

## Windows Grasprt Shell Version 1.0

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### Disclaimer:

This program is distributed as freeware. It is offered "As is", that is if you use this software, it is at your own risk.

This software may be distributed without royalty, as long as it is not distributed for more than \$5.00, unless it is part of a CD-ROM containing other Shareware and/or Freeware software and can be distributed with commercial programs as long as it is distributed free of charge (for example: distributing it as a "bonus" program when someone registers a shareware program you have written) and as long as the following files are included in the .zip file:

```
wingrasp.exe      }  
readme.wri (this file) } (Note: files in the .zip file will be compressed using MS's compression  
grasprt.pif      } program)  
threed.vbx      }
```

At your option, you may distribute the following files in the same .zip file:

```
grasprt.exe (recommend version 5) } (Again they will be compressed, if they are in the .zip  
vbrun300.dll                       } file)
```

### Setup:

- 1) In order to setup the program, simply unzip all the files into the same directory or diskette.
- 2) Go to Main --> File Manager and click on the drive and directory where you unzipped the files, then either double click setup.exe (easiest) or select File --> Run "setup.exe".
- 3) Follow the setup program's directions.

That should do it. But wingrasp.exe, grasprt.exe, and grasprt.pif **MUST** be in the same directory otherwise it will not work. On the other hand, your .gl file may be placed anywhere.

### About WinGrasp:

Mainly I wrote WinGrasp in order to familiarize myself with Windows programming, in general, and Visual Basic programming, in particular. I realize that FLI/FLC, MPEG, AVI and QT animation files are far superior to and are being distributed more often than GL (and DL) files, but there are still people posting them to Usenet (mainly in the Erotica/Sex Pictures newsgroups) so there is still a need for GL players. There also seems to be a shift towards converting old GL's to DL's, which may further reduce the need for GL players in the future.

But my program is not a GL viewer, but a Windows Shell for a GL player (Grasprt). There are Windows AVI, MPEG, FLI, and QT players and DL-View 2.3 is a DOS program, but it can be used in Windows since it has a shell like front end, whereas Grasprt is a command line DOS program, which is a little more difficult to use. I did pick up a DOS front end program, for Grasprt, on Usenet, but it was extremely primitive and was of limited value and of limited use. So I tried to write a much better front end for Windows and I think I've succeeded, although, I admit my forms look kind of primitive, because it lacks the 3D surfaces in all but one form, but I'm still learning how to use them. If I get a lot of positive response for my program I plan on eventually adding a

help file (when I get around to learning how to make one) and making the forms look better.

**Some comments:**

When you run the program, you will notice that it shells out to DOS to run Grasprt and when Grasprt is done running it comes back to Windows. This is not a bug or error, it was designed to do that. I realize it's kind of primitive, but I created a .pif file for Grasprt and played around with it for a while, and I got a lesson in the limitations of .pif files. Apparently you can't run a DOS graphics program (or at least an animation program) windowed, which means that Grasprt has to be run using the whole screen. (If I'm wrong I'd appreciate it if you could tell me how.) Also, in order to stop Grasprt program while it's playing the file, hit the <Escape> key, although, if you do you'll have to start from the beginning of the file again (if you press "Play" again).

Please send all questions, comments and criticisms (and please keep the criticisms constructive, i.e. no flaming) to:

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DL-View is the work of Davide Tome and Luca De Gregorio

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