User Manual

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> Richard Larkin 87 Toronto Ave Cromer Heights N.S.W. 2099 Australia

Phone Number Australia (02) 981 4651 Overseas +61 2 981 4651

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Welcome!

Welcome to GO! This is Rick {Alias Richard Larkin} telling you that I have spent a huge amount of time designing and implementing GO. So, if you use GO please read the Shareware information Appendix B (Page 22); And make the effort to register!

You may use this program for a trial period of 14 days. After this time you must register your copy of GO.

Overview

Please do not be put off by the size of this manual file! GO is easy to use. Version 2.0 did not even have documentation and yet many people from many backgrounds used it successfully.

GO allows you to...

Move around your directory structure easily.

Either, type GO and move around directories with arrow keys, OR use the GO command line search method.

To change directory to "D:\WORK\PROGRAM\TURBO\C\GAMES" under DOS you would type "D:" then "CHDIR \WORK\PROGRAM\TURBO\C\GAMES" or using GO you could type "GO GAM". Both methods will work, but which is easier to type correctly? Note that GO does not care about spelling errors or require a complete directory specification. It will also work across multiply drives!

- # Make, remove and rename directories, all more easily than the DOS equivalents.
- # List files in a directory. Each files attributes are displayed and individual and total size of the files is displayed.
- # Find files. "GO -F FRED.DOC" will search for a file called FRED.DOC and change you onto its drive and into its directory!
- # Set up keys in GO to access your favourite packages.

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- # Set up your favourite packages to be run automatically for files with a specified extension. e.g. .WK? files automatically load QUATTRO when accessed.
- # Produce a list of directories.
- # Produce a graphically represented display of your directory
 structure.

Features include...

- # Most of the above can be performed on command line or whilst in interactive mode.
- # Directory structure is (optionally) maintained in alphabetical order.
- # Supports any text screen mode your adapter can provide. Use 132 by 60 lines if you like!
- # All functions work under versions of DOS 3.0 onwards.
- # Intelligent updating of directory data base. No annoying, time consuming, rescanning of disks. Partial rescan if you like!
- # Use environment variables to position, group and/or stop GO data file saving. So can be used on Novell Networks even if you have no access to root directory.

Disclaimer

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The persons purchasing and using the software bear all risk as to the quality and performance of the software.

Quick Start...

To install, copy "GO.EXE" into a directory on your DOS search path.

Just type "GO" and work it out! Internal help is available by typing [F1] {i.e. function key one}. There is another page of

help once you enter the "File Screen". Also command line help is available by typing "GO ?".

For more detailed information see Chapter 4 (Page 12).

How To Contact The Author

If you are a registered user you may call or write if in need of help, wish to request a new feature or wish to report a bug. If there are bugs you might like to fill in a bug report (as found in Appendix C).

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GO works either by interactive input or command line. To enter GO interactive mode simply type "GO" at the DOS prompt. Your directory structure will be displayed on the screen. This is known as the "Directory Screen". You may view the files in the directory by pressing [Tab], this places you in the "File Screen". Pressing [Tab] again will return you to the "Directory Screen".

Directory Screen

In the directory screen current directory will be yellow if you have a color computer, bold if you have a monochrome computer. The cursor will be an inverse block.

Pressing [F1] (i.e. function key one) will display the help information. Pressing [Esc] or [Alt-X] will exit you from GO.

In the following discussion "cursor directory" means the directory currently pointed to by the cursor.

Movement

- # [Arrows] move cursor about the directory structure.
- # [Home]/[End] move to top and bottom of directory structure.
- # [PageUp]/[PageDown] move to top and bottom of directory structure. If you have multiple drives these keys will move you backward and forward one drive.
- # [O]riginal takes you to current directory.
- # [C]hange makes cursor directory the current directory.
- # [Enter] or [Return] will make change to cursor directory and exit from GO.
- # [Esc] or [Alt-X] will exit from GO without changing directory.

Maintenance

- # [M]ake (or [Insert]) will make a directory under the cursor directory. You will be asked to enter the directory's name and press enter. The directory will then be made.
- # [R]emove (or [Delete]) will remove the cursor directory if there are no files or other directories in the directory.
- # [N]ame will rename the cursor directory. You will be asked to enter a new directory name. The directory will then be renamed.

