

# Elana Index

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## About the elana program

[About elana](#)

## **File Menu**

The File menu includes commands that enable you to change the preferences for Elana and to exit the program.

For more information, select the File menu command name.

Preferences

Exit

## **Windows startup menu**

Use the Windows startup menu to change the startup logo, run programs and load programs.

For more information; select the appropriate menu command name

[Change logo](#)

[Change programs that startup](#)

## **Help menu**

Use the help menu to access the windows help system and to see the about box.

For more information; select the appropriate menu command name

About elana

## **System.ini Menu**

The system.ini menu includes all the commands that you use to access the dialog boxes to adjust the windows system settings.

For more information; select the appropriate menu command name

NonWindows

Standard

386 Enhanced

## **Glossary**

**386 Enhanced**  
**Standard mode**  
**System.ini file**  
**RLE Files**  
**Load programs**  
**Run programs**

## **Exiting**

To exit Elana use the exit command from the [file menu](#).

## **File Exit Command**

Use this command to exit Elana. You can also exit Elana by using the windows standard hot key sequence of ALT-F4.



## **File preferences Command**

Use this command to alter the preferences that elana uses.

You can alter the name of the **system.ini** file so that you may experiment with the settings for Windows. Elana will search in the windows directory for this file name. Do not put a path specification on the system.ini file name.

If you enable the create backup files check box then:-

Elana will create a file with the same name and a extension of .bak whenever Elana adjusts one of the system settings. Elana will backup the win.com, win.ini and the system.ini file.

Elana preferences will be stored in the win.ini file under the [Elana] heading.

## **Windows startup, change logo command**

Use this command to change the logo that Windows displays when it startups.

How to change the startup logo.

1. By using the list of files and directory choose the **RLE format file that you wish to use as the startup logo.**
2. Double click on the selected file name or press the OK button.
3. The startup logo will now be changed bearing in mind any errors that may occur.
4. Start windows again to view your new startup logo.

### **NOTE**

You must use a RLE file that has been created specifically for your graphics card.

## **Windows startup, change startup programs command**

Use this command to change the programs that Windows **loads** or **runs** when it startups.

How to change the startup programs.

1. Select the appropriate program list.
2. Press the + button to add a program to the list.
3. Press the - button to remove the selected program from the list.
4. Press the OK button to save the changes.

## **System.ini Standard Command**

Use this command to alter the system file settings that are used in **Standard mode**.

Dialog settings

## **System.ini NonWindows Command**

Use this command to alter the system file settings that are used when non windows programs are running.

Dialog settings

## **System.ini 386 Enhanced command**

Use this command to alter the system file settings that are used when Windows is running in 386 **Enhanced mode**.

When selecting this command you will be presented with a submenu that shows all the commands that can be selected when adjusting 386 enhanced mode settings.

For more information select the appropriate following menu command

Communications

Memory

EMS memory

Networks

Keyboard

Disk

Other

## **386 Enhanced, Communications command**

Use this menu command to adjust communications settings that windows uses in 386 enhanced mode.

Dialog box settings

## **386 Enhanced, memory command**

Use this menu command to adjust the memory settings that windows uses in 386 enhanced mode.

Dialog box settings



## **386 Enhanced, EMS memory command**

Use this menu command to adjust the EMS memory settings that windows uses in 386 enhanced mode.

Dialog box settings

## **386 Enhanced, Networks command**

Use this menu command to adjust the networks settings that windows uses in 386 enhanced mode.

Dialog box settings

## **386 Enhanced, Keyboard command**

Use this menu command to adjust the network settings that Windows uses in 386 enhanced mode.

Dialog box settings

## **386 Enhanced, Disk command**

Use this menu command to adjust the disk settings that windows uses in 386 enhanced mode.

Dialog box settings

## **386 Enhanced, Other command**

Use this menu command to adjust all the other settings that windows uses in 386 enhanced mode.

Dialog box settings

## Communicatons dialog box settings.

Boost time

Com1 base address

Com2 base address

Com3 base address

Com3 base address

Com1 buffer

Com2 buffer

Com3 buffer

Com4 buffer

Com1 IRQ

Com2 IRQ

Com3 IRQ

Com4 IRQ

com1 Protocol

com2 Protocol


com3 Protocol


com4 Protocol

IRQ Sharing

Grab LPT ports

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **Communications Boost time**

COMBoostTime=<milliseconds>

Default: 2

Purpose: Specifies the amount of time (in milliseconds) to allow a virtual machine to process a COM interrupt. If a communications application is losing keyboard characters on the display, you can try increasing this value.

