

4NTTM

Take Command[®]

Introduction and Installation Guide

Published By

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INTRODUCTION

Welcome, and thanks for using 4NT and Take Command!

We started developing these products when we realized that our computers should be a lot more powerful and a lot more helpful than they were. Whether you are a computer novice or an experienced power user, our products will help you get the most out of your computer.

Our products are "command processors": They display the command prompt (for example, "[C:\]"), allow you to enter commands, and interpret and execute the commands you type. Your operating system comes with a command processor that performs the same basic functions (it's called COMMAND.COM in Windows 98 or ME, or CMD.EXE in Windows NT/2000/XP/2003). As you probably know if you've used the command prompt at all, these built-in command processors are unfriendly, very limited, and out of date.

In contrast, our products are modern tools that make the command line easy and powerful. They're compatible with the command processor that comes with your operating system, so the commands you're used to work just as you'd expect. Then we've added thousands of new features to make working at the command prompt simple, productive, and worthwhile.

We've also created a comprehensive set of new batch file commands and functions that allow batch developers to perform in a few lines what used to take hundreds -- or couldn't be done at all.

If you've never used our products, you're probably reading this because you downloaded a trial copy. We encourage you to try this product (or any of the others we offer!) and see if you like it. Feel free to contact us with questions that come up during your evaluation. You can also purchase any product and try it out, risk-free, under our full 90-day money-back satisfaction guarantee.

Our products offer very similar sets of features and commands. Our goal is to make the same set of enhancements available in each operating environment, so you can move easily from one to another without having to limit your work, or switch tools.

Our command processors are divided into two types: "Text Mode" and "Graphical User Interface" (GUI) products. A text mode command processor is the kind you're probably used to: It displays commands and their output in a fixed font, typically with 80 columns in a line and 25 lines on the screen, and offers none of the "graphical" features like menus or toolbars that are common in GUI environments such as Windows. A GUI command processor works very much like a text mode product, but runs in a GUI environment and has the "look and feel" appropriate to that environment. GUI command processors aren't as flexible as their text-mode counterparts in handling text-mode application programs, but they often "fit" better in the GUI environment. (For a more comprehensive guide on choosing the right product, see our web site.)

Our current products are:

- **4NT**, our text-mode command processor, replaces CMD.EXE under Windows NT 4.0, Windows 2000, Windows XP, and Windows 2003. It is also supported under Windows 98 and Windows ME for those who want an advanced text mode command processor on that platform.
- **Take Command**, our Windows GUI command processor, runs under Windows 98, Windows ME, Windows NT 4.0, Windows 2000, Windows XP, and Windows 2003.

4NT and Take Command each come in ASCII versions (for Windows 98 and Windows ME), and Unicode versions (for Windows NT 4.0, Windows 2000, Windows XP, and Windows 2003).

We also offer:

- The **JP CD Suite**, which includes both 4NT and Take Command.
- Multi-system licenses which allow you to run any product or set of products on multiple systems; see MULTI-SYSTEM LICENSES below.

4DOS replaces the traditional DOS command processor (COMMAND.COM) under Windows 95/98/ME, MS-DOS / PC-DOS 3.0 or above, Novell DOS / OpenDOS 3.4 or above, and in OS/2 DOS sessions. Although we no longer actively sell or support 4DOS, we've made the most recent version (7.50) available at no cost. See the 4DOS license file for details on use and distribution.

Once you have 4NT or Take Command installed, you can learn to use it at your own pace. Each has more than 140 commands and thousands of enhanced features, but you don't have to learn them all, or learn them all at once. Relax, enjoy the program's power, and browse the help occasionally. (Press the **F1** key whenever you need help.) These programs will soon become an essential part of your computer, and you'll wonder how you ever got along without them.

We are constantly working to improve our products. If you have suggestions for features that you think we should include in the next version, or any other way we could improve our product, please let us know. Many of the improvements in this version were suggested by our users, and while we can't promise to include every suggested feature, we really do appreciate and consider your comments.

How to Use This Manual

This manual is only one part of the documentation that you will need for 4NT or Take Command. It introduces the products and helps you install them on your computer. It also gives you specific information about using the program in your particular environment.

The second part of our documentation is the online help. It contains complete information about the commands and features of 4NT and Take Command. See page 23 for more information about the online help.

You should start with this introductory manual whether you are new to our programs or you are upgrading from a previous version. Once you have successfully installed the program, move on to the online help for detailed information on commands, features, and configuration.

The first three chapters of this manual introduce the products and help you install the program and its help system. Chapters 4 and 5 contain additional details about each product. We encourage you to review the material in the later chapters to see what applies to you. You shouldn't need the information in Chapters 4 and 5 unless you are working at a more technical level, or run into some unexpected difficulty.

Most of the first part of this manual describes commands and features that are available in both products. When we need to discuss the features or behavior of a single product, we mention it specifically in the text.

Check *README.TXT* for last-minute notes on the current release, or if you are installing a downloaded update to 4NT or Take Command.

Contacting JP Software

You can contact JP Software at the following addresses and numbers. Our normal business hours are 9:00 AM to 5:00 PM weekdays, Eastern US time, except on holidays. Please review the following section before contacting us for technical support.

Address:	JP Software Inc. P.O. Box 328 Chestertown, MD 21620 USA
Phone:	(410) 810-8818
Fax:	(410) 810-0026
Online:	Web: http://jpsoft.com/ FTP: ftp://jpsoft.com Sales: sales@jpsoft.com Customer Service: support@jpsoft.com

Technical Support: Standard (free) support: Available via our online support forum, accessible from the support area of our web site. See page 10 for additional details. See **Technical Support** below for additional information on paid support options.

To access JP Software files use our web site or FTP site. Our files are also available from other on-line locations, but we can't promise that files downloaded from other sites will be the same as files provided directly by us, or that they will be up to date.

Technical Support

If you need help with sales, ordering, shipments, brand codes, or other similar non-technical issues please contact our **Sales and Customer Service** department. See the previous section for our addresses.

Support Plans

Standard support is provided with all product purchases at no additional charge. We also offer a paid extended support option that includes automatic upgrades and support by private email or telephone. For complete details on all support options, including plans currently offered, pricing, and support terms and conditions, see our web site at <http://jpsoft.com/supplans.htm>. Support plan availability and pricing can change, so be sure to check our web site for the most up to date information.

Standard Support

This plan is included with your product purchase. It includes:

- Access to JP Software's online support forum (see page 10), available as a newsgroup, an email list, and a web-based archive. (Also available to prospective customers using trial versions of our software.)
- Email notification of minor and major upgrades.
- Downloadable maintenance upgrades.

Standard Support does not include private email or telephone support, major upgrades, or any physical shipments. There is no annual fee for this plan.

Extended Support

This plan must be purchased on an annual basis. It includes:

- All services listed under our Standard Support plan.

- All major upgrades issued during the plan year. Upgrades will be provided through email delivery of registration codes and related materials.
- Up to five private support incidents per plan year. Support incidents are normally handled through private email; telephone support is also available on a callback basis within the US and Canada.

