

# RIP*tabs* Version 1.0

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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".

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**

Simply create a new directory anywhere on your system and extract all the files from the RipTABS ZIP file into it-- use the -d option (or whatever option your UnZip utility supports) to extract the files in the proper directory structures.

After extracting the files, there should be a Windows Help file, and this file in whatever directory you created. There should be a LIB directory with the RipTABS .LIB file, an INCLUDE directory with the RipTABS header file, and a SAMPLE directory with sample source code and sample EXE.

There will also be a CTL3D DLL file-- move this to your SYSTEM (or SYSTEM32 in NT) directory and remove it from the RipTABS directory.

### ***New And Improved***

#### **The following is new / improved in Version 1.0**

- Nothing new -- First release

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