

# Envelop

Version 1.0.1

This file contains installation instructions and license information.

The file NOTES.TXT on the first installation disk contains the very latest information about the current release, including known bugs.

Please read these files carefully before running Envelop.

## Setup instructions from electronic download:

1. Close **all** running applications.
2. In a temporary directory, decompress the self-extracting archive by running it. Use the **Run** command from either the **Start** button menu (Windows 95) or the **File** Menu of the Program Manager (Windows NT) to invoke the self-extracting archive (e.g. "FENVELOP.EXE"). This requires approximately 7M of disk space.
3. Invoke the Envelop setup program (SETUP.EXE) from the temp directory where you unpacked the archive. Again, use the **Start** button or the Program Manager's **File** menu to select **Run**, then enter the path or browse to select the Envelop setup program.
4. Follow the on-screen instructions as given by the setup program. A complete installation requires approximately 20M of free disk space on the target drive.
5. When the installation is complete, you may delete all the files from the temp directory where you placed the contents of the archive. You may wish to keep a backup copy of the archive itself in case you want to re-install Envelop.

## Setup instructions from floppy diskettes:

1. Close **all** running applications.
2. Insert disk 1 in your 3.5" floppy drive (A:).
3. Choose the **File** Menu from the Windows Program Manager and select **Run**.
4. Type **A:\setup** and press **ENTER**.
5. Follow the on-screen instructions.

## Getting started:

There are many objects provided with Envelop, located in the directories:

C:\ENVELOP\BOOTCAMP

C:\ENVELOP\ARSENAL

(assuming you accepted the default installation location for Envelop).

The objects are provided in text form in files named <object>.ETO, and in binary form in files named <object>.EBO where <object> is the name of the sub-directory containing the object's files.

To load an example object into Envelop, follow these steps:

- 1) Choose **Help|Samples** to display the samples browser.
- 2) Use keyword search to locate an object, or turn off keyword search to select from a list of all the objects available.
- 3) Select an example from the list to load, and click the "Load" button. You can also double-click an item in the sample list to load it. The samples browser loads one example at a time, using the binary files (\*.EBO). If you rename or move the binary file out of its directory, the browser will load the example using the text file (\*.ETO).

### **NOTES**

1. It is important that the C:\ENVELOP\PROGRAM directory appears in your PATH environment variable in order for Envelop to run properly. With version 1.0.1 the setup program for Envelop tries to ensure that this is the case, but there are some circumstances under which the setup program cannot force the program directory into your path. If this happens you should manually alter your PATH so the Envelop program directory is part of your search path.
2. If, during the installation process, you get an error message regarding CTL3D32.DLL, cancel the install and close all running applications before re-starting the install.

### **LICENSE**

The license agreement is found on disk 1 in the file LICENSE.TXT. By running this version of Envelop, you agree to the terms and conditions therein.