## Communications Com base address

COM1Base=<port>  
 COM2Base=<port>  
 COM3Base=<port>  
 COM4Base=<port>

Default: COM1Base=3F8h; COM2Base=2F8h; COM3Base=2E8h; COM4Base=2E0h

Purpose: Specifies the base (first) port for the serial port adapter you are using. Check your hardware documentation for the appropriate value.

For those having problems with Com3 and Com4:

Summary:

The following table depicts the standard settings for the four communications ports that Windows 3.0 and DOS (4.01) support. This information will be useful for trouble shooting Communications problems under Windows 3.0. A brief description for each column appears below the table.

Port	(WIN3 COMM.DRV)		WIN3 DEFAULT		WIN3 DESIRED	
	PROCOM PLUS		SYS.INI SETTINGS		SYS.INI SETTINGS	
	I/O range	IRQ	I/O range	IRQ	I/O range	IRQ
---	-----		-----		-----	
			[386ENH]		[386ENH]	
COM1	3F8h	4	COM3BASE=3F8h	4	COM3BASE=3F8h	4
COM2	2F8h	3	COM3BASE=2F8h	3	COM3BASE=2F8h	3
COM3	3E8h	4	COM3BASE=2E8h	4	COM3BASE=3E8h	4
COM4	2E8h	3	COM3BASE=2E0h	3	COM3BASE=2E8h	3

The first column lists the ports. The second column describes the settings for the ports that both the Windows COMM.DRV and most popular communications packages use by default. The third column shows what Windows 3.0 sets by default and the fourth column shows what should be set in the [386ENH] section of the SYS.INI file for proper functioning of the ports under Enhanced Mode Win3.

More Information:

The headings I/O range specify the Base Port Addresses for the respective ports. IRQ represents the normal interrupts used in IBM-AT compatible computers and should not be changed under normal conditions. Under Windows 3.0 Enhanced Mode you can change the Base Port addresses, IRQ lines, Com Protocol and COM IRQ sharing.

Troubleshooting Communications Problems under Win3:

1. You can use two Com ports simultaneously that share the same interrupt (e.g. COM1 & COM3, or COM2 & COM4) in SYSINI.TXT under the [386ENH] section.

Troubleshooting Communications Problems under Win3:

1. You can use two Com ports simultaneously that share the same interrupt (e.g. COM1 & COM3, or COM2 & COM4) in most cases if the hardware is capable of it. The ability to share COM Port IRQs is very hardware dependent. Presently, the only hardware that you can be assured that IRQ sharing is supported on is MicroChannel. Although



EISA(Extended Industry Standard Architecture) does have IRQ sharing as part of its specifications - implementation on current machines is spotty. If you are unable to successfully share an IRQ with the COMIrqSharing switch set to true, the hardware does not support IRQ sharing and Windows 3.0 is not able to overcome the lack of support for this feature using software.

2. Com3 and Com4 may not be reliable under Win3 (Standard and Real) Unless BOTH Com1 AND Com2 are first activated. So if you use only Com3 and/or Com4 you may experience problems (printing, communications, mouse). If you use Com1 and Com3 without using Com2 you may have problems. The easiest way to remember this is to not use a higher serial port (2,3 or 4) unless all lower number ports (1,2 and 3) are first activated (or in use).

3. Standard and Real Mode Win3 use the COMM.DRV directly whereas Enhanced Mode Win3 Virtualizes the ports using a device called the "Virtual Com Driver" or VCD. For this reason serial communication can theoretically be considered more reliable under Standard and Real mode because there can be no miscommunication between the VCD and the COMM.DRV. In cases where you are using multiple Com ports under Win3 Enhanced Mode, verify that the Base Port Addresses are set as described in the table located earlier in this section.

## Communications Com buffer

COM1Buffer=<characters>  
COM2Buffer=<characters>  
COM3Buffer=<characters>  
COM4Buffer=<characters>

Default: 128

Purpose: Specifies the number of characters that will be buffered by the device on the corresponding communications port. Before changing one of these settings, make sure the corresponding COMxProtocol setting has the proper value. Buffering may slow down communications on a port, but might be necessary to prevent some communications applications from losing characters at high baud rates. The size of the buffer required will depend on the speed of the machine and the application's needs. Before increasing this value, see the COMxProtocol setting.

