

MultiView - the multiple AVI viewer for Windows

MultiView will allow you to open four AVI files at once. But that's not all.

Requirements:

- >Microsoft Windows 3.1
- >Microsoft Video For Windows v1.1 Runtime - available on most on-line services
- >Microsoft Visual Basic Runtime - VBRUN300.DLL - also available on most on-line services
- >and, of course, AVI movies to watch!

Installation Instructions:

Unzip the contents of MULTIV.ZIP to a diskette.

Run the SETUP.EXE program.

MultiView now includes MultiView Capture. When prompted choose the components you want to install.

Choose the directory you wish to install MultiView into.

You may also choose to install a MultiView program group and icons into Program Manager.

The resulting installed files are:

MULTIVU.EXE - the MultiView executable

MULTIVU.HLP - MultiView's help file

MV.INI - the MultiView preferences file

MCIWNDX.VBX - this MCI control module is placed into your
WINDOWS\SYSTEM directory

THREED.VBX - this Visual Basic 3D control module is placed into your
WINDOWS\SYSTEM directory

VBCTL3D.VBX - another Visual Basic control module, placed into your
WINDOWS\SYSTEM directory

and, if you choose to install MultiView Capture you will also have:

MULTICAP.EXE - the MultiView Capture executable

MULTICAP.HLP - MultiView Capture's help file

CAPWNDX.VBX - the capture control module, placed into your
WINDOWS\SYSTEM directory

DISKSTUF.DLL - executable code, placed into your WINDOWS\SYSTEM
directory

SPIN.VBX - a Visual Basic control module, also placed into your
WINDOWS\SYSTEM directory

Version 3.1

Added in-program registration, Single View mode, cosmetic changes, and bug fixes. If you are upgrading from Version 2.x, see the notes for Version 3.0, below.

Version 3.0b

Added bug fixes, and straightened out the SETUP program (see below). See below for new features over v2.0 (and 2.0a).

Version 3.0

Added bug fixes, variable volume control, choice of background color, MultiView Capture Control Panel, and full screen viewing.

Recalled due to the wrong SETUP program going out (sorry if you took the time to download it!!!)

ATTENTION UPGRADERS!!

This version no longer uses INI.VBX, so if you are upgrading from an earlier version of MultiView, you may remove INI.VBX from your
is using
WINDOWS/SYSTEM directory (that is, if no other program is using it). Your MV.INI will NOT be overwritten!

Version 2.0

Added bug fixes, MultiView Capture, frame stepping, saved preferences, and AVI file editor support.

The MultiView executable had been renamed from MULTI.EXE to MULTIVU.EXE.

Version 1.2

This version of MultiView added a floating Control Bar, and on-line help.

Registration

MultiView is not freeware. It is shareware, and the author will add you to his registration list for *only \$30*. This registration is your vote to continue the development of MultiView. Registration will also entitle you to discounted upgrades, *and you will receive a license number that will disable the registration reminders.*

Register now, and you will be entitled to registration for all MultiView 3.x upgrades

If you want to cast your vote for MultiView, send a check for \$30 to:

Robert Reinstein
20 Singingwood Drive
Holbrook, N. Y. 11741

Any comments or questions can be addressed to the above or to CIS ID # 75250,3171.

Thank you for your interest in MultiView!

Note: It recently came to light that an anomaly exists when an AVI video window is open. This window, which is created by a series of calls to Video For Windows, can accept certain hot-keys that bring up Video For Windows-defined dialogue boxes. These hot-keys are Ctrl key combinations that are not used within MultiView. While every effort has been made to override these, there may be an instance where one of these boxes pop-up. Be aware that changing settings from within these boxes may upset the functionality of MultiView. If this does occur, and you do decide to make changes to these settings, be aware that MultiView will have to be restarted. I will try (real hard!!) to get rid of this for the next release.

Thanks for your understanding.
RR