Before You Contact Us

Before contacting us for support, please check this manual or the online help for answers to your question. If you're having trouble getting 4NT or Take Command to run properly, see **Troubleshooting, Service, and Support** in the online help for any relevant information, and look through the *README.TXT* file for any last-minute information for your product.

If you do need to contact us for support, it helps if you can give us some basic information. The first four items listed below are essential for us to be able to understand and assist you with your problem:

- **What environment are you working in?** This includes the operating system version you are using, the version of the JP Software product involved, and related information such as network connections and the name and version number of any other software which appears to be involved in the problem. Use the VER /R command to determine the command interpreter and operating system version.
- **What exactly did you do?** A concise description of what steps you must take to make the problem appear is much more useful than a long analysis of what might be happening.
- **What did you expect to happen?** Tell us the result you expected from the command or operation in question, so that we understand what you are trying to do.
- **What actually happened?** At what point did the failure occur? If you saw an error message or other important or unusual information on the screen, what **exactly** did it say?

- Briefly, what techniques did you use to try to resolve the problem? What results did you get?
- If the problem seems related to startup and configuration issues, what are the contents of any startup files you use (such as *4START*, *4EXIT*, *TCSTART*, *TCEXIT*, and the *.INI* file), any batch files they call, and any alias or environment variable files they load? Can you reproduce the problem in a shell without any *4START* / *TCSTART* or *.INI* files present?
- **Can you repeat the problem?** If it's random, does it seem related to the programs you're using when the problem occurs?

If you have a problem with a batch file or alias, please include an exact copy of the batch file or alias in question as part of the text of your message (not as an attachment). If your batch file is longer than about 25 lines, please try to reproduce the problem in a smaller test file; otherwise it will probably be impossible for us to understand and recreate the difficulty you found.

Online Support

The best way to contact us for technical support is via our online support forum, where our support personnel (and other users) can read and respond to your messages. The forum is accessible via several methods; for complete details see the support area of our web site at <http://jpsoft.com/>.

A number of other support resources are available from our web site, including error message listings, documentation files, product histories, technical tips and discussions, and other technical information. We update this information regularly, and we encourage you to check the Technical Support area to see if the information there will address your questions.

If you are unable to gain access to the forum, or if you need to include confidential information in your support request, contact us via email at support@jpsoft.com. Please do not use this address for standard support questions that can be posted on the forum.

If you are a paid support customer, email **priority_support@jpsoft.com** and include your support ID (mail to this address may not be answered if it does not include a valid support ID).

Technical support messages should be sent as standard ASCII text. Please **do not** transmit attached files to any of our technical support addresses unless asked to do so by our support staff.

Upgrade Information

Our products are upgraded regularly through **maintenance releases**, designed to fix minor problems or improve compatibility, and **major upgrades** that contain new features. Maintenance releases are identified by a change in the hundredths digit of the version number, for example from 6.0 to 6.01, or in a letter suffix (e.g. 6.01B). Major upgrades are identified by a change in the tenths digit or "ones" digit, for example from 6.0 to 6.10 or 7.0.

Major upgrades can be purchased from JP Software or your dealer. You can download maintenance releases from our web (<http://jpsoft.com/>) or FTP (<ftp://jpsoft.com>) sites. Notices are posted on our web site at <http://jpsoft.com/> whenever our products are updated.

Chapter 1 / Introducing 4NT and Take Command

We've designed our products so that you don't have to change your computing habits or unlearn anything to use them. If you know how to display a directory, copy a file, or start an application program from a command prompt, you already know how to use 4NT and Take Command. If you're not used to using the command line, you'll quickly come to value its power and flexibility, and appreciate the comprehensive online help and the way it makes the command prompt straightforward and easy to use.

4NT is a command interpreter. That means it displays a prompt, waits for you to type something, and then reacts to your commands. (We use the [C:\] prompt in this manual, but you can customize the prompt to use any format you prefer.) 4NT replaces the default command interpreter (CMD.EXE) for command sessions in Windows NT 4.0, Windows 2000, Windows XP, and Windows Server 2003.

Take Command brings the power and convenience of 4NT to the Windows desktop. You're probably already familiar with graphical applications running under Windows and with the command line, but you may not be used to seeing them combined in one product. Most graphical applications offer limited command-line capability at best, and most command-line utilities aren't designed for a graphical environment like the Windows desktop.

We designed Take Command to give you the best of both worlds. You'll probably find it most useful when you need to perform tasks like managing your hard disk, scripting a series of steps with an alias or batch file, or starting applications. There are graphical utilities that perform some of these tasks, but often it is more convenient or productive to perform them from the command line. Take Command looks and feels like the other graphical programs you use.

We don't have room here to list all of the features we have built into our products, or to explain all of the options available in each; that's for the online help. This section will just give you a taste of what you can expect from your computer once you have your new command interpreter installed.

As you read this section, remember that you don't have to use any of these features except the ones that appeal to you. Learn the parts that will make your computer easier for you to use, and add to your repertoire as you need them.

Built-In Commands

The 4NT command line and Take Command's command window (see page 15) are the heart of our products. It is here that you type commands for the program to execute, and where the output of each command is displayed.

Our products support every command you already know, add to the features of existing commands, and add 100 new commands.

For example, the traditional DIR command has about a dozen options. The DIR command in our products has the same options plus more than 20 more. With the enhanced DIR command, you can:

- Display a list of files in 1, 2, 4, or 5 columns with the commands:

```
[c:\] dir
[c:\] dir /2
[c:\] dir /4
[c:\] dir /w
```

- Use colors to indicate different kinds of files, display file descriptions (text to remind you of the contents of a file) along with file names, and sort files according to several different criteria.
- Use wildcards to display all file names that start with the letters "sh" or "ch", end with the letters "sh" or "ch", or have an "sh" or "ch" anywhere in the name:

```
[c:\] dir [sc]h*
[c:\] dir *[sc]h
[c:\] dir *[sc]h*
```

That's just an example of some of the enhancements we have added to one command. 4NT and Take Command have added enhancements to virtually every command you've used before and include dozens of new commands as well. You don't have to learn to use them all, but you will find many commands

and enhancements that will make your computer more powerful and easier to use.

The Command Line

4NT and Take Command are much more than just a collection of commands. They include a number of features that make the command line easier to use:

- Interactive help appears whenever you ask for it, and any time you use a command incorrectly. Type:

```
[c:\] help
```

when you need help - or just press **F1**. If you have typed part of a command, **F1** displays help on the first word on the command line. **Ctrl-F1** displays help for the word at the cursor.

- The command line works like a single-line word processor. You can edit any part of the line at any time before you press **Enter** to execute it or **Esc** to erase it. You can move the cursor left and right by a character or a word, jump to the beginning or end of the line, or delete, insert, or type over characters anywhere on the line.
- 4NT and Take Command keep track of each command you execute. You can recall past commands, execute them again, or make changes before you execute them. The past commands can appear on the command line if you press **↑** or in a pop-up window if you press **PgUp**. (In Take Command, use **Ctrl-↑** and **Ctrl-PgUp**.)
- If you don't want to type a complete file name as part of a command, you don't have to. Just type part of the name and then press **Tab** and a matching file or directory name will appear on the command line. Press the **Tab** key again to see the next matching file. To choose from all matching files in a pop-up window, press **F7** or **Ctrl-Tab**.

