear on the display screen. Below the icon display window is the palette display window which displays the pen color currently selected. Pen controls are directly beneath the palette display window and the palette color selections are to the left of the pen controls.

## - Pens

The Icon Edit Window has three pens which you may use when editing an icon:

- color
- transparent
- invert screen.

Pen widths may be selected from one to eight bits in width.

The color pen uses the color which is being displayed in the palette display window. This color can be selected by clicking on any color appearing in the palette color selections area.

Drawing on the icon with the transparent pen causes the icon to be transparent in that area. When the icon is transparent, the screen area behind the icon will show through the icon in normal use.

The invert screen pen can be used to cause the icon to invert the display screen color behind the icon in normal use.

Moving the cursor into the icon editing workspace will cause the cursor to change into the editing cursor. The shape of the editing cursor is intended to indicate exactly where the pen tip is at all times.

Selecting the transparent pen causes the cursor to indicate the transparent pen is selecting by display a large "T". Likewise, selecting the invert screen pen causes the edit cursor to display a large "I".

#### - Palette Color Selections

Thirty-two color slots are provided to hold the palette color selections. The first sixteen colors (the top two rows) are obtained from the Icon itself, while the remaining 16 colors are randomly generated to give a mix of colors for your selection. The color pen uses the active color which is indicated by an enclosing rectangle. Selecting another color to use is accomplished by clicking on the desired color.

Any of the thirty-two colors may be replaced with a designer color by clicking on the Palette pushbutton above the palette display window while that color is active. This action will open a Colors Edit Window. After completing the color selection process, that color may then be selected, and used, when drawing on the icon with the color pen.

Changing, and using, any of the thirty-two colors will have no impact on previous work in the icon workspace. For example, selecting red and editing it to green will not effect any red bits already appearing on the icon in the icon workspace. The existing red bits must be redrawn with the green pen if you want to change their color to green.

#### - The Edit Workspace

The icon edit workspace displays a magnified view of the icon. Icons may be modified by drawing on the icon in the icon edit workspace. To draw with the selected pen, drag the cursor in the icon edit workspace with the left button depressed. Release the left button to stop drawing. You may also move the cursor and draw with the currently selected pen by using the keyboard direction keys and the space key, respectively.

Directly below the workspace is a check button labeled "Grid". Click on the square and a grid will appear around the displayed icon. Click on the Grid button again to remove the displayed grid.

With the grid being displayed, move the edit cursor to the left of the icon edit workspace until the cursor becomes an arrow. Depress the right mouse button and drag the grid into the edit workspace. A vertical ruler will appear. The ruler can be dragged with the right mouse button anywhere on the icon edit workspace.

Vertical rulers can be dragged from either side of the edit workspace and horizontal rulers can be dragged from either the top or the bottom of the edit workspace. You may place as many rulers on the workspace as you need.

Rulers may be used as straight-edges allowing you to draw straight lines with the pens. Additionally, rulers trap the cursor and prevent a pen from drawing across the ruler. You cannot cross a ruler with the pen while the right mouse button is down and you are drawing in the workspace with the pen. Some experimentation will convince you this is true.

To hide the rulers, click on the "Hide Rulers" button. The rulers are still there but invisible. To dispose of a ruler, drag it to either side, or the top or bottom, of the icon edit workspace. Drag the ruler completely off the workspace area and drop it when the ruler is no longer visible.

#### - Other Controls

At the bottom of the icon edit window are the "Save", "Close", and "Refresh" buttons. The Save button saves the edited icon back into the Bits window. The Close button closes the icon edit window.

The Refresh button redraws the displayed icon in the edit workspace. Since the display has a limited number of pure colors, most displayed colors are a combination of the pure colors. Windows takes great pains to provide a very large number of displayable colors made from the limited number of available pure colors. This process is called "dithering" and is most evident when the icon edit workspace is refreshed because the workspace displays a magnified view of the icon.

The actual visual effect of the editing work can always be verified because the icon display window displays the icon exactly as it will appear in normal use.

#### 6. Colors Edit Window

Since windows provides a large number of displayable colors by mixing the limited numbers of available pure colors, the Colors Edit Window allows you to mix your own custom colors.

Above the icon display and palette display windows, two pushbuttons are labeled "Backgrnd" and "Palette". Clicking either pushbutton will open the Colors Edit Window.

