

CycleC V1.0b

by
Thies Schrader

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CycleC is Copyright (c) 1995 by Thies Schrader.

Users who register CycleC V1.0b will get the final release version of CycleC V1.0 free of charge.

CycleC V1.0b is not Freeware; it is Shareware: this program can be used freely for a 30 days trial period, continued use after 30 days requires registration. In case you already did register CYCLE V1.0 you need not to register CycleC V1.0b again- the update is free:

-Academic/Educational (universities, schools, colleges exclusive government agencies) users can use the program after the 30 day trial period by sending me an e-mail message or a post card, containing the following :

- Your name and address (email)
- The URL of one page using CycleC
- What you think about CycleC (constructive comments that may help to improve the present program)

I will add a link from my homepage to your site. You (all users that receive a free registration) must also have the cyclec#.jpg files in you animation directory at all times, and a link to which will display the cyclec#.jpg pictures. If you do not want to do this, you must register as a commercial or private user.

-Commercial users must register and pay US \$15.00 (cash or check) made payable to Thies Schrader for continued use:

-Private users need to register and pay US \$ 5.00 (cash or check) made payable to Thies Schrader for continued use:

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If you want a link from my page to your site, please let me know- otherwise no link will be posted. Registered users of Cycle V1.0 need not register again (this is a free update).

Overview

CycleC V1.0b is a CGI V1.2 interface that works on all windows WWW servers running in a 32bit environment (Windows 95, Windows NT or Windows w/ Win32s). It was made to update an older version of a program called Cycle V1.0 that was programmed for 16-bit Windows.

Features

CycleC V1.0b is the beta version of CycleC V1.0. CycleC V1.0 will be released towards the end of October. CycleC V1.0b should work fine, but just in case I am releasing it as a beta and not as a full version.

- 32-bit, CycleC V1.0b is a full Win32 program. It uses Win32 API calls. CycleC also works under Win32s (for Windows 3.x), but at a reduced speed.
- CGI V1.2 compatible, CycleC is compatible with CGI V1.2, which is what HTTPD, WebSite, Alibaba and ZBServer use.
- Support of GIF, JPEG and TIF file formats.
- Supports many user selectable options.
- Debug mode, if your server is in "Debug" mode, CycleC will also run in debug mode, displaying error messages as they happen.

Installation

To install CycleC V1.0b (final release of CycleC 1.0 should have a setup program) do the following :

- Unpack the CycleC32.zip file into a temp directory.
pkunzip a:\cyclec32.zip c:\temp
- Change to the temp directory and copy the files
cyclec32.exe to your windows cgi directory
copy cyclec32.exe c:\zbs\cgi
- tcgi.ini to your windows directory
copy tcgi.ini c:\windows
- cyclec?.jpg to your animation path (anywhere on the server machine)
copy cyclec?.jpg c:\zbs\anim
- Edit the tcgi.ini file in your windows directory, so that the animation part points to your animation directory.
edit c:\windows\tcgi.ini
Animation Path=c:\zbs\anim\
- Start you WWW server and turn on debug mode.
- Start Netscape and try the URL:
http://your-server-address/cgi-win/cyclec32.exe
you should see the CycleC logo animation. If not an error message will appear. See the section on errors for more help.
- Turn off debug mode on you WWW server.
- Delete the files in the temp directory (you do not need them anymore)

What can CycleC do?

To make CycleC display your animations the URL arguments are :

```
cyclec32.exe?picturename?.ext[?arguments.....]
```

where picturename is the name of the picture files without the numbers.

.ext is one of : '.jpg', '.gif' or '.tif'

and arguments as discribed below (brackets mean that they are options).

to display the CycleC logo use the URL arguments :

```
cyclec32.exe?cyclec?.jpg
```

in a HTML file this would be :

```

```

Arguments :

UP - tells CycleC that you want to start with picture 1 and go to the last one.
DOWN - tells CycleC that you want to start with the last one and go to 1.
RANDOM - tells CycleC to randomly display all the picture files (once each)
LOOP=# - tells CycleC to loop # times (1..9) it will loop all commands.

Examples in HTML language :

- will display the gifs bear1.gif, bear2.gif.... from 1 to the last picture, the back down to picture one (and stop there)

- will display the clown#.jpg files in increasing order (default) and do this 3 times.

- will display the face#.tif files display picture 5 through 1, 1 through 5, 5 through 1 and last 5 through 1.

- will display the series of pictures 'last' through 1 then 1 to 'last' five times.

Errors

CycleC handles errors quite well, in debug mode, messages are displayed in windows. if debug mode is off, error messages are usually displayed in the CGI-output (if it can).

Error messages are (in CycleC V1.0b) :

Error : No input file

- No input file was given, this usually happens if you run cyclec32.exe through windows, and not your WWW server.

Error : Not enough memory to run

- You have very little available memory, and CycleC cannot continue. Should never happen.

Error : No output file specified

- The line Output File= in the input file was empty. This usually happens if you run CycleC through windows and not your WWW server.

Error : Could not open output file

- The output file cannot be opened. Check to see that the disk drive is not full, that output file is not already open, and that the files is not write protected. the

Error : Cannot open picture files

- Cannot open the files you specified. Check to make sure the files exist, that the Animation Path= statment in c:\windows\tcgi.ini points to these files, and that the extension is correct.

Updates will be announced at : "<http://www.stud.unit.no/~thiess>" or "<http://hjs.geol.uib.no/html/cycle.htm>"