# *Documentation for SPLASH16.DLL and SPLASH32.DLL*

The SPLASH Libraries are NOT shareware or in the public domain. Registration is required by law to distribute any applications using The SPLASH Libraries or code.

The SPLASH Libraries are copyright 1994 by HSC Software Developers, St. Louis, MO, USA.

There are two versions of The SPLASH Libraries. One is for 16 bit Windows and the other for 32 bit Windows. Whenever you see SPLASHxx.DLL substitute either 16 or 32 for xx the get the correct file name.

## Purpose:

SPLASHxx.DLL was written to allows developers of applications to easily provide a splash, or startup, screen that is displayed while their program starts and initializes. This gives users of your program immediate feedback and indicates that your application is initializing properly.

## Extended Purpose:

Writing such code is not as trivial as it may sound, nor is it extremely complex. Mostly it is redundant, making it a great candidate for a shared library.

## Supported Functions:

**NOTE:** The wait time you pass as a parameter to any of the ShowSpash functions does not cause the splash screen to be erased. This is provided for programs that have a very short start-up time and wish to display the splash screen for a longer period of time. The splash screen is NOT deleted until a call is made to **EndSplash**().


- **ShowSplashFromResource**(HINSTANCE hInstance, char FAR* lpszBitmap, UINT nWait)

SUPPORTED IN: WIN16 / WIN32
This function displays a bitmap resource that is embedded in the calling programs EXE or DLL file. Pass the instance handle of your calling program, the string name of the bitmap resource to display, and the number of seconds to display the splash screen.

*C/C++ Example*   **ShowSplashFromResource**(hInstance, "IDB_SPLASH", 2);
*VB Example*    Not supported for Visual Basic

**Return Value**: Non-Zero if successful, otherwise 0.

- **ShowSplashFromFile**(char FAR* lpszFileName, UINT nWait)

SUPPORTED IN: WIN16 / WIN32
This function displays a bitmap that is loaded from an external file. This file must be a Windows 3.x bitmap (BMP File) and should not contain more than 16 colors. If the bitmap does contain more than 16 colors, undesirable results will be displayed. Pass the fully qualified file name of the bitmap to be displayed, and the number of seconds to display the splash screen.

| | |
|---|---|
| *C/C++ Example* | **ShowSplashFromFile**("SPLASH.BMP", 2); |
| *VB Example* | x% = **ShowSplashFromFile**("SPLASH.BMP", 2) |

**Return Value**: Non-Zero if successful, otherwise 0.

- **ShowSplashAnyFormat**(      char FAR* lpszFileName, int Effect, char FAR*
                                 lpszAccuSoftDLLName, UINT nWait)

SUPPORTED IN: WIN16 (With AccuSoft Library DLL)
This function displays any graphic format supported by the AccuSoft Image Format Library. This currently includes: TIFF, PCX, JPEG, TGA, BMP, WMF, WPG, DIB, DCX, EPS, GIF and PICT. In addition, this function supports all visual effects offered by the AccuSoft DLL(s). When calling this function, pass the fully qualified file name of the graphic to be displayed (you do not need to specify the file extension), the effect, if any, that you want to use (see SPLASH.H or the AccuSoft documentation for a complete listing), the name of the DLL from AccuSoft, and the number of seconds to display the splash screen. The basic library provided by AccuSoft is called ACCUSOFT.DLL. The ProGold version is ACCUGOLD.DLL. If you are using the ProGold version, pass ACCU32IF.DLL as the third parameter to this function. This contains the necessary thunk code to access the 32 bit functions in the "real" DLL, ACCUGOLD.DLL.

*C/C++ Example*        **ShowSplashAnyFormat**(      "SPLASH", NO_EFFECT,
                                                     "ACCUSOFT.DLL", 2);
*VB Example*           x% = **ShowSplashAnyFormat**( "SPLASH", NO_EFFECT,
                                                     "ACCUSOFT.DLL", 2)

**Return Value**: Non-Zero if successful, otherwise 0.

- **EndSplash**()

SUPPORTED IN: WIN16 / WIN32
Call this function when you are ready to destroy the splash screen. The splash screen is placed and kept above all other windows, so before your application displays a dialog box, message box, or a window where you need user input, call EndSplash(). This function will also perform all clean-up code and delete allocated Windows objects and memory. If you fail to call this function, the splash screen will be the topmost windows until your program exits or makes another ShowSplashXXX call. This is probably not the behavior you or your users desire!

**NOTE:** The wait time you pass as a parameter to any of the ShowSpash functions does not cause the splash screen to be erased. This is provided for programs that have a very short start-up time and wish to display the splash screen for a longer period of time. The splash screen is NOT deleted until a call is made to **EndSplash**().

