Ms-dos pdf reader

← Back to the index of my DOS archive TView (1995) TView is a text viewer I wrote in 1995 in manuals and digital letters I was covering my friends and email contacts on floppy disks. There were two main features in mind when I started this small project: Being able to show more than 25 lines per screen (but less than the heavily compressed 50 lines of some programs offered as the only option). And I wanted to have all configurations embedded in the text file as well, while still being readable by regular text viewers. The later goal is achieved by a mixture of formatting commands such as INI settings, batch programming, and ANSI escape sequences. The text file can start with The Zeilen=28 INI-like settings, increasing the number of default rows from 25 to 28. There are commands for indenting text, specifying the default background and text color, adding colored header and footer lines, enabling a percentage progress indicator, enabling rem commands for comments, and even changing the RGB value of the color of the 16 default text modes. All these commands are German (there are no English aliases yet), so the German user is not confused by technical terms in a foreign language. You can color the text itself line by line by looking up a line with an escape sequence like [3 to change only the color of the text, or [14.2 to change the text and background color of the line. The feature to switch the screen away from boring 25 lines defaults to really anything else (even including a 12 lines mode) using a fascinating small hack, purely built in code with no font resources. What the program does first is to determine which of the three available hardware fonts fits best: the default font is 16 pixels in height letters, 14 pixels (that's what you can do with 640 x 350 pixels in EGA mode) or 8 (usually used in 320-by-200 mode). Depending on the total number of rows and the split of 400-pixel lines in text mode, the hardware font is either truncated upwards by a few pixels at the top and bottom, or adds a lower line height. The result is not always perfect. Many modes leave peace of mind when you divide 400 by the number of rows, leaving a black bar at the bottom of the screen. Sometimes characters like g are missing due to parts of the truncation. But overall, the feature was successfully bending the limitation of limited text mode while keeping the font and overall appearance and feel the reader was probably used to. There is an export function (press) that removes all commands and color codes, and a print function (press D) that does the same. There's also a screensaver you can activate with (and just) press spacebar. The overall implementation is highly optimized for performance, uses interruptions and registers soft color fades and POKEs directly into shared screen memory instead of using BASIC PRINT PRINT Most code is barely readable because of all this, even if you live with no fewer than 12 procedures and features. The main program is still more than 300 lines long. Download the TView viewer and source code (PowerBASIC) Ein Disketten-Magazin (1999) Ein Disketten-Magazin (German disc magazine) in a sense the successor to TView. This is one of the most trivial DOS magazine engines I could think of at the time: a library of text files, possibly arranged in sub-directories, a .ini file listing all text files, and a very small executable. You can even rename the executable and .ini. My main goal was to make the engine as easy to use as possible, but it's nice and a pleasure to use at the same time. I did later by adding mouse support and manipulating the color palette of text modes, and loading it with a custom font. Unfortunately, this also means that it failed in terms of compatibility, because Windows ignores all this and simply uses the default font and colors. I also put a lot of effort into rearranging and documenting the source code so it can easily be changed by other programmers, making it the probably best documented BASIC source code I've ever written. Unfortunately, the guy I made it for never used it, as far as I know. Download the Disk Magazine builder, including all sources (PowerBASIC) Teletext System (2000) The Teletext System is a text mode viewer and editor I build a collaborative offline magazine called Telegram Text, modeled on an idea by Klaus Quindt. The idea was that the canvas is very similar to the TV teletext system (typically videotext« in Germany) up to 1000 pages, each assigned to a person or group. An integrated, full-featured editor, like aciddraw ANSI editor, allows you to edit each page and create new ones without additional permission required. Klaus, the editor-in-chief, collects all the contributions he sends via email or snailmail on the floppy disk, decides what to accept and distributes an up-to-date version on a regular basis. The system deliberately runs the default 80 column text mode, which displays the fine of all Windows