Searching

- # [G]o will move cursor to a directory that matches directory search pattern. Directory search pattern may be changed by using [Shift-G]. First time [G] is used, pattern will be asked for anyway. If more than one match exists pressing [G] again will move to next match.
- # [F]ind will find and display a list of files that match the file search pattern. File search pattern may be changed by using [Shift-F]. First time [F] is used pattern will be asked for anyway. If more than one match exists pressing [F] again will display the next set of matching files. Current cursor position also moves to directory containing the files.
- # [S]elect file specification used in the "File Screen". It will then display the "File Screen".

Miscellaneous

- # [Tab] changes you to the "File Screen".
- # [U]pdate will update the data base that is maintained by GO. This does not need to be used if you make and remove directories using GO. If you use standard dos MKDIR, RMDIR or have packages which alter the directory structure, you will occasionally need to update the data base by this method.

Unshifted only the current directory and its subdirectories will be updated. If you wish the entire disk(s) to be rescanned use [Shift-U].

GO defaults to not including directories with extensions. GO defaults to a sorted directory tree. GO may group drives into one big drive allowing you to search more effectively. If you wish to use or alter any of the above features you should read Chapter 4 (Page 12).

[D]rive changes the current drive. Simply type the letter of the drive you wish to use. e.g. "DA" changes to A:, "DC" to C: etc.

File Screen

The file screen contains the following information for each file. Files are in alphabetical order based on their names and extensions. Information provided on each file is as follows; "File" filename, "Ext" files extension, "Size" size of file in bytes, "Date" date file was last written, "Time" time file was last written and "Attributes" these are "R" for read-only, "A" archive and "H" for hidden. Note: System files are not displayed.

The summary line will display the current file specification, total number of files and total size of files. The status line will display the current directory. This will be preceded by "Found in" if the file find option is active.

[F1] will display help on the file screen, this will include the keys you defined in GO.CFG.

The following keys are only active when the file screen active, that is after a [Tab], [S]elect or [F]ind command has been used. The screen will have a list of files, and the cursor will be on one of these files. The cursor can be moved by the usual keys, that is [Arrows], [PageUp], [PageDown], [Home] and [End].

- # [F]ind will find and display the next set of matching files.
- # [S]elect will ask for a new search pattern. File screen will then be redisplayed.
- # [R]un will execute the current file as long as it has an extension of .EXE, .COM or .BAT. For .BAT files to be run the DOS environment variable COMSPEC must be correct (this is usually the case).
- # [Enter] will use current file with default package for the files extension. See Chapter 4 (Page 12).
- # [Tab] and [Esc] will return you to directory display.
- # [Ctrl-k] moves you to the first file in the file screen that begins with character "k". e.g. [Ctrl-T] move to file named TEST.DAT. If you are already on a file of the letter chosen the next matching file will be moved to.

Other keys may have been set up to use in the file screen. They will use current file with whatever package has been set up for that key. To see how to set these up read Chapter 4 (Page 12).

Some commands in the interactive mode ask for input. During input you may use [Ctrl-Y] or [SpaceBar] to clear the input field; [Backspace] and [Delete] remove characters typed. [Esc] to abort input. Entering a blank field is the same as hitting [Esc]. [Insert] may be used to toggle insert mode. [Arrow] keys and [Home] and [End] allow editing. If an edit key is pressed first you may edit the current entry, otherwise entry will be replaced by whatever you type.

All the options below are insensitive to case except "u". The option character can be "-" or "/" whichever you prefer. All examples use the "-".

Syntax : GO [-[{uU}]{lgmr}] dirspec
GO -[{uU}]n dirspec newname
GO -[{uU}]f filespec

If no arguments are given GO enters interactive mode. If only a "GO dirspec" or "GO -u dirspec" is given GO changes to nearest matching directory specification. e.g. "GO WOK" could change you to D:\REAL\WORK (even though you mistyped!). If you enter a valid directory no search will occur, i.e. "GO D:\TMP\BILL" works the same as "CHDIR D:\TMP\BILL" (except that if you were not already on drive D: you would be put there). If "D:\TMP\BILL" does not exist search for "BILL" will occur.

u,U Updates the directory structure file. u only updates current directory on specified drive. U updates all directories on all drives if you have grouped drives.