The ability to complete filenames easily can be invaluable in a directory with long filenames - all you have to do is type part of a file or directory name and press **Tab**. The command interpreter fills in the rest,

including any quotation marks required for long filenames.

- 4NT and Take Command remember each directory you have visited. There are many ways to return to previous directories; the easiest is to press **Ctrl-PgUp** in 4NT (**F6** in Take Command) to view past directories in a pop-up window. Select the directory you want, press **Enter**, and you will immediately change to that directory.
- Our programs also use an extended directory search "database" that will help you move, almost instantly, to any directory on any hard drive on your system when you type just part of the directory name.
- Our programs include features that let you select files by size, date, and time. For example, this command makes it simple to copy all files in the current directory that have been updated in the last week to a backup disk:

```
[c:\] copy /[d-7] *.* a:\
```

Or to delete all .BAK files that are greater than 1 MB in size:

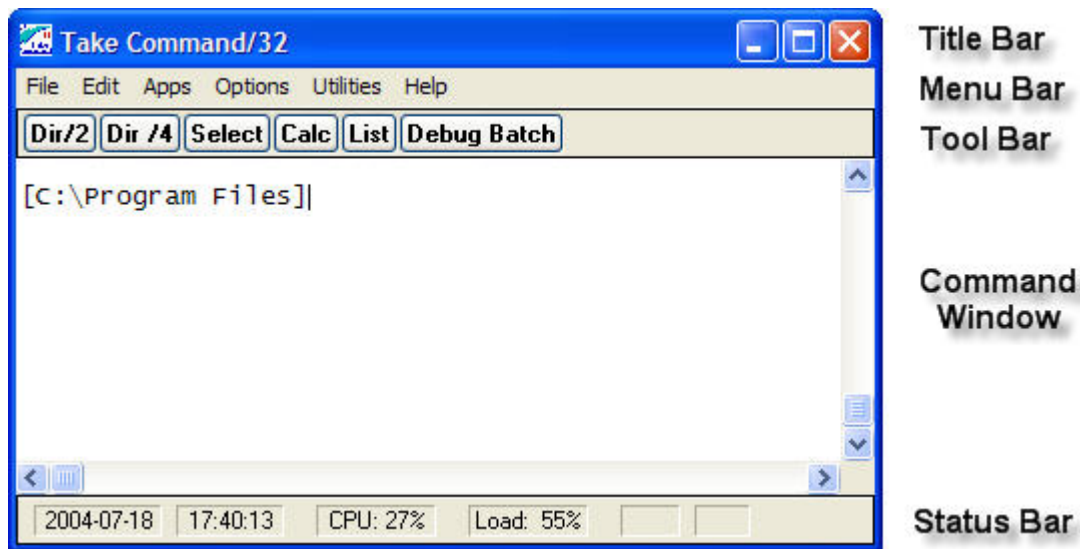
```
[c:\] del /[s1M] *.bak
```

With a simple change you can make the command delete the same files, but from the entire drive rather than just the current directory (use a command like this with caution):

```
[c:\] del /[s1M] /s \*.bak
```

The Take Command Window

The Take Command window is similar to other applications that run on the Windows desktop. The **Title Bar** at the top is similar to the one used in most Windows applications, with a system menu button on the left, and maximize, minimize, and close buttons at the right. You can move the window and adjust its size with a mouse or the keyboard, and you can change the title and the window's size or position with the WINDOW command.



The **Menu Bar** is also similar to many other applications. The **File Menu** allows you to save or print the screen buffer or exit from Take Command. The **Edit Menu** lets you copy text between the Take Command window and the clipboard. The **Apps Menu** lets you start applications from within Take Command. The **Options Menu** lets you configure Take Command and turn various display options on and off. The **Utilities Menu** lets you use several built-in utilities interactively. The **Help Menu** gives you access to Take Command's online help.

Most of the menu bar features can also be invoked with typed commands if you prefer (for example, `OPTION` starts the option dialogs, and `HELP` starts the help system).

The **Tool Bar** lets you execute programs, utilities, and commands with the click of a mouse. You can configure the tool bar with any collection of commands and labels you wish.

The **Command Window** accepts your input and displays Take Command's output. You can scroll through the window, save or print text from the window, and transfer text between the Command Window and the clipboard.

The **Status Bar** displays information about Take Command and your system.

Each portion of the Take Command window and each menu option is explained in detail in the online help.

Working with Windows

Take Command works with Windows in several ways to make your computing more productive, including:

- You can use the Windows clipboard to copy text onto the command line, or to transfer text from Take Command to another application.
- You can use the Windows Drag and Drop feature to insert file names from other applications onto the command line.
- You can use Take Command to send messages to other Windows applications using Dynamic Data Exchange (DDE), or use DDE to send commands to Take Command from other applications.

Accessing Networks and Remote Systems

4NT and Take Command can work with files on your LAN, whether through mapped drives, or standard network names like `\\SERVER\VOL\filename`.

In addition, 4NT and Take Command let you access FTP, FTP SSL, and TFTP servers. You can use standard commands like `DEL`, `DIR`, `COPY`, `MOVE`, and `REN` to manage files on FTP and FTPS servers. Many other features also support FTP / FTPS access, and the `IFTP` command lets you create a persistent FTP / FTPS connection for use with subsequent commands. Some commands (such as `COPY` and `MOVE`) can also manipulate files on HTTP and HTTPS servers.

Configuration

We don't know how you use your computer, or how you would like it to work, so we have made our programs as flexible as possible. You can configure almost every part of our programs to suit your needs or your whims. To display the configuration dialog, type

`[c:\] option`

For example, you can decide what colors to use for what purposes, how popup windows are displayed, and command line

editing details like the size and location of pop-up windows, or the shape of the cursor.

Aliases and Batch Files

Aliases

Aliases are short sequences of commands that are stored in memory for very fast execution. They can assign complex tasks to simple names or single keystrokes, define new commands, and set defaults for internal commands and for almost any application on your computer. They are the primary method we offer for customizing your command line to suit your needs.

Here are a few examples of how you could define simple aliases to make the command line easier to use. The first two provide shorthand names for the DIR command – **D** displays a directory, and **D2** displays a 2-column directory, sorted vertically, with a pause at the end of each page:

```
[c:\] alias d dir
[c:\] alias d2 dir /2 /p /v
```

Once these definitions have been entered, all you have to do is type **D** or **D2** at the prompt to execute the corresponding alias.

