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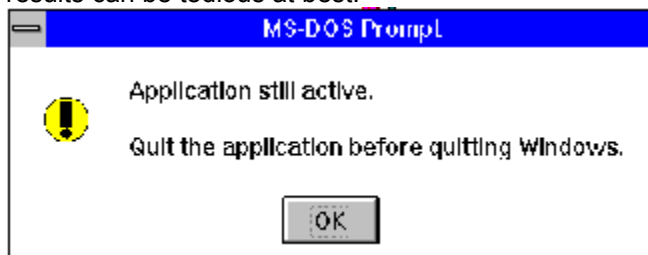
## Description

The Windows<sup>™</sup> environment has added a new complexity to programming. With the ability to run multiple programs at the same time, these programs must share resources that are available to all. This often leads to the infamous 'General Protection Fault'. About the only thing to do at this point, is shut down and ReStart<sup>™</sup> the system.

The ReStart<sup>™</sup> program makes doing this easier. The program displays an icon at the bottom of the Windows desktop. The user can either single- or double click the icon with the left mouse button. This displays the ReStart menu. From the menu the user has easy access to restarting Windows, Exiting Windows, and Rebooting the entire System.

While there are many ReStart utilities on the market, most just duplicate the functionality of closing Program Manager<sup>™</sup>. The problem with this is 'DOS' applications. Even in today's sophisticated environment, many user still run DOS applications. Windows 3.1 running in enhanced mode make this a painless process.

However, if you've ever had a DOS programming running, and try to Close the Program Manager, the results can be tedious at best.



I'm sure this message has appeared more than once. With one DOS application running, this can be just a nuisance. With multiple DOS application running, it can be downright unnecessary.

The ReStart icon solves this problem by automatically closing all active DOS applications. The program walks the 'task list' (the programs running in Windows), and checks to see if it's a DOS application. If so, it performs a 'Terminate' function to shut the application down.

# Display

Exit Windows	
ReStart Windows	
ReBooL Computer	
Options...	
About ReStart...	
<hr/>	
<u>M</u> ove	
<hr/>	
<u>C</u> lose	Alt+F4
<hr/>	
<u>S</u> witch To...	Ctrl+Esc



The ReStart menu is activated by single or double clicking the ReStart icon.

# Menus

ReStart Windows

ReBoot System

Exit Windows

## **ReStart Windows**

This menu option is used to ReStart Windows. It first tries to Terminate all active DOS applications. Then it send a 'WM\_CLOSE' message to all active Windows programs. Finally it closes the Program Manager and completely restarts the Windows environment.

## **ReBoot System**

This menu option is used to ReStart the Entire System. It first tries to Terminate all active DOS applications. Then it send a 'WM\_CLOSE' message to all active Windows programs. Finally it closes the Program Manager and completely reboots the computer. This would be the equivalent of pressing the 'CTRL-ALT-DEL' key combination from DOS.

## **Exit Windows**

This menu option is used to exit Windows.. It first tries to Terminate all active DOS applications. Then it send a 'WM\_CLOSE' message to all active Windows programs. Finally it closes the Program Manager and returns the user to DOS.

# Arguments

The program can also be passed command line arguments. By supplying a command line argument to the program, one of the ReStart option can be executed immediately. This gives the user the ability to start the program and choose an option without having to go through the menu options. Using command line arguments is the preferred usage if the program is being automatically started from another program.

There are three (3) command line arguments that can be used.

'R' - ReStart Windows

'B' - ReBoot System

'X' - Exit Windows

The case doesn't matter ('r' versus 'R'), the ReStart program can detect both lower and upper case arguments. Be sure not to include the ' character(s) on the command line. Simply include the desired command line option.



# Options



The options dialog is used to configure the action of the right mouse button. The option selected is immediately run when the user clicks the right mouse button, while the mouse pointer is on the ReStart icon.

The user can also check the 'Always On Top' checkbox. This will force the ReStart icon to always be displayed on top of any other windows.

# Description

The Windows environment can support multiple programs running at the same time. With this functionality comes increased complexity. These program must learn to share system resources, as well as work together in a friendly way. I'm sure every user has gotten the 'Not Enough Memory' error more than once.

Pilots have a saying, "There are only two things you should never run out of, sky and runway". Window should have a similar saying, except there would be only one thing to never run out of, 'memory'. But not just one kind of memory, three kinds.

Windows divides basic memory into three different sections. These three sections are:

1. GDI memory.
2. System memory, and
3. User memory

Each section has a different function, and every program needs a portion of all three of these sections.