GO defaults to not including directories with extensions. GO defaults to a sorted directory tree. GO may group drives into one big drive allowing you to search more effectively. If you wish to use or alter any of the above features you should read Chapter 4 (Page 12).

Lists the directories using full specification to screen.
This may be redirected to a file. e.g. "GO -L C:\ > PRN"
will print a list of all directories under root directory
on C:.

Output will look similar to the following...

C:\

C:\UTIL

C:\UTIL\BOOT

C:\UTIL\MISC

C:\UTIL\MISC\DISK

C:\UTIL\MISC\SILLY

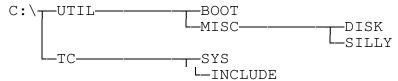
C:\TC

C:\TC\SYS

C:\TC\INCLUDE

Total of 9 directories

g Displays directory structure in graphic form to screen.
This may also be redirected to a file. e.g. "GO -G C:\"
will display the following on the screen.



Total of 9 directories

- m "GO -m dirspec" will create "dirspec". e.g. "GO -M fred"
 will create subdirectory "fred" in current directory. "GO
 -M \hello" will create subdirectory "hello" in the root
 directory.
- "GO -r dirspec" will remove "dirspec". "GO -R" will remove
 the current directory.
- "GO -n dirspec newname" will rename "dirspec" to be
 "newname". e.g. "GO -n \hello\tom fred" will rename
 "\hello\tom" to be "\hello\fred".
- "GO -f filespec" search for matching files. "GO -f TP" will search the current drive(s) for files named TP.*. If matching file(s) are found drive and directory will be changed to and matching file(s) listed. "GO -f C:.PAS" will find files matching *.PAS on the C: drive and change to C: drive and files directory. If drives are grouped file search will be over all grouped drives.

GO Enviroment Variable

Options for GO are set in two places, the environment variable "GO" and a file called GO.CFG. The environment variable handles general options. The GO.CFG file handles interactive mode specific options. With luck you will find the GO defaults to your liking, but if you do not you can change the defaults by alter the environment variable and GO.CFG.

The GO environment variable is optional. To set the variable type "SET GO=x", where "x" contains your options for GO. The best place to set the variable is in your AUTOEXEC.BAT.

"EXT" GO does not usually include directories with extensions in its directory tree. If you wish them to be included your should specify this option.

No extensions leads to faster scanning of directory structure, and most users do not use extensions.

"NOSORT" GO usually sorts each set of subdirectories into alphabetical order. This option will prevent this from happening. Directories will then occur in DOS directory order. Newly made directories will be placed at the top of the set.

"~X" Stops GO saving a GO.DTL file for drive "X". You substitute for "X" required drive e.g. "~A".

"(XYZ)" Will group drives "X", "Y" and "Z". You may only have one grouping. It is usual to group all your hard drives and leave floppy drives loose. Once grouped all searching is performed over all the specified drives instead of just the current drive. "XYZ" can be a list of any length of drives of your choice. The first drive specified is where the GO.DTL will be placed. If directory sorting is active drives also will be sorted otherwise they will occur in order specified.

GO will automatically attempt to group drives if you do not provide a grouping. Starting at drive "C" all non-removable media are grouped until drives run out

or a removable media is found. This is usually all your hard disks, but may also include network drives.

Specifying "()" will turn off grouping.

"@YZ:\D" Relocate the GO.DTL to the subdirectory \D on the drives "Y" and "Z". You may wish to do this if you have a Novell Network and do not have write access to the root directory. "YZ" is a list of any length of drives of your choice. This option must be the last option in the GO environment variable.

[Examples]

SET GO=EXT Use extensions.

SET GO=NOSORT ~A ~B Do not sort directory structure. Do not save GO.DTL on A: or B:.

SET GO=(CDE)

Use extensions. Do not sort directory structure. Do not save GO.DTL on "A:" or "B:". Group drives "C:", "D:" and "E:" to allow multiple drive searching.

SET GO=EXT NOSORT ~A ~B (CDE) @FGHIJKLMOPQRSTUVWXYZ:\STAFF\RICK Use extensions. Do not sort directory structure. Do not save GO.DTL on "A:" or "B:". Group drives "C:", "D:" and "E:" to allow multiple drive searching. On drives "F:" through "Z:" place the GO.DTL in the \STAFF\RICK directory on the relevant drive.

