

Copyright, License, and Warranty

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For information on distributing the shareware evaluation version of WinPatch 1.2 see the section titled [Shareware License](#).

Registered Version

One registered copy of WinPatch may either be used by a single person who uses the software personally on one or more computers, or installed on a single workstation used nonsimultaneously by multiple people, but not both.

You may access the registered version of WinPatch through a network, provided that you have obtained individual licenses for the software covering all workstations that will access the software through the network. For instance, if 8 different workstations will access WinPatch on the network, each workstation must have its own WinPatch license, regardless of whether they use WinPatch at different times or concurrently.

Governing Law

This agreement shall be governed by the laws of the State of Pennsylvania.

Disclaimer of Warranty

THIS SOFTWARE AND THE ACCOMPANYING FILES ARE SOLD "AS IS" AND WITHOUT WARRANTIES AS TO PERFORMANCE OF MERCHANTABILITY OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. Because of the various hardware and software environments into which WinPatch may be put, NO WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE IS OFFERED.

Good data processing procedure dictates that any program be thoroughly tested with non-critical data before relying on it. The user must assume the entire risk of using the program. ANY LIABILITY OF THE SELLER WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE.

WinPatch Editions

WinPatch comes in four different versions. Here are all the details:

WinPatch 1.2 Personal Edition - \$50

This is the standard edition of WinPatch, which includes all the features discussed in [About WinPatch](#). It includes a license for one developer. *The developer's name will appear along with the company name when the patch is applied on the user's PC.*

WinPatch 1.2 Professional Edition - \$300

Includes all features in the Personal Edition of WinPatch. Also includes:

- A company license--instead of an individual license. Up to three developers may use WinPatch to create patches. *Only the company name is displayed when the patch is applied.*
- The WinPatch Apply ActiveX control. The WinPatch Apply control will:
 - Display messages as an option, including a progress dialog.
 - Display no messages as an option. Progress messages are fired back to the container. Error messages use standard COM error-handling procedures.
- The full source code to the WinPatch Apply ActiveX control that uses Microsoft Visual C++ 6.0 and the Microsoft Active Template Library (ATL). You can use this source code "as is" or embed it in another Visual C++ or Visual Basic application that can apply WinPatch files.

WinPatch 1.2 Enterprise Edition - \$1,000

Includes all features in the Professional Edition of WinPatch.

Includes the Microsoft Visual C++ source code to WinPatch Apply, WinPatch Apply self-extracting version, and the WinPatch Apply ActiveX control. This version gives you the ability to completely customize the user interface—including splash screens—when the patch is applied on your customer's PC.

WinPatch 1.2 Enterprise Edition + Full Source Code - \$3,000

Includes all features in the Enterprise Edition of WinPatch.

Includes the full Microsoft Visual C++ source code for all WinPatch components.

Includes a no-compete license agreement, through which the purchaser will not use the source code to create a product that directly competes with WinPatch.

Shareware License

See the section titled [Copyright/License/Warranty](#) for the full license agreement.

Evaluation and Registration

This is not free software. You are hereby licensed to use this software for evaluation purposes without charge for a period of 30 days. If you use this software after the 30 day evaluation period a registration fee of \$50 is required. Payments must be in US dollars **drawn on a US bank**, and should be sent to Artistry, Inc., PO Box 115, Blue Bell, PA 19422. Credit card ordering and quantity discounts are available, as described in the section Ordering Information/Order Form. When payment is received you will be sent a registered copy of the latest version of WinPatch.

Unregistered use of WinPatch after the 30-day evaluation period is in violation of U.S. and international copyright laws.

Distribution

You are hereby licensed to make as many copies of the Shareware version of this software and documentation as you wish; give exact copies of the original Shareware version to anyone; and distribute the Shareware version of the software and documentation in its unmodified form via electronic means. There is no charge for any of the above.

You are specifically prohibited from charging, or requesting donations, for any such copies, however made; and from distributing the software and/or documentation with other products (commercial or otherwise) without prior written permission, with one exception: Disk Vendors approved by the Association of Shareware Professionals are permitted to redistribute WinPatch, subject to the conditions in this license, without specific written permission.

Only registered users of the WinPatch Apply program WpApply may distribute it with a patch file. Registered users may make as many copies of the WinPatch Apply program as they wish to distribute to their customers with a patch file created using WinPatch.

Order Form

WinPatch™ 1.2

Ordering by check: To order by check send this order form and a check to Artistry, Inc., PO Box 115, Blue Bell, PA 19422. To print this order form, click on Print Topic in the File pull-down menu. Alternately, you can print the ASCII text file ORDER.TXT.

Payment must be in **US dollars drawn on a US bank**, or you can send international postal money orders in US dollars.

Credit card ordering: For information on ordering by MasterCard, Visa, American Express, or Discover by phone, FAX, email, or postal mail, click here: [Credit Card Ordering Information](#).

Purchase Orders: For information on using purchase orders click here: [Purchase Orders](#).

Site licenses: A site license for WinPatch entitles an organization to receive one copy of the distribution package and duplicate the distribution disk for the specified number of copies.