## **Related Topics:**

[GDI memory](#).

[System memory](#)

[User memory](#)

## **GDI memory.**

GDI (Graphic Device Interface) memory is for the display. Windows is an inherently graphical environment, therefore most every program has some kind of display. Each pixel in the display uses memory. This memory comes from a central pool of memory available to all programs know as the GDI pool. No matter how much memory is in the system, if a program starting can't get enough GDI memory for it's display, it won't run.

## **System memory**

System memory is a section of memory used for the operating system (i.e. Windows itself). Every programming running must interact with the Windows environment, and this is primarily done through the system memory pool. No matter how much memory is in the system, if a program starting can't get enough system memory, it won't run.

## **User memory**

User memory is general purpose memory used by a program. This is where the program stores its internal data, as well as program instructions. This is often where most of the memory in the system resides.

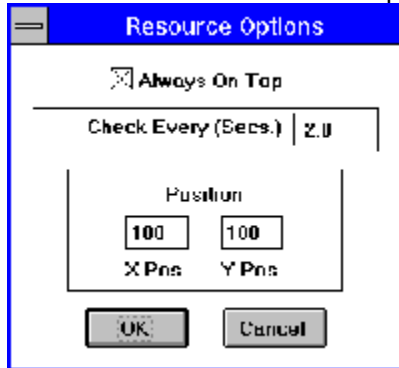
# Display



The resource monitor program is a tool to monitor these three types of memory. Two pieces of information is displayed to the user about each of the three types of memory. The first is the actual percentage available within the specific memory pool (GDI, System, or User). This is presented in a textual form (i.e. GDI: 48%). The second is a graphic display showing the percentage available versus the total memory pool (the horizontal bar graph, shown in red).

# Options

The program includes an options dialog, allowing for user control over position, display, and memory check interval. Each of these options can be adjusted or changed at any time the program is running.



## Related Topics:

[Always On Top](#)

[Check Every...](#)

[Position](#)

## **Always On Top**

By selecting this check-box the Resource monitor program will always remain as an 'on-top' window. This means that it will always be displayed above other windows. This option can be useful when the user is monitoring an application that is maximized to take up the entire desktop display.



## **Check Every...**

This option allows the user to enter the memory check interval. This is how often the Resource monitor will check the Windows system for available memory, and how often the Resource monitor will update its display. This number can be any positive floating point number (i.e. 0.5, 0.75, 1.0, 5.0, etc.). The number entered is in seconds.

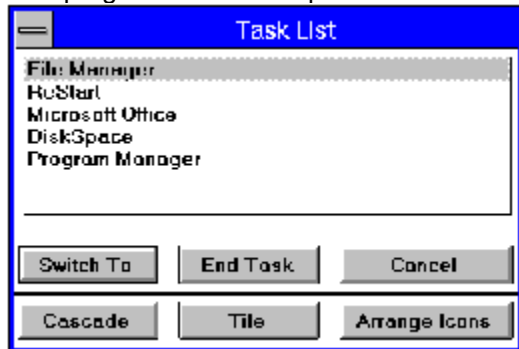
## Position

This option allows the user to fine tune the position the Resource monitor is displayed on the desktop. The user can also drag the Resource Monitor by it's title bar. Dragging in this fashion will automatically update the position option.

The current Resource monitor position is stored in the WIN.INI file when the Resource monitor program is closed. The position is read again when the program is first started, thus remembering it's last position on the desktop.

# Description

This program can be compared to the standard Windows Task Manager program.



The standard task manager program can be started in one of four ways. First, by clicking on the system command menu (upper left box of any window), The 'Switch To...' selection can be made. This selection starts the task manager program. Second, by double-clicking the left mouse button on the Windows backdrop, task manager is also started. The windows backdrop is the area behind the program manager. Third, by using the Windows accelerator keys (CTRL-ESC), task manager is also started. The Forth way to start the task manager, is the direct method. By selecting the menu option 'Run', under the File menu of the Program Manager, the user can directly run any program. The standard task manager program is the file 'TASKMAN.EXE' in the Window directory.

# Display



# Arrange



The arrange options allow the user to automatically arrange the open windows and icons on the Windows desktop display. The four buttons correspond to four different arrange options.