Note that there is NO space between the "GO" and the "=".

GO.CFG File

The GO.CFG file is an optional configuration file. It allows certain options to be selected for the interactive mode of GO. A sample basic GO.CFG is supplied with this manual.

GO.CFG must be located in the same directory as the GO.EXE program. It is read every time GO enters interactive mode.

Within the file there are three types of information, flags, keys and extensions.

Flags: A line that begins with an "@" contains flags. The following are the currently available flags...

"MODE:n" This allows selection of display mode. Where "n" is the mode number. If "MODE" is not used what ever mode the adapter is in will be used. This can cause problems if it is in a graphics mode. It is a good

idea to specify a mode to prevent problems of this sort.

n = 3, Color 80x25 (most adapters will work in this mode).

n = 7, Monochrome 80x25.

n = 64, EGA43 or VGA50, 80x43 or 80x50.

n = ?, depends on the adapter you have. Your video card should have any higher modes documented e.g. On a LEOVGA n = 90 is 132x40 text mode. You must use only text modes.

GO requires a screen mode with at least 80 columns to enter interactive mode.

"NOSAVE" Prevent the storing and restoring of screen in GO. If you are short of memory or are not impressed the screen restoring you can remove this option by using this flag.

Keys: Keys can be set up to use certain packages when in the file screen. The format is "<k> package" where "k" is the key you wish to define and "package" is the program to be run when key is pressed. e.g. "<V> LIST.COM" when you press [V], LIST.COM will be found and run using the current file as a parameter. You are not allowed to redefine a key already being used. You can view the keys you have set up by viewing the help whilst in the file screen.

Extensions: Allows a default package to be used in the file screen when [Enter] is pressed. Format is "ext package" where "ext" is the extension to look for and "package" is the package to use on that type of file. e.g. "PAS TURBO.EXE" find and run TURBO.EXE when [Enter] is pressed on a *.PAS type file. "WQ? QP.COM" find and run QP.COM when [Enter] is pressed on a file matching *.WQ?. The first package that matches the extension of the file is used. So a "catch-all" can be specified last e.g. "* LIST.COM" if no previous package knows what to do with the file then just list it to the screen.

File specifications in GO.CFG may be preceded by a "#". GO will pause after running the package with an "Any key to continue..." message.

If you specify an extension in the file name it will be found and executed directly, therefore using less memory. If no extension or extension is .BAT the command processor will be called to deal with command. This allows you to use in built DOS commands such as TYPE.

Here is a sample GO.CFG... (note there are no leading spaces in the file)

```
; Flags - Use EGA43/VGA50 line mode and don't save the screen.
@ NOSAVE MODE:64

; Keys
<V> TYPE
<E> EDIT.EXE
<P> #TPC.EXE
<C> #TCC.EXE

; Extensions
PAS TP.EXE
C TC.EXE
SPR SP.COM
WQ? QPRO.COM
```

Note:

* TYPE

Any line that begins with a semicolon or is blank is ignored. This allows comments to be placed in your GO.CFG.

There is NO checking of GO.CFG for errors. If GO.CFG is not doing as you wish check your typing carefully!

Directory Display On Exit

If your DOS prompt does not contain a "\$P", GO will display the current directory on exit. If you have the "\$P" in your prompt you can see which directory you are in by reading your prompt. Please refer to your DOS manual for information on selecting the DOS prompt.

GO.DTL File

GO.DTL (GO's Directory Tree List) is the file created by GO to quickly keep track of all the subdirectories on each disk. It creates this file just once then maintains the file. The file is not created or is deleted if there are no subdirectories on the disk. GO.DTL is usually kept in the root directory of the relevant disk.

Sample Batch Files

There are some very simple batch files provided with this package to save you a small amount of typing. You may like to use them? File name is in square brackets, comment follows file name, file contents are on the line following filename. To use the batch files, simply place them in your path.

