LDRSUtil DLL

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LDRSUtil DLL Overview

LDRSUtil is a library of functions and subroutines that can be used with almost any Windows programming language.   As the name implies, it is a utility library that does more than just perform calculations or another set of related functions.

You will find:

◆ FX routines: 33 different effects, which can be combined to produce an almost unlimited number of different options.   All FX routines support multitasking, and you have full control over every option, even the ability to stop an effect right in the middle of execution.   There is also a bitmap copy routine that supports different shapes and borders, and a function that can create transparent bitmaps.

◆ An easy to use multimedia function - all you need to do is pick a command, a device (midi, wave audio, avi video, etc), set some options and go.

◆ File/string functions for CRC calculation, compression, and encryption.   Some of the file functions also support multitasking.

◆ Other functions such as a status meter, disk information functions, and window/cursor routines.

The demonstration included with this package will show you some of the capabilities of LDRSUtil.   The sample application was written in Visual Basic™, but if you use more than one programming environment, you can still appreciate the functionality of this utility library. Thank you for your interest!

Screen FX Functions

To see examples of these functions, click on ´FX Demo´ or ´FX Tour´ from the main screen of the demo.

List of functions:

Function:	Transition Effect or Purpose:
lsHorzDblP1	Draws 2 set of stripes, from left to right.
lsHorzDblP2	Draws 1 set of stripes from left to right, and another set from right to left.
lsVertDblP1	Draws 2 sets of stripes down.
lsVertDblP2	Draws 1 set of stripes down and another set upwards.
lsHorzIntlc	Draws stripes horizontally that meet in the center.
lsVertIntlc	Draws stripes vertically that meet in the center.
lsHorzBlind	Gives the appearance of horizontal blinds closing.
lsVertBlind	Gives the appearance of vertical blinds closing.
lsDublBlind	A combination of horizontal and vertical blinds.
lsStripes	Draws stripes in any of 4 directions. This effect is used in combination with other effects.
lsWipePic	Wipes a picture in any of 4 directions.
lsSlidePic	Slides a picture in any of 4 directions.
lsSlidePicT	Same as above, but used with transparent bitmaps.
lsWipeIn	Wipes a picture in either horizontally or vertically.
lsWipeOut	Wipes a picture out either horizontally or vertically.
lsDblWipe	Combines horizontal and vertical wipes.
lsHalfWipe	Draws half of a picture in one direction and the other half in the opposite direction.
lsPlodePic	Explodes or implodes a picture.
lsSwirlIn	Draws lines clockwise around the picture until the center is reached.
lsDslvImg	A dissolve type effect in three styles: Dithered, Triangles, or Circles.
lsTilePic	Tiles a picture across the background of a given window.
lsCopyPic	Copies a picture from a source to a destination and also offers options for special shapes and borders.
lsMakeTransBmp	Creates an in-memory transparent bitmap that can be used with the effects above.
lsTransCleanup	Used to delete transparent bitmaps created by lsMakeTransBmp.
lsPrint3D	Prints text with options for 3D style and print angle.
lsStopAction	Used to stop one of the effects above when it is in the

middle of execution.

All of the FX functions have corresponding ´wrapper´ functions that make them easy to use. For example: to wipe a picture to the right across a window you would simply code: WipeRight picSource, picDest, Delay, GrainSize, X, Y, Dithered.

Multimedia Functions

To see examples of these functions, click on ´FX Tour´ or ´Utilities-Media Browser´ from the main screen of the demo.

Function:	Purpose:
lsPlayMedia	This is the general purpose multimedia function. It supports nine commands with several options, and twelve device types. This function is very easy to use, it has only 4 parameters: a filename, device type, command, and a third optional parameter. Although it is not shown in the demonstration, you can write a full-featured CD player or play back other media that is not file-based.
lsPlayWav	This function is even easier to use than lsPlayMedia, but it can only play back WaveAudio (*.wav) files.

String & File Functions

To see examples of these functions, click on ´Utilities-String Demo´ or ´Utilities-File functions´ from the main screen of the demo.