1. Cascade Windows
2. Tile Windows Vertically
3. Tile Windows Horizontally
4. Arrange Icons

# Launcher



The launcher is a way for the user to quickly access (run) programs. The ten launch buttons are user configured. Each launch button can be assigned to an executable program. The TaskMan program automatically reads the executable program file and assigned the program's icon to the corresponding launch button.

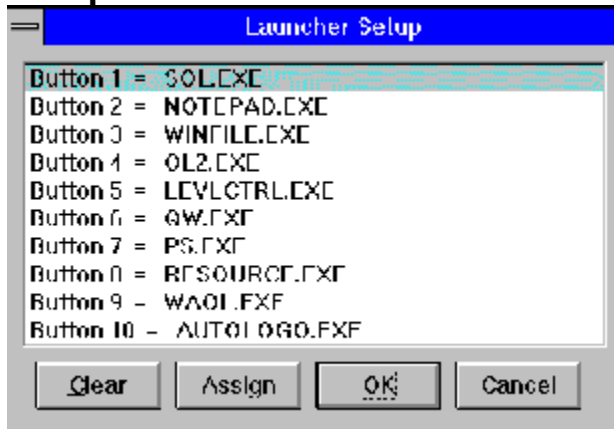
By selecting a launch button, the TaskMan program is automatically closed and the corresponding program is started.

A question mark icon displayed on a launch button indicates that the button currently has no program assignment. If the user selects a button that does not have a program assignment, the TaskMan program will beep.

## **Related Topics:**

[Setup](#)

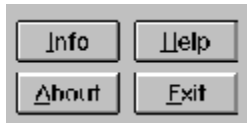
## Setup



Setting up the launch buttons is as easy as selecting the Setup button. This displays the Launcher setup dialog. The user can select a button from the listbox (highlighting the line) followed by pressing the 'Assign' button. A standard file selection dialog is displayed. The user simply selects an executable program to assign to the button. The TaskMan program will automatically read the executable file to extract the icon for the launch button.

Selecting a button from the list box and pressing the 'Clear' button will remove the program assignment from the corresponding button.

# Options



The option buttons provide four functions.

1. Info
2. About
3. Help
4. Exit

## Related Topics:

[Info](#)

[About](#)

[Help](#)

[Exit](#)



## **Info**

The Info button is used to display addition information about a program listed in the task listbox. The user selects a task by single clicking (left mouse button) on a task in the listbox, then presses the Info button.

## About

The about button is used to display information about the TaskMan program, including the current program version, copyright information and registration information.

## Help

The help button is used to bring up the help file for the TaskMan program.

## **Exit**

The exit button is used to exit the TaskMan program immediately.

# Installation

The TaskMan program can be configured to replace the standard Windows Task Manager program. This can be done in one of three ways.

First, the new TaskMan program can be installed (copied) directly into the Windows directory, overwriting the current 'TASKMAN.EXE' file. This is the easiest way to install the program.

The second installation method is to modify the 'SYSTEM.INI' configuration file. A line can be added to the 'boot' section of the file. This line tells the Windows system where to find the task manager program.

[boot]

```
taskman.exe=c:\taskman\taskman.exe
```

The 'c:\taskman\taskman.exe' text is replaced by where ever the new task manager program is located.

The third way is to call us (810-353-6436). We'll be happy to walk you through either of the above installations, as well as answering any other question you might have.