## **Communications Com IRQ**

COM1Irq=<number>  
COM2Irq=<number>  
COM3Irq=<number>  
COM4Irq=<number>

Default: COM1Irq=4; COM2Irq=3; COM3Irq=4; COM4Irq=3

Purpose: Specifies which interrupt line is being used by the device on the specified communications port. Check your hardware documentation for the appropriate value. Setting a value to -1 disables input for that COM port. You would do this only if there is a hardware conflict between ports.

## Communications XON Protocol

COM1Protocol=<XOFF-or-blank>  
COM2Protocol=<XOFF-or-blank>  
COM3Protocol=<XOFF-or-blank>  
COM4Protocol=<XOFF-or-blank>

Default: (Default is no entry, which is the same as any entry other than XOFF)

Purpose: Specifies whether Windows in 386 enhanced mode should stop simulating characters into a virtual machine after the virtual machine sends an XOFF character. Set the value for a port to XOFF if a communications application using that port is losing characters while doing text transfers at high baud rates. Windows will resume simulating characters when the virtual machine sends another character after the XOFF character. Leave this setting disabled if the application is doing binary data transfers; enabling this switch might suspend binary transmissions. Windows will not check for XOFF characters if this setting is blank or set to anything other than XOFF. If the application continues to lose characters after this setting is properly set, try increasing the corresponding COMxBuffer value.

## **Communications IRQ sharing**

COMIrqSharing=<Boolean>

Default: true for Micro Channel (TM) and EISA machines; false for all other machines

Purpose: Specifies whether COM IRQs will be sharable between multiple communications ports or with other devices. Enable this switch if your machine uses the same interrupt for COM3 or COM4 as it does for COM1 or COM2.

## **Communications Grab LPT ports**

SGrabLPT=<port-number>

Default: none

Purpose: Routes all printer interrupts on the specified port to the system virtual machine rather than to the current virtual machine.

## Memory dialog box settings.

Map Physical Address

Max Paging Size

Paging

Paging Drive

Permanent VM Files

PSP Increment

System Virtual Memory Virtual 86 Locked

XMS Limit


XMS Locked


XMS Required

DMA Buffer in 1 MB

DMA Buffer size

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **Memory, Map Physical Address**

MapPhysAddress=<range>

Default: none

Purpose: Specifies the address range (in megabytes) in which the memory manager will preallocate physical page-table entries and linear address space. Use this setting if you are using a DOS device driver (such as an older version of RAMDrive that uses extended memory) that needs this contiguous memory.



## **Memory, Max Paging Size**

MaxPagingFileSize=<kilobytes>

Default: none

Purpose: Specifies the maximum size (in kilobytes) for a temporary swap file.

## **Memory, paging**

Paging=<Boolean>

Default: yes

Purpose: Enables or disables demand paging (virtual memory). You would disable this setting only if you need the disk space normally used for a temporary swap file.

## **Memory, paging drive**

PagingDrive=<drive-letter>

Default: none

Purpose: Specifies the disk drive where Windows in 386 enhanced mode will allocate a temporary swap file. This setting is ignored if you have a permanent swap file. If you don't have a permanent swap file and no drive is specified or the specified drive does not exist, Windows will attempt to put your temporary swap file on the drive containing your SYSTEM.INI file. If the specified drive is full, paging will be disabled.

## **Memory, Permanent VM Files**

PerVMFILES=<number>

Default: 10

Purpose: Specifies the number of private file handles Windows should allocate to each virtual machine. Increase this value if an application does not have enough file handles to run. The total number of file handles, including the global handles specified in the FILES= statement in CONFIG.SYS, cannot exceed 255. If it does exceed 255, this value will be rounded down. Set this value to 0 to prevent the allocation of any private file handles.

## Memory, PSP Increment

PSPIncrement=<number>

Default: 2

Purpose: Specifies the amount of additional memory, in 16-byte increments, that Windows should reserve in each successive virtual machine when the UniqueDOSPSP setting is enabled. The setting that will work best for your machine might vary depending on your memory configuration and the applications you are running. Valid values are 2 through 64. See [UniqueDosPSP](#) for more information.