Function:	Purpose:
lsFExist	Returns true if a file exists.
lsDirExist	Returns true if a directory exists.
lsMakeDir	Similar to the DOS MkDir command, but it can create a directory nested several levels deep. For example: You can create ´c:\temp\dir1\dir2\dir3\dir4´ even if c:\temp does not exist.
lsAscToHexStr	Accepts a string, and returns it´s hexidecimal equivalent. For example: The string ´XYZ!´ becomes ´58595A21´.
lsHexToAscStr	Accepts a hexidecimal string, and converts it back to its ASCII equivalent.
lsCRC32Str	Returns the 32-bit CRC of the given string.
lsCRC32File	Returns the 32-bit CRC of the given file.
lsCipherStr	Encrypts a string with the given password.
lsCipherFile	Encrypts a file with the given password.
lsCipherFile2	Encrypts a file with the given password. This function also stores the original file name, date and CRC in the resulting file. It also supports multitasking.
lsfStamp	Stamps a file with the given date & time.
lsQFileWipe	Quickly deletes a file so it cannot be undeleted.
lsDODFileWipe	Same as above, but it follows the DOD standard. You can also specify how many additional times to overwrite the file.
lsCompressStr	Accepts a string, and returns it´s compressed equivalent.
lsArchiveFile	A full featured archiver in a DLL. Supports popular options such as multiple file volumes, storage/restoration of directory info, file comments and password protection on a per-file basis, and multitasking. Also, decompression is not just limited to files; files within the archive can be extracted into a buffer.
lsExpand	Expands a file that has been compressed with COMPRESS.EXE.
lsGetFileVerNum	Reads the version stamp of an application or DLL and returns the version number.
lsGetFileStats	Obtains the file statistics for a given file. Returns an array that contains counts for every character in the file, the number of lines, the most occurring character, least occurring character, and the file length.

lsSoundex   Returns a code for a given word that can be compared
                   against other codes generated by this function.   If the
                   return codes match, then the words most likely sound
                   the same.
lsMetaphone   Same as the function above, except using the
                   Metaphone method.

Note: Most of the bulk string and file processing functions above are written in assembler, so you do not have to worry about slowing down your application any more than is necessary.

Other Functions

To see examples of these functions, click on ´Utilities-Misc´ from the main screen of the demo.

Function:	**Purpose:**
lsFreeRes	Returns the amount of free System, GDI, and User resources and the amount of free memory.
lsDiskSize	Returns the size of the given drive.
lsDiskFree	Returns the amount of free space on the given drive.
lsDiskLabel	Returns or sets the volume label on the given drive.
lsDiskSerial	Returns or sets the serial number on the given drive.
lsFloatWin	Toggles a window´s top-most state.
lsMoveWin	Allows the movement of forms by clicking on the client area of the form or any other control.
lsToggleCur	Toggles the visibility of the mouse cursor.
lsConfineCur	Confines the mouse cursor to the client area of the given window.
lsFreeCur	Frees the cursor after it has been confined.
lsDrawMeter	Draws a status meter on a picture box (or any other control) The colors, font, font size, etc. can all be configured through the picture box´s properties.
lsLongInt	Accepts two integers and loads them into a long integer result.
lsLoWord	Accepts a long integer and returns it´s lower order word.
lsHiWord	Accepts a long integer and returns it´s higher order word.

Distribution

This is a demonstration version of LDRSUtil.DLL and may be freely distributed, as long as all of the distribution files are included in the archive(LDRU2016.ZIP).   The files that are included in this version are:

LDRDEMO.EXE	Demonstration program main file.
LSTHRD.VBX	Demonstration program support file. (THREED.VBX)
LDRDEMO.SDF	Demonstration program support file. (Sounds)
LDRSUTIL.DLL	This product.
README.HLP	This help file.
FILE_ID.DIZ	Archive description.

The archive does not include VBRUN300.DLL, which is also a necessary file, but this file is widely available.

If you did not receive all of these files, please contact LDR Systems, Inc. for a complete copy.

To run the demonstration simply copy all of these files into a single directory.   The demo will attempt to play sound for some of the demonstrations, so if you have a sound card, make sure your midi and wave audio setups are working properly.

Ordering Information

LDRSUtil will enhance your applications and prove to be a very useful tool in your programming collection.   Right now you can order it for $39.95 and receive :

◆ The latest licensed version of LDRSUtil.DLL
◆ The source code to the demonstration.
◆ Full on-line and printed documentation.
◆ Technical support via: e-mail, mail, fax and phone.

We thank you for your interest in this product. To view the order form and discount chart, click on the logo below:

LDRSUtil v2.0 Order Form

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Comments (i.e. functions you would like implemented, etc.)

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