

Kitchen Sink Contents

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Quick Overview of Kswin

The Kitchen Sink, also referred to as [Kswin](#), is a multi-faceted application which can greatly increase your productivity when working in Microsoft Windows.

First, and quite obviously, [Kswin](#) is a fully functional calculator which you will find helpful in many instances. If you choose the menu command 'Always On Top' from the 'Opts' menu, you can keep the calculator handy while you work in word processing, spreadsheets or other applications. You can then easily minimize [Kswin](#) to keep it out of the way, at the same time insuring that you have fast access to it throughout your work session.

In addition to being a fully functioning calculator, [Kswin](#) also offers numerous financial, statistical, and conversion modules which will allow you to quickly produce information that you otherwise might have to spend extra time looking up. You will find these modules under the 'Mods' menu choice.

[Kswin](#) utility programs give you finger-tip productivity. With these utilities you can copy, delete, and rename files. You can change drives and directories at will. [Kswin's File Locator](#) allows you to quickly search any drive to find the path, size, date, and time of a single file or of multiple file types. The Warp Speed Backup utility allows you to build and save scripts which can be used to back up your data. Warp Speed Backup is configured in such a way as to only back up those files which have been modified, thus greatly decreasing the time it takes to perform standard backups.

One of [Kswin's](#) nicest and most productive features is it's ability to let you define up to ten applications and add them to [Kswin's](#) 'Opts' menu so you can launch them right from [Kswin](#) without having to move or manipulate numerous windows in order to get to that particular application's icon. Every time you define and add an application to the 'Opts' menu it is saved in a configuration file and will reappear automatically the next time you run [Kswin](#). If you do a lot of work in Microsoft Windows, you will find this feature singularly useful.

See [Adding & Deleting Applications](#) for more information on this process.

In addition to launching your own defined applications, [Kswin](#) allows you to automatically launch other Microsoft Windows applications and utilities by making the appropriate choice from the 'TIs' (Tools) menu. This can be extremely helpful if you want to quickly run the Control Panel, for instance, or possibly edit your win.ini file without first having to load a word processing program to do so. [Kswin](#) automatically loads the specified file into notepad for you.

If you like to work fast and efficiently with Microsoft Windows, [Kswin](#) is right down your alley!

Return to the **Contents** section of this help file for information on individual

topics.

Calculator

The calculator is the control center of [Kswin](#). In addition to being an all-purpose calculator, it sports a menu from which you can perform numerous other tasks such as financial, statistical, and conversion simulations, launch Microsoft Windows applications, user defined applications, determine the viewing state of [Kswin](#), etc.

Numbers can be entered into the calculator by either clicking on the appropriate button with the mouse or simply by typing the appropriate number from the keyboard. There is nothing particularly unique about the functionality of the calculator - it merely functions as any other calculator would.

Warp Speed Backup

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What It Does

Warp Speed Backup is an automated utility which facilitates the backing up of data. The foundation of this utility is the Warp Script. Each Warp Script contains the information which Warp Speed Backup uses to automate your backup process. Once a Warp Scrip has been created, all files contained within the script are copied to the specified path. From then on, only those files which have been modified are operated on the next time you run that particular script from within Warp Speed Backup. This greatly reduces the time needed for backing up data, especially if you do it often.

To learn how to properly use Warp Speed Backup and create Warp Scripts, see the headings listed under Warp Speed Backup in this help file.

Warp Speed Backup Tutorial

It is strongly recommended that you **print** this topic **now**. Make sure your printer is turned on and Choose **File | Print Topic** from the menu above. This will allow you to follow along in the tutorial without having to continuously flip back and forth between the Warp Speed Backup Dialog and this help topic.

If you haven't already done so, choose Warp Speed Backup from the TIs Menu of Kswin. You are presented with the Warp Speed Backup dialog box. Choose Create by **clicking** on the Create button.

An input dialog box appears, prompting you to enter a new script name. Type **Sample** and **click** on **Ok**.

Notice that the new script name appears in the combobox under the heading Warp Speed Scripts. We now have an empty script with which we can work. The next step is to add elements to it.

In the lower right corner of the Warp Speed Backup dialog box you will find a directory listbox. **Double-click** on the first file in that listbox. Notice that the filename and the full path have been entered into the edit control to the left. This is your source file. You could also have typed the data into the edit control if you desired, however, it's easier and insures accuracy to instead manipulate the directory list and **double-click** on the files you wish added to the script.