## **Memory, System Virtual Memory Virtual 86 Locked**

SysVMV86Locked=<Boolean>

Default: false

Purpose: If enabled, causes the virtual-mode memory being used in the system virtual machine to remain locked in memory rather than being swappable out to disk. Because Windows handles this process, there is no known reason to enable this setting.

## **Memory, XMS Limit**

SysVMXMSLimit=<kilobytes>

Default: 2048

Purpose: Specifies the maximum amount of memory (in kilobytes) the extended memory driver will allocate to DOS device drivers and memory-resident software in the system virtual machine. Set the value to -1 to give an application all the available extended memory that it requests.

## **Memory, XMS Locked**

SysVMXMSLocked=<Boolean>

Default: no

Purpose: Indicates whether to swap the memory allocated by the extended memory driver to the hard disk. Locking the XMS memory (enabling this setting) can improve an application's performance, but it slows down the rest of the system.



## **Memory, XMS Required**

SysVMXMSRequired=<kilobytes>

Default: 0

Purpose: Specifies how many kilobytes of extended memory must be reserved by the XMS driver in order to start Windows. Leave this setting at zero if there are no XMS users in the system virtual machine.

## **Memory, DMA Buffer in 1 MB range**

DMABufferIn1MB=<Boolean>

Default: no

Purpose: Indicates, if enabled, that the direct memory access (DMA) buffer memory should be in the first 1MB of memory (above 640K, if possible) in order to be compatible with 8-bit bus master cards.

## **Memory, DMA Buffer size**

DMABufferSize=<kilobytes>

Default: 16

Purpose: Specifies the amount of memory (in kilobytes) to be reserved for buffered direct memory access (DMA). This memory will be allocated above 640K, if possible. Windows in 386 enhanced mode will default to a DMA buffer size that will handle disk access.

## EMS memory dialog box settings.

Dialog box settings.

No EMM driver

Reserve page frame

System Virtual EMS limit


System Virtual EMS locked


System Virtual EMS required

EMM size

Ignore installed EMS driver

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **EMS memory, No EMM driver**

NoEMMDriver=<Boolean>

Default: false

Purpose: If enabled, prevents Windows in 386 enhanced mode from installing its expanded memory driver. This differs from setting EMMSize to zero, which does not prevent the EMM driver from being loaded.

## **EMS memory, Reserve page frame**

ReservePageFrame=<Boolean>

Default: true

Purpose: Tells Windows whether to give preference to EMS page frame space or conventional memory when it has to use one of the two to allocate DOS transfer buffers. This choice is necessary when Windows can not find space between 640K and 1MB other than EMS page frame space. If enabled, this setting will preserve EMS page frame space at the expense of conventional memory. If you are not going to run non-Windows applications that use expanded memory, you can disable this setting to give non-Windows applications more conventional memory.

## **EMS memory, System Virtual EMS limit**

SysVMEMSLimit=<kilobytes>

Default: 2048

Purpose: Specifies how many kilobytes of expanded memory Windows should be permitted to use. Setting this value to 0 prevents Windows from gaining access to any expanded memory. Setting it to -1 gives Windows all the available expanded memory that it requests.

## **EMS memory, System Virtual EMS locked**

SysVMEMSLocked=<Boolean>

Default: no

Purpose: Indicates whether to swap Windows' expanded memory to the hard disk. Locking expanded memory can improve the performance of a Windows application that uses it, but locking it slows down the rest of the system.



## **EMS memory, System Virtual EMS required**

SysVMEMSRequired=<kilobytes>

Default: 0

Purpose: Specifies how many kilobytes of expanded memory must be free in order to start Windows. Leave this setting at zero if no Windows application requires expanded memory.

## **EMS memory, EMM size**

EMMSize=<kilobytes>

Default: 65,536

Purpose: Specifies the total amount of memory to be made available for mapping as expanded memory. The default allocates the maximum possible amount of system memory as expanded memory. You should specify a value for this setting if you run an application that allocates all of the available expanded memory. This will be apparent if, when you run the application, you can never create any new virtual machine. If this value is zero, then no expanded memory will be allocated, but the EMM driver will be loaded. This setting does not prevent the EMM driver from being loaded; use the NoEMMDriver to disable EMM.