You can also define aliases as shorthand ways to execute applications, usually without having to add the application's directory to your PATH. For example, this alias allows you to just type **EDIT** to run your editor, even if its directory is not on the PATH:

```
[c:\] alias edit e:\edfiles\editor.exe
```

You can put a whole group of commands into an alias so that you can invoke them without typing each one. This alias changes directories, runs the FINPROC program, and changes back to the original directory (the back-quotes [```] are used to enclose an alias when it contains more than one command). This alias should be entered on a single line:

```
[c:\] alias monthly `pushd c:\monthly & finproc & popd`
```

This short description explains only the basics of what aliases can do. Like most 4NT and Take Command features,

aliases can be as simple or as complex as you like. You can save your aliases in a file and reload them each time the command interpreter starts (otherwise, you'd have to redefine them each time); assign aliases to keystrokes so they can be invoked quickly; write aliases which use other aliases; and use aliases within batch files. For complete information on aliases, see the online help.

Batch Files

A batch file or batch program is a text file that contains a list of commands to execute. 4NT and Take Command read and interpret each line as if it had been typed at the keyboard. If you're an experienced batch file programmer, or if you want an easy introduction to batch file programming, you won't find anything more powerful than our built-in batch language.

The batch language includes simple commands to display menus, boxes, lines, and colored text to dress up your batch file displays; a full range of user input commands; over 100 built-in variables that let your batch files test system configuration, device status, and free memory and disk space; and more than 150 built-in functions that let your batch files read from files, find the date, perform calculations, and manipulate strings.

Your batch files can include subroutines, DO loops, IF/THEN/ELSE logic, and even exception handling. And you can run them in the batch debugger to debug them easily, learn exactly what each line does, or view changes to variables and other information as the batch file executes.

Chapter 2 / Installation

4NT and Take Command normally come with Windows-based installation software that makes product installation simple and straightforward. We recommend that you follow the directions for automated installation below. If you prefer to set up the program yourself, you can download a .ZIP file containing all the necessary files from our FTP site. Manual file installation is covered in detail for each product in Chapters 4 and 5.

Preparing for Installation

We strongly recommend that you install your new version of 4NT or Take Command in a new directory or folder, not in the same directory as a previous version, or a directory used by other software.

Performing the Installation

Our products are distributed using several methods. This section explains how to start the automated installation software in each case. In all cases, see Chapters 4 and 5 if you want a manual rather than automated install.

To start the installation software you can use a command prompt, the Run option on the Windows Start menu, or Windows Explorer.

- If your copy of 4NT or Take Command was downloaded as an **.EXE** file from our web or FTP site, or as part of an electronic purchase, store the file in a directory of your choosing, and execute it to start the installation process. The file name will be based on the product (e.g. **4NTU.EXE** for 4NT 6.00 Unicode).
- If your copy came on a **CD-ROM** from JP Software, simply run the installation software from the directory for the desired product.
- If your copy came in a downloaded **.ZIP** file from our web site or FTP site, then there is no **SETUP.EXE**. In this case, you must use the manual installation instructions in chapters 4 and 5.

Installing an Upgrade

The installation procedure is essentially the same as when you are installing a new copy of the program.

If you are upgrading from a previous version, you may have *4NT.INI*, *TCMD32.INI* and / or *4START*, *4EXIT*, *TCSTART*, or *TCEXIT* files in the previous version's directory. To use these files with the new version, you must copy them to the new directory, and update the *.INI* file in some cases.

Desktop, Registry, and System File Changes

During automated installation, some optional changes are made to the Windows desktop and registry. These changes:

- Create a 4NT or Take Command entry on the Start menu, and include shortcuts in that group to start the command processor and its online help.
- Add a shortcut to the Windows desktop to start the command processor.
- Designate the *.BTM* files (enhanced batch files) used by JP Software products as batch files. They will then be recognized as such by Windows Explorer.
- Provide an additional "open" option in the context (right mouse button) menu of all batch files, to run the file with 4NT or Take Command.
- Create a new entry in the context menu of drives and directories to launch 4NT or Take Command in that drive / directory.

If you need to make these changes manually, or reinstall them without reinstalling the software, see the support area of our web site for a set of registry extension (*.INF*) files you can download and install. These files create shortcuts and registry changes similar to those made by the installation software.

All of these changes are reversed by the automated uninstall process.

Uninstalling the Program

We don't expect you to have trouble using our programs, but we know many users like to know how to uninstall a product. Alternatively, you may need to remove the program from one system to move it to another system.

If you installed your product using our setup program, go to the Windows Control Panel, select Add/Remove Programs, and select the product you want to uninstall from there.

The automated uninstall software will attempt to reverse all of the changes made during installation, including modifications to your system files and registry. However, in some instances (for example, if you manually moved the product files to a new directory after automated installation was complete), the program may not be able to complete all of the steps automatically. In this case, you will need to perform some of them manually.

You will also need to uninstall the program manually if you did not use *SETUP.EXE* to install it.

Chapter 3 / Online Help

4NT and Take Command include extensive online help. This chapter provides a basic description of how to use the online help, and lists important help topics.

Using Online Help

If 4NT or Take Command is running, you can start the online help by typing `HELP` (or `HELP` plus a command name) at the prompt, by pressing the **F1** key at any time when the command processor is accepting keyboard input at the prompt, or from the Help menu in Take Command. Our help is fully cross-referenced, so you can move easily among related topics.

If you type part or all of a command on the command line and then press **F1**, the online help will provide "context-sensitive" help by using the first word on the line as a help topic. If the first word is not a valid help topic, you will see the Table of Contents. For example, if you press **F1** after entering each of the command lines shown below you will get the display indicated:

```
[c:\]                               Overview
[c:\] copy *.* a:                   Help on COPY
[c:\] c:\util\map                   "The page cannot be displayed"
```

If you need help for a command or variable that is not at the beginning of the line, position the cursor under (or immediately to the right) of the word, and press **Ctrl-F1**.

If you type the name of any internal command at the prompt, followed by a slash and a question mark [/?] like this:

```
[c:\] copy /?
```

you will see help for the command in a quick-reference style.

Once you've started the help system, you can use a standard set of keystrokes or mouse actions to navigate through the help text.

The online help can also be started "manually" (*i.e.*, without 4NT or Take Command running), and contains information which may be helpful if you encounter difficulties setting up the program or configuring it for your system.

Important Help Topics

The online help includes documentation for all 4NT or Take Command commands and features. It also includes many other topics that may be of interest to you as you use the program or which you may need for advanced installations:

- **4NT.INI or Configuring Take Command** cover the *.INI* file and the related dialogs, including reference information on all *.INI* file directives.
- **Starting Take Command, or Starting 4NT** (under **Setup and Troubleshooting**) explains the startup command line, and contain links to related startup and configuration topics such as 4START and TCSTART.
- **Troubleshooting, Service, and Support** (under **Setup and Troubleshooting**) includes a list of error messages and a discussion of useful diagnostic and troubleshooting techniques. It also contains information on contacting JP Software for technical support, sales, customer service, and other matters.

Chapter 4 / 4NT Startup and Configuration

This chapter covers startup options, manual installation, and configuration of 4NT. For information on manual installation and configuration of Take Command, see chapter 5.

If you need detailed technical information or troubleshooting assistance on any of these topics, consult the **Troubleshooting, Service, and Support** topic in the online help.

Once you have 4NT installed on your computer, the program is ready to run. However, you can configure each program in various ways to suit your needs and preferences. Most of the configuration or behavior of each program is controlled by aliases you create (explained in the online help) and by the **.INI** file (explained briefly below, and in detail in the online help).