Now move over to the Target Path edit control with the Tab key or **click** in the edit control itself. Type in **B:** if you have a B drive or **A:** if you wish to back up to your A drive. Of course, you may back up to any drive and directory you wish, but for our purposes here we'll assume a simple backup procedure.

We have now established a source and target object for our script. **Click** on the **+** button. Notice that both Source File and Target File have been added to their respective listboxes. We now have one element for our script.

Move down to the directory listbox in the lower right corner and **double-click** on some other file. Notice that the specified file has been entered into the Source File edit control. Normally, when backing up data the same Target Path is used for all files. The same is true in our sample. **Click** on the **+** button again. We now have two elements for our script. Of course, if you had wanted to specify a different Target Path you could have done so by typing in the appropriate data.

Repeat the last process by choosing another file from the directory listbox. After doing so, you should have three elements in your script.

Oops! Perhaps we've made a mistake by adding the second element to our script. Select the second element in the Source Files listbox in the upper left section of the Warp Speed Backup dialog box by **clicking** on it. Now choose **-**

by **clicking** on the **-** button. Viola! The entry has been removed, leaving us with two elements in our script.

Let's assume we only need two elements for this particular script. Select the **Save** button. We have now created our first script which will automatically appear in the combobox every time you enter Warp Speed Backup - unless, of course, you decide in the future to remove the script by selecting the **Remove** button.

Make sure that **Sample** is displayed in the combobox and select **Open**. Notice that your previous entries are now shown in their respective listboxes. Make sure the **Backup** radio button is selected. Be sure you have a diskette in drive A or B, whichever you specified as the Target Path, and then select **Ok**. Warp Speed Backup is now copying your files to the specified path. After the backup is complete, select **Open** once more. Select **Ok**. You'll notice that this time neither of the files were backed up because neither file had been modified.

This ends the tutorial. For more detailed information on each component of Warp Speed Backup see the topic list.

Getting Started With Warp Speed Backup

Warp Scripts are the foundation of Warp Speed Backup. Before Warp Speed Backup can be used, a Warp Script must be created. Until a Warp Script has been created, the title **[-None-]** will be displayed in the combobox. After you have created your first Warp Script, that and any other scripts which have been created will replace **[-None-]** and will appear in the combobox. You may create as many Warp Scripts as you like. These scripts are nothing more than **INI** files except that they have a **KSB** extension and will be created in your Windows' directory. It is highly recommended that you don't modify these **KSB** files outside of Warp Speed Backup.

See the following section - Creating Warp Scripts - for detailed information on how to proceed.

Creating Warp Scripts

In order to create a Warp Script, click on the Create button. An input dialog box appears, prompting you for a new script name. Enter any valid DOS name up to a maximum of eight characters. Select **Ok** to have the new name placed in the combobox under the heading Warp Speed Scripts. Select **Cancel** to abort. If you've selected **Ok**, the Warp Script is automatically opened and is ready to receive new elements. It is **not**, however, saved until you manually do so by clicking on the Save button. In any event, Warp Speed Backup will prompt you if you attempt to change tasks or leave Warp Speed Backup before saving a newly created or modified script.

See Adding Elements to proceed after having created a Warp Script.

Opening Warp Scripts

To open a Warp Script, make sure that the appropriate script title is displayed in the combobox under Warp Speed Scripts, then click on the Open button. If the script is a valid Warp Script which has previously been created by Warp Speed Backup, it will be opened and its elements will appear in their respective Source Files and Target Path listboxes.

The current script will remain open until it is either saved, backed up, restored, or a new script is selected. Exiting Warp Speed Backup will also close the current script , if open.

Adding Script Elements

Adding script elements is accomplished by clicking on the + button. Several strictures must be adhered to, however, in order for the process to function properly. The Source Files edit control and the Target Path edit control must contain data. Additionally, a valid script must be visible in the combobox display under the heading Warp Speed Scripts and it must be open.

Data may be entered into the Source Files edit control in one of two ways. You may either type in the data manually or use the more recommended approach of **double-clicking** on the desired file in the directory listbox positioned in the lower right corner of the Warp Speed Backup dialog box. Using this second method insures that the path information will be accurate because you are not subjected to possible typos. Additionally, if you have a number of elements to add to your script, it would be tedious to manually enter each one. Therefore, **double-clicking** is the safer and more accurate method.