## **EMS memory, Ignore installed EMS driver**

IgnoreInstalledEMM=<Boolean>

Default: no

Purpose: If enabled, this setting allows Windows to start in 386 enhanced mode even when there is an unknown expanded memory manager (EMM) running. This can cause the system to fail if memory-resident software was using EMM before Windows started. Enable this setting only if no such software is installed or you are sure it will not be active when you are running Windows. This setting applies only to expanded memory managers servicing physical EMS hardware; Windows will not disable unrecognized 80386 expanded memory emulators.

## Networks dialog box settings.

Dialog settings

DMA size

Fall back


Heap size

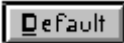
Timeout

Token ring search

Unique DOS PSP

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **Network, DMA size**

NetDMASize=<kilobytes>

Default: 32 on Micro Channel (TM) machines 0 on non-Micro Channel machines

Purpose: Specifies the DMA buffer size (in kilobytes) for NetBIOS transport software if a network has been installed. In this case, the buffer size is the larger value between this value and the value of DMABufferSize.

## **Network, Fall back**

NetAsynchFallback=<Boolean>

Default: false

Purpose: If enabled, tells Windows to attempt to save a failing NetBIOS request. When an application issues an asynchronous NetBIOS request, Windows will attempt to allocate space in its global network buffer to receive the data. If there is insufficient space in the global buffer, Windows will normally fail the NetBIOS request. If this setting is enabled, Windows will attempt to save such a request by allocating a buffer in local memory and preventing any other virtual machines from running until the data is received and the timeout period (specified by the NetAsynchTimeout setting) expires.

## **Network, Heap size**

NetHeapSize=<kilobytes>

Default: 12

Purpose: Specifies the size (in kilobytes) of the buffers that Windows in 386 enhanced mode allocates in conventional memory for transferring data over a network. All values are rounded up to the nearest 4K.

## **Network, Timeout**

NetAsynchTimeout=<seconds>

Default: 5.0

Purpose: Specifies the timeout period (in seconds) when Windows needs to enter a critical section in order to service an asynchronous NetBIOS request. It is used only when NetAsynchFallback is enabled. This value can include a decimal (such as 0.5).



## **Network, Token ring search**

TokenRingSearch=<Boolean>

Default: true

Purpose: Tells Windows whether to search for a token ring network adapter on machines with IBM PC/AT (R) architecture. Disable this setting if you are not using a token ring card and the search interferes with another device.

## Network, Unique DOS PSP

UniqueDOSPSP=<Boolean>

Default: false (see below for exception)

Purpose: If enabled, tells Windows to start every application at a unique address (PSP). Each time Windows creates a new virtual machine to start a new application, Windows reserves a unique amount of memory (i bytes) below the application. For example, the first application would be loaded at address M, the second at address M+i, the third at M+2i, and so forth. The amount of memory is determined by the PSPIncrement setting (earlier in this section). These settings should help assure that applications in different virtual machines all start at different addresses. Some networks use applications' load addresses to identify the different processes using the network. On such networks, failing to enable this setting might cause one application to fail when you exit another, because the network interprets them as the same. However, enabling this setting will leave slightly less memory for non-Windows applications. If you are running a network based on Microsoft Network or LAN Manager, the default value is true.

## Keyboard dialog box settings.

ALT key delay

ALT paste delay

Boost time

Buffer delay


Idle delay

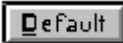
Paste delay

Paste time out

Translate scan codes

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **Keyboard, ALT key delay**

AltKeyDelay=<seconds>

Default: .005

Purpose: Specifies how much time Windows waits to process a keyboard interrupt after it processes an ALT interrupt. Some applications expect a slower processing rate than Windows in 386 enhanced mode normally uses. Increase this value if such an application has trouble handling the ALT key.

## **Keyboard, ALT paste delay**

AltPasteDelay=<seconds>

Default: .025

Purpose: Specifies how much time Windows waits before pasting any characters after the ALT key has been pasted. Some applications may require more time for recognition of the ALT keystroke.

## **Keyboard, Boost time**

KeyBoostTime=<seconds>

Default: .001

Purpose: Specifies the amount of time (in seconds) an application gets to run with increased priority when it receives a keystroke. You can use this setting to increase the response to keystrokes when several background applications are running.

