



3DR Version 2.0.15 ISV Installation Script

The contents of this directory are intended for ISVs who wish to distribute the 3DR runtime with their application. The application's installation script should execute the supplied INSTALL.EXE. This will invoke a script that will correctly install 3DR runtime binaries on the user's hard drive.

INSTALL.EXE takes one optional argument - WIN32S. This argument forces 3DR's INSTALL.EXE to guarantee that Win32s* (version 1.20 or higher) is installed on a Windows* 3.1 environment. If Win32s is not present, or is present with a revision less than 1.20, then the 3DR install script will go looking for the Win32s* installation procedure as follows:

If the application's installation is based on floppies it will look for the Win32s SETUP.EXE on the floppy drive. If the application's installation is based on CD-ROMs it will look for the Win32s SETUP.EXE in *d:\INSTALL\WIN32S\DISK1*.

If the Win32s SETUP.EXE is invoked by the 3DR INSTALL.EXE, then Windows will be rebooted and the 3DR INSTALL.EXE will continue.

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| INSTALL.EXE | Installs the 3DR runtime |
| INSTALL.EXE WIN32S | Guarantees that a Win32 environment is available and then installs the 3DR runtime. |

The contents of *d:\3DR20\SDK\INSTALL* (except for this file) constitute a complete 3DR runtime installation package, simply copy the files to your installation media, and invoke the INSTALL.EXE file at the appropriate time in your installation procedure.

* Other brands and names are the property of their respective owners.