Postit Notes - 32 Bit version.

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If you use this program - or distribute it, please mention my name, and Numatic's.

If you have any questions, please get in touch.

<u>Installation , Customisation & Usage Guide.</u>

1. Overview

   The system provides simple messaging, whereby a message can be sent to a single user, the entire department for a user, or the entire network.

   The system keeps a log of all messages sent to users in an MSACCESS database.

   The list of users is also kept in this database.

   The user is also given a choice of 'sound-effects' that can be attached to the message.

   To send a message, the program 'POSTSEND32.EXE" is required. This file should be stored on a global-access network drive - for novell, use sys:\public.

   Access to the shared sound file directory is also required.

   To receive messages, the program POSTIT32.EXE is required in the windows directory.

   Access to the shared directories above is also required.

   Additionally, the registry MUST be modified using the registry editor and merging the supplied .REG file.

2. Customisation.

   Both programs require 2 environment variables to be set-up on the machines to send and receive messages.

   WINNAME   -   This is the name of the actual machine as defined in setup

   USERNAME   -   This is the long-name of the user as specified in the database.

   (I have these set in the novell login scripts of our system, using DOS SET..... WINNAME is hard-coded, and is not picked up from Windows)

   The database PNOTES.MDB should be modified before use.

3. Build Instructions.

Load POSTSEND32, and POSTIT32 into VB4, and make the following changes to the CONST declarations in the code module.

PN_SUPERVISOR	-	Change this to your supervisor's machine name (i.e SUPER.1)
PN_DATABASE	-	Change this to the path + name of your shared database (i.e \\novellserv1\sys\public\database\pnotes.mdb)
PN_POSTSEND_PATH	-	Change this to the path of the POSTSEND32.EXE file (i.e \\novellserv1\sys\public\postsend32.exe)
PN_SOUNDFILES	-	Change this to the path of the shared sound files. (i.e \\novellserv1\sys\public\sounds\)

Make executables out of both projects.

Put POSTSEND32.EXE in the location specified by PN_POSTSEND_PATH

Put POSTIT32.EXE in every WINDOWS directory on every machine on the network.

RUN the POSTIT.REG file on every machine to receive messages.

Re-start all the windows machines.

To send a message, run PN_POSTSEND_PATH\postsend32.exe

NOTE :   YOU MUST HAVE NETDDE.EXE RUNNING IN ORDER FOR MESSAGING TO FUNCTION. YOU MUST ALSO HAVE NETBUEI LOADED ON THE NETWORK->PROTOCOL SECTION.

The code is fairly flexible, and quite easy to understand.

Hope you all have fun with this !

It's worked fine in Win3.11, Win'95 and NT.

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