## **Keyboard, Buffer delay**

KeyBufferDelay=<seconds>

Default: 0.2

Purpose: Specifies the amount of time (in seconds) to delay pasting keyboard input after the keyboard buffer is full. Some applications might require more than 0.2 seconds.

## **Keyboard, Idle delay**

KeyIdleDelay=<seconds>

Default: 0.5

Purpose: Specifies how much time Windows ignores idle calls after simulating a keystroke into a virtual machine. You can set this value to 0 to speed up keyboard input, but some applications might respond sluggishly if you do.



## **Keyboard, Paste delay**

KeyPasteDelay=<seconds>

Default: 0.003

Purpose: Specifies how much time (in seconds) to wait before pasting any characters after a key has been pasted. Some applications might require more time than 0.003 seconds for recognition of a keystroke.

## **Keyboard, Paste time out**

KeyPasteTimeout=<seconds>

Default: 1

Purpose: Specifies how much time (in seconds) to allow an application to make the necessary BIOS calls for reading keyboard input before Windows will change from the fast paste (INT16h) to the slow paste (INT9h) mechanism.

## **Keyboard, Translate scan codes**

TranslateScans=<Boolean>

Default: no

Purpose: Indicates whether Windows will translate a keyboard's scan codes to make them compatible with standard IBM scan codes. This setting is necessary only for keyboards that generate non- standard scan codes. This setting is used only for the Switcher Screen and message boxes.

## Disk dialog box settings.

Notify file manager of file changes


High floppy disk drive reads


IRQ 9 Global

Minimum disk free

Virtual hard disk IRQ

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **Disk, Notify file manager of file changes**

FileSysChange=<Boolean>

Default: on (But in a standard SYSTEM.INI file, Setup will set FileSysChange=off, disabling this setting.)

Purpose: Indicates whether File Manager will automatically receive messages any time a non-Windows application creates, renames, or deletes a file. When this setting is disabled, a virtual machine can be run exclusively even when it manipulates files. Enabling this setting can slow down system performance significantly.

## **Disk, High floppy disk drive reads**

HighFloppyReads=<Boolean>

Default: yes

Purpose: Normally, Windows turns a DMA verify to the area E000:0000-EFFF:000F into a read in order to work around problems with certain machines. In rare cases, this might cause the system to fail because some software might, as a result, write over the system's shadow RAM if you have it in this area. If this happens, disable this setting and set EMMExclude to E000-EFFF.

## **Disk, IRQ 9 Global**

IRQ9Global=<Boolean>

Default: no

Purpose: If enabled, converts IRQ9 masks to global. Enable this setting if your system hangs when your system touches a floppy drive. Or make sure your system touches the floppy drive before starting Windows.

## **Disk, Minimum disk free**

MinUserDiskSpace=<kilobytes>

Default: 500

Purpose: Tells Windows how much disk space (in kilobytes) to leave free when creating a temporary swap file. You would want to use this setting if your system's paging drive has less available space than Windows can use for paging. This setting has no effect if a permanent swap file exists.



## **Disk, Virtual hard disk IRQ**

VirtualHDIrq=<Boolean> DISK


Default: on


Purpose: Allows Windows in 386 enhanced mode to terminate interrupts from the hard disk controller, bypassing the ROM routine that handles these interrupts. Some hard drives might require that this setting be disabled in order for interrupts to be processed correctly. If this setting is disabled, the ROM routine handles the interrupts, which slows the system's performance.

## Other dialog box settings.

KB required  
Memory size  
Mouse soft int  
NMI reboot  
Reflect INT 2A  
System ROM break  
Timer Critical  
Update time  
Use Inst file  
VCPI warning  
CGA no snow control  
Dual display  
In DOS polling  
INT28 critical  
All VMS exclusive

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **Other, KB required**

WindowKBRequired=<kilobytes>

Default: 256

Purpose: Specifies how much conventional memory (in kilobytes) must be free in order to start Windows.

## **Other, Memory size**

WindowMemSize=<number-or-kilobytes>

Default: -1

Purpose: Limits the amount of conventional memory Windows can use for itself. The default value (-1) indicates that Windows can use as much of this space as it needs. You can try entering a positive value less than 640 if there is not enough memory to run Windows in 386 enhanced mode.

