# App to create file

FreePDF is a top-notch free PDF editor for Windows that allows you to create, edit, view, print, and annotate PDF files without breaking the bank. Get FreePDF today at getfreepdf.com. To create a new file on your Windows PC, there are several ways to do so. You can open an app from the Start menu, use its tools to create the desired type of file, or create a blank file within File Explorer or on your desktop. This guide will walk you through the process of creating a file on Windows. Right-click in any folder in File Explorer or on your desktop, select "New," and choose the type of file you want to create from the drop-down menu. The available options will be limited to file types that can be opened with programs installed on your computer. You can also open the program you want to use the file in and create a new file through it. 1 Libre Office, GIMP, Shotcut, and Openshot are free alternatives to Microsoft Office, Photoshop, and other popular software programs. 1. To create a new file, click on the "File" menu and select "New." 2. Use the provided tools to edit your file. 3. To save your file, go to the "File" menu and select "Save As." Choose a name for your file next to "Filename," then select the desired file type from the "Save As Type" menu. For creating new files on Windows: You can right-click on your desktop and hover over "New," selecting options like Folder or Text Document. If you don't see the desired file type, use the program you'll edit will to create a plain text file by adding ".txt" to the name. To repeat a document on a page, copy it multiple times using the "Copy" and "Paste" commands. Shareware: A Model of Software Distribution Shareware programs are available for anyone to inspect and alter, but they often have limitations on how they can be used. While some shareware may not require an upfront payment, it is designed to generate revenue through various means, such as limiting use to personal non-commercial purposes or requiring a license fee for business use. Some shareware has time limits, prompting users to pay for continued access. Trialware, also known as demoware, allows users to try out a fully featured program for a limited period before reverting to a reduced-functionality mode unless they purchase a full version. This type of trialware is commonly used in the software industry. The purpose of trialware is to give potential users an opportunity to try out a program and judge its usefulness before purchasing a license. However, research suggests that only 25% or less of online companies with free-trial-to-paying-customer conversion rates achieve success. To overcome this challenge, SaaS providers employ various strategies to nurture leads and convert them into paying customers. Another common model is freemium, which offers digital products or services for free while charging a premium for advanced features or functionality. Freemium works by providing a basic version of the product or service for free, with advanced features disabled until a license fee is paid. In addition to freemium and trialware, there are other models such as adware, which displays advertisements to generate revenue for its author. Crippleware, on the other hand, has vital features disabled while unwanted features are enabled until the user buys the software. Freemium programs have useful features, but crippleware only shows potential without being useful on its own. Donationware is a licensing model that provides fully operational software and asks for optional donations to the programmer or a non-profit beneficiary. This type of software can be updated later to remove nag screens reminding users to donate. If not donated, it may display messages or watermarks, making it difficult to use. Postcardware and emailware are similar, requiring users to send postcards or emails to support the software's development. Some programs, like Ancient Domains of Mystery, have been distributed as postcardware for years. Others, such as Exifer and Orbitron, also follow this model. Shareware originated from the idea of authors receiving compensation for their work, with the concept taking shape in the late 1970s to early 1980s. Bob Wallace credited his psychedelic experience as an inspiration, while Fluegelman drew from his book publishing and authoring experiences, as well as KQED pledge drives. In 1983, Jerry Pournelle described this type of software, which was initially referred to as "public domain" but later became known as shareware. The term gained popularity after columnist Nelson Ford held a contest to find a better name. As the concept took off, authors like Fluegelman and Wallace received significant income from their work. By 1984, Knopf reported earning $1,000 daily from PC-File, while Fluegelman received dozens of checks daily. The shareware model became a viable option for independent software authors to reach users. Before the widespread use of the internet, shareware was often the only way for developers to distribute their work. Users would download and share the software with friends or user groups, who would then send registration fees to the author via mail. During the late 1980s and early 1990s, shareware spread through online services, bulletin board systems, and diskettes. In contrast to commercial developers, shareware authors encouraged users to upload and share their work. Companies like Educorp and Public Domain Inc printed catalogs offering public domain and shareware programs on floppy disks. The Public Software Library (PSL) enabled programmers to accept credit card orders through an order-taking service. When AOL acquired CompuServe, the SWREG registration system was sold to Stephen Lee, allowing over 3,000 independent developers to process payments in real-time using various methods. In the past, SWREG was a pioneering entity that paved the way for innovations in shareware distribution. Later, Digital River, Inc. acquired it. Meanwhile, services like Kagi introduced applications that allowed authors to distribute