

# RIP*tabs* Version 2.1

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## *Introduction*

Welcome to RipTABS. This library is designed to provide you with an easy path to implementing the tab dialog interface that is becoming increasingly popular in the "Windows world".

Before installing the rest of RipTABS, please see the section in this document titled *Installation*.

RipTABS is available for both Windows 3.1 and Windows NT. Where instructions differ between the two versions, mention of the difference will be made.

## *Where to go from here*

RipTABS was designed to be easy to make use of, *but you should read through the help file provided because a few minutes now will save you hours of frustration later.*

See the section entitled *New And Improved* for information about what is new in this version.

## *So what does it cost?*

RipTABS is shareware. The version you have in your hands is a complete working version. There are no annoying reminder screens about what it costs, and there are no disabled features. (However, RipTABS copyright information appears in the title bar of any RipTABS dialog.) If however, you find this library useful and intend to use it in your own applications, the registration fee is \$40 (US). If you don't think RipTABS is worth \$40, send me mail (or email) and tell me why-- perhaps your suggestions will be incorporated in a future version.

Registered users get support via one of the methods listed below in the **Where To Find Me** section, a registered version of the library and any future updates. A printed manual is available for a nominal charge.

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*You may now register your copy of RipTABS via CompuServe. Simply type GO SWREG at any CompuServe prompt and follow instructions. You may search for RipBAR there by using the RIPTABS keyword.*

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## *Installation*

### **Windows 3.1 & Windows NT**

The ZIP file you got, should contain two files-- this one, and RIPT\_LIB.ZIP.

To finish installing RipTABS, simply create a new directory anywhere on your system and extract all the files from RIPT\_LIB.ZIP into it-- use the -d option (or whatever option your UnZip utility supports) to extract the files in the proper directory structures--

Building the sample application depends on the directory structure that has been set up for you in the ZIP file.

After extracting the files, there should be the RipTABS Windows Help file in a directory called HELP, the RipTABS library (either RIPTAB16.LIB or RIPTAB32.LIB depending on whether you got the Windows or Windows NT version) in a directory called LIB, the RipTABS include file in a directory called INCLUDE, and the sample code (including the executable file) in a directory called SAMPLE.

There will also be a CTL3D DLL in a directory called SYSTEM. If you don't already have the same file in your Windows SYSTEM directory or if the one you have is older than the one supplied here with RipTABS, move it to your SYSTEM (or SYSTEM32 in NT) directory.

## *New And Improved*

For a complete history of version enhancements, consult the online Help file.

## *Where to find me*

If you try / use RipBAR, I'd like to hear what you think. There are four ways to get ahold of me :

### **Conventional Mail**

Jonathan Carroll  
28 Parkland  
Pointe Claire, Quebec  
CANADA H9R 2E8

### **CompuServe (preferred method)**

user id : 74017,3242

### **GEnie**

user id : J.H.CARROLL

**E-Mail (Internet)**

74017.3242@compuserve.com