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For Help on Help, Press F1

What is Program Group Fixer

Program Group Fixer is a 16-bit program that maintains your Program Groups and Items. It will run on any 386 or greater PC containing Windows 3.1x, Windows 95, or Windows NT 3.51. YOU MUST HAVE ADMINISTRATOR PRIVILEGE TO MODIFY COMMON PROGRAM GROUPS UNDER WINDOWS NT.

Command Line Options

ullet -scale This option will increase the form size for any resolution except 640 x 480. If you are using large fonts, it may not look correct.

Add Program Groups and Items

This screen allows you to select files and add them as Program Items to new or existing Program Groups.

- Make the ADD page active by either clicking on the Add tab or by pressing ALT-A.
- Click the <u>Select Files</u> button and select the files to be added as items.
- If selecting files from multiple directories, check <u>Append to List</u> and click <u>Select Files</u> button and select the files to be added as items again.
- Add a new Program Group or select an existing one from the <u>Program Groups</u> list.
- Uncheck the <u>Common</u> box to make the group private (Windows NT).
- Modify the Program Item <u>Description</u>, <u>Command Line</u> and <u>Working Directory</u>.
- Click Run Minimized.
- If the program is 16-bit, click <u>Separate Memory Space</u>(Windows NT).
- When all information is correct, click the Add button.

See Also

Select Files

This button allows you to navigate to the directory desired and select the files to be added as items.

Append to List

When checked, additional files will be added to the Program Item List, otherwise, the selected files will replace the Program Items shown in the list.

Program Groups

This list contains existing Program Groups. Either select one that exists from the list, or, enter a new Group Name.

Common

If it is checked, the Program Group will be created as a common group, otherwise, it will be private (Windows NT).

Description

This will be the icon label displaying the description of the Program Item.

Command Line

This is the actual command needed to execute the program.

Working Directory

This indicates the directory the program will first look for any necessary files needed to run
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Run Minimized

If checked, the program will run as an icon, otherwise, it will run normally.

Separate Memory Space

If it is checked, and the program is 16-bit, the program will run in its own memory area, otherwise, it will be run in a shared memory area (Windows NT).

Add

Clicking this button will create/show the Program Group and add the items to it.

See Also

Remove Program Item From list
Editing Program Item Information during Add and Edit
Add/Delete Program Item Movement Keys

Remove Program Item from list

Click on the row number to remove the Program Item from the list.

Delete Program Groups and Items

This screen allows you to Delete Program Items, Program Groups and their disk files.

- Make the DELETE page active by either clicking on the Delete tab or by pressing ALT-D.
- Select the program group from the <u>Program Group</u> list.
- Select the <u>Delete Action</u>.
- If Delete Action is Items Only, select the Program Item(s) from the <u>Program Items</u> List.
- When all information is correct, Click the <u>Delete</u> button.

See Also: <u>Select All</u> Program Items <u>Clear</u> Program Items

Program Group

This list contains existing Program Groups. Click the one that you want.

Delete Action

Groups and Items - Will delete the Program Group and its items. Items Only - Will Delete only the Program Items selected.

Disk Files - Will Delete the actual disk file associated with the Program Item.

Program Items

This list contains existing Program Items. Click the one that you want.

Delete

This button begins the Delete operation.

Select All

This button selects all of the Program Items.

Clear

This button unselects all of the Program Items.

Edit Program Items

This screen allows you to edit Program Item information.

- Make the EDIT page active by either clicking on the Edit tab or by pressing ALT-E.
- Select the program group from Program Group List.
- Click_Action to toggle values
- Modify the Program Item <u>Description</u>, <u>Command Line</u> and <u>Working Directory</u>.
- Click Run Minimized.
- If the program is 16-bit, click <u>Separate Memory Space</u>(Windows NT).
- When all information is correct, Click the Edit button.

See Also

Action

None (Blank Description). Edit - Will edit the Program Item. Delete - Will Delete the Program Item.

Edit

Starts the Edit operation.

See Also

Editing Program Item Information during Add and Edit Add/Delete Program Item Movement Keys

Copy/Move Program Items

This screen allows you to either copy or move Program Items between Program Groups.

