

## **Installing Calc95 On Windows95**

All the files are contained in the file CALC95S.EXE. You will need to create a folder in "My Computer" or Explorer and name it Calc95 (or whatever you choose). Move the CALC95S.EXE file to this folder, and then run it. You can do this from the DOS prompt, or you can run it by double-clicking on CALC95S.EXE. The files contained in CALC95S.EXE will then be unpacked (it is a self-extracting archive).

Once the files are unpacked, Calc95 is ready to run. You can do this by double clicking on the file CALC95.EXE from "My Computer" or Explorer or drag CALC95.EXE onto the desktop to create a shortcut. You can right-click on the Start button, select Open, and drag CALC95.EXE onto the Program folder (or another folder if you prefer) to add Calc95 to the Start menu.

## **Installing Calc95 On WindowsNT**

All the files are contained in the file CALC95S.EXE. You will need to create a directory called Calc95 (or whatever you choose), move the CALC95S.EXE file to this directory, and then run it. You can do this from the DOS prompt, or you can run it by double-clicking on CALC95S.EXE. The files contained in CALC95S.EXE will then be unpacked (it is a self-extracting archive).

Calc95 is now ready to run by double clicking on CALC95.EXE in File Manager. You can drag CALC95.EXE from the File Manager and drop it on one of your Program Manager groups (Accessories, for example). If you are running WindowsNT version 4.0 or higher, or an earlier version of WindowsNT with the Shell Update, you can drag CALC95.EXE onto the desktop or add it to the Start menu as described for installing on Windows95, above.

If you do not already have CTL3D32.DLL installed in your WINDOWS\SYSTEM32 directory, the dialog boxes will not have the Windows95 3D look. If you wish to restore the 3D look to the dialog boxes, rename the file CTL3D32.NT in the Calc95 directory to the new name of CTL3D32.DLL. Move the renamed file to your WINDOWS\SYSTEM32 directory. If there is an existing CTL3D32.DLL there, it is not recommended that you replace it if the existing version has a later date than the proposed replacement.

## **Installing Calc95 On Windows3.x**

To run Calc95 under 16-bit Windows (i.e. Windows 3.1, Windows 3.11 or Windows for Workgroups) you need to first make sure that you have downloaded the 16-bit version of the software. All the files for the 16-bit version are contained in a file called CALC16S.EXE.

You will need to create a directory called Calc95 (or whatever you choose), and move the CALC16S.EXE file to this directory, and then run it. You can do this from the DOS prompt, or you can run it by double-clicking on CALC16S.EXE. The files contained in CALC16S.EXE will then be unpacked (it is a self-extracting archive). Calc95 is now ready to run by double clicking on CALC16.EXE in File Manager. You can drag CALC16.EXE from the File Manager and drop it on one of your Program Manager groups (Accessories, for example).

Note that at the time of writing, the special button fonts are not available with 16-bit Windows, and so the button legends will be text only. Also, if you do not already have CTL3D.DLL installed in your WINDOWS\SYSTEM directory, the dialog boxes will not have the new 3D look. If you wish to restore the 3D look to the dialog boxes, rename the file CTL3D16.DLL in the Calc95 directory to the new name of CTL3DV2.DLL. Move the renamed file to your WINDOWS\SYSTEM directory. If there is an existing CTL3DV2.DLL there, it is not recommended that you replace it if the existing version has a later date than the proposed replacement.

## **Calc95 Directory**

It is suggested that you keep all the Calc95 files together in their own directory. If you subsequently move the Calc95 component files around, make sure Calc95 is run from its own directory, otherwise it may not be able to locate some of the support files (e.g. FACTORY.PRP and BUTTONS.FNT).