A few configuration options can also be set on the startup command line, which is explained here. In order to understand the startup command line you will also need to understand primary and secondary shells, so that topic is covered first. If 4NT works the way you want it to after installation, you can skip this section. However, you may want to skim this material to see what options are available.

Primary and Secondary Shells

4NT can be run as either a **primary** or **secondary** shell.

A **primary** shell is started each time you start a new command-line session or window from the desktop. A **secondary** shell is started when a program runs a "transient" (temporary) shell to execute a specific command.

Command Line Options

Whenever you start a primary or secondary shell, you can control the way that 4NT starts by adjusting the startup command line.

A few of the command-line switches or options that 4NT recognizes are required in certain circumstances; most others are needed only if you want finer control over the way the program starts.

The command line that starts 4NT will typically include the program name with drive and path, and any switches for the program. For example:

```
e:\4nt\4nt.exe /K
```

Although the startup command line is usually very simple, you can add a number of options if you need to customize the way the command interpreter starts. The complete syntax for the 4NT startup command line is:

```
d:\path\program [d:\path] [[/]@d:\path\inifile] [//iniline]
[/L /LA /LD /LF /LH /Q /S /T:bf /U /V /X ] [[/C | /K]
command]
```

(Do not include the square brackets shown in the command line. They are there to indicate that the items within the brackets are optional.)

If you include any of the options below, you should use them in the order that they are described. If you do not do so, you may find that they do not operate properly.

The following items can be included on the command line:

- **d:\path\program:** The path and name of the executable program file (4NT.EXE). It is required to start 4NT.
- **d:\path:** This is the second **d:\path** in the command line above. It sets the drive and directory where the program is stored. (4NT knows its startup drive and directory, so this option is not necessary, though it is allowed.) 4NT uses this path to find their files and to set the COMSPEC environment variable (see the online help for more information on COMSPEC).
- **@d:\path\inifile:** This option sets the path and name of the .INI file. You don't need this option if you aren't using an .INI file at all, or if the file has the default name (4NT.INI), and it is either in the same directory as the executable program, or in the root directory of the boot drive. This option is most

useful if you want to start the program with a specific *.INI* file.

- **//iniline:** This option tells 4NT to treat the text appearing between the **//** and the next space or tab as an *.INI* directive. The directive should be in the same format as a line in the *.INI* file, but may not contain spaces, tabs, or comments. Directives on the command line override any corresponding directive in the *.INI* file. This option may be repeated. It is a convenient way to place a few simple directives on the startup line without having to modify or create a new *.INI* file.
- **/L, /LA, /LD, /LF, and /LH:** These options force 4NT to use local alias, directory history, function, and / or command history lists. They will override any LocalAlias=No, LocalFunctions=No, LocalHistory=No, or LocalDirHistory=No settings in the *.INI* file. This allows you to use global lists as the default, but start a specific session with local aliases, functions, or histories. See your online help for details on local and global aliases and histories. **/LA** forces local aliases, **/LD** forces local directory history, **/LF** forces local functions, **/LH** forces local command history, and **/L** forces all four.
- **/Q:** This option has no effect. It is included only for compatibility with *CMD.EXE*.
- **/S:** This option tells 4NT that you do not want it to set up a Ctrl-C / Ctrl-Break handler. It is included for compatibility with *CMD.EXE*, but it may cause the system to operate incorrectly if you use this option without other software to handle Ctrl-C and Ctrl-Break. This option should be avoided by most users.
- **/T:bf:** This option sets the foreground and background colors in the 4NT window. Both **b** and **f** are hexadecimal digits; **b** specifies the background color and **f** specifies the foreground color. This option is included for compatibility with *CMD.EXE*; in most cases, you will find it easier to set default colors with the StdColors directive in *4NT.INI*, or the corresponding Output Colors option on the Display page of the 4NT configuration dialogs.

- **/U:** This option causes redirected output of internal commands (to a pipe or to a file) to be in Unicode. (Unicode versions of 4NT only.)
- **/V:** This option sets the "delayed expansion" flag (the "!var!" syntax in CMD.EXE). This is strictly for compatibility with CMD.EXE; 4NT always does delayed expansion.
- **/X:** This option forces 4NT to alter the operation of the MD and MKDIR command to automatically create all necessary intermediate directories when it creates a new subdirectory. Its effect is the same as adding a /S option to all MD and MKDIR commands (see the online help details about the MD /S command). This option is included for compatibility with CMD.EXE. In CMD.EXE it enables other options as well, but in 4NT the only option not enabled by default is the implicit MD /S.
- **[/C | /K] command:** This option tells 4NT to run a specific command after starting. The command will be run before the prompt is displayed. The command can be any valid alias, internal or external command, or batch file. All other startup options must be placed before the command, because the command interpreter will treat characters after the command as part of the command and not as additional startup options.
- When the command is preceded by a /C, 4NT will execute the command and then exit and return to the parent program or the desktop without displaying a prompt. This is called a "transient" command interpreter session.
- In 4NT the /K switch has no effect; using it is the same as placing the command (without a /C or /K) at the end of the startup command line. It is included only for compatibility with CMD.EXE.

This command line will start 4NT, select local aliases, execute any 4START file you have created, execute the file *PROCESS.BTM*, and then exit when *PROCESS.BTM* is done. The prompt will not be displayed by this session:

```
c:\4nt\4nt.exe /la /c c:\4nt\process.btm
```

Creating or Modifying Startup Files

Each of our products uses two files to control the way it starts: a file of configuration information called the *.INI* file (named *4NT.INI* in 4NT), and a startup batch file (named *4START* in 4NT). *4START* may have a *.BTM*, *.BAT*, or *.CMD* extension.

The *.INI* file is optional in 4NT. The *.INI* file for 4NT should be placed in the same directory as the other 4NT files. You can add additional information to the *.INI* file manually with an ASCII editor, or you can use the *OPTION* command to aid you in selecting configuration options.

The *4START* file is also optional. It is executed each time 4NT starts, and gives you a convenient way to load aliases and environment variables, and otherwise initialize the command processor.

For complete details on startup files, on the *OPTION* command, and on the *4EXIT* file (executed when the command processor exits), see the online help.

If you are upgrading from a previous version of 4NT, you may have an *.INI* file and / or a *4START* (or *4EXIT*) file in the previous version's directory. To use these files with your new version, you must copy them to the new directory, and then update any paths in either file that point to the old program directory.

Exit Codes

If you start 4NT from another program (e.g. to run a batch file or internal command), it will return a numeric code to the other program when it is finished. This code is usually used to indicate whether the operation performed was successful or not, with 0 often indicating success and a non-zero value indicating a failure or other numeric result.

In 4NT, the exit code is normally the numeric exit code from the last internal or external command. However, for compatibility reasons and to avoid conflicts with external commands, only some internal commands set the exit code; others leave it unchanged from the most recent external command.

If you enter an unknown command the exit code will be 2, which is the internal 4NT "unknown command" error number.