- Make the COPY/MOVE page active by either clicking on theCopy/Move tab or by pressing ALT-C.
- Select Source program group from Program Group List.
- Select <u>Action</u>, either Copy or Move.
- Uncheck the Common box to make the destination group private (Windows NT).
- Select Destination program group from the <u>Program Group</u> list.
- Select Program item(s) to be copied/moved from the <u>Program Item</u> List.
- When all information is correct, Click the <u>Copy/Move</u> button.

See Also: Select All Program Items Clear Program Items

Action

Copy - Will copy Program Items to Destination Program Group. Move - Will move Program Items to Desination Program Group.

Copy/Move

Starts the Copy/Move operation.

Rename Program Groups

This screen allows you to rename Program Groups or if under Windows NT, change a group from Common to Private.

- Make the RENAME page active by either clicking on the Rename tab or by pressing ALT-R.
- Select the program group from the <u>Program Group</u> List.
- Uncheck the <u>Common</u> box to make the new group private (Windows NT).
- Edit the new name for the program group in the <u>Name</u> field.
- When all information is correct, Click the Rename button.

Name

This field is the New Program Group Name.

Rename

Starts the Rename operation.

Editing Program Item Information during Add and Edit

- Resize column width by dragging column heading divider line to the desired width.
- Select active field (dotted line border) by either mouse double click or pressing F2.
- When in edit mode, background is yellow, accept the modified information by pressing F2 or mouse clicking in another field.
- To cancel the edit, press ESC.

Program Item Movement Keys During Add/Edit

Movement (Cell border is dotted)

Key	Action
<ctrlpgdn></ctrlpgdn>	Move the active cell to the bottom of the page(the column
	remains unchanged)
<ctrldown></ctrldown>	Move focus to the cell at the bottom-right of the table
<down></down>	Move focus to the next cell
<end></end>	Move focus to last cell
<home></home>	Move the active cell to the first column
<ctrlhome></ctrlhome>	Move the focus to the first cell in grid
<ctrlend></ctrlend>	Move the active cell to the last cell in grid
<left></left>	Move the active cell left to previous cell
<pgdn></pgdn>	Move the active cell to the page following the current page
<ctrlleft></ctrlleft>	Move the active cell left a page(one window width)
<ctrlright></ctrlright>	Move the active cell right a page(one window width)
<pgup></pgup>	Move the active cell to the previous page
<right></right>	Move the active cell right to next cell
<f2></f2>	Enter/Exit edit mode
<ctrlup></ctrlup>	Move the active cell to the top cell
<ctrlpgup></ctrlpgup>	Move the active cell to the top of the page (column remains
	unchanged)
<up></up>	Move the active cell up to previous row
<mouse click=""></mouse>	Activates Cell
<mouse double<="" td=""><td>Activates Cell and puts in edit mode</td></mouse>	Activates Cell and puts in edit mode
Click>	

Editing (cell background is yellow)

Key	Action
<home></home>	Move to first character
<end></end>	Move to last character
<left></left>	Move left one character
<right></right>	Move right one character
<esc></esc>	Cancel field changes
<f2></f2>	Toggles Enter/Exit edit mode
<mouse< td=""><td>Exit edit mode and move focus</td></mouse<>	Exit edit mode and move focus
Click>	

Tip of the Day

Next Tip
Previous Tip
Close
Show Tips at Startup

Next Tip

Displays the next tip.

Previous Tip

Displays the previous tip.

Close

Closes the Tip of the Day Form.

Show Tips at Startup

When checked, the Tips of the Day screen will be shown when the program begins.

Help Menu

Contents
Search for Help on...
How to use Help
Register...
Show Tips...
About...

Contents

Displays the Help Table of Contents.

Search for Help on...

Displays the Help search form.

How to use Help

Displays information on how to use Help.

Register...

Displays the Register Form.

Show Tips...

Displays the Tip of the day screen.

About...

Displays information about the Program Group Fixer program.

Register Program Group Fixer

This screen is used to register the program. After registering, you will no longer see the program nag screen.

Name Company Name Serial Number

Name

Enter the name of the person registering the product.

Company Name

Enter the name of the Company registering the product.

Serial Number

Enter the Serial Number for the product.