command windows and emulations, the only modification that the flashing indicator is turned off, allowing you to see all 16 colors in the background. The editor allows you to import .ans files and converts them to a format that I first came up with plain text, and then the length of encoded color information, if any, you run. Unfortunately, the idea of such a magazine never materialized. Download the Teletext System including all sources (PowerBASIC) Cream #0 (1998) The German magazine Cream (1996-1998) was the first relationship between the diskmag format, short disk magazine. I contacted the main the magazine and I wanted to contribute to the next issue. In order to do the best possible, I could do this for small viewers, which allowed me to preview the color-coded texts I wrote in magazines with original colors and page layout. Unfortunately cream #5 never been released. The texts were published in other German discs, most in IMAgE. Download the «Cream #0 Viewer and Source Code (PowerBASIC) IMAgE Reader (1999) The German diskmag IMAgE (1998-1999) was built with three very different engines: The first two issues turbo pascal programs using basic 16 color graphics mode. Question 3 was the NeoBook document, and the issue 4 and 5 received a dual DOS and Windows engine exclusively to build the magazine. All engines had more or less massive compatibility and stability problems, especially later on. Since image was one of the very few active German diskmags, I contributed to this magazine as well, especially in the latest two issues. I also had a big part of the main editors work on Issue 5 after it was pre-released, and I realized there are almost no text exploits in the engines text coloring feature. I wanted to preserve what I did and turned the preview i did while working on question 5 with an alternative text mode reader. It is able to show the content of four of the five issues and even try to circumvent some of the minor problems with the original issues. Tap. MAG Reader (2001) TAP was an art project Tomaes, a creative guy had the honor of calling my friend. His lovely little »TAP. MAG« magazine never had compatibility issues and never needed an alternative interface. I set anyway, just because I had fun reverse engineering file formats, and compiled what I learned in a text mode reading the first three questions. Download »TAP. MAG« reader and source code (PowerBASIC) NTFS Reader for DOS is a freeware tool that provides read access to the NTFS partition within the MS-DOS environment. Preview files on NTFS and copy files from NTFS to FAT volumes or network drives. The surface of the product is easy to use. You can run the DOS bootable floppy. These important features allow you to: save and run the bootable floppy; display complete physical and logical drive data; supports IDE / ATA / SCSI drives; supports large (over 8GB) hard drives. Product services support for reading NTFS, NTFS5 file systems; support for FAT12, FAT16, FAT32 file systems for writing data; supports compressed and fragmented files on the NTFS file system; Support partitions created in MS-DOS, Windows 95/98/ME/NT/2000/XP; Display non-English and long file names; before copying a preview file(s)/folder(s); supports searching by file name or mask; the contents of the file are displayed in Hex/Text mode by Disk Viewer. Version 1.0.2 has minor improvements and Contains. MS-DOS EditorThe MS-DOS Editor interfaceDeveloper(s)Microsoft CorporationInitial releaseJune 1991; 29 years ago (1991-06)Stable edition2.0.026 / 1995; 25 years ago (1995) (1995) systemMS-DOS, PC DOS, OS/2, Microsoft WindowsPlatformCross platformTexttext editorLicenseMS-DOS, PC DOS, OS/2, Windows: My commercial softwareWebsitedocs.microsoft.com/en-us/windows-server/administration/windows-commands/edit This article requires additional citations to verify. Please help improve this article by adding quotes from trusted sources. Sourceless material can be attacked and removed. Find sources: MS-DOS Editor News · newspapers · books · scientist · JSTOR (May 2008) (Learn how and when to remove this template message) is the MS-DOS Editor, commonly referred to as editing or edit.com, a character-based word processor that belongs to MS-DOS (version 5)[1] and 32-bit versions of Microsoft Windows. [2] This replaced Edlin, the standard editor of previous versions. Until MS-DOS 6.22 it was actually QBasic running in editing mode, but DOS 7 (Windows 95) QBasic was removed and MS-DOS Editor became a standalone program. Editor is sometimes used to replace Notepad on Windows 9x, where Notepad is limited to small files only. The editor can edit files from up to 65,279 rows and approximately 5 MB in size. MS-DOS versions are limited to about 300 kB, depending on how much traditional memory is available. [3] The editor can be started by typing it in the Windows Run command dialog box and typing the edit on the command-line interface. Edit is still available in later versions