Data must be **manually** entered into the Target Path edit control. Unlike the Source Files edit control, however, it is improbable that you would enter different Target Path data in the same script, although this is certainly permitted. Normally one would be backing up his or her data to an identical target path. Such being the case, you will only need to enter this data once. When you **double-click** on the next entry to add to the Source Files edit control, the data in the Target Path edit control remains static.

Once the Source Files edit control and the Target Path edit control have valid data in them, click on the + button. This will add the data in both edit controls to their respective listboxes and, if necessary, will automatically scroll the listboxes down so you may always have your last entry in view.

Warp Speed Backup always checks for duplicate entries before adding your data to the listboxes. If both the source and target in the edit controls are an identical match to an existing entry, you will be notified of such and the entry will not be made.

Subtracting Script Elements

Highlight an entry in the Source Files listbox located in the upper left corner of the Warp Speed Backup dialog box. Click on the - button. The entry will be removed. Remember to save your script if you wish the change to be permanent.

Saving Warp Scripts

Click on the Save button to save a Warp Script. If the script is invalid, unopened, or unmodified no action will be taken. Warp Speed Backup will prompt you if you attempt to change tasks or leave Warp Speed Backup before saving a modified or newly created script.

Executing Warp Scripts

Click on the **Ok** button to begin the backup or restore process. A valid Warp Script must be opened before the backup or restore process is undertaken.

The **Backup** and **Restore** radio buttons determine which process will be undertaken.

If the **Backup** radio button (the default) is selected, then all files from the Source Files listbox will be copied to the Target Path if Warp Speed Backup determines that any of the files have been modified and therefore need to be updated.

If the **Restore** radio button is selected, the process is reversed. In other words, all files from the Target Path listbox will be copied to the Source Files path if any files have been modified.

Removing Warp Scripts

In order to remove a Warp Script, be sure that a valid, proper script is visible in the combobox under the heading Warp Speed Scripts and then click on the Remove button. You will be prompted for confirmation before any action is taken. Once a script has been removed it can not be recovered unless you re-create it.

File List

KSWIN.EXE - Place in any directory.

BWCC.DLL - Must be in your WINDOWS\SYSTEM directory.

KSWIN.HLP - Place in your WINDOWS directory.

Directory Stuff

The [Kswin](#) Directory dialog box allows you to copy, delete, rename files, make directories, remove directories, and change between various directories and drives.

In order to change directories, simply **double-click** on the the directory you wish to change to. The same applies to drives. If you **double-click** on a floppy drive, make sure you have a diskette in it or you will get the Windows' drive not ready error.

To copy, delete, rename files, and remove directories **click** on the appropriate file or directory you wish to modify. Then select the appropriate button.

To make directories, **click** on the **Mk Dir** button. When the input dialog box appears, type the name of the directory you wish to create. The path statement is optional. If no path is specified, the new directory will be created within the current working directory.

Multiple select is not implemented in the Directory dialog. If you wish to do heavy-duty file maintenance, it would be advisable to use File Manager or one of the other Windows' utility programs available in the retail market.

File Locater

Kswin's File Locater is extremely useful for locating a single file or groups of files. As a matter of note, File Locater automatically determines the number of drives on your machine and lists them in the drop-down listbox. Simply type in the name of the file you wish to locate, make sure the drive letter matches the drive you wish to search, and then choose Ok. You may also use this utility to determine how many types of files are on your drive. For instance, to determine the number of COM files you would enter ***.COM** and choose Ok. File Locater would then list all filenames with the COM extension, along with the size, date, time, and path of each file.

If you choose a wild card pattern, such as ***.***, File Locater will count all files on the specified drive. However, there may be more files than your computer's memory can handle. As a result, you will still get an accurate count of how many files exist on the drive, but all of them may not be able to be listed in the listbox.

Using The Modules

Compound Interest

Depreciation

Future Value

Loan Payments

Metric - Standard Conversions

Number Conversions

Temperature Conversions

In order to use the modules, simply type or click the number into the calculator and then click on the appropriate arrow button in the module itself. This will move the number into the corresponding field in the module. You may also press the Alt+<key> shown on the module button to move the number into the appropriate field.

For example, let's say you've activated the Compound Interest module...