[GMD.BAT] MD, MKDIR replacement GO -M %1

[GRD.BAT] RD, RMDIR replacement GO -R %1

[GND.BAT] A directory renamer GO -N %1 %2

[GFF.BAT] A file finder GO -F %1

If you use a command line editor (i.e. ALIAS, CED, DOSEDIT) it may be possible for you to create "aliases" for CD, MD and RD so

that DOS can be avoided all together! I'll leave that up to you to work out.

Sample GO.CFG

The sample GO.CFG simply selects a relatively standard video mode, sets up [V] to view a file in the "File Screen" and sets a default action for extension "*" (i.e. all files) to be view the file.

Viewing is done by way of the DOS "TYPE" command. You may have utilities that are better than type, feel free to use them.

You may copy the GO.CFG to where you keep GO.EXE if you wish to use it. You may also edit it to add/alter any features you like.

It is a good idea not to waste space by verbose comment as the file is read every time you enter interactive mode.

Renaming GO.EXE

If you wish to rename GO, please note that the GO environment variable, the GO.DTL file and the GO.CFG file will also change. e.g. "rename GO.EXE GCD.EXE" will require you to "SET GCD=x" instead of "SET GO=x" and rename GO.CFG to GCD.CFG. The GO database would now be stored in a file called GCD.DTL.

The references to "GO" within the help text will remain the same.

Error Levels

On leaving GO the DOS errorlevel is set. The value of errorlevel may be useful to people using GO within a batch file. O is returned for no error. 1 is returned for invalid command line options. 2 is returned if no matching directory is found. 3 is returned if no matching file is found. 4 is returned for any other type of error.

The errorlevel may be tested by a batch file similar to the following...

GO %1 %2 %3

- if errorlevel 4 echo Standard GO error.
- if errorlevel 4 goto end
- if errorlevel 3 echo File match not found.
- if errorlevel 3 goto end

```
if errorlevel 2 echo Directory match not found.
if errorlevel 2 goto end

if errorlevel 1 echo Invalid option in GO command line.
if errorlevel 1 goto end

if errorlevel 0 echo No errors!
if errorlevel 0 goto end

:End
```

Limits

Supports over 4000 directories per GO.DTL. {Probably more than you can create!?}

Directory structure can be of any complexity and depth.

Over 500 files can be present in the file screen.

40 key definitions & extension defaults can be set for file screen usage.

Known bugs!

Why are there "known" bugs? Well this particular "bug" is too troublesome to remove. The only way I can think of getting around it requires rescanning the drive every time you want to rename a directory! This bug is not going to affect anyone sensible, but I thought I better mention it as, no doubt, some one will find it and complain.

If you create a directory which is nearly 64 characters long e.g.

C:\A\B\C\D\E\F\G\H\I\J\K\L\M\N\O\P\Q\R\S\T\U\V\W\X\Y\Z\THE\END then you [R]ename a directory which is an ancestor of this directory, for instance

C:\A\B to be C:\A\BBBBBBBB

you will create a path name that is over 64 characters long i.e.

C:\A\BBBBBBBB\C\D\E\F\G\H\I\J\K\L\M\N\O\P\Q\R\S\T\U\V\W\X\Y\Z\THE\END Once you have a path that is too long it is hard to remove. You will have to rename the BBBBBBB directory back to B then remove some directories.

Be warned DOS does not at all like directories that are over 64 characters long. Just DO NOT do it O.K!

BUT as I said "sensible" people would not be affected by this, so the cost to check for this occurrence is not justified.

Next Version!

Any suggestions, requests and/or bug reports made by registered users will be noted and will quite likely be incorporated/corrected in next version of GO.

Planned for next version of GO...
Increased functionality in default file actions and programmed key actions. Searching for text within files. Directory move. Option to clear a directory of files/subdirectories. Drive statistics display. Attribute changing. File copying, deleting, and moving. Any thing else suggested by registered users!

Thanks

Many thanks to all the people who have used and registered GO. Special thanks to those of you who have provided comments, suggestions of features to add or (the occasional) bug to remove.

A special thank you to my closest friend Mimi. Without who's efforts this release would have been a few months earlier!

 \ldots and finally thanks to Borland for Turbo C, Turbo Pascal and Sprint.

(If they want me to thank them for Paradox and Quattro, I'm open to offers)

Α

Various error messages may be reported whilst using GO. They are listed below with some possible reasons for the error messages.