of Windows, such as Windows XP, Windows Vista 32-bit, Windows 7 32-bit, and Windows 8 32-bit. Because it is a 16-bit DOS application, it will not run directly on 64-bit versions of Windows. Versions Edit version 1.0 appeared on MS-DOS / IBM PC DOS 5.00, OS/2, and Windows NT in 4.0. Early Chicago beets included this version too. These editors rely on QBasic 1.0. This version can only open one file up to the DOS memory limit. Although this editor can open a file, you can also open the quick help file in a split window. Editing version 1.1 was released in MS-DOS 6.0. No new features have been added to the editor: the main difference is that QBasic 1.1 is used to display MS-DOS 6.0 Help. This version is also available in all versions of Windows 9x, although the files have not changed since 6.22. Renaming help.hlp to edit.hlp allows one to access the DOS 6 help system inside the editor, including cut and paste between the help system and the open file. PC DOS 6 does not include the editing command. Instead, it has the DOS E editor. It has been updated to support the mouse and menus version 7.0. Editing version 2.0 was released with Windows 95 and will be released in Windows 2000 and later, and now you are not using QBasic. As this it is always a 16-bit DOS program, is not included in the 64-bit version of Windows and will not work directly on one of them. This version of Edit will run on DOS 3.30 or later and require a 80286 or NEC V20/V30 or later processor. (If you have a 8088 or 8086 8086 system is not responding.) The FreeDOS version was developed by Shaun Raven and is licensed by GPL. [4] MS-DOS Editor features use a textual user interface and can change its color scheme. It has a more document interface in which its version 2.0 (as included in DOS 7 or Windows 9x) can open up to 9 files at a time earlier versions (included in DOS 5 and 6) are limited to only one file. The screen can be divided vertically into two panes that can be used to view different parts of two files at the same time or in different parts of the same file. You can also open files in binary mode, where a specified number of characters appear per line, the newlines are treated like any other character. In this mode, the characters are hexadecimal characters (0-9 and A-F). Editor converts Unix newlines to DOS newlines and supports the mouse. Some of these features were only added in 1995 (version 2.0) with the release of Windows 95. References ^ Wolverton, Van (2003). MS-DOS version 6.22 (20th Anniversary Edition), 6th Revised edition. Microsoft Press. ISBN 0-7356-1812-7. ^ MS-DOS and Windows Command Line Edit Command ^ The largest document size is MS-DOS Editor. 2003-05-12. Archived the original 2012-10-22. (Accessed 2008-06-12. ^ Cooper, Jim (2001). Special Edition using MS-DOS 6.22, Third Edition. Que Publishing. ISBN 978-0789725738. I'm Tim O'Reilly. Troy Mott. Walter Glenn (1999). Windows 98 in a nutshell: The desktop is a quick start. O'reilly. ISBN 978-1565924864. External links Wikibooks has a book on the subject: Guide to Windows Commands Editing | Microsoft Docs Retrieved from 2Computer Architecture This article requires additional citations for verification. Please help improve this article by adding quotes from trusted sources. Sourceless material can be attacked and removed. Find sources: 32-bit computing news · newspapers · books · scientist · JSTOR (October 2009) (About how and when to remove the template message) Computer architecture width 14812161824268303132364444864128256512bit slicing application 8163 264 Binary floating point precision 16 (×1/2)2432 (×1)4064 (×2)80128 (×4)256 (×8) Decimal floating point accuracy 3264128 vte In the computer architecture 32-bit intee numbers, memory addresses, or other data units that are 32 bits (4 octets) wide. In addition, 32-bit CPU and ALU architectures are those based on registers, address buses, or data buses of this size. 32-bit microcomputers are computers in which 32-bit microprocessors are the norm. Az range The 32-bit register can store 232 different values. The range of ints that can be stored in 32 bits is depiction of the image. For the two most common representations, the range is 0 to 4 294 967 295 (232 − 1) for representation as (unsigned) binary numbers, and -2 147 483 648 (−231) and 2 147 483 647 (231 - 1) for representation of the two additions. An important consequence is that processors with 32-bit memory addresses can directly access up to 4 Gite addressable memory (although in practice the limit may be lower). Technical History The world's first program stored on an electronic computer, the Manchester Baby, used 32-bit architecture in 1948, although it is just a proof of concept and little practical capacity. It held only 32 32-bit words in the Williams tube, and there was no addition operation, only subtraction. Memory, along with other digital circuits and wires, was expensive in the early decades of 32-bit architectures (from