Public domain/shareware software is very easy to use if you are familiar with a few basic "DOS" commands. These commands are "COPY", "DISKCOPY", "DIR", "TYPE", "FORMAT", & a few others. None of the disks are "bootable", which means that you cannot place the disk in your computer and turn it on.

The first thing to do is to make a backup copy of your disk with the following command:

A>DISKCOPY A: B: <enter> - (will copy all files from 'A' to 'B')
In the event that you get some sort of error message when using "DISKCOPY",
you will then have to use the "COPY" command to make a backup of your original
disk. Place a blank FORMATTED disk in the "B" drive, the original disk in 'A"
and enter the following command at the "A>" prompt:

A>COPY *.* B: <enter> - (will copy all files from 'A' to 'B')

Now put the original disk away and use the working copy. The next thing

to do is see what files are on the disk. Place the working copy in the "A" drive and enter the following command:

A>DIR <enter> - will display the filenames

Now you will see many different filenames. A filename consists of two parts; the filename & the extension. The filename will be on the left (up to 8 characters long) & the extension will be just to the right (up to 3 characters long). You will be looking for certain extension names; which will tell you something about that type of file.

You may also see files like READ.ME or README.1ST or just README. These are all documentation files that will tell you about the program or how to work the program properly.

VERY IMPORTANT: READ DOCUMENTATION FILES FIRST BEFORE RUNNING THE PROGRAM!!!

To view a documentation file on your screen, use the "TYPE" command. With your program disk in the "A" drive enter the following command:

A>TYPE filename.ext (enter) - where filename would be README.DOC or whatever the filename is that you wish to view.

This will display the documentation to the screen. To stop the text from scrolling by, press "CTRL S" (the CTRL key and "S" key at the same time), any other key to resume scrolling. To obtain a printout of the documentation simply replace the "TYPE" command with the "DOS" command "COPY". Turn your printer on and enter the following command:

A>COPY filename.ext PRN <enter> - where filename would be README.DOC or whatever file you wish to print.

An "EXE", "COM", or "BAT" file extension means that when you enter the filename, the computer will do something. For instance, if the filename were "POKER.EXE", or "POKER.COM, or "POKER.BAT" you would enter the following at the "A" prompt:

A>POKER <enter> - the poker program would now come up on the screen.

Another type of file (a little tricky to run) is a "BASIC" file. These types have the "BAS" extension. Any file with this extension must be run with the "BASIC" interpreter. That simply means that you must have a copy of "GWBASIC.EXE" if you have a clone, or "BASICA.COM" if you have an "IBM". These 2 files (GWBASIC & the "BAS" file) must reside together or be able to find each other. An easy way to do this is to simply copy "GWBASIC.EXE" to the disk that contains the "BAS" files. When both files are together & this disk was in the "A" drive you would enter the following command:

A>GWBASIC POKER <enter> - the poker program would now be "running" & you would be playing the game.

Another important file is one with an "ARC" extension. This means it is an archived file & contains many smaller files within it. This is done so all the files will fit on to the disk(s) you received. You must extract the files with a special program. The program most commonly used is called "PKXARC.EXE". To extract files from a file called "TEST.ARC", enter the following command:

A>PKXARC TEST B: <enter> - this would extract all the files and place them on a disk that was in the "B" drive. You must have a FORMATTED blank disk in the "B" drive when issuing this command. You could copy the "ARC" files & the program "PKXARC.EXE" to your hard drive & enter the following command:

C>PKXARC TEST <enter> - this will extract all the files from an archived state. Then you will see some of the different filenames mentioned above when you use the "DIR" command.