## **Other, Mouse soft int**

MouseSoftInit=<Boolean>

Default: true

Purpose: Specifies whether Windows should convert INT 33h function 0 hard initialization calls to function 33 soft initialization calls, which do not reset the mouse hardware. Leaving this switch enabled allows you to use a mouse with a non-Windows application that you start in a window. Disable this setting if you are having problems (extraneous display output or a distorted cursor) using the mouse with an application. If you disable this setting, you will not be able to use the mouse with a non-Windows application that you start in a window.

## **Other, NMI reboot**

NMIReboot=<Boolean>

Default: no

Purpose: If enabled, causes a reboot to occur when a nonmaskable interrupt is received.

## **Other, Reflect INT 2A**

ReflectDosInt2A=<Boolean>

Default: false

Purpose: Indicates whether Windows should consume or reflect DOS INT 2A signals. The default means Windows will consume these signals and therefore run more efficiently. Enable this setting if you are running memory-resident software that relies on detecting INT2A messages.

## **Other, System ROM break**

SystemROMBreakPoint=<Boolean>

Default: true

Purpose: Specifies whether Windows should use ROM address space between F000:0000 and 1MB for a break point. Windows in 386 enhanced mode normally searches this space to find a special instruction that is used as a system break point. If this address space contains something other than permanently available ROM, you should disable this setting.



## **Other, Timer Critical**

TimerCriticalSection=<milliseconds>

Default: 0

Purpose: Instructs Windows to go into a critical section around all timer interrupt code, and specifies a timeout period (in milliseconds). Specifying a positive value will assure that only one virtual machine at a time will receive timer interrupts. Some networks and other global memory-resident software may fail unless this setting is used. However, using it will slow down performance and can make the system sluggish or seem to stop for short periods of time.

## **Other, Update time**

WindowUpdateTime=<milliseconds>

Default: 50

Purpose: Specifies the amount of time (in milliseconds) Windows takes between updates of the display for a windowed non-Windows application.

## **Other, Use Inst file**

UseInstFile= <Boolean>

Default: false

Purpose: Specifies whether Windows should look in the INSTANCE.386 file for information it can use to determine whether data structures within DOS need to be local. There are two other methods for giving Windows this information: internal tables within the device, and an INT 2Fh call documented in the OEM Adaptation Kit. Both methods are preferable to using this setting; it is provided only for compatibility with Windows/386 version 2.x.

## **Other, VCPI warning**

VCPIWarning=<Boolean>

Default: true

Purpose: Specifies whether Windows should display a warning message when an application attempts to use the Virtual Control Program Interface (VCPI), which Windows does not support. Disable this setting if you do not want to see this message every time you run software that does a VCPI call but still runs without this support.

## **Other, CGA no snow control**

CGANoSnow=<Boolean>

Default: no

Purpose: If enabled, causes Windows to do special handling to avoid snow appearing on an IBM CGA display device.

## **Other, Dual display**

DualDisplay=<Boolean>

Default: See "Purpose."

Purpose: Normally, when running in 386 enhanced mode, the memory between B000:0000 and B7FF:000F will be used by the general system unless a secondary display is detected. If this setting is enabled, this memory will be left unused and available for display adapters. If this setting is disabled, the address range will be available on EGA systems but not under VGA systems, since the VGA display device supports monochrome modes, which use this address space.

## **Other, In DOS polling**

InDOSPolling=<Boolean>

Default: no

Purpose: If enabled, prevents Windows from running other applications when memory-resident software has the InDOS flag set. Enabling this setting is necessary if the memory-resident software needs to be in a critical section to do operations off an INT21 hook. Enabling this setting will slow down system performance slightly.

## **Other, INT28 critical**

INT28Critical=<Boolean>

Default: true

Purpose: Specifies whether a critical section is needed to handle INT28h interrupts used by memory-resident software. Some network virtual devices do internal task switching on INT28h interrupts. These interrupts might hang some network software, indicating the need for an INT28h critical section. If you are not using such software, you might improve Windows' task switching by disabling this setting.



## **Other, All VMS exclusive**

AllVMSExclusive=<Boolean>

Default: false

Purpose: If enabled, this setting forces all applications to run in exclusive full-screen mode, overriding all contrary settings in the applications' program information files (PIFs). Enabling this setting might prolong the length of the Windows session when you are running network and memory- resident software that is incompatible with Windows.

