PIF Editor Quick Look

Click a folder or topic title.

📁 PIF Editor Quick Looks

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PIF Editor

Lets you create and change program information files (PIFs). A PIF contains information that determines how a particular non-Windows application runs with Windows.

application Control-menu

Restore	Restores the application window to its former size.
Move	Moves the application window to another location.
Size	Changes the size of the application window.
Minimize	Shrinks the application window to an icon.
Maximize	Enlarges the application window to its maximum size.
Close	Closes the application window.
Switch To...	Starts Windows Task List.

title bar

Contains the title of the application running in the window, in this case PIF Editor. The title bar also shows the file that's open.

▶   Drag the title bar to move an application window on the screen.

title bar

Advanced Options

Contains the title of the dialog box, in this case Advanced Options.

▶ Drag the title bar to move the window on the screen.

Minimize button

▶   Click the Minimize button to shrink the PIF Editor window to an icon.

Maximize button

▶ Click the Maximize button to enlarge the PIF Editor window to its maximum size.

File menu

File	
New	Creates a new PIF with standard settings.
Open...	Opens an existing PIF.
Save	Saves changes to the current PIF.
Save As...	Saves a new or an existing PIF under a new name.
Exit	Exits PIF Editor and closes the PIF Editor window.

Mode menu

Mode	
Standard	Switches PIF Editor settings to Standard mode.
386 Enhanced	Switches PIF Editor settings to 386 Enhanced mode.

Help menu

Help	
Index	Displays an alphabetical list of all Help topics.
Keyboard	Displays Help on PIF Editor key combinations.
Commands	Displays Help on PIF Editor commands.
Procedures	Displays Help on PIF Editor procedures.
Standard Options	Displays Help on PIF Editor standard mode options.
386 Enchanced Options	Displays Help on PIF Editor 386 enhanced mode options.
Advanced Options	Displays Help on PIF Editor advanced options.
Using Help	Displays information about Windows Help.
About PIF Editor ...	Displays important information about PIF Editor.

menu bar   Eile   Mode   Help

Contains the names of all the PIF Editor menus.
► 	Click a menu name to display the menu commands.

Program Filename

Specifies a path for the program file or the .BAT file that starts the program. For example, you might specify **c:\multiplan\mp.com** or **c:\mp.bat**. This pathname indicates to Windows the location of the program file of the non-Windows application You must make an entry in this box. Be sure to include the complete path for the program filename and also include the extension.

Window Title

Specifies the name that will appear in the application's title bar. This entry is optional.

If you leave this text box blank, the title bar will display the name of the PIF without the extension .PIF.

Optional Parameters

Specifies the parameters you would type if you were to start the application from MS-DOS. For example, if you normally type **word/c** when you start Microsoft Word from MS-DOS, you would type **/c** in this box. If your application doesn't require parameters or if you are uncertain about what parameters to specify, leave this text box blank.

Start-up Directory

Specifies a pathname if you want the application to start up in a specific directory. For example, you might want to change the start-up directory to the directory that contains the application's data files rather than the directory that contains the application. This entry is optional. If you want Windows to determine the start-up directory, leave this option blank.

Video Mode

Specifies whether Windows should reserve enough memory to run your application in text mode or in graphics/multiple text mode. If your application doesn't run in graphics mode, make sure to choose the text mode option since this mode uses less memory.

Memory Requirements

Tells Windows how much conventional memory the application needs before Windows starts it.

This option refers to the amount of free memory the application needs. Keep in mind that requirements listed in the application's documentation might refer to the total amount of memory your system should have, not to the amount of memory that must be free in order for the application to run.

XMS Memory

Specifies how much extended memory the application will need. Windows is designed to make efficient use of extended memory. However, very few non-Windows applications use extended memory. Therefore, you can usually leave these options at their standard settings.

The KB Required option specifies how much memory must be available at startup. KB Limit restricts the amount of memory the application can have.

Directly Modifies (Communications Ports)

Prevents two applications from trying to access the same communications port at once. It also prevents the application from swapping to disk.

Select the check box for each port that your application accesses. It is particularly important to select the appropriate check boxes if you are running a communications program.

Directly Modifies (Keyboard)

Allows your program exclusive access to the keyboard and prevents switching back to Windows with ALT+TAB, ALT+ESC, and CTRL+ESC.