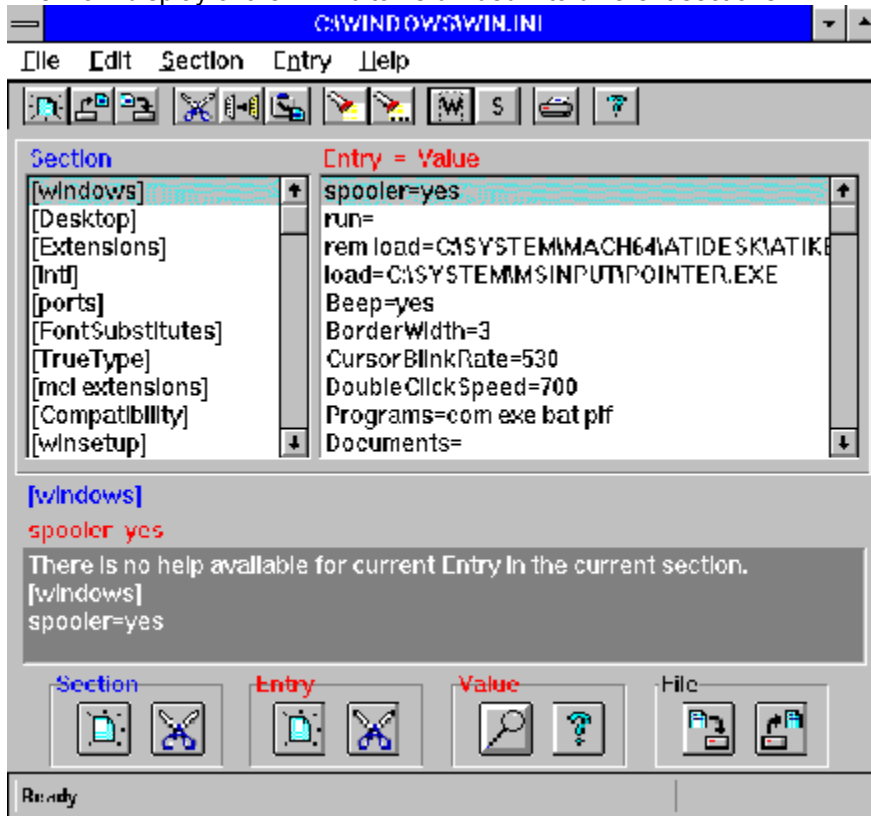
## Description

Because of the way Windows is designed to operate, most applications conform to some standard Windows practices. One of these standard practices is the use of an program Initialization (INI) file. These INI files usually contain configuration information that personalizes a program for the user. Windows itself uses two such files, WIN.INI and SYSTEM.INI.

The INIEdit program is designed for both beginners and advanced users alike. It provides an easy way to view and edit these INI files.

# Display

The main display of the INI Editor is divided into different sections.



*INIEdit main Window*

## Related Topics:

[ToolBar](#)

[Section List](#)

[Entry-Value List](#)

[Current Selected](#)

[Entry Level Help](#)

[Section Buttons](#)

[Entry Buttons](#)

[Value Buttons](#)

[File Buttons](#)

[Quick Help](#)

## ToolBar



### *INIEdit Toolbar*

The ToolBar contains 12 buttons. These buttons duplicate their equivalent menu item. They provide the user with direct access to the most common INIEdit functionality.

1. New
2. Open
3. Save
4. Cut
5. Copy
6. Paste
7. Search
8. Search & Replace
9. Open WIN.INI
10. Open SYSTEM.INI
11. Print
12. Help



## Section List



### *INIEdit Section List*

The section list displays the names of the sections in the current INI file.

## Entry-Value List



### *INIEdit Entry-Value List*

The entry-value list displays the entry's and their associated values for the section highlighted in the section list.

## Current Selected



### *Current Selected Area*

The current selected area displays the current section highlighted, and the current entry-value highlighted.

## Entry Level Help

There is no help available for current Entry in the current section.  
[windows]  
spooler=yes

### *Current Entry Help*

The Entry Help list displays help information for the current entry highlighted, in the section highlighted.

## Section Buttons



### *Section Buttons*

The section buttons provide quick access to section type functionality.

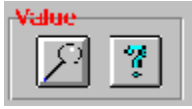
## Entry Buttons



*Entry Buttons*

The entry buttons provide quick access to entry-value type functionality.

## Value Buttons



*Value Buttons*

The value buttons provide quick access to editing a value, and getting additional help on the current entry highlighted.

## File Buttons

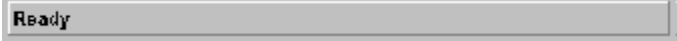


*File Buttons*

The file buttons provide a quick way to re-load and save an INI file



## Quick Help



### *Quick Help Display*

The quick help is automatically changed as the mouse pointer is over a button or a menu item.

# Menus



*Main Menu*

## Related Topics:

[File](#)

[Edit](#)

[Section](#)

[Entry](#)

[Help](#)

## File

The file menu contains 7 menu items.



*File Menu*

## Edit

The edit menu contains 6 menu items.



*Edit Menu*

## Section

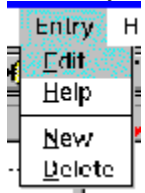
The section menu contains 2 menu items.



*Section Menu*

## Entry

The entry menu contains 4 menu items.



*Entry Menu*

## Help

The help menu contains 4 menu items.



*Help Menu*

## Description

The FreeDisk program is used to display and monitor available free disk space. The program automatically determines the number of disk drives (fixed disk drives) in the system when it starts. Each disk drive is displayed on the main display.