## Standard dialog box settings.

Use this dialog box to alter the settings that windows uses in **standard mode**.


Interrupt 28 filter


Network heap size

Pad code segments

Reserved low memory

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **Standard, Interrupt 28 filter setting.**

Int28Filter=<number>

Default: 10

Purpose: Specifies the percentage of INT28h interrupts, generated when the system is idle, that are made visible to software that is loaded before Windows. Windows will reflect every nth interrupt, where n is the value of this setting. Increasing this value might improve Windows' performance, but may interfere with some memory- resident software such as a network. Set this value to 0 to prevent INT28h interrupts. But note that setting this value too low will add to system overhead that might interfere with communications applications.

## **Standard, Network heap size.**

NetHeapSize=<kilobytes>

Default: 8

Purpose: Specifies the size (in kilobytes) of the buffer pool that standard-mode Windows allocates in conventional memory for transferring data over a network. Some networks require a larger buffer than the default. Increasing this value will diminish the amount of memory available to applications. If no network software is running, this setting will be ignored and no memory will be allocated.

## **Standard, Pad code segments.**

PadCodeSegments=<0-or-1>

Default: 0

Purpose: Setting this value to 1 causes Windows kernel to pad code segments with 16 bytes. This will prevent the last instruction in the segment from being too close to the segment limit for 80286 C2 stepping. You only need to set this value to 1 for this 80286 stepping. Unfortunately, there is no easy way of telling what stepping a 80286 chip is. Try setting this value to 1 if your 80286 system hangs in standard mode.

## **Standard, Reserved low memory.**

ReservedLowMemory=<kilobytes>

Default: 0

Purpose: Specifies the amount of conventional memory (in kilobytes) to be reserved for use by programs other than Windows. There is no known reason to change this value.

## **Non Windows dialog box settings.**


Use this dialog box to alter the settings that are used for non-windows applications.


Network asynch

Screen lines

Swapdisk

Press  to save your changed settings to your system.inisy file.

Press  to abandon your changes.

Press ALT-D or click on the  button to change all settings to their default values.

Press ALT-H or click on the  button to receive this help informaton.

## **Non windows, network asynch.**

NetAsynchSwitching=<0-or-1>

Default: 0

Purpose: Indicates whether Windows will allow you to switch away from an application (running in real mode or standard mode) after it has made an asynchronous network BIOS call. The default value of 0 specifies that such task switching is not allowed. Switching away from some applications that make these calls might cause your system to fail. Once Windows detects an asynchronous NetBIOS call, it will not allow switching from the application even if no more of these calls are made. Set this value to 1 if you are sure the applications you use will not receive network messages while you are switched away from them.



## **Non windows, Screen lines.**

ScreenLines=<number>

Default: 25

Purpose: Specifies the number of lines that will be displayed on the screen when a non-Windows application is run. An application that specifies a different screen mode can override this setting.

## **Non windows, Swapdisk.**

SwapDisk=<drive-colon-directory>

Default: (The directory pointed to by the TEMP environment variable; if there is no TEMP variable, then the default is the Windows directory)

Purpose: Provides the name of the disk drive and directory to which Windows running in real mode or standard mode swaps non-Windows applications.

## **About the elena program.**

Elana is a program written by Andrew Rowe to help you modify your **system.ini** file and other stuff that you can't readily modify with the standard system programs.

I think it is really super duper.

Please pay me lots of money if you like this program!

If you like this program and intend to keep on using it then I would expect you to register with me. Registration entitles you to keep on using the program beyond the trial period.

The system.ini file is the file that windows will read on startup to configure it's self

386 Enhanced mode is the premier mode that windows uses to get virtual memory, multitasking of DOS programs and swapable memory. It requires a Intel 386 processor and 1 megabyte of extended memory.

Standard mode is the second mode used by windows. Windows runs in extended mode much like OS/2 works. It requires a 286 or 386 processor and 384k of extended memory. Standard mode is about 20% faster than 386 enhanced mode but does not allow multitasking of DOS programs.

RLE stands for Run Length Encoding and refers to the type of data compression that the graphics file has undergone. To create a new RLE logo file use a paint or graphics program that supports this data format.

When windows starts it will load all the programs in the load= line in the win.ini file as icons.



When windows starts it will run all the programs in the run line in the win.ini file as windowed programs.