First, you would enter the desired number into the calculator. Next, you would either click on the 'B' in the module to move the number over, or you could press the Alt+B on your keyboard. Once you have moved all the numbers into their corresponding fields in a similar manner, you would click on the 'GO' button in the module or press the Alt+G key on your keyboard.

This same regimen applies to all modules.

Adding & Deleting Applications

Adding and deleting applications is straightforward. Initially, the Opts menu will contain only the default menu choices. After adding one of your own applications, however, you will discover that the Opts menu now contains the title you specified for your application.

You may add as many as ten applications to [Kswin](#).

To add an application, choose Add Application from the Opts menu. In the Menu Title field, type the name of your application as you want it to appear in the Opts menu. The Command Line field should contain nothing more than the filename and its extension. For example, **myfile.exe**. Next you must enter the complete path into the Working Directory field. Example, **C:\WINDOWS\MYDIR**.

After you have entered the appropriate information, [Kswin](#) stores this data in a configuration file and places the new item in the Opts menu. From now on, that is until you delete the item, you may launch your application directly from [Kswin](#).

In order to delete an application which you have previously added to the opts menu, simply choose Delete Application from the Opts menu, highlight the appropriate choice, and then click on the OK button. Click on the Cancel button if wish to abort without deleting an application.

Only applications which you have previously added to the Opts menu may be deleted.

Compound Interest

Compound interest determines how much money **f** will accumulate after **n** years if a known amount **p** is initially deposited and the account accrues interest at a rate of **r** percent per year, compounded annually. The formula is **$f = p * \text{pow}((1 + r), n)$** .

Depreciation

There are three commonly used methods for calculating depreciation...

Straight-Line

Double-Declining Balance

Sum-Of-The-Years-Digits

In the straight-line method, the original value is divided by the term and the resulting quotient is the amount of yearly depreciation. The formula is $v / t = yd$. The value remains constant in this method.

The double-declining-balance method decreases the value of the item's original value by a constant percentage each year, decrementally calculating the next iteration from the resulting balance of the prior value. The formula is $(2 / t) * v = yd$. The value does NOT remain constant in this method.

The sum-of-the-years-digits is a bit more sophisticated. The depreciation factor is a fraction whose denominator is the sum of the digits from 1 to n , where n represents the life of the term. The numerator will be n the first year, $(n - 1)$ the second year, and so on. The formula is $(t / n) * v = yd$. The value remains constant in this method.

Future Value

Future value computes the amount of an investment based on an original deposit and a fixed amount of regular deposits thereafter for a specified period of time. Calculations can be compounded annually, semi-annually, quarterly, monthly, daily, and continuously. [Kswin](#) offers all of these choices. The formula is quite complicated and will vary, depending on which of the compound periods you choose.

This simulator is good for playing what-if scenarios to determine how many millions you'll be worth in the future based on your current investment strategy.

Loan Payments

Loan payments are calculated based on the term (months in this case), the interest rate, and the principal loan amount. Additionally, you have the option to have the APR (annual percentage rate) computed based upon any loan costs you may incur.

Both the loan payment and the APR formulas are based on the Hewlett-Packard specifications which are implemented in their fine calculators.

One quick note on the APR. Even though your loan payment may be specified to be a certain amount based upon a given interest rate, often times your true interest rate is actually higher due to the fact that up front costs were implemented in the loan process. This true interest rate is referred to as the APR. A very basic explanation of the method of computing the APR is to first compute the payment of the loan based on the specified interest rate, term, and principal loan amount. Next, subtract the costs from the original loan amount and then compute what the interest rate would be based upon the new (lower) principal loan amount using the payment previously calculated.

Metric - Standard Conversions

There are twenty-two different simulations for metric - standard conversions. Simply activate the radio button of your choice, enter the appropriate number into the calculator, and then click on the convert button. Both the metric and standard solutions will appear in the corresponding fields.

Number Conversions

Number conversions are limited to a maximum value of 32,767. The letters A - F appear in the dialog box in order to allow the conversion from hexadecimal. [Kswin](#) will display zeros if an incorrect value is entered for a checked radio button.

Temperature Conversions

It seems that more and more people are reciting temperature readings in Celcius these days. When somebody tells you that it's 25 degrees Celcius outside, don't reach for your coat. A few quick clicks on [Kswin](#) will reassure you that it's only 77 degrees in proper American and your trip to the beach can go ahead as planned.