*C/C++ Example*          **EndSplash**();
*VB Example*             x% = **EndSplash**()

**Return Value**: None.

## Adding SPLASHxx.DLL Functionality To Your Programs:

**C/C++** Include the import library SPLASHxx.LIB in your project.

Include the SPLASH.H header file in all modules that call SPLASH functions.

**Visual Basic and Other Non-Compiled Languages**

Include VBDECLAR.BAS in your project, or paste these function declaration in your program. You may now simply call SPLASH functions.

## Performance Considerations:

The SPLASH Libraries where written to be extremely fast. They were coded in Microsoft Visual C++ using standard, non-MFC, SDK coding techniques. All compiler options for speed were enabled. The results are a very fast and yet small (less that 12k) library that has a great deal of functionality. The functions are listed below in order of best performance. Performance is considered, for this test, to be how fast the graphics can actually be painted on screen.

**1)** ShowSplashFromResource() Fastest!
**2)** ShowSplashFromFile() Pretty darn fast!
**3)** ShowSplashAnyFormat() Slowest. These use the AccuSoft DLL's which perform

a great deal more manipulation of graphics than do The SPLASH Libraries. These are still pretty fast on most computers.

## Copyrights and Trademarks:

Microsoft Windows, Visual C++ and Visual Basic are copyright and registered trademarks of Microsoft Corporation.

AccuSoft, ACCUSOFT.DLL, ACCUGOLD.DLL and ACCU32IF.DLL are copyright by
**AccuSoft Corporation**
**112 Turnpike Road**
**PO Box 1261**
**Westboro, MA 01581**
(508) 898-2770
(508) 898-9662 (FAX)
(508) 898-2747 (BBS)

SPLASH16.DLL, SPLASH32.DLL, SPLASH.H, SPLASH16.LIB and SPLASH32.LIB are copyright 1994 by HSC Software Developers. The demo programs are not copyright and may be distributed and / or modified freely.

## Distributing Application that use The SPLASH Libraries:

You must register your copy of The SPLASH Libraries in order to distribute any of the DLL's, or any code that contains SPLASH code. Registration cost is $20.00. In addition to unlimited, no-runtime distribution rights, you will also be notified of updates when available, be included as a beta test site if you desire, and receive free unlimited support via CompuServe or the Internet (Telephone only if critical). Source code is available for $100.00.

## How To Register:

To register, fill out and print the order form below, include your payment, and mail to:

---------------------------------------------------------------------------------------------

## The SPLASH Libraries Registration / Purchase Order Form

Company Name: _____

Purchase Order #: _____

Your Name: _____

Mailing Address: _____

City: _____

State: _____

Zip Code: _____

Phone Number: _____

Do You Wish To Purchase Source Code?        __ YES
     __NO

---------------------------------------------------------------------------------------------

If you do not have a printer, you may also mail a simple letter with this information to the address above. Registration is $20.00. If you would like the source code, include your $100.00 payment. The source code implies a registration, so there is no need to include an additional registration payment. We accept personal and business checks, money orders and cashiers checks.

### Guarantee:

If you are not completely satisfied with The SPLASH Libraries for any reason, you may return them within 30 days for a full refund. No questions asked.

### Sample Programs:

The SPLASH Libraries include 3 sample programs. The first 2 are C++ programs (16 and 32 bit versions) coded in Microsoft Visual C++ using the Foundation Class Library. The second is the same program coded (not much code) in Visual Basic. These programs show the capabilities of

The SPLASH Libraries and are included as an example to follow while adding SPLASH functions to your programs. These demo programs are not written to be highly efficient, but rather simple to read.

The main point of interest in the C++ demo is in the member function **CMainDlgWindow::OnCommand**() in the file **DEMO_CPP.CPP** This is where all of the SPLASH functions are called.

In the Visual Basic example, see the functions **Command1_CLICK** and **Command2_CLICK** in the **DEMOVB.FRM** file. Command1 is an array of push button controls. The index is used as the Effect argument passed to ShowSplashAnyFormat(). These perform the same functions as their C++ counterparts.

**<u>Sample Program Names:</u>**
DEMOVB.EXE          Visual Basic Demo. Windows 16-Bit Code
DEMO_CPP.EXE        Visual C++ Demo. Windows 16-Bit Code
DEMCPP32.EXE        Visual C++ Demo. Windows 32-Bit Code

NOTE: The Visual Basic DEMOVB.EXE program requires VBRUN300.DLL. This file is not included in The SPLASH Libraries.