

Tool Bar control library DEMO (v 1.01).

0. For a quick start run DEMOTOOL.EXE or read the following information.

This version has a bug fixed (incorrect cursor mapping if button width and height are not equal) and takes a new format of resource script including a version number.

1. About.

ESTOOLS.DLL is a dynamic link library which allows a programmer to create Tool Bar control from resource script and incorporate it into any Windows™ 3.x† application. It takes no more programming than usual dialog boxes or menus. It is shipped along with several files:

readme.wri -- this file;
estools.dll -- DLL itself;
demotool.exe -- Demo program which uses estools.dll and shows it's abilities.
demotool.prj -- BC++ project file to build demotool.exe -- BE CAREFUL, YOUR DIRECTORIES MAY DIFFER !!!
demofunc.obj -- This module contains calls to SendMessage function with messages undocumented in demo version. I also thought to include code which would not allow for use of this software when BI WinSight™, MS Spy™ or similar are running, but finally decided not to do so. I think most of people is honored.
demotool.c -- C source for demotool.exe;
esdefs.h -- C header with various definitions specific for demotool.c;
estools0.h -- Limited copy of estools.h header file containing definitions specific for estools.dll;
estools.def -- Module definition file;
demotool.rc -- Resource script file;
bmp1.bmp, bmp2.bmp, bmp3.bmp, bmp4.bmp, bmp5.bmp -- Pictures for button's tops.
tbdemo.ico -- Application Icon;
order.wri -- If you decide to register, this file contains an order form.

All detailed information required to use Tool Bar in your applications is included in estools0.h, demotool.c and demotool.rc. The overview is given below in this file.

2. Installation.

If you read this message, I assume you already uncompressed these files and I do not need to explain how to use pkunzip.exe. To use the DEMOTOOL.EXE just run it from Windows™ 3.x. Make sure that estools.dll is in the same directory as demotool.exe or in your windows\system directory. The name of estools.dll should also remain intact. Although I have not used any 3.1 specific API in estools.dll, I tested it only with 3.1 and I do not know if it works with 3.0. I think it should.

3. License.

This is a demo version of Tool Bar library (the Software). You can freely use Software for demonstration purposes. Software can be redistributed as long as all files listed above are included in the distribution package in the original form and it is not bundled with another software package. No fee can be taken for distribution of the Software except media and transmission costs not exceeding \$2 per package. You can freely use or edit all source code (demotool.c, esdefs.h, estools0.h, estools.def, demotool.rc) included with Software as long as original copyright notice inside these files remains unaltered. No permission granted to reverse engineer by any means the estools.dll, demofunc.obj and demotool.exe modules.

Although all considerable effort was spent to make the Software effective and bugs free,

no warranties are given. In no event Author (whose name and address are given below) shall be liable for any direct or indirect damage arising from use or inability to use the Software.

4. Overview.

Actually there is not much to overview. The library exports 4 functions (1.0 version), all of them as Pascal and case insensitive:

CreateToolBar @1
DeleteToolBar @2
ESToolBarVers @3
GetButtonNumber @4

The detailed description of these functions is given in estools0.h. Tool Bar can be created in a number of styles, with caption or without, with border or without, it can be of WS_CHILD or WS_POPUP styles. It can be vertical, horizontal or square or whatever programmer whants. All styles (except child/popup) can be changed at run time. Demotool.exe demonstrates all of this. Buttons may be of 3 styles - standard windows like button, button which does not pop up until another button in the same TB is pressed (auto 2 state style) and 2 state style when the button remains in the pressed state until it reseives a message to pop up (2 state style). In addition buttons might be initially pressed, disabled (shaded) or enabled. Each button in the moment when it changes state sends a notification message to the parent (the message is not described in non-registered version). You can change all these button styles freely at run time (description is available with registration).

The program was written with Borland® C++ 3.1 and includes original project file. To compile with BC++ just load the project, make sure that the directories are right for your configuration and run. I do not use MSC, it must be compatible but I did not try it. Tell me if it is not.

If I am encoraged to write a next version I would like to include a message to change button face bitmap, perhabs give a possibility to assign a custom rectangle for each button. I am also thinking to write a dll to make mac-like menus, which can be placed anywhere on the screen and not attached to the top of the window. Let me know if you have any suggestions.

5. Registration.

Now, the most interesting part. I would gratefully appreciate if you register. This dll is not of much use by itself, it is good if it is a part of some software package. If you register you

- (a) get a permission to redistribute (non-profit) estools.dll and change it's name (if you want to redistribute it commercially, write to me; same about source code);
- (b) get a description of messages undocumented in this edition (you can find references on them in estools0.h) - I'll send you an expanded estools.h and source for demofunc.obj (demofunc.c) and a new version of estools.dll if available.
- (c) get information on the new versions as soon as they are available
- (d) your consciousness will be clear.
- (e) it costs only \$15.

To register print out order form from order.wri (you may print on both sides, first page is the order form, second is my address, than fold the paper and you do not need an envelope) include payment, seal and mail. Or do it any way you want, just make sure your name and address are clearly readable.

6. Author.

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Comments and suggestions are welcome.

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