Select the Keyboard check box if the application accesses the keyboard buffer. If you are uncertain about whether the application accesses the keyboard buffer, do not select this option.

No Screen Exchange

Prevents you from using ALT+PRINT SCREEN and PRINT SCREEN to put "snapshots" of the screen onto the Clipboard.

Selecting this option keeps Windows from allocating memory for the screen exchange function and thus frees memory for running the application. If you are uncertain about whether you should select this option, do not select this check box.

Prevent Program Switch

Prevents you from using ALT+TAB, ALT+ESC, or CTRL+ESC to switch back to Windows from the application.

Select this option if you find that the application does not switch to Windows correctly. Also select this option when the application is a BASIC program that uses a communications port. If you are uncertain about whether you should select this option, do not select this check box.

Close Window on Exit

Causes the window to remain open so that you can look at the information on the screen. Normally, when you quit a non-Windows application, the window (or screen) closes automatically.

Reserve Shortcut Keys

Reserves shortcut keys for use by the non-Windows application instead of by Windows. This option applies only when the application is active. When the application is inactive, the shortcut keys have Windows functions.

Program Filename

Specifies a path for the program file or the .BAT file that starts the program. For example, you might specify **c:\multiplan\mp.com** or **c:\mp.bat**. This pathname indicates to Windows the location of the program file of the non-Windows application You must make an entry in this box. Be sure to include the complete path for the program filename and also include the extension.

Window Title

Specifies the name that will appear in the application's title bar. This entry is optional.

If you leave this text box blank, the title bar will display the name of the PIF without the extension .PIF.

Optional Parameters

Specifies the parameters you would type if you were to start the application from MS-DOS. For example, if you normally type **word/c** when you start Microsoft Word from MS-DOS, you would type **/c** in this box. If your application doesn't require parameters or if you are uncertain about what parameters to specify, leave this text box blank.

Start-up Directory

Specifies a pathname if you want the application to start up in a specific directory. For example, you might want to change the start-up directory to the directory that contains the application's data files rather than the directory that contains the application. This entry is optional. If you want Windows to determine the start-up directory, leave this option blank.

Memory Requirements

Tells Windows how much conventional memory the application needs before Windows starts it.

This option refers to the amount of free memory the application needs. Keep in mind that requirements listed in the application's documentation might refer to the total amount of memory your system should have, not to the amount of memory that must be free in order for the application to run.

Display Usage

Specifies whether or not to run the application in a window. When considering this option, keep in mind that an application that runs full-screen uses less memory. Also, some applications cannot run in a window due to the way they use the screen display.

Execution Background

Enables the application to run when it is an inactive application. For example, if you want the application to be able to calculate numbers when it is in the background, select this option.

Execution Exclusive

Enables the application to retain exclusive use of the computer's resources. No other applications will be able to run in the background, including applications for which you selected Background. You might select Exclusive so that the application will run more smoothly or won't be interrupted by another application.
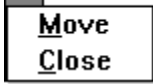
Close Window on Exit

Causes the window to remain open so that you can look at the information on the screen. Normally, when you quit a non-Windows application, the window (or screen) closes automatically.

Advanced button   Advanced...

Opens the dialog box in which you can set advanced multitasking, memory, display, and other options.

Control-menu

Move	Moves the window to another location.
Close	Closes the application window.

Background Priority

Determines how an inactive application runs in relation to other inactive applications and the active application.

The number in the box doesn't represent a percentage of CPU resources. Rather, it sets the priority of the application relative to the other applications that are running. The larger the priority you give the application, the more CPU resources are allocated to it.

Foreground Priority

Determines how an active application runs in relation to the applications in the background.

The number in the box doesn't represent a percentage of CPU resources. Rather, it sets the priority of the application relative to the other applications that are running. The larger the priority you give the application, the more CPU resources are allocated to it.

Detect Idle Time

Gives CPU resources to another application when the application is waiting for keyboard input. Generally, you should select this option because it lets the other applications run faster. However, some communications applications don't run well if Detect Idle Time is selected.

OK button   OK

Tells PIF Editor to use the selections you've made in the dialog box and closes the dialog box.

Cancel button   Cancel

Cancels the selections you've made in the dialog box and closes the dialog box.