You can use the **EXIT n** command to explicitly set the exit code. If you do, this will override the rules described above, and set the return code to the value in your EXIT command.

The normal rules described above may not return a code that indicates the success or failure of the specific operation that concerns you. Therefore, if you need to rely on the exit code from 4NT, we recommend that you use a batch file or alias to create the exit code you want, and then set the code explicitly with **EXIT n**.

4NT Installation Notes

If you run 16-bit character-mode applications which "shell to DOS" (*i.e.*, start a secondary command prompt session), we recommend that you enable the NTCMDPROMPT directive in the `\WINDOWS\SYSTEM32\CONFIG.NT` file. This Windows feature affects operation of shells started from 16-bit programs, and is not specifically related to 4NT. However, in our experience using it improves operation, and prevents certain problems with secondary shells (*e.g.*, requiring you to type an extra EXIT command to return to the parent application). NTCMDPROMPT may or may not work well in your particular situation, and experimentation is usually required to determine the best configuration. For further documentation on NTCMDPROMPT read the comments provided by Microsoft in `CONFIG.NT`.

Using 4NT Under Windows 98 and ME

4NT is designed principally to run under Windows NT 4, Windows 2000, Windows XP, and Windows Server 2003. However, it is also supported under Windows 98 and Windows ME. For additional details and discussion of any minor issues that may arise with 4NT under Windows 98/ME, see the Setup and Troubleshooting section of 4NT's online help.

Manual Installation of 4NT

This section is for advanced users and assumes you are generally familiar with ASCII editors, batch files, and

other similar concepts. In most cases, you can select the installation options you need using *SETUP.EXE*, and manual installation is not necessary.

In order to install 4NT manually, you must copy the necessary files, register 4NT if necessary, create or modify any configuration files you need, and then create the necessary commands to start the program on your system.

Copying the Program Files

When you copy the 4NT files, be sure to place them in their own directory, rather than using the same directory as a previous version of the program, a directory used by other JP Software products, or a directory used by other software.

We strongly recommend that you place all of the 4NT files in the same directory. See **4NT Files and Directories** on page 31 for some important considerations if you choose not to follow this recommendation.

Registering 4NT

When you purchase a new or upgrade copy of 4NT, you will receive an email with an attached file named 4NT.KEY. Double click on the 4NT.KEY attachment (or save it to the disk and type the file name) to register 4NT with your name and serial number. (A popup may appear asking if you want to add the information in 4NT.KEY to the registry; click on Yes to continue.)

If you are running 4NT at the time you load 4NT.KEY, your registration information won't appear until you exit and restart 4NT.

Remember to save your 4NT.KEY file in a safe place in case you need to reinstall 4NT. If you have lost your registration key, you can request a replacement key by contacting JP Software at sales@jpsoft.com.

4NT Files and Directories

We strongly recommend that you place all 4NT files in the same directory. If you do not do so, you will probably

have to explicitly set the locations of 4NT files to avoid problems.

If you do wish to move files to different directories, the following information will help you set up the programs correctly:

4NT.EXE is the 4NT program file. It must be in the directory specified in the Command Line field of every 4NT object.

BCHILD.DLL is used by the batch debugger.

IPWORKS6.DLL and **IPWSSL6.DLL** are support DLLs used for Internet support.

JPHELP.CHM contains the text for the 4NT help system. **JPHELP.CHM** must be in the same directory as **4NT.EXE**, or in the %WINDIR\HELP directory.

LANGUAGE.DLL contains localized text for internal messages.

SHRALIAS.EXE is a small utility that is used by the SHRALIAS command to save the shared alias and history lists between 4NT sessions. For the SHRALIAS command to work this file must be in the same directory as **4NT.EXE**, or in a directory included in your PATH.

TAKECMD.DLL is the utility DLL shared by 4NT and Take Command. It must be in the same directory as **4NT.EXE**.

Language Support

If you install 4NT with the Installer, you will be prompted to select the language you wish Take Command to use. If you install the program manually, you will need to copy the appropriate DLL to **LANGUAGE.DLL**. (For example, copy GERMAN.DLL to LANGUAGE.DLL.) Note that the language selection only affects internal messages, not the online help file.

4NT currently supports English and German. Other languages are planned; check our web site at <http://jpsoft.com> for updates.

Creating 4NT Shortcuts and Registry Extensions

When 4NT is installed using *SETUP.EXE*, it will offer to create a Start menu entry and registry extensions as described on page 21. The installation software can also create a desktop shortcut for 4NT.

If you need to create a Start menu entry or desktop shortcut manually – for example, if the JP Software group on the Start menu is inadvertently damaged or deleted – you can use the Windows Explorer's facilities:

- To create additional shortcuts elsewhere on the Start menu, or modify the Programs entries, click the right mouse button in an open area of the Task Bar, and then select Properties on the menu. Select the Advanced tab and modify or adjust the menus as required.
- To create one or more shortcuts on the desktop to run 4NT, click the right mouse button in any open area of the desktop. On the popup menu, click New, then Shortcut. Fill in the drive and path as *d:\path\4NT.EXE* (adjust the drive and path for your system).

You can also put command-line switches, a command, or the name of a batch file at the end of the command line for any shortcut. This allows you to run specific commands or set configuration options when you start 4NT from that shortcut. For details on the command line options available, see the beginning of this chapter, and **Starting 4NT** under **Setup and Troubleshooting** in the online help.

For more information on creating and configuring shortcuts or modifying the Start Menu, see your Windows documentation.

If you want to make these changes as a group, or reinstall shortcuts and registry extensions without reinstalling 4NT, see the support area of our web site for a set of registry extension (*.INF*) files you can download and install. These files create shortcuts and registry changes similar to those made by the installation software. The comments within each file explain how to install and uninstall it.

The 4NT Help System

When you start the 4NT help system, 4NT opens a new window to run the standard Windows help program. The help program displays the help text from the file *JPHELP.CHM*, and lets you browse through it.

4NT's help text does not cover the Windows external commands because they are included in Windows's built-in Command Reference.

If you start the help system from a 4NT window on the Windows desktop, you will be returned to that window when you close the help program. However, if you have switched the window to full-screen mode before invoking the help system, you must return to 4NT manually (using standard Windows methods for switching between windows). This is due to the design of Windows Help and is not a limitation of 4NT.

You can also keep the help window on the screen and return to the 4NT window, switching between the two windows as needed. This may be useful when you are writing a batch file, working on a complex command, or experimenting with 4NT.

In order for the 4NT help system to work properly, the help text file, *JPHELP.CHM*, must be in the same directory as *4NT.EXE*, or in the *%WINDIR\HELP* directory.

4NT also supports the */?* switch to display "quick help" for any command.

Uninstalling 4NT Manually

For automated uninstall instructions, see page 22.

To remove 4NT manually perform the following steps:

- If you installed the 4NT shortcuts or registry extensions from a downloaded *.INF* file, remove them as described in the file.
- Delete any remaining Windows desktop objects or Start menu entries that refer directly to 4NT.
- Check the 4NT directory for any files you placed there that you want to save. Then delete the 4NT files and directory from your disk.