Professional and Enterprise Edition Purchasing: Artistry does not offer an evaluation version for the Professional or Enterprise Editions of WinPatch. We do, however, offer a 30-day money back guarantee. All Professional Edition and Enterprise Editions must be purchased directly from Artistry, Inc. by check. For purchases outside of the US, purchases must be paid for in US dollars by either a bank wire transfer, or a check from a US bank.

Prices guaranteed through December 1999.

WinPatch Single Copy _____ copies at \$50 each = _____

WinPatch Site License

2 to 9 computers: _____ computers at \$35 each = _____

10 to 49 computers: _____ computers at \$25 each = _____

50+ computers: _____ computers at \$10 each = _____

WinPatch Professional _____ copies at \$300 each = _____

WinPatch Enterprise _____ copies at \$1,000 each = _____

WinPatch Enterprise _____ copies at \$3,000 each = _____
+ Full Source Code

Pennsylvania residents add 6.00% sales tax + _____

Total payment _____

Name: _____ Date: _____

Company: _____

Address: _____

City, State, Zip: _____

Country: _____

Day Phone: _____ Eve: _____

Electronic Mail address: _____

How did you hear about WinPatch? _____

Comments:

Credit Card Ordering – Personal Edition Only

You can order with MC, Visa, Amex, or Discover from DigiBuy in the following ways:

Online: Go to our Web site at <http://www.artistryinsoftware.com/products/winpatch/> and click on "Order Online".

FAX: To 713-524-6398 ask for product # 15145 and please type or block print very plainly.

Credit card orders can be mailed to DigiBuy at P.O. Box 35705, Houston, TX 77235 USA.

Please make sure to include the product number when ordering by FAX, mail, or email. When ordering by FAX or mail to PLEASE type or print VERY plainly.

Phone: DigiBuy operators are available from 8:00 a.m. to 6:00 p.m.

Monday-Friday at 800-242-4775 Ext. 15145 or at 713-524-6394 Ext. 15145 between the hours of 7:00 am and 6:00 pm CST Monday-Thursday and 7:00 am and 12:30 pm CST on Fridays, except holidays.

THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY.

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Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, non-credit card orders, etc, must be directed to sales@artistryinsoftware.com.

To insure that you get the latest version, DigiBuy will notify us within one business day of your order and Artistry, Inc. will ship the product directly to you."

DigiBuy requires the following information:

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Credit Card Number: _____

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Any questions about the status of the shipment of an order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc., must be directed to Artistry, Inc., PO Box 115, Blue Bell, PA 19422 or by email to sales@artistryinsoftware.com on the Internet.

Purchase Orders

Purchase orders (net 30 days) are accepted only from government and accredited educational institutions and major corporations, provided that they are submitted on purchase order forms with a purchase order number. Please be sure to include the standard WinPatch [order form](#) with a purchase order. Due to the extra work involved in processing purchase orders you are encouraged to use a credit card, petty cash, or an expense account when possible for small orders.

WinPatch Requirements

WinPatch is a 32-bit program that requires Windows 95/98, Windows NT 4.0, Windows 2000 or later. WinPatch requires less than 3mb of hard disk space. Memory requirements match that of the operating system you are using. I recommend that anyone using Windows 95/98 have at least 32mb of memory. Windows NT or Windows 2000 users should have at least 64mb of memory.

About WinPatch

What is WinPatch used for?: WinPatch is used to build or apply a [patch file](#). [Patch files](#) greatly simplify the task of providing program updates to your users. [Patch files](#) contain only the changes made from one set of files to another. Therefore, user updates can be distributed at a fraction of the cost of re-distributing the entire set of files. Typically [patch files](#) are 3 to 7 percent of the size of the entire set of files.


Patch files also insure the intellectual investment in you software. Users must have a valid copy of your software for them to be able to apply the update file.

What WinPatch requires: WinPatch is a 32-bit program that requires Windows 95/98, Windows NT 4.0, Windows 2000 or later. WinPatch requires less than 2mb of hard disk space. Memory requirements match that of the operating system you are using. I recommend that anyone using Windows 95 have at least 32mb of memory. Windows NT users should have at least 64mb of memory.

How WinPatch works: The WinPatch build process compares a set of old files in one folder to a set of newer files in another folder. WinPatch also compares all of the folders inside each folder. WinPatch has been tested with complex file systems that contained many different files and folders containing over a 100 megabytes of data.

During the compare process, WinPatch analyzes and compares the files determining which folders and files have been modified and added in the folder with the newer files. WinPatch then creates a WinPatch file (.WNP) containing the changes needed to update the folder of older files to the newer files.

The second step to this process is to apply the WinPatch file to a folder that contains an old set of files, such as one that exists on one of your user's personal computer. This process is called Apply. This SHAREWARE copy of the WinPatch master program allows you to create and apply patch files. Registering the WinPatch program entitles you to use the registered version of the WinPatch master program, plus a distributable, Apply - Only program.

Using WinPatch: WinPatch was designed for both the experienced developer and those who may be new to [patch file](#) technology. For the experienced, there is an expert mode, making quick work of creating or applying a patch file. For those new to creating or applying [patch files](#) there is a Wizard that guides the user through every step of the process. Click here  for a graphical representation of the process involved in creating or applying a WinPatch [patch file](#).