"Current drive not valid. New drive to use?"
You may have removed a floppy disk before exiting GO. Or a
Network has crashed and can no longer be accessed.

If this error occurs you may hit [Esc] to exit GO or a drive letter [A] through [Z] to select new drive.

"Don't be silly!"

Attempting to [R]emove or [N]ame root directory. Attempting to [R]un a non-executable file.

"Wildcards not allowed"

You are not allowed to make, remove or rename directories using wildcard directory specifications.

"No directory match"

No directory matched the specification you gave.

"No file match"

No file matched the specification you gave.

"Path too long"

Attempting to make a directory path longer than the DOS limit of 64 characters. See "Known Bugs" for a warning.

"Ran out of memory"

An attempt was made to allocate some memory which failed. This will only happen straight after running of program.

"Screen columns < 80"

Screen must have at least 40 columns for ${\tt GO}$ to run interactively. Chapter 4 (Page 12).

"FILE - Write protected"

"FILE - MESSAGE"

The FILE is the full specification of the GO.DTL file. MESSAGE is a description of the DOS error that has occurred. An error occurred during the reading or writing of the GO.DTL file. This is usually due to a write protected disk, or the read-only attribute being set on the GO.DTL file.

"Error - MESSAGE"

MESSAGE is a description of the DOS error that has occurred. Some that you are likely to see include.

"No such device" attempt to use a non-existent drive.

"No such file or directory" attempt to use a non-existent path.

"Permission denied" attempt to remove a protected directory or directory with subdirectories or files.

"Path not found" attempt to list or graph a non-existent path.

"PROGRAM - exit code N"

Program PROGRAM has exited with DOS exit code N. This can occur when using the [R]un or [Enter] commands in the file screen.

"PROGRAM - MESSAGE"

Program PROGRAM has a problem described by MESSAGE. This can occur when using the [R]un or [Enter] commands in the file screen.

В

GO is Shareware! You may use GO on a trial basis for 14 days, after which you must register your copy to continue using it.

For development of this product to continue it must be supported by you.

Registration benefits include one year of free updates, future updates at low cost, printed manual and information on new software available.

Please make the effort to register your copy!

For a single user, registration is AUS\$25. Site licenses are as follows:

Users	Cost/User	Users	Cost/User	
2 - 4	AUS\$ 20	20 - 29	AUS\$ 11	More than 100 users are
5 – 9	AUS\$ 18	30 - 39	AUS\$ 6	one time fee of
10 - 19	AUS\$ 15	40 - 99	AUS\$ 5	AUS\$500

GO may not be sold nor may it be included with any package that is sold without a negotiated distribution license.

GO may be freely distributed, so long as ALL files, including executables and manual are provided in unaltered form and not more than a \$10 distribution fee is charged.

Fill in and send the registration form on following page to register.

REGISTRATION	FORM	FOR	GO	VERSION	3.0
--------------	------	-----	----	---------	-----

Your Name			
Your Address			
Your Phone Number			
Licence Type	Ileare	* Cost/User	= \$Cost
Ticence Type	OSEIS	COSC/OSEI	- VCOSC
Site License		*	=
Site License Site License		*	=
Single user		*AUS\$25	=
Total			=

Enclose a cheque drawn on an Australian bank for the total amount and send to...

Richard Larkin 87 Toronto Ave Cromer Heights NSW 2099 Australia.

Phone: Australia (02) 981 4651, Overseas +61 2 981 4651

Note: A site license allows internal copying and use of the GO software up to the number of copies licensed. A site license does not allow you to distribute GO to a third party. The license is non-transferable.

For distribution licenses and customised versions of ${\tt GO}$ contact me direct.

A	Р	Р	E	N	D	I	X
							С
<<<<	<<<<<<	<<<<<	Bug Repo	rt Form	>>>>>	>>>>>>	·>>>>
Your 1	Name						
Your	Address						
Your :	Phone Numb	per					
GO Ve	rsion						
Bug D	escription	n					
	puters figuratior	ו					
	es Of All ident Proc	grams					
Send	form to :		87 To		е		

Please include computer type, brand name, number of drives, display type, total memory, memory available to package and any other hardware connected to your system.

Please include a printout of your AUTOEXEC.BAT and CONFIG.SYS which are found in the root directory of your boot disk.