Chapter 5 / Take Command Startup and Configuration

This chapter covers startup options, manual installation, and configuration of Take Command. For information on 4NT, see chapter 4.

If you need detailed technical information or troubleshooting assistance on any of these topics, consult the **Troubleshooting, Service, and Support** topic in the online help.

Once you have Take Command installed on your computer, the program is ready to run. However, you can configure Take Command in various ways to suit your needs and preferences. Most of the configuration or behavior of Take Command is controlled by **aliases** you create (explained in the online help) and by the **.INI file** (explained briefly below, and in detail in the online help).

A few configuration options can also be set on the startup command-line, which is explained here. If Take Command works the way you want it to after installation, you can skip this section. However, you may want to skim this material to see what options are available.

Starting Take Command

You will typically start Take Command from a Windows desktop shortcut or from the Programs section of the Start menu.

Usually these are sufficient, but if you prefer you can create multiple shortcuts to start Take Command with different startup commands or options, or to run different batch files or commands. You can use these items to run commonly used commands and batch files directly from the desktop.

Command Line Options

Some Take Command options are required in certain circumstances; others provide finer control over the way the program starts.

The shortcut command that starts Take Command will typically include the program name with drive and path then include any switches for the program, for example:

```
c:\tcmd\tcmd.exe
```

Although the startup command line is usually very simple, you can add a number of options if you need to customize the way Take Command starts. The complete syntax for the startup command line is:

```
d:\path\program [d:\path] [[/]@d:\path\inifile] [//iniline]
[/L /LA /LD /LF /LH /T:bf /U /V /X] [[/C] command]
```

(Do not include the square brackets shown in the command line above. They are there to indicate that the items within the brackets are optional.)

If you include any of the options below, you should use them in the order that they are described. If you do not, they may not operate properly.

The following items can be included on the command line:

- **d:\path\program:** The path and name of the executable program file (*TCMD.EXE*). It is required to start Take Command.
- **d:\path:** This is the second **d:\path** in the command line above. It sets the drive and directory where the program is stored, called the **COMSPEC path**. This option is included for compatibility with character-mode command processors, but is not needed in normal use. Take Command can find its own directory without a COMSPEC path.
- **@d:\path\inifile:** This option sets the path and name of the *.INI* file. You don't need this option if your *.INI* file has the default name (*TCMD32.INI*) **and** it is in the same directory as the executable program. This option is most useful if you want to start the program with a specific *.INI* file.
- **//iniline:** This option tells Take Command to treat the text appearing between the *//* and the next space or tab as an *.INI* directive. The directive should be in the same format as a line in the *.INI* file, but may not

contain spaces, tabs, or comments. Directives on the command line override any corresponding directive in the *.INI* file. This option may be repeated. It is a convenient way to place a few simple directives on the startup line without having to modify or create a new *.INI* file.

- **/L, /LA, /LD, /LF and /LH:** These options tell Take Command to use local alias, directory history, function, and / or command history lists. They will override any LocalAlias=No, LocalFunctions=No, LocalHistory=No, or LocalDirHistory=No settings in *TCMD32.INI*. This allows you to use global lists as the default, but start a specific session with local aliases, functions, or histories. See the online help for details on local and global aliases, functions, and histories. **/LA** forces local aliases, **/LD** forces local directory history, **/LF** forces local functions, **/LH** forces local command history, and **/L** forces all four.
- **/T:bf:** This option sets the foreground and background colors in Take Command's command window. Both **b** and **f** are hexadecimal digits; **b** specifies the background color and **f** specifies the foreground color. This option is included only for compatibility with Windows NT's *CMD.EXE*; in most cases you will find it easier to set default colors with the StdColors directive in *TCMD32.INI*, or the corresponding Output Colors option on the Display page of the option dialogs (see page 39).
- **/U:** This option causes redirected output of internal commands (to a pipe or to a file) to be in Unicode. (Unicode versions of Take Command only.)
- **/V:** This option sets the "delayed expansion" flag (the "!var!" syntax in *CMD.EXE*). This is strictly for compatibility with *CMD.EXE*; Take Command always does delayed expansion.
- **/X:** This option forces Take Command to alter the operation of the MD and MKDIR command to automatically create all necessary intermediate directories when it creates a new subdirectory. Its effect is the same as adding a /S option to all MD and MKDIR commands (see the online help details about the MD /S command). This

option is included for compatibility with *CMD.EXE*. In *CMD.EXE* it enables other options as well, but in Take Command the only option not enabled by default is the implicit MD /S.

- **[/C] command:** This option tells Take Command to run a specific command after starting. The command will be run after *TCSTART* (see page 40), and before the prompt is displayed. The command can be any valid alias, internal or external command, or batch file. All other startup options must be placed before the command, because Take Command will treat characters after the command as part of the command and not as additional startup options.

When the command is preceded by a */C*, Take Command will execute the command and then exit and return to the parent program or the desktop without displaying a prompt.

For example, this command line will start Take Command, execute the *TCSTART* file (if any), execute *START.BTM*, and then display the prompt:

```
c:\tcmd\tcmd.exe c:\tcmd\start.btm
```

This command line will start Take Command, select local aliases, execute any *TCSTART* file you have created, execute the file *PROCESS.BTM*, and then exit when *PROCESS.BTM* is done. The prompt will not be displayed by this session:

```
c:\tcmd\tcmd.exe /la /c c:\tcmd\process.btm
```

Creating or Modifying Startup Files

Take Command uses two files to control the way it starts: a file of configuration information called the *.INI* file (*TCMD32.INI*), and a startup batch file called *TCSTART*. *TCSTART* may have a *.BTM*, *.BAT*, or *.CMD* extension.

The *.INI* file is created during installation, or the first time you run Take Command. The *.INI* file should be placed in the same directory as the other files for Take Command.

You can add additional information to the *.INI* file manually with an ASCII editor. Most of the *.INI* options can also be set directly from within Take Command using the

configuration dialog accessible from the **Configure Take Command** selection on the **Options** menu, or with the `OPTION` command. There are several pages of options within the dialog.

The `.INI` file is divided into sections. Each section begins with a section name in square brackets, for example **[Fonts]**. The options you can set are all in the **[TakeCommand]** section. Take Command maintains all other sections of the file itself; you should not modify them unless you are instructed to do so by our support personnel.

The `TCSTART` file is optional. It is executed each time Take Command starts, and gives you a convenient way to load aliases and environment variables, and otherwise initialize Take Command. `TCSTART` is normally placed in the same directory as the other product files.

For complete details on startup files, on the option dialogs and `OPTION` command, and on the `TCEXIT` file (executed when the command processor exits), see the online help.

If you are upgrading from a previous version of Take Command you may have a `.INI` file or a `TCSTART` (or `TCEXIT`) file in the previous version's directory. To use these files with your new version, copy them to the new directory, and then update any paths that point to the old program directory.

Exit Codes

If you start Take Command from another program (e.g. to run a batch file or internal command), it will return a numeric code to the other program when it is finished. This code is usually used to indicate whether the operation performed was successful or not, with 0 often indicating success and a non-zero value indicating a failure or other numeric result.