Registering WinPatch: This fully functional copy of WinPatch is SHAREWARE. The program is to be used for **evaluation purposes only**. You can receive a registered copy of WinPatch for only \$50.00. When you purchase WinPatch, you will receive a user ID that registers and activates the WinPatch master program that builds and applies patch files. After you have your user ID, the WinPatch distributable Apply-Only patch program will also be activated and you will be able to distribute it along with your WinPatch files to users. Registered users also receive 90 days of technical support.

Contacting Artistry, Inc.

For assistance with WinPatch, comments or suggestions, please contact Artistry through one of the following methods.

Click [here](#) to access the Artistry, Inc. home page

About Artistry, Inc.

Arthur and Deborah English founded Artistry, Inc. in 1989. Headquartered in Blue Bell, PA, Artistry, Inc. develops top notch Microsoft Windows software.

Artistry, Inc.'s first commercial product ToolPAL was released in November 1994. Since its introduction, it has been reviewed in PC Magazine and Windows Magazine. In June 1995, **ToolPAL** was chosen as one of the top-10 shareware programs by Windows Magazine. Many of the techniques used to create **ToolPAL** were described in Arthur English's first book, **Advanced Tools for Windows Developers**, published by Sybex.

Both WinPatch and ToolPAL were picked by PC Computing Magazine as one of the Best 1001 Downloads!

Click [here](#) to access ZDNET and learn more!

What's New In This Release

Version 1.2.6 updates WinPatch and the WinPatch help file for the new Artistry, IncWeb site address www.artistryinsoftware.com. For WinPatch support send email to support@artistryinsoftware.com.

Version 1.2.5 fixes a bug where WinPatch sometimes skipped files that required a patch, because the files had the exact same 32-bit checksum. WinPatch now does a byte by byte comparisons to double check each file to qualify each file to be patched.

Version 1.2.4 updates WinPatch and the WinPatch help file for the new Artistry, Inc. address and phone number.

Version 1.2.3 adds information screens to the shareware evaluation version of WinPatch to describe all the WinPatch versions: Personal, Professional, Enterprise, and Enterprise+Source.

Version 1.2.2 adds additional error checking to make sure the file being patched is the correct file.

Version 1.2.1 includes fixes for cleaning up files that sometimes left behind when creating a patch and creating a patch file when all files match and no patch file needs to be created. Version 1.2.1 also improves the flexibility of using command-line parameters with WpApply.

Version 1.2 adds the following new features:

- The ability to split up patch files into user-defined sizes so patches can be distributed as smaller files on the Internet or on diskettes.
- WinPatch now performs a full “dress rehearsal” before applying a patch. If the user’s PC does not complete the dress rehearsal successfully, no changes are made to the user’s PC file system and detailed error messages are displayed to isolate the problem.

Version 1.1.2 fixes a bug in file analysis that makes some patch files smaller. Also fixed Help file bug about self-extracting patch files.

Version 1.1.0 adds many new features and defines a new family of WinPatch products. The new features are:

- Ability to save and retrieve the setting for a WinPatch project in a WinPatch project file.
- Ability to remove files from the file system being patched.
- Ability to exclude files from being patched.
- Ability to specify default file folder for the patch.

There are now four versions of WinPatch to choose from:

WinPatch 1.2 Personal Edition - \$50.00

- Includes a license for one developer. The developer’s name will appear along with the company name when the patch is applied.

WinPatch 1.2 Professional Edition - \$300.00

- Includes all features that are in the Personal Edition of WinPatch.
- Includes a license for up to three developers. Only the company name is displayed when the patch is applied.
- Includes the WinPatch apply ActiveX control. The WinPatch Apply control will:
 - Display messages as an option including a progress dialog.
 - Display no messages as an option. Progress messages are fired back to the container. Error messages use standard COM error handling procedures.

WinPatch 1.2 Enterprise Edition - \$1,000.00

- Includes all features that are in the Professional Edition of WinPatch.

- Includes the Microsoft Visual C++ source code to WinPatch Apply, WinPatch Apply self-extracting version, and the WinPatch Apply ActiveX control. This version gives you the ability to completely customize the user interface—including splash screens—when the patch is applied on your customer's PC.

WinPatch 1.2 Enterprise Edition + Full Source Code - \$3,000.00

- Includes all features that are in the Enterprise Edition of WinPatch.
- Includes the full Microsoft Visual C++ source code for all WinPatch components.
- Purchaser must sign a no-compete license agreement, which they will not use the source code to create a product that directly competes with WinPatch.

Version 1.0.6 changed the WinPatch apply process to drastically reduce WinPatch memory requirements when applying a patch. When creating patches for very large files, you still must run WinPatch on a PC capable of loading the entire old file and new file into memory. When the patch is applied, however, WinPatch now only uses a 64K-memory buffer for processing files to be patched.

Version 1.0.5 added more error messages.

Version 1.0.4 fixed a small bug where the “order information” button did not work under all circumstances. Additional FAQ's were added. The documentation and help files were updated to emphasize that WinPatch requires either Windows 95/98, Windows NT 4.0, Windows 2000 or later.

