



# Program Manager

## PROGMAN.INI: The Program Manager Initialization File

The Program Manager initialization file, PROGMAN.INI, usually has entries for **settings** and **groups**, which describe what should appear in the Program Manager window when you run Program Manager. To change the appearance and behavior of Program Manager, use the menu commands as described in Chapter 3, “Program Manager,” in the Windows User's Guide.

A system administrator might also choose to add a third section, **restrictions**, for custom installations. For more information about creating custom entries for PROGMAN.INI for multiple systems during Windows installation, see “Configuring Program Manager for a Network Workgroup” in Chapter 6, “Tips for Configuring Windows 3 .1.”

### [settings]

The **[settings]** section usually has these entries:

```
[Settings]
Window=60 28 565 388 1
SaveSettings=1
MinOnRun=0
AutoArrange=1
Startup=
```

Entry	Value
<b>Window=</b>	Four numbers that indicate the position of the window when Program Manager is opened, followed by a 1 if the window is maximized.
<b>SaveSettings=</b>	1 if the Save Settings On Exit command on the Options menu is checked in Program Manager. In this case, Program Manager will save the current configuration when you close Windows.
<b>MinOnRun=</b>	1 if the Minimize On Use command is checked on the Options menu in Program Manager. In this case, the Program Manager will be iconized when you run another application.
<b>AutoArrange=</b>	1 if the AutoArrange command is checked on the Options menu in Program Manager. In this case, the icons in each group will be automatically arranged when you run Program Manager.
<b>Startup=</b>	Name of the group that serves as the “startup” group. If this entry is blank, the Startup group created in Windows Setup is the startup group.

### [groups]

The PROGMAN.INI file will also have a section named **[groups]**, which has entries such as these:

[Groups]

Group1=C:\WINDOWS\ACCESSOR.GRP  
Group2=C:\WINDOWS\GAMES.GRP  
Group3=C:\WINDOWS\ALDUS.GRP  
Group5=C:\WINDOWS\WORDFORW.GRP  
Group6=C:\WINDOWS\MAIN.GRP  
Group7=C:\WINDOWS\STARTUP.GRP  
Order=8 7 2 3 5 1 6  
Group8=C:\WINDOWS\APPLICAT.GRP

Entry	Value
Groupx=	A filename (with full path) for the .GRP file that contains the group created during Setup, or created when an application was installed, or that you created in Program Manager.
Order=	A list of numbers separated with spaces, indicating the order in which the groups are drawn in the window.

To change these settings, we recommend that you use the commands on the Program Manager menu.

## [restrictions]

For network system administration, you can also add a **[restrictions]** section to PROGMAN.INI to restrict user actions. The **[restrictions]** section can have these entries:

[Restrictions]

NoRun=  
NoClose=  
NoSaveSettings=  
NoFileMenu=  
Editlevel=

Entry	Value
NoRun=	1 disables the Run command on the File menu. The Run command will appear dimmed on the File menu and the user will not be able to run applications from Program Manager unless the applications are set up as icons in a group.
NoClose=	1 disables the Exit Windows command on the File menu. Users will not be able to quit Program Manager through the File Menu or the Control menu (the Exit Windows and Close commands will be dimmed), or by using ALT+F4.
NoSaveSettings=	1 disables the Save Settings on Exit command on the Options menu. The Save Settings command will appear dimmed on the Options menu and any changes that the user makes to the arrangement of windows and icons will not be saved when Windows is restarted. This setting overrides the SaveSettings= entry in the [Settings] section of the PROGMAN.INI file.
NoFileMenu=	1 removes the File menu from Program Manager. All of the commands on that menu will be unavailable. Users can start the applications in groups by selecting them and pressing ENTER, or by double-clicking the icon. Unless you have also disabled the Exit Windows command, users can still quit Windows by using the Control menu or ALT+F4.

Entry	Value
<b>EditLevel=n</b>	<p>Sets restrictions for what users can modify in Program Manager. You can specify one of the following values for n:</p> <p><b>0</b> allows the user to make any change. (This is the default value).</p> <p><b>1</b> prevents the user from creating, deleting, or renaming groups. If you specify this value, the New, Move, Copy, and Delete commands on the File menu are not available when a group is selected.</p> <p><b>2</b> sets all restrictions in EditLevel=1, plus prevents the user from creating or deleting program items. If you specify this value, the New, Move, Copy, and Delete commands on the File menu are not available at all.</p> <p><b>3</b> sets all restrictions in EditLevel=2, plus prevents the user from changing command lines for program items. If you specify this value, the text in the Command Line box in the Properties dialog box cannot be changed.</p> <p><b>4</b> sets all restrictions in EditLevel=3, plus prevents the user from changing any program item information. If you specify this value, none of the areas in the Properties dialog box can be modified. The user can view the dialog box, but all of the areas are dimmed.</p> <p>To enable any of the commands or remove any of the EditLevel= restrictions, either remove the entry from the PROGMAN.INI file, or set the value to 0.</p>

**Win16 Applications**

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