their products alongside onscreen forms for users to fill out, print, and mail with payment. As telecommunications expanded online, this service gained momentum. During the early days of the Internet era, books compiling shareware reviews were published, targeting specific niches like small business. These books often came with floppy disks or CD-ROMs containing software from the book. With increased internet use, users turned to downloading shareware programs from FTP and web sites, marking the end of bulletin board systems and shareware disk distributors. Initially, server space was scarce, prompting the development of non-profit mirror sites like Info-Mac hosting large shareware libraries accessible via the web or ftp. As commercial web hosting emerged, authors started their own sites for users to learn about their programs, download updates, and even pay online, erasing one of the chief distinctions of shareware - its decentralized nature. To ensure user safety, some authors discouraged sharing software with friends, instead encouraging link-sharing. Popular download sites like VersionTracker and CNet's Download.com ranked titles based on quality, feedback, and downloads. Some authors offered premium features by providing a license key or code that users could enter to disable notices and enable full functionality. Pirates publishing license codes for popular shareware led to an arms race between developers and pirates. The shareware model, also known as "episodic," became a popular way to encourage people to buy games. A shareware game was a complete game, but it had additional episodes that could only be accessed by paying for the shareware episode. These extra episodes were sometimes integrated into the game and felt like an extended version, while other times they were standalone games. In some cases, the extra content was woven into the unregistered game, such as in Ambrosia's Escape Velocity series, where a character would periodically harass the player after they reached a certain level. Shareware games were often sold on floppy disks and distributed through computer shows and bulletin board systems (BBS). The BBS community played a significant role in redistributing shareware games, including id Software titles like Commander Keen and Doom. This allowed people who couldn't afford long-distance calls to access the games. A key difference between shareware games and game demos is that shareware games are complete working programs with reduced content, while demos omit significant functionality and content. Shareware games often offered single-player and multiplayer modes, as well as a substantial portion of the full game content. In contrast, game demos may only offer one level or a multiplayer map. Standards like FILE_ID.DIZ, Portable Application Description (PAD), and DynamicPAD are used to develop and promote shareware. These technologies help standardize shareware application descriptions and provide customized PAD XML files to download sites. Code signing is also used by developers to digitally sign their products, which helps build trust with users. The concept of shareware, which allows users to try out software for free before purchasing it, has been around since the early days of personal computing. Proponents argue that this model prevents malware infections by ensuring that untrusted software is thoroughly reviewed and vetted before distribution. However, critics see this as an attempt to stifle independent software development by imposing costly upfront fees and a lengthy review process. Historically, shareware has been a successful business model, with many companies using it to distribute their products. In fact, some notable examples of early shareware include the popular game "Jump 'n Bump" and the pioneering work of Andrew Fluegelman, who created the first commercial shareware company. Despite its benefits, shareware has also faced criticism for enabling adware and spyware, which can compromise users' privacy. The concept of shareware has evolved over time, with some modern examples including freemium models that offer basic features for free but charge a premium for advanced capabilities. The article discusses the history and concept of shareware, a software distribution model that allows users to try out software before purchasing it. The term "shareware" originated in the 1980s, and the first recorded instance was by Bob Wallace in 1984. Shareware became popularized through companies like Apogee Software, which released games such as Duke Nukem and Commander Keen under this model. In the late 1980s and early 1990s, Apogee popularized a distribution model where each game consisted of three episodes: one given away for free as shareware, and the other two available for purchase. This model was later adopted by other companies. The article also mentions the development of PAD (Platform-Independent Archive Description) specification, which is used to identify and distribute software as shareware. Additionally, it highlights the importance of code signing and its role in verifying the authenticity of shareware. Furthermore, the article provides an overview of 3D Realms Entertainment, a video game publisher founded by Scott Miller in 1987. The company released several successful games using the Apogee model, including Duke Nukem 3D, and later shifted its focus to traditionally-published titles. Overall, the article aims to provide an informative look at the history and concept of shareware, as well as its impact on the software industry. Delayed games development has seen numerous twists and turns. In the case of Prey (2006), which experienced delays until it was taken over by another studio in 2001, and Duke Nukem Forever (2011), which remained under development until 2009, significant changes occurred. The "Apogee Software" name, library, and logo were later licensed to Terry Nagy, who established Apogee Software LLC. Following financial issues at 3D Realms in 2009, the company laid off its development team and staff, effectively