Version 1.0.3 of WinPatch has several changes and one new feature:

- WinPatch can now create a self-extracting patch file. This executable file can be named anything you want. For more details, click [here](#).
- The shareware version of WinPatch has been changed to make it more flexible so you can test all of its features before purchasing it. You can now create a patch file and use WpApply to apply it. You can also create a self-extracting patch file.
- Until you have purchased WinPatch and received a registration ID, the patch file created by WinPatch can only be used on the day you created it as a self-extracting patch file or with WpApply. This is the only restriction in the shareware version of WinPatch. You can still apply the patch file after the first day using the main WinPatch program.
- WinPatch now maintains file dates. Previously, files would be date stamped the date a patch was applied. WinPatch now makes sure that when a patch is applied, the dates of files match the dates of the original files.

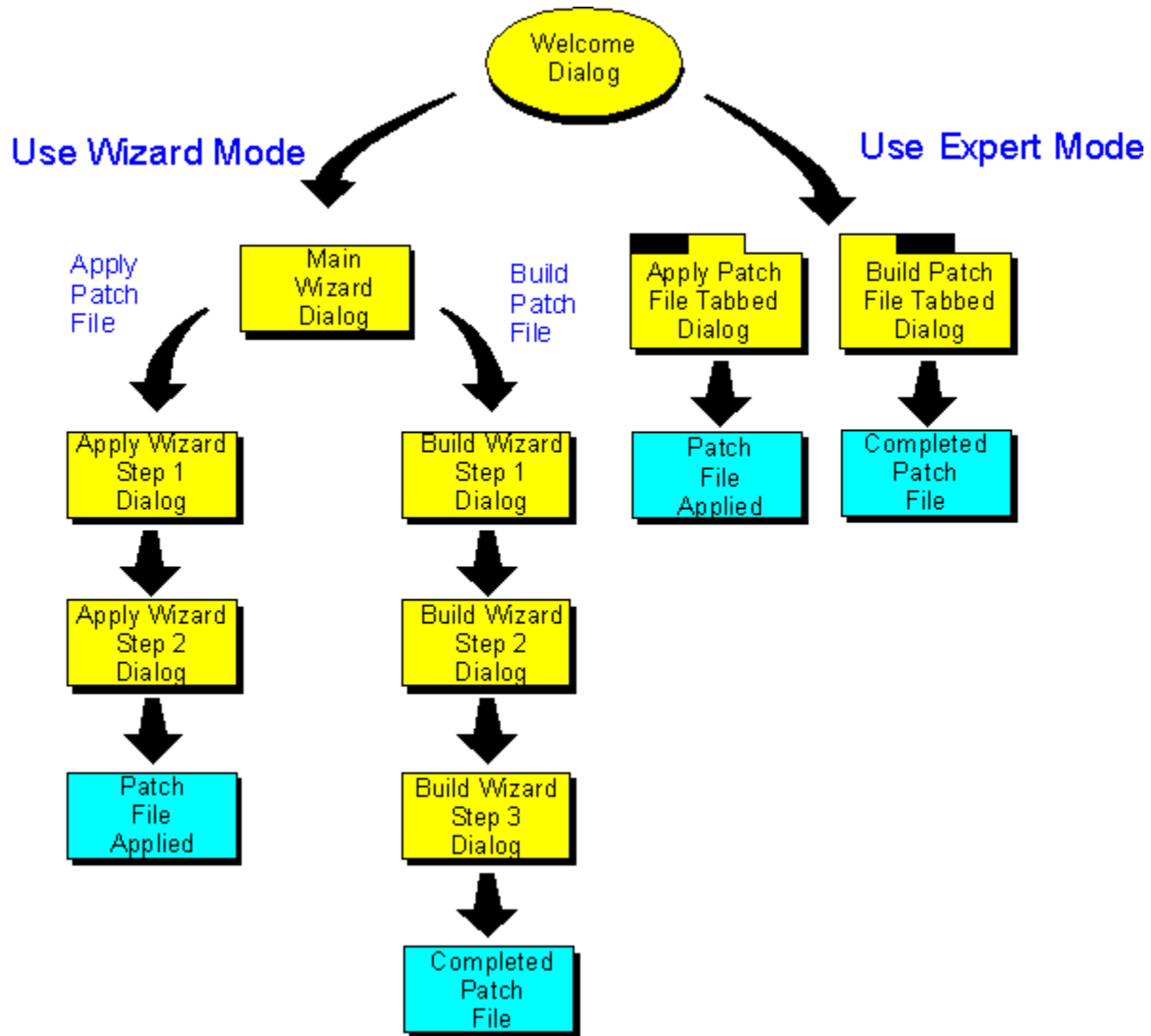
Version 1.0.2 drastically reduced the size of the WpApply program by more than 100%. WinPatch is a program developed using Microsoft Visual C++ 5.0 and MFC 4.2. the new version of WpApply uses the new Microsoft ATL—instead of MFC to reduce it's file size.

Version 1.0.1 was the initial release of WinPatch.

