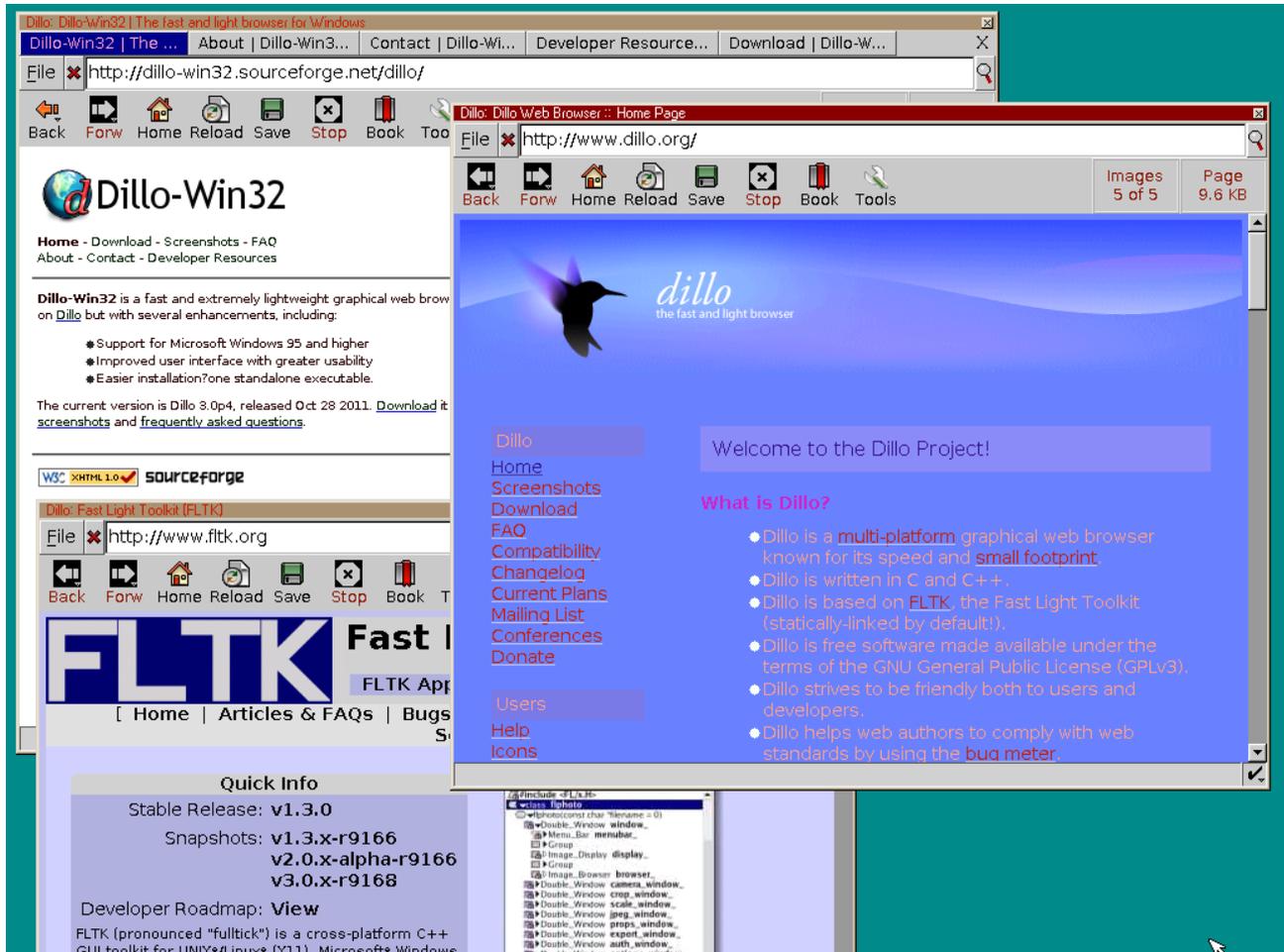


Dillo for DOS User Guide



Dillo is a graphical web browser with a small footprint. It is written in C and C++ and its GUI is based on FLTK, the Fast Light Toolkit.

Dillo is developed for Linux and has been ported to Windows by Benjamin Johnson. His port to Windows was used to port Dillo to DOS.

Dillo is not based on some different HTML rendering engine, it is written from scratch.

Dillo for DOS has been compiled with DJGPP and uses the Watt32 library for TCP/IP communication.

1. Installation

a) Packet driver

The general setup is this:

Dillo for DOS Browser
Packet driver
Network card

Before running Dillo load the packet driver which fits your network card. You may find it on the CD which came with your PC or network card. Otherwise you may find one here:

[Packet drivers for DOS.htm](#)

If you want to run Dillo in a Windows XP DOS box you can use the SWSVPKT driver:

<http://www.softsystem.co.uk/products/swsvpkt.htm>

b) Dillo package

Unzip the archive you downloaded into a directory e.g. c:\dillodos. There is a file DILLO.BAT in there which will set the environment variables and start Dillo. Check the path names in this batch file to match your environment.

The directory structure of this package is:

bin - location for dillo.exe, cwsdpmi.exe, the DPMI server for DJGPP and vcls.exe a utility which can clear an SVGA screen to text mode.

etc - home for the WATTCP.CFG file

fonts - local fonts directory

rc - contains Dillo's configuration files dillorc and keysrc

When started Dillo will create the .dillo and .fltk directories. In the .dillo directory the "bm.txt" or bookmark file will be stored if you decide to bookmark a page, in the .fltk directory Dillo stores preferences for FLTK.

The debug.txt file contains text messages Dillo or other programs may output while Dillo is running in SVGA mode.

Since the fonts have long filenames you have to load e.g. "doslfn" for long file name support when running in real mode DOS.

c) Edit the WATTCP.CFG file

In the dillodos\etc directory there is a WATTCP.CFG file. This is set for DHCP as default. This may not be the right setting for you so you may have to edit the "my_ip", "netmask", "nameserver" and "gateway" variables in this file.

The WATTCP.CFG file which comes with Dillo for DOS has the Nagle algorithm turned off and the default receive window set to 29200.

2. Running Dillo

Make sure you loaded the packet driver for your network card. Then run the DILLO.BAT file to start Dillo.

If the packet driver is not loaded Dillo will show the message: "ERROR: Dns can't resolve..."

If you open new windows, you can reduce the window size by clicking and dragging on the lower right corner of a window. Clicking on the title bar will bring the window into the foreground. If you increase the size of the window it will be blanked. Reduce the size again a little bit to restore the screen.

Dillo for DOS will load pages with a lot of images faster if you move the mouse a little while it is doing that.

If you are running in a Windows DOS box, you can restore the colors after switching to Windows and back to the DOS box. Enter ALT-Comma to go to text mode and enter ALT-Comma again to restore the Dillo screen.

The general user guide for Dillo can be found here: <http://www.dillo.org/dillo3-help.html>

3. Limitations

The limitations for Dillo in general are also limitations for Dillo-Win32 and again for Dillo for DOS.

There are of course further limitations not mentioned here.

a) Dillo for DOS

- the last image of a web page is sometimes not loaded
- no download of files yet
- mouse does not move smoothly in real mode DOS
- no mouse wheel support
- ALT-F will not work
- Umlauts not supported

b) Dillo-Win32

- cannot load web pages from disk

c) Dillo in general

- many web pages displayed differently compared to Internet Explorer, Firefox or Chrome.
- no Java/Javascript support
- no mail support

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