the 1960s to the 1980s). [1] Older 32-bit processor families (or simpler, cheaper versions of them) can therefore cause many trade-offs and limitations to reduce costs. For example, a 16-bit ALU, or external (or internal) buses that are narrower than 32 bits, that limit memory size, or require more cycles to fetch, execute, or recall instructions. However, such processors may have a 32-bit label, as 32-bit registers and instructions can still handle 32-bit quantities. For example, the IBM System/360 Model 30 uses an 8-bit ALU, It had an 8-bit internal data path and an 8-bit memory path,[2] and the original Motorola 68000 had a 16-bit alu and a 16-bit external data bus, but 32-bit registers and a 32-bit instruction set e. The 68000 design is sometimes called 16/32-bit. [3] However, the opposite is often true of new 32-bit designs. For example, the Pentium Pro processor is a 32-bit machine with 32-bit registers and instructions that handle 32-bit quantities, but the external address bus provides 36 bits wide, larger address space than 4 GB, and the external data bus is 64 bits wide, primarily for better pre-loading instructions and data. [4] Architectures The outstanding 32-bit instruction set architectures used in general purpose computing include IBM System/360 and IBM System/370 (which uses 24-bit addressing) and System/370-XA, ESA/370, and esa/390 (which was 31-bit), DEC VAX, NS320xx, motorola 68000 family (the first two of which were 24-bit), intel IA-32-bit version of the X86 architecture, and 32-bit version of ARM,[5] SPARC, MIPS, PowerPC, and PA-RISC architectures. The 32-bit instruction set architectures used for embedded computing include the 68000 family and coldfire, x86, ARM, MIPS, PowerPC, and Infineon TriCore. Apps 32-bit applications usually mean software that is used to uses the 32-bit linear address space (or flat memory model) that is possible for chips 80386 and later. In this context, the term came because DOS, Microsoft Windows, and OS/2[6] were originally written for 8088/8086 or 80286, with segmented address space, where programs had to switch between segments to access more than 64 kilobytes of code or data. Since this is quite time-consuming compared to other machine operations, performance may be reduced. In addition, programming with segments tends to become complicated; special remote and close keywords or memory models had to be used (carefully), not only in the assembly language, but also in high-level languages such as Pascal, compiled BASIC, Fortran, C, etc. 80386 and its successors fully support 16-bit segments of the 80286, but also segments of 32-bit address offsets (using the new 32-bit width of the main registers). If all 32-bit segments have a base address set to 0 and segment registers are not explicitly used, segmentation can be forgotten and the processor has a simple linear 32-bit address space. Operating systems such as Windows or OS/2 allow you to run 16-bit (segmented) programs and 32-bit programs. The previous option is backward compatibility, and the latter is usually used for new software development. Images: Digital images/images, 32-bit usually refers to RGBA color space; it has 24-bit truecolor images in an additional 8-bit alpha channel. Other image formats also provide 32 bits per pixel, such as RGBE. In digital images, 32-bit images sometimes refer to high dynamic range imaging (HDR) formats that use 32 bits per channel, which is a total of 96 bits per pixel. 32-bits-per-channel images represent values lighter than those allowed by the sRGB color space (brighter than whites); These values can then be used to more accurately retain bright vertices when they either reduce the exposure of the image or are visible through a dark filter or dull reflection. For example, the reflection of an oil spill is only a fraction of what they see on the surface of the mirror. HDR images allow you to reflect highlights, which can still be considered bright white areas instead of dull gray shapes. File formats A 32-bit file format is a binary file format for which all elementary information is defined as 32 bits (or 4 bytes). For example, this format is the enhanced metafile format. See also 16-bit 64-bit video game history (32-bit era) Word (data type) Physical Address Extension (PAE) References ^ Patterson, David; Ditzel, David (2000). Readings in the computer architecture. San Diego: Academic Press. P. 136. ISBN 9781558605398. ^ IBM Model 30 Functional Features (PDF). Ibm. August 1971. 8, 9. GA24-3231-7. ^ 68000 user manual (PDF). ^ Gwennap, Linley (February 16, 1995). Az Intel P6 P6 Detached superskalar design (PDF). Microprocessor report. Accessed December 3, 2012. ^ ARM architecture overview (PDF). ^ Unix versions were included for the year 80286. External Links HOW Stuff Works How Bits and Bytes Work with Ken Colburn LockerGnome.com: 32-bit vs. 64-bit Windows Https://en.wikipedia.org/w/index.php?title=32-bit_computing&amp;oldid=987843850