## -Color Mixing

The Colors Edit Window provides three basic methods of mixing colors:

- RGB (Red-Green-Blue)
- HLS (Hue-Luminance-Saturation)
- Color Chart

The RGB method allows mixing of a color based upon the content of red, green, and blue colors. The red, green, and blue scrolls at the bottom of the Colors Edit Window allow you to explicitly select the RGB content of the desired color. The resulting color is displayed in either the icon display or palette display windows in the Icon Edit Window, depending upon which pushbutton was clicked to open the Colors Edit Window (Backgrnd or Palette pushbuttons, respectively).

The HLS (Hue-Luminance-Saturation) system provides an easier way to intuitively define or modify colors. In the HLS system, hue is an angle around a standard color wheel beginning at pure red, which in the display is hue 0. Pure green is at hue 120 and pure blue is at hue 240. Luminance, or lightness, is the measure of total brightness in the color and in the display ranges from 0 to 765. Saturation, or color strength, is the percentage of the hue (nonwhite colors) in the color mix. In the display, saturation ranges from 0-100. The Colors Edit Window provides hue, saturation and luminance scrolls to allow you to use that system if you prefer.

Finally, the Colors Edit Window allows the flashing caret on the color chart to be dragged with the mouse (left button depressed) to the desired color. Heck with the numbers, just drag the caret until you get the color and shade you want.

## -Gray Scale

A large horizontal pushbutton near the bottom of the Colors Edit Window provides for selection of gray shades or colors. The pushbutton toggles between displaying "Using Colors" and displaying "Using Gray Scale". When the pushbutton indicates "Using Colors" the gray scale is locked out and cannot be used. The same is true of the reverse, "Using Gray Scale" locks out selection of color mixes. The luminance scroll can be used to directly select shades of gray when the pushbutton indicates "Using Gray Scale".

## -Other Controls

The "Select", "Cancel", and "Close" pushbuttons are located at the bottom of the Edit Colors Window. Clicking the Select pushbutton causes the Icon display window or the Palette display window to remember the selected color.

Activation of the Colors Edit Window disables a number of functions in the Icon Edit Window while color selection is in progress. The Cancel pushbutton cancels the color selection process while still displaying the Edit Colors Window.

The Close pushbutton issues a Cancel pushbutton command and then closes the Colors Edit Window. Consequently, a color selection will be forgotten (actually cancelled) if the Select pushbutton was not previously clicked.

## 7. Libraries

Decor libraries are special files which contain only bits objects. The master icon library file is named "ICONS000.LIB" and contains 25 blank icons. The bits library file is named "BITS000.LIB" and contains 25 blank bitmaps. Copies of these two original files may be reused, as often as you like, to expand your library to contain many icons and bits. Each new library file which you create by copying one of the original library files must have the file name extension ".LIB". For example, ICONS000.LIB may be copied to ICONS001.LIB and ICONS002.LIB and ICONS003.LIB in order to expand your library capacity to 75 icons. I suggest you reserve the names ICONS000.LIB and BITS000.LIB for use with your master copy of blank icons and bitmaps library files.

[Decor main window Menu.File.Open Library...] may be used to open a bits window on a library file.

[Decor main window Menu.File.Save Active Library] must be used to save a library. The Save Active Library command saves the active library but does not force you to rename the library file.

Other than these two menu commands, library files act exactly like all other files. Use the same procedures when working with library files as you would with any other file in a BITS window.

To assign Library icons to DOS applications, see procedure IconLib  
- Using Library Icons for DOS applications in the procedures section of this manual.



## 8. Grab!

The Decor main window menu has a selection titled "Grab!". Grab allows the user to select a portion of the display screen with the mouse and then places a bitmap of that selection in the Windows clipboard. Once the bitmap is in the clipboard, it may be pasted to Decor or any Windows' application that accepts pasting of bitmaps.

Choose:

[main window.Menu.Grab!].

Grab controls will appear grouped at the top left of the display screen.

Grab!'s master control switch is a toggle pushbutton which initially appears labeled "Enabled". While this pushbutton is labeled "Enabled", Grab! controls the mouse and will not allow you to activate any other application or window. Clicking on the "Enabled" pushbutton toggles it to "Disabled" position and disables Grab! and subsequent mouse actions will be normal.

The Reset pushbutton resets Grab!'s current selection.

To perform a display grab, click the "Disabled" pushbutton to show "Enabled" and drag the mouse anywhere on the display screen while holding the mouse left button depressed. Grab! outlines the selected area with a rectangle while you drag. Releasing the left button enables the Grab pushbutton.