# Display



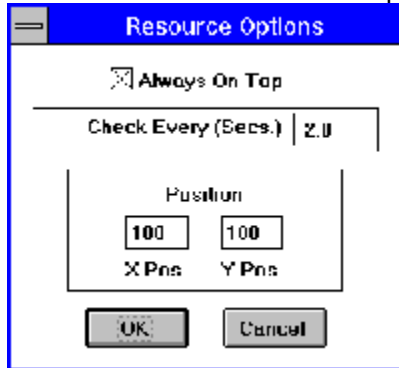
*FreeDisk Main Display*

The FreeDisk monitor program is a tool to monitor the available space on fixed disk drives. Two pieces of information is displayed to the user about each disk drive. The first is the disk drive designator (i.e. C:, D:, etc.) followed by the actual number of bytes available on the disk. This is presented in a textual form (i.e. Drive C: free - 128, 000). The second is a graphic display showing the percentage available versus the total disk capacity (the horizontal bar graph, shown in red).

The FreeDisk display size can be changed simply by dragging on of the borders to the new size. The disk drive display will automatically readjust for the new size.

# Options

The program includes an options dialog, allowing for user control over position, display, and disk space check interval. Each of these options can be adjusted or changed at any time the program is running.



## Related Topics:

[Always On Top](#)

[Check Every...](#)

[Position](#)

## **Always On Top**

By selecting this check-box, the FreeDisk monitor program will always remain as an 'on-top' window. This means that it will always be displayed above other windows. This option can be useful when the user is monitoring an application that is maximized to take up the entire desktop display.

## Check Every...

This option allows the user to enter the free space check interval. This is how often the FreeDisk monitor will check the fixed disk drives for available space, and how often the Resource monitor will update it's display. This number can be any positive floating point number (i.e. 0.5, 0.75, 1.0, 5.0, 30.0, etc.). The number entered is in seconds.

## Position

This option allows the user to fine tune the position the FreeDisk monitor is displayed on the desktop. The user can also drag the FreeDisk Monitor by it's title bar. Dragging in this fashion will automatically update the position option.

The current FreeDisk monitor position is stored in the WIN.INI file when the FreeDisk program is closed. The position is read again when the program is first started, thus remembering it's last position on the desktop.

## Phone

Any of the Softstar Research, Inc. programs can be ordered mail or telephone. The telephone numbers at our offices in Michigan are:

Telephone	810-353-6436
Fax	810-353-9203
E-Mail	SoftstarRI@AOL.COM
America On-Line	SoftstarRI
Prodigy	BHFR00A

## Prices

Program	Version	Cost	Quantity	Total
<u>ReStart</u>	3.2	\$12.00	_____	_____
			-	-
Resource	3.0	\$10.00	_____	_____
			-	-
<u>TaskMan</u>	3.0	\$10.00	_____	_____
			-	-
<u>FreeDisk</u>	1.0	\$10.00	_____	_____
			-	-
<u>INIEdit</u>	3.0	\$20.00	_____	_____
			-	-
Clocker	1.0	\$10.00	_____	_____
			-	-
ToDo	1.0	\$20.00	_____	_____
			-	-
Shareware of All	2.0	\$20.00	_____	_____
			-	-
		<b>Total</b>	_____	_____
			-	-

Please make all check payable to: Softstar Research, Inc.

**Softstar Research, Inc.**  
**25900 Forestview Drive**  
**Southfield, MI 48034-6439**

Thanks.

# Glossary of Terms

DOS

Fixed Disk

FreeDisk

GDI

INIEdit

Resource Monitor

ReStart

System Memory

TaskMan

User Memory

Windows



# **DOS**

DOS Version 3.3 of greater.

## **Fixed Disk**

Non removable disk drive, i.e. hard disk drive. Floppy disk drives are not considered fixed, since their media (the diskettes) can be removed.

# FreeDisk

FreeDisk program from Softstar Research, Inc.

## **GDI**

Graphic Device Interface. The interface Windows uses to write information to an output device (i.e. Screen, Printer, etc.).

## **INIEdit**

INI Editor program from Softstar Research, Inc.

## **Resource Monitor**

Resource Monitor program from Softstar Research, Inc.

## **ReStart**

ReStart program from Softstar Research, Inc.

## **System Memory**

An area of memory used for the Windows system functions.



## **TaskMan**

Task Manager program from Softstar Research, Inc.

## **User Memory**

An area of memory used for application programs, both data and code (instructions).

## **Windows**

Windows 3.1 or greater.