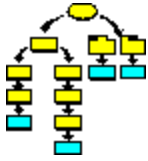
Overview: Using WinPatch

WinPatch offers two modes of applying or building [patch files](#): expert and Wizard assisted. The expert mode is for experienced users familiar with creating or applying a patch file, making the build or apply a quick, one step process. The Wizard is for those who are new to patch file technology. WinPatch Wizard will guide you through a series of steps until the [patch file](#) is either built or applied.

The diagram below graphically illustrates the two modes of applying or building [patch files](#). Yellow boxes represent the dialogs that are displayed as you go through the steps of building or applying a patch file. Click on any of the yellow boxes for a direct link to the dialog help topic.

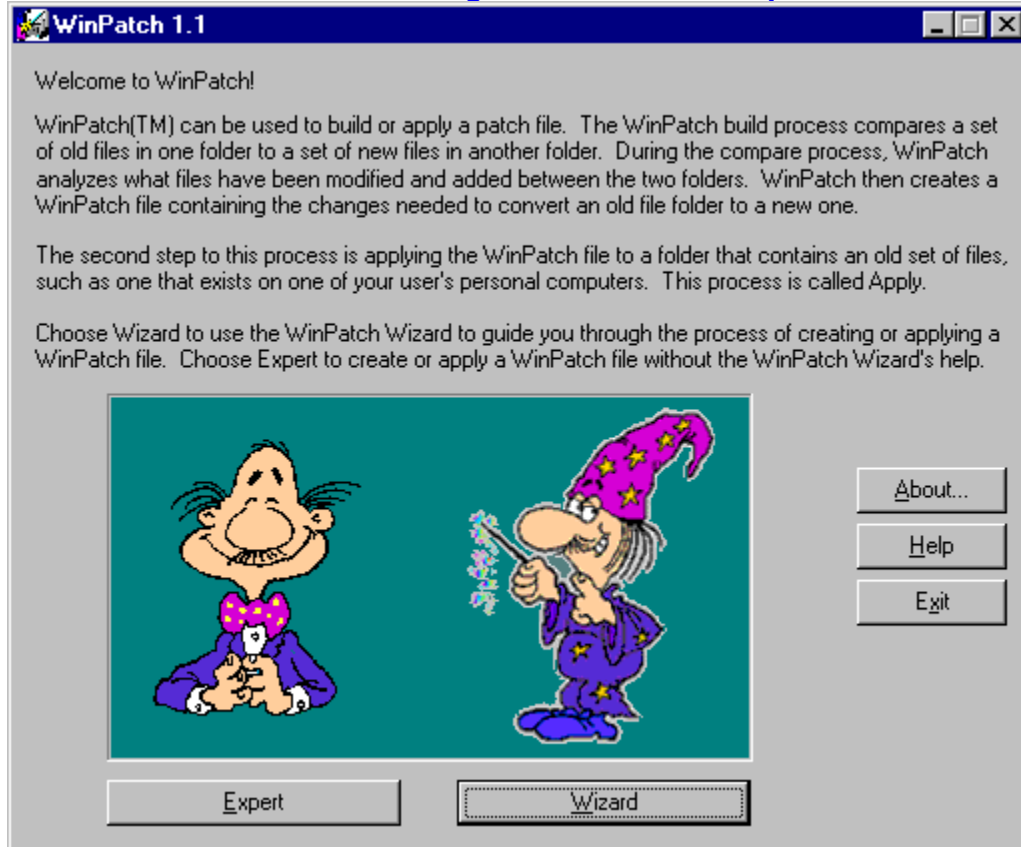


Welcome Dialog



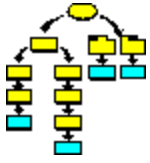
! Click here to return to the main diagram.

[Click on items within the dialog box for further help.](#)



This dialog introduces you to WinPatch and lets you choose whether to use the WinPatch [expert](#) or the [wizard mode](#) to build or apply a [patch file](#).

Wizard Set-up: Select activity - Build or Apply



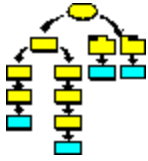
! Click here to return to the main diagram.

Click on items within the dialog box for further help.



If you choose the WinPatch Wizard, this dialog box lets you choose to either build or apply a [patch file](#) by selecting the appropriate radio button. After you have made your choice, click on Next to continue.

Build Wizard Step 1: Selecting the Old Files



! Click here to return to the main diagram.

[Click on items within the dialog box for further help.](#)

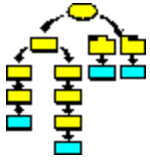


After choosing to have the WinPatch Wizard help you to build a patch file, you must select the folder containing the “old files”. The WinPatch program will compare the files in the “new file folder” to build the [patch file](#).

WinPatch will compare all the files in the “old files” folder (including all of the folders inside the “old files” folder) to all the files in the “new files” folder (including all of the folders inside the “new files” folder) to create the patch file.

Note: If you don’t want to include a specific file in the patch file from the “old files” folder, you should remove it from this folder before creating the patch file.

Build Wizard Step 2: Selecting the New Files



! Click here to return to the main diagram.

Click on items within the dialog box for further help.

WinPatch Wizard: Build Patch 2 of 3



Which folder contains the NEW set of files that need to be analyzed to create a patch file?