EMS Memory

Specifies how much expanded memory the application will need. When you're running in 386 enhanced mode, Windows itself doesn't actually use expanded memory. However, in this mode, Windows can simulate expanded memory for non-Windows applications that need it.

The KB Required option specifies how much memory must be available at startup. KB Limit restricts the amount of memory the application can have.

XMS Memory

Specifies how much extended memory the application will need. Windows is designed to make efficient use of extended memory. However, very few non-Windows applications use extended memory. Therefore, you can usually leave these options at their standard settings.

The KB Required option specifies how much memory must be available at startup. KB Limit restricts the amount of memory the application can have.

Uses High Memory Area

Tells Windows that the application is allowed to use the high memory area (HMA) of RAM.

Keep this option selected for most applications. If the HMA is available and the application uses it, more memory will be available to the application. If the application does not use the HMA, no memory is wasted.

Lock Application Memory

Overrides the application's normal switching from real memory to disk, and forces all of the application's MS-DOS memory to be in real memory when the application is running.

Generally, you should not select this option, since it limits the number of applications you will be able to run with Windows. The option is provided to help applications whose performance or correct functioning is severely affected by the extra time that is required to read and write memory from disk.

Video Memory

Determines how much memory Windows provides for the application's screen display when you start the application. Text mode uses the least amount of memory and High (resolution) Graphics mode uses the most.

Monitor Ports

Tells Windows to monitor all video operations when the application is running in a specified mode (Text, Low Graphics, or High Graphics).

The application might not display correctly if its display values and the video adaptor's values differ. You should change these options only if the application's display does not appear as it should.

Emulate Text Mode

Increases the rate at which the application displays text.

For most applications, you can leave this option selected. If the application's display gets garbled or the cursor appears in the wrong place, turn off this check box.

Retain Video Memory

Tells Windows not to release the application's extra memory for use by other applications.

Some applications can switch between several different video modes. With such an application, Windows adjusts the application's video memory to accommodate the application's current video mode. This dynamic allocation of video memory works well as long as you do not run out of memory. Selecting this option helps ensure that there will always be enough memory available for the application's display. However, retaining this video memory will result in some memory not being available for other applications even when the memory is not actually in use.

Allow Fast Paste

Allows information to be pasted using a faster method. Because some applications cannot paste properly using this method, you will need to test it by trying to paste information from the Clipboard to the application. If the paste is successful, you can use the option.

Allow Close When Active

Enables Windows to close an application when you exit Windows. This feature lets you exit Windows without having to quit the active application first. If you select this option, you will see a confirmation message about quitting the application when you exit Windows.

If you are uncertain about whether to select this option, do not select the check box.

Reserve Shortcut Keys

Reserves shortcut keys for use by the non-Windows application instead of by Windows. This option applies only when the application is active. When the application is inactive, the shortcut keys have Windows functions.

Application Shortcut Key

Lets you enter a key combination (or shortcut key) that causes the application to become the current application when it is pressed. Shortcut keys must have an ALT or CTRL modifier. SHIFT can also be specified, but it is not allowed by itself.

The shortcut key you specify will work system-wide. This means no other application, including a Windows application, is allowed to use the key combination.

application window

The main window for an application, in this case the PIF Editor window. It contains the application's menu bar and standard mode options.

application window

The main window for an application, in this case the PIF Editor window. It contains the application's menu bar and 386 Enhanced mode options.

application window

The main window for an application, in this case the PIF Editor window. It contains the 386 Enhanced mode advanced options.

application icon   Program Manager

Represents a running application. Application icons appear at the bottom of your desktop only after you minimize an application or switch back to Windows from a non-Windows application that is running full screen.

By starting applications and then minimizing them, your desktop is clear for the application you are using, but the others are readily available.

NOTE: Remember, applications that are running take up memory even when running as icons.

▶ Double-click an application icon to run the application in a window.

desktop

The background of your screen, on which windows, icons, and dialog boxes appear.

You can use the desktop to start and quit applications, open and close documents, and move windows and icons from one spot to another.

You can change the way your Windows desktop looks and responds by setting the Desktop and Color options in Control Panel.

▶ Double-click anywhere on the desktop to start Task List.

window border

The outside edge of a window.

▶ Drag the window border to change the size of the window.