

## **FileMenu**

The File menu appears on the far left of the menu bar.

When you pull down the File menu, you see

Save Edited Object

Read Only

Exit

Save Edited Object

Save all changes to disk.

## **Read Only**

The read only toggle disallows changes to a selected object if it is set to ON. If set to OFF, editing will be allowed.

To toggle between ON or OFF press <Spacebar> or <Enter>.

## Exit

The Exit command exits ProView, removes it from memory, and returns you to Windows.

Memory menu

The Memory menu contains commands to access different memory areas

When you pull down the Memory menu, you see

DOS Memory Area  
Program area  
Upper Memory area  
Interrupts  
Drivers  
Absolute Memory

DOS Memory area

View the DOS system area of memory, including the interrupt vector table, BIOS data area, FCB tables and other DOS system elements.

See also: **Memory List**

## **Program area**

View the areas of memory occupied by memory resident programs located below the 640K boundary.

See also: **Memory List**

Upper memory area

Views memory above the 640K boundary.

See also: **Memory List**



## Interrupts

View the system interrupts and interrupt chain information.

See also: **Interrupts List**

## Drivers

View the system device drivers. These drivers have been specified using (DEVICE=) in the CONFIG.SYS file.

See also: **Drivers List**

## Absolute Memory

Displays memory based on absolute memory addresses provided by the user.

## Interrupts List

This window displays the system interrupt numbers, names and memory addresses. It also displays the owner of the interrupt and whether the interrupt is traceable.

To select an interrupt for viewing, use the up and down arrow keys and press <Enter>.

## Memory List

This window displays each module residing in the selected area of memory. Memory start and ending addresses are displayed at the left of the window. Module size in hex and decimal is displayed at the far right of the window.

Use the up and down arrows to scroll through the list of modules. Press <Enter> to select a module for viewing.

## Drivers List

This window displays the memory addresses and names of the installed device drivers. Driver attributes, strategy and interrupt are displayed on the right.

To select a driver for viewing, use the up and down arrow keys and press enter.

Disk menu

The Disk menu contains commands to access different Disk areas

When you pull down the Disk menu, you see

File View

Sector View Physical Sector View

Boot Sector View

Master Boot Record view

## File View

View a file by name. The file may reside on fixed disk, floppy or on a network drive.

See also: **Choose File Dialog Box**



## Sector View

View relative sectors of a logical drive.

## Boot Sector View

View the boot sector of a logical hard drive or a floppy diskette.

## Master Boot Record View

View the master boot record (Partion Table) of a fixed disk drive.

Select Drive

Select the drive you want to view.

Enter DOS Sector

Chose the sector number where you want to begin viewing.

Edit menu

The Edit menu contains editing commands of the ProView.

When you pull down the Memory menu, you see

Undo

Change Mask/Value XOR

Negate

ADD

Subtract

Rotate Left

Rotate Right

## Undo

To undo any changes, move the cursor to the right of the changed field and press <Backspace>. Each keypress will undo one character.

## Change Mask/Value

The mask value is used for editing operations such as XOR, ADD, SUB, Rotate Left and Rotate Right. Press F3 to enter the mask/value. The mask value is one byte in length.

NOTE: This function is only active while in EDIT mode.



## XOR

The XOR function performs an exclusive OR operation on the selected byte using the mask/value that you select.

## Negate

The Negate function negates the byte that you select.

## ADD

The ADD function adds the selected byte to the mask/value that you select. The overflow is discarded.

## Subtract

The Subtract function subtracts the mask/value that you input from the selected byte.

## Rotate Left

The rotate left function rotates the selected byte left by the number of bits selected in the mask/value. For example: If the mask/value is set to 3, the rotate left function will rotate the byte by three bits.

## Rotate Right

The rotate right function rotates the selected byte right by the number of bits selected in the mask/value. For example: If the mask/value is set to 3, the rotate right function will rotate the byte by three bits.

## About

When you choose the About command from the Help menu, a dialog box appears, showing ProView copyright and version information.

To close the box:

- Press Esc, or
- Press Enter, or
- Click OK.

Choose File Dialog Box



## **Absolute Sector View**

Display an absolute sector of a physical drive.

## HexView

To toggle between Hex or ASM display format press <F4>.

While displaying data in Hex, the data may be edited by pressing <F2>.

To search for specific Hex or ASCII data, select <F7>.

Select <F9> to display data at a specified offset.

## AsmView

To follow the logic of the program, select the number in parenthesis to the right of each jump instruction. To reverse the logic flow press <0>.

To display the program beginning at a specified offset, press <F9>.

## HexEdit

The <Tab> key toggles between HEX or ASCII editing. To undo any changes, move the cursor to the right of the change you want to undo and press the <Backspace> key.

When you are finished with changes, select <F2> to save the changes to disk.

## AMemBox

Enter starting and ending address in either hex or decimal.  
To specify a number in HEX, add an "H" to the end of  
the number. If neither hex or decimal is explicitly specified,  
the program will assume the number is decimal.

## **Window view**

View window's executable code for any window, icon, button or function displayed in any active window.

When you're in this mode, ProView hides itself in the icon, and sets cursor to the "spyglass" which highlights the window to which it points.

Once you've located the window you want to view, click the mouse button, ProView will automatically restore it's size and will display the WndProc corresponding to the selected window.

## AUDIT Menu

The AUDIT function allows you to monitor modifications to a computer's software. It may be used to check for the presence of unknown viruses or to monitor each user's additions, deletions or modifications to their system's software.

When the first sub-function "AUDIT" is selected, a software configuration file will be created for the specified drive. Any time thereafter you may choose to view programs that have been added, changed or deleted since the audit. When a new "AUDIT" procedure is run, it will replace the audit configuration file for the selected drive.

When listing programs, each program will be prefixed by an icon which indicates whether the program is a DOS program, a WINDOWS program or an OS/2 program.

## ProView Help Index

The Index lists all Help topics available for ProView. Index items are arranged alphabetically within each category. Use the scroll bar to see entries not currently visible in the Help window.

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