Please note: WinPatch automatically searches and analyzes all of the files in all the folders that are contained in this folder.

What is the name of the default folder on the user's PC you want to apply the patch to:

If you would like to exclude files in the New Files folder from being included in the patch file, press Exclude.

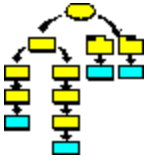
If you would like to split the patch file into multiple files so the patch can be copied to diskettes, press Split.

< Back Cancel Help

After selecting the “old files” folder, it’s time to select the folder the new files are in (also know as the “new file folder”).

WinPatch will compare all of the files in the “new files” folder to all the files in the “old files” folder to create the patch file. If you don’t want to include a specific file in the patch file from the “new files” folder, you should remove it from this folder before creating the patch file.

Build Wizard Step 3: Naming the Patch File



! Click here to return to the main diagram.

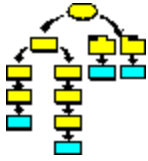
Click on items within the dialog box for further help.



In the final step of the Wizard process for building a [patch](#) file, you must select the folder location and file name of the patch file being created. You can also specify a [user message](#) that's displayed when the user applies the patch file you create with WinPatch Apply (WpApply.exe).

After you select the patch file name and type in the user message, left-click on the Finish button to create the patch file

Apply Wizard Step 1: Selecting Files to be Updated



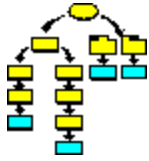
! Click here to return to the main diagram.

Click on items within the dialog box for further help.



After choosing to have the WinPatch Wizard help you to apply a patch file, you must select the folder containing the file system to be updated. Enter the name of the folder that contains the target files to be updated. The patch file will be applied to the files in this folder, bringing all of the files (and file folders) inside this folder up-to-date.

Apply Wizard Step 2: Selecting the Patch File



! Click here to return to the main diagram.

Click on items within the dialog box for further help.

WinPatch Wizard: Apply Patch 2 of 2

You are almost ready to apply your WinPatch file!

What is the name of the patch file you want to use?

Do you want your files backed up before they are updated?

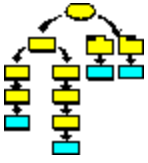
Yes, please.

What is the file extension you would like to use for the files that are backed up?

Choose Finish to apply the patch file.

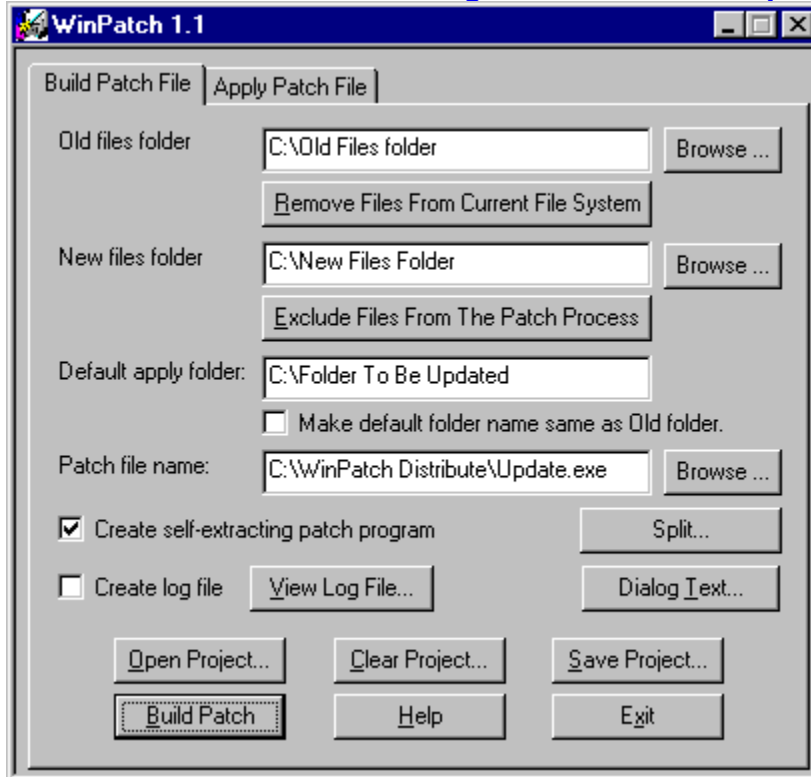
After choosing the folder that contains the file system to be updated, you must select the folder location and file name of the [patch file](#) being applied to your old files. After you select the patch file name, select the finish button to apply the [patch file](#).

Expert Dialog: Building a Patch File



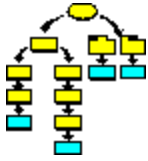
! Click here to return to the main diagram.

Click on items within the dialog box for further help.



