

Modules that you can include with your application

The RUNTIME directory holds all the modules that you can freely include with your work to make your book readable by anyone.

So as anyone can consult your work in an independent fashion (e.g. on a CD-ROM) it is necessary to incorporate, in addition to the XXX.GZL file of your book and all its data, the Gazelle Viewer program which will allow users to consult your book (i.e. GZVIEWER.EXE as well as the necessary DLLs).

These Gazelle Viewer files and DLL will be placed either in the book directory, or preferably in a sub-directory of the book which will be given the name RUNTIME. This latter positioning will permit the opening of the book with future versions of Gazelle Author by avoiding conflicts with previous versions of DLLs. This will also mean that it will be possible to open the book on future Operating Systems even if this does not offer perfect upward compatibility: if the contemporary Gazelle Viewer of your book no longer runs on the new Operating System, it will still be possible for your users to continue to consult your book with a more recent version of the Viewer.

You can do this by copying the complete GAZELLE\RUNTIME directory of this CD in the RUNTIME sub-directory of your book. To do this in the most simple way, use the File Manager, select the RUNTIME directory on your CD and drag it to the directory holding your GZL book file : the directory and all its files will be copied in the proper way.

In addition, so that users can launch the runtime and open your book simultaneously, you can employ the utility LAUNCHER.EXE, renamed in conformity with the name of your book (e.g. MYBOOK.EXE for MYBOOK.GZL) and placed in its directory (This utility can be found in the GAZELLE\UTILS directory on this CD). Then, if anyone runs MYBOOK.EXE, this utility will look first in the sub-directory called RUNTIME then in the current to find GZVIEWER.EXE, it will then run the Viewer specifying MYBOOK.GZL as argument.