Take Command's exit code is normally the numeric exit code from the last internal or external command. However, for compatibility reasons and to avoid conflicts with external commands, only some internal commands set the exit code;

others leave it unchanged from the most recent external command.

If you enter an unknown command the exit code will be 2, which is the internal Take Command unknown command error number.

You can use the **EXIT n** command to explicitly set the exit code. This will override the above rules, and set the return code to the value in your EXIT command.

The normal rules described above may not return a code that indicates the success or failure of the specific operation that concerns you. Therefore, if you need to rely on the exit code from Take Command, we recommend that you use a batch file or alias to create the exit code you want, and then set the code explicitly with **EXIT n**.

Manual Installation of Take Command

This section is for advanced users, and assumes you are generally familiar with the Windows desktop shell, the Windows directory, and other similar topics. In most cases, you can select the installation options you need using *SETUP.EXE*, and manual installation is not necessary.

In order to install Take Command manually, you must copy the necessary files, register Take Command if necessary, modify configuration files as required, and then create shortcuts to start the program on your system.

Copying the Program Files

When you copy the Take Command files, be sure to place them in their own directory, rather than using the same directory as a previous version of the program, a directory used by other JP Software products, or a directory used by other software.

We strongly recommend that you place all of the Take Command files in the same directory. See **Take Command Files and Directories** on page 42 for some important considerations if you choose not to follow this recommendation.

Registering Take Command

When you purchase a new or upgrade copy of Take Command, you will receive an email with an attached file named TCMD.KEY. Double click on the TCMD.KEY attachment (or save it to the disk and type the file name) to register Take Command with your name and serial number. (A popup may appear asking if you want to add the information in TCMD.KEY to the registry; click on Yes to continue.)

If you are running Take Command at the time you load TCMD.KEY, your registration information won't appear until you exit and restart Take Command.

Remember to save your TCMD.KEY file in a safe place in case you need to reinstall Take Command. If you have lost your registration key, you can request a replacement key by contacting JP Software at sales@jpsoft.com.

Take Command Files and Directories

We strongly recommend that you place all Take Command files in the same directory. If you do not do so, you will probably have to explicitly set the locations of some files to avoid problems.

If you do wish to move files to different directories, the following information will help you set up the programs correctly:

TCMD.EXE is the Take Command program file. It must be in the directory specified in the Command Line field of every shortcut that starts Take Command.

BCHILD.DLL is used by the batch debugger.

IPWORKS6.DLL and IPWSSL6.DLL are support DLLs used for Internet support.

JPHELP.CHM contains the text for the Take Command help system. It must be in the same directory as **TCMD.EXE**, or in the %WINDIR\HELP directory.

LANGUAGE.DLL contains localized text for internal messages.

SHRALIAS.EXE is a utility that saves the shared alias and history list between Take Command sessions. It is used by the internal command SHRALIAS. This file should be stored in the Take Command directory, or in a directory included in your PATH. If it is not, the SHRALIAS command will not work.

TAKECMD.DLL is the utility DLL shared by 4NT and Take Command. It must be in the same directory as *TCMD.EXE*.

Language Support

If you install Take Command with the Installer, you will be prompted to select the language you wish Take Command to use. If you install the program manually, you will need to copy the appropriate DLL to **LANGUAGE.DLL**. (For example, copy GERMAN.DLL to LANGUAGE.DLL.) Note that the language selection only affects internal messages, not the online help file.

Take Command currently supports English and German. Other languages are planned; check our web site at <http://jpsoft.com> for updates.

Creating Take Command Shortcuts and Registry Extensions

When Take Command is installed using *SETUP.EXE* it normally creates Start menu entries and registry extensions as described on page 21. The installation software can also create a desktop shortcut for Take Command.

If you need to create a Start menu entry or desktop shortcut manually – for example, if the JP Software group on the Start menu is inadvertently damaged or deleted – you can use the Windows Explorer's facilities:

- To create additional shortcuts elsewhere on the Start menu, or modify the Programs entries, click the right mouse button in an open area of the Task Bar, and then select Properties on the menu. Select the Advanced tab and modify or adjust the menus as required.
- To create one or more shortcuts on the desktop to run Take Command, click the right mouse button in any open area of the desktop. On the popup menu, click New,

then Shortcut. Fill in the drive and path as `d:\path\TCMD.EXE` (adjust the drive and path for your system).

You can also put command-line switches, a command, or the name of a batch file at the end of the command line for any shortcut. This allows you to run specific commands or set configuration options when you start Take Command from that shortcut. For details on available command line options, see **Starting Take Command** under **Setup and Troubleshooting** in the online help.

For more information on creating and configuring shortcuts or modifying the Start Menu, see your Windows documentation.

If you want to make these changes as a group, or reinstall shortcuts and registry extensions without reinstalling **Take Command**, see the support area of our web site for a set of registry extension (*.INF*) files you can download and install. These files create shortcuts and registry changes similar to those made by the installation software. The comments within each file explain how to install and uninstall it.

Character-Mode Applications

When you start a DOS program or a Windows character-mode program under Take Command, it runs in a special "console session." The console session displays a separate window without a standard menu bar or other Windows features.

This section gives a brief overview of how the console window works, and how you can run character-mode applications from Take Command. For complete details, see **Console Applications and the Console Window** in the online help (under "Using the Take Command Interface").

The console session window is connected to Take Command, and is created when Take Command starts. You can view it at any time with the **Alt-V** key or the **View Console** selection on the **Apps** menu.

When you start a DOS or character-mode application from Take Command it is run in the console session. The console

window automatically becomes visible when the application starts, and is normally hidden when the application exits.

If you run a character-mode program that does **not** exit immediately, you will be able to work in the console session, and return automatically to Take Command when you exit the application. If you run a character-mode application from Take Command and the application exits quickly, without waiting for any input (for example, a utility like PKUNZIP), you may have to use **Alt-V** to return to the console window and view the output.

Caveman

To make it easier to use character-mode applications from within Windows, Take Command includes a technology called "Caveman." Caveman allows character-mode programs to run directly within the Take Command window, and eliminates the need to switch to a separate console window.

When Caveman is running in Take Command, it continually scans the hidden console window and updates the Take Command window with any changes it finds. It also sends keystrokes from the Take Command window to the console window. Caveman makes a character mode program appear to run in the Take Command window even though it is, in reality, running in a console session window.

For complete details on Caveman, see the **Console Applications and the Console Window** and **Caveman** topics in the online help (both accessible under "Using the Take Command Interface"). Due to limitations in the way character-mode programs can operate under Windows, the techniques used by Caveman do not work well with all programs. The online help explains how to enable Caveman, and how to set up your system to make the best use of Take Command and Caveman.

Uninstalling Take Command Manually

For automated uninstall instructions, see page 22.

To uninstall Take Command manually, follow these steps:

- If you installed the Take Command shortcuts or registry extensions from a downloaded *.INF* file, remove them as described in the file.
- Delete any remaining Windows desktop objects or Start menu entries that refer directly to Take Command.
- Check the Take Command directory for any files you placed there that you want to save. Then delete the Take Command files and directory from your hard drive.

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