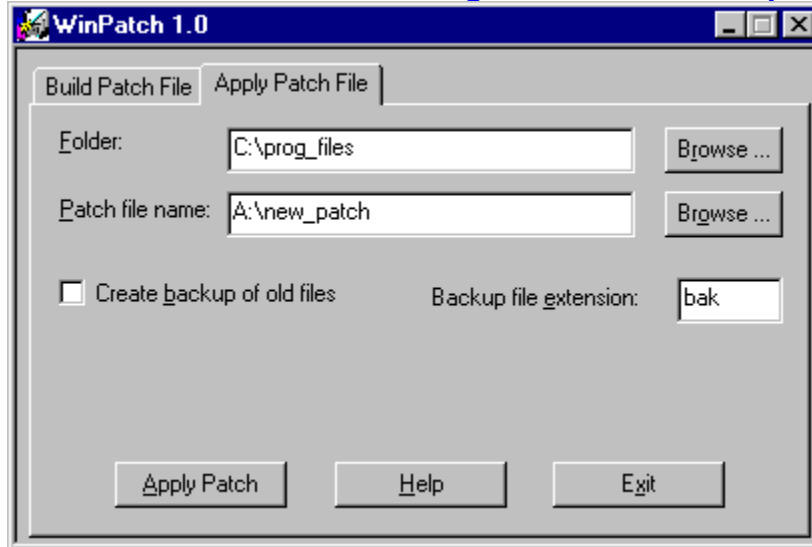
The Build Patch File tabbed Expert dialog allows you to completely set up the [patch file](#) build process and create the [patch file](#) from one dialog. Enter the location of the “old files”, “new files” and the location and name of the [patch file](#). A log file detailing the results of the build process can be created by checking the “Create log file” check box. After a [patch file](#) is built, the log file can be displayed by clicking on the “View Log File” button.

Expert Dialog: Applying a Patch File



| Click here to return to the main diagram.

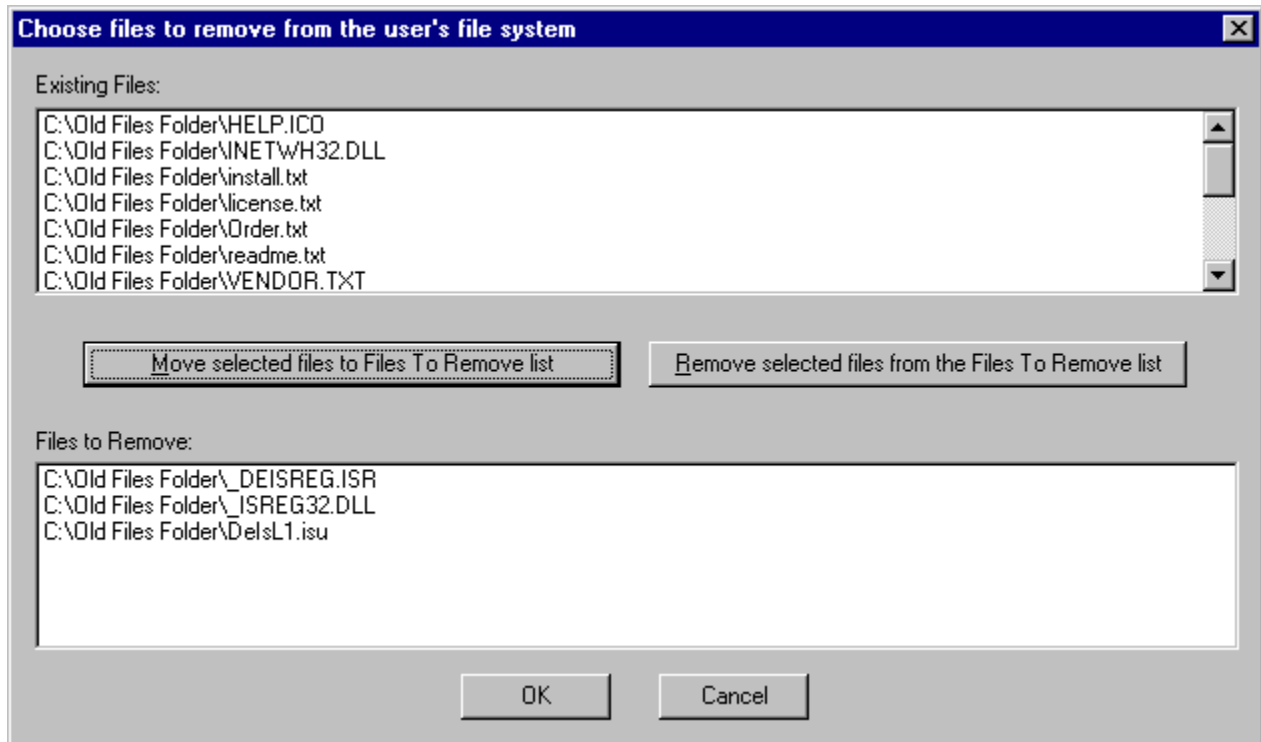
Click on items within the dialog box for further help.



The Apply Patch File tabbed Expert dialog allows you to quickly and easily apply a [patch file](#) completely from one dialog. Enter the location of the “old files”, and the location and name of the [patch file](#). If desired, check the “Create backup of old files” check box to create a backup of all old files before they are modified by applying the [patch file](#).

Removing Files From The Users File System

Click on items within the dialog box for further help.



The Choose Files To Remove dialog allows you to choose files that you want removed from the user's file system when the patch is applied. You should only remove files from the user's file system that you know are obsolete and no longer needed.