The outlined rectangle may be enlarged or decreased in size by dragging the rectangle sides, bottom, or top to enclose the desired area while the mouse left button is depressed. The rectangle may be relocated by dragging the rectangle sides, top, or bottom to the desired location while the mouse left button and the keyboard control key is depressed.

When the rectangle is the desired size and at the desired location, click the Grab pushbutton to place a bitmap of the outlined area in the Windows clipboard. Once in the Windows clipboard, the bitmap can be pasted to any application.

To close Grab!, click the "Enabled" toggle pushbutton to show "Disabled" and then close the Grab! controls using the Grab! system menu.

When Grab! is closed, the Decor main window automatically restores to the screen.

## 9. Closing Decor

To close Decor, select "Exit Decor" from the Decor main window system menu. Decor will prompt you for instructions if you have modified the contents of any bits objects in any of the Decor Bits windows. Assuming that you do not want to save your work at this time, answer no to all prompts and Decor will close itself.

## DECOR RUN-TIME OPTIONS

This section may be skipped in its entirety if you wish, Decor establishes defaults for all the options listed below at reasonable values. You have to do nothing to establish these defaults, Decor does it automatically.

Decor is implemented in Actor(R) - an object-oriented language, consequently, Decor memory sizing can be optimized by the user for his/her specific configuration. Internally, Decor uses two types of memory - static and dynamic. The sizes of both static and dynamic memory can be allocated by the user.

Static memory is used by Decor executable code and although Decor's code does not change, there are mechanisms in Actor which swap this code in and out of memory as Decor is running. Changing the static memory sizing will normally influence the speed at which Decor runs, because a larger static memory size reduces the amount of code swapping by the Actor mechanisms. This version of Decor automatically sizes static memory at 64 Kbytes (65535 bytes) unless over-ridden by the user.

Dynamic memory is used by Decor to track data as the program executes and the contents of dynamic memory is constantly changing.

While Decor is executing, Decor constantly checks the amount of dynamic memory available, and if the amount is low, you may see a warning message along with a request that you close some Decor windows. Decor may, or may not, complete the requested action after issuing the warning message depending upon whether Decor determines whether there is sufficient dynamic memory to safely perform the requested action. Changing the dynamic memory sizing will directly influence the total amount of work that Decor can do simultaneously - that is, with increased dynamic memory, Decor can have more open Bits windows, display more bits, etc. This version of Decor automatically sizes dynamic memory at 64 Kbytes.

This version of Decor automatically issues low dynamic memory messages when the available dynamic memory is less than 20 Kbytes unless over-ridden by the user.

Decor uses internal buffers for temporary storage of data when reading files, copying files, duplicating bitmaps, etc. The sizing of internal buffers influences the overall time which Decor takes to do these activities. A larger buffer decreases the amount of time required.

This version of Decor automatically sizes the internal buffers at 512 bytes unless over-ridden by the user. Note that the internal buffers are dynamically allocated by Decor from Decor's dynamic memory.

To tailor these parameters to values other than Decor's defaults, edit your Windows win.ini file with a text editor (such as Windows' Notepad) to establish a [Decor] section. Your entry should look like the following:

```
[Decor]
static=www
dynamic=xxx
BufferSize=yyyy
MemWarning=zzzz
```

where:

www is the decimal value in KBytes you desire for static memory  
size xxx is the decimal value in KBytes you desire for dynamic  
memory size yyyy is the decimal value in bytes you desire for  
internal buffer size zzzz is the decimal value in bytes at which  
Decor will issue low dynamic memory warnings,

As an example, Decor's default values would look like this:

```
[Decor]
static=64
dynamic=64
BufferSize=512
MemWarning=20000
```

You do not need to include any entry for which you wish to use the Decor defaults.

After editing and saving your win.ini file, you must quit Decor and restart Decor before the new settings will be used.

Warning: Setting the static and/or dynamic memory sizes too low can cause FATAL SYSTEM CRASHES of both Decor and Windows. A reasonable minimal value for static memory size to enter in your win.ini file is around 32 Kbytes. A reasonable minimal value for dynamic memory size to enter in your win.ini file is around 40 Kbytes. Note that Decor actually uses twice as much dynamic memory as specified in the win.ini file. The default setting of 80K actually provides Decor with 160K of dynamic memory.

In Windows' protected mode, the highest values that can be assigned are 1023K for static and 959K for dynamic. There is no benefit obtained, however, from setting the static memory size at a number much larger than the size of the Decor.ima file.

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