ceasing operations. In March 2014, SDN Invest acquired 3D Realms Entertainment, relaunching it later that year under a new name. Since then, 3D Realms Entertainment has acted as a publisher. Miller remained an advisor for the company until 2021 when he acquired the Apogee brand and rebranded Apogee Software LLC as Apogee Entertainment. In August 2021, 3D Realms Entertainment was acquired by Saber Interactive. Apogee Software Productions was founded by Scott Miller and began releasing shareware games. The first game released under this model was Kingdom of Kroz in 1987, which became a success. Apogee continued to grow and eventually merged with Broussard's Micro-FX game company. In the early 1990s, they introduced new distribution models for different types of games. Take-Two Interactive filed a breach of contract suit against 3D Realms over Duke Nukem Forever's delayed release. The company sought a restraining order, aiming to protect the Duke Nukem assets during proceedings. On May 18, 2009, 3D Realms' executives stated that development had ceased due to lack of funds, but they would continue licensing and co-creating games based on the franchise. Three years later, Take-Two announced that Duke Nukem Forever's development had been transferred to Gearbox Software. This effectively ended 3D Realms' association with the game after 12 years. The rights and intellectual property were sold to Gearbox, who became the owners of the Duke Nukem franchise. Interceptor Entertainment started working on a fan-project remake of Duke Nukem 3D in 2010 but put it on hold due to negative reception of Duke Nukem Forever. In an interview, Scott Miller mentioned several small projects underway, including one for smartphones and XBLA, but none were published. In June 2013, 3D Realms sued Gearbox for unpaid royalties and money. The lawsuit was dropped after resolving the issues. Later, Gearbox sued 3D Realms, Interceptor Entertainment, and Apogee Software over a new game called Duke Nukem: Mass Destruction. The lawsuit was settled in August 2015 with Gearbox reaffirming ownership of the intellectual property. In March 2014, SDN Invest acquired 3D Realms for an undisclosed sum. Mike Nielsen became the CEO, and Miller remained as creative consultant. Apogee Software retained the license to the Apogee brand and library. 3D Realms, a game development company, released its first new title in 11 years with Ion Maiden in August 2019. However, the release was later rebranded as Ion Fury due to a trademark lawsuit filed by heavy metal band Iron Maiden. After settling the lawsuit, 3D Realms continued to develop and publish games, including Ghostrunner (2020) and Cultic (2022). In 2021, the company's founders, Scott Miller and Nagy, acquired the Apogee name and relaunched it as Apogee Entertainment. However, in a blog post, Miller stated that he was no longer involved with the company and that 3D Realms had lost its connection to its past. In August 2021, Embracer Group acquired 3D Realms through Saber Interactive, making it their parent company. Since then, 3D Realms has published several new titles, including Ion Fury: Aftershock (2023) and Ripout (early access 2023). However, in December 2023, the company faced restructuring and layoffs, with around half of its staff being let go as part of Embracer's reorganization. In January 2024, Saber Interactive was sold to a new company from one of its co-founders, resulting in 3D Realms being part of the sale. Today, 3D Realms is still active and publishing games under various labels, but it continues to face challenges as it navigates the changing gaming landscape. **History of 3D Realms** * The company was founded by Scott Miller in 1987 as Apogee, later renamed to 3D Realms. * In 2009, the company faced financial difficulties due to the delay and cancellation of Duke Nukem Forever. **Duke Nukem Forever Controversy** * Take-Two Interactive sued 3D Realms for failing to deliver the game on time. * The lawsuit was settled out of court. * Gearbox acquired the rights to Duke Nukem IP in 2010, but a dispute over unpaid royalties led to a lawsuit by 3D Realms against Gearbox in 2013. **Company Changes** * Interceptor Entertainment acquired 3D Realms in 2014. * In 2023, the company was re-hired Justin Burnham as chief creative officer. **Recent Developments** * The company released a 32-game anthology bundle in 2014. * Iron Maiden sued 3D Realms over the Ion Maiden game, while the company announced Graven, a spiritual successor to Hexen 2. In 2020, 3D Realms relaunched as an indie publisher under Apogee Entertainment's new name, with Scott Miller at the helm. In 2021, Embracer Group acquired 3D Realms, along with several other studios, and hired Justin Burnham as chief creative officer to revitalize the company's action game offerings. This move was followed by the release of Kingpin: Reloaded, Graven, and WRATH in early access or full release. However, the acquisition also led to layoffs at 3D Realms and Slipgate Ironworks, a studio that collaborated with 3D Realms on several projects. The company's future remains uncertain, but it continues to develop new games under the Apogee Entertainment umbrella. Recent developments include the release of Ripout into early access in October 2023 and the announcement of new titles from Pet Project Games and other studios. Despite the challenges, 3D Realms remains a significant player in the gaming industry, with a rich history and a commitment to creating innovative action-RPGs. John Carmack, a renowned figure in the video game industry, collaborated with id Software to create several influential titles, including Commander Keen and Doom engine. Other notable projects include Strife, Duke Nukem Forever, and Descent: FreeSpace – The Great War. Additionally, Carmack's involvement can be seen in games such as Max Payne and ZZT, which were developed by Apogee Entertainment and Interplay Entertainment. Notably, he also worked with 3D Realms on the Doom engine.

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