Existing Files List

This lists the files in the Old Files folder. To remove a file from the user's file system, highlight it in this list and press the "Move selected files..." button.

Move Selected Files To Remove List Button

Press this button to move a file from the Existing Files List to the Files to Remove List.

Remove Selected Files From Remove List Button

Press this button to move a file from the Files to Remove List to the Existing Files List.

Files To Remove List

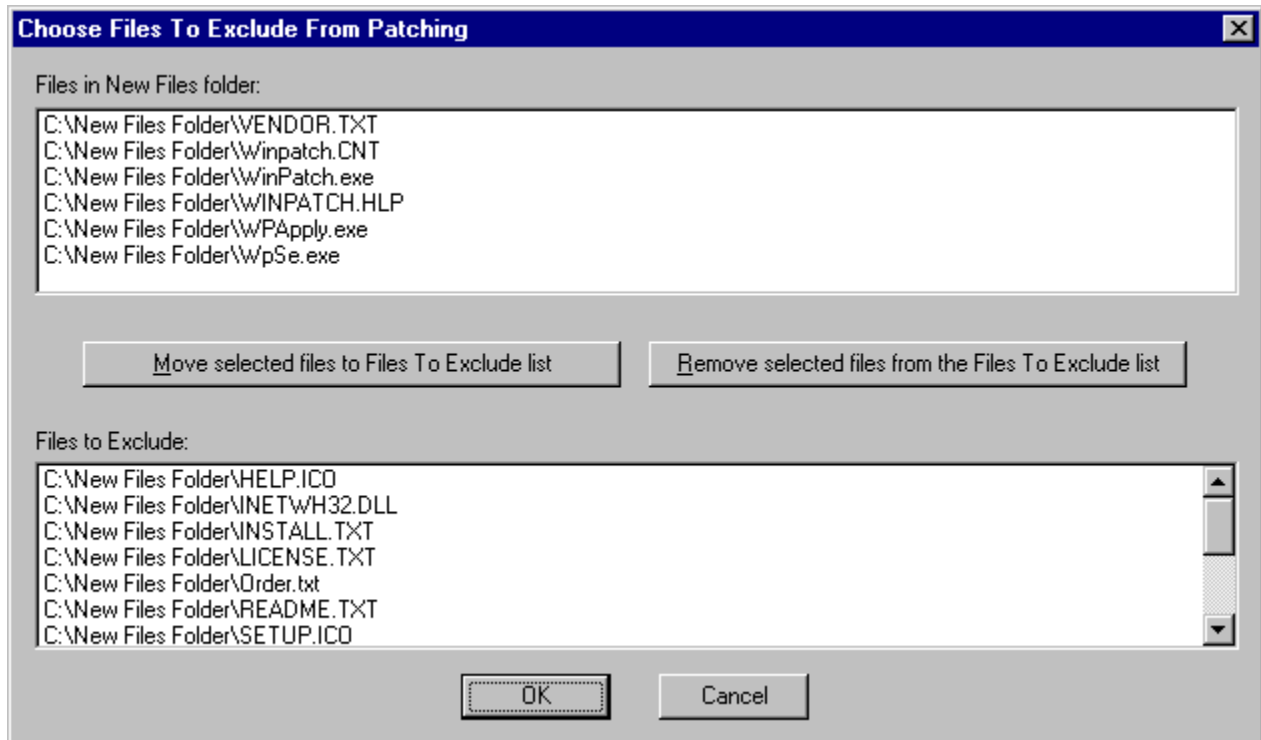
This lists the files that have been chosen to be removed from the user's file system when the patch files is applied.

OK Button

Press OK to complete the dialog's action and close the dialog.

Excluding Files From The Patch Process

Click on items within the dialog box for further help.



The Choose Files To Exclude dialog allows you to choose files that you want excluded from the patch file created by WinPatch.

Existing Files List In Exclude Dialog

This lists the files in the New Files folder. To exclude a file from being patched, highlight it in this list and press the “Move selected files...” button.

Move Selected Files To Exclude List Button

Press this button to move a file from the Existing Files List to the Files to Exclude List.

Remove Selected Files From Exclude List Button

Press this button to move a file from the Files to Exclude List to the Existing Files List.

Files To Exclude List

This lists the files that have been chosen to be excluded from the patch process when the patch file is created.

Splitting Patch Files

You can easily split the patch file you create into multiple patch files using the Split Patch File dialog that is displayed by pressing the Split button on page 2 of the WinPatch Wizard or the Build Patch File page of the WinPatch Expert dialog.

For example... If you choose a file size of 1440K in the Split Patch File dialog and the resulting self-extracting patch file to be named NewUpdate.exe have a total size of 4700K, 4 files will be created:

NewUpdate.exe – size 1440K

NewUpdate.wp001 - size 1440K

NewUpdate.wp002 - size 1440K

NewUpdate.wp003 - size 380K

If you put each file on a separate diskette and use them to update a file system on another PC, just start with the first diskette and execute NewUpdate.exe. You will be prompted automatically for each of the other diskettes, as they are needed.

If you are distributing the files on another media or the Internet, just copy them into the same folder on the PC to be updated and then execute NewUpdate.exe. If you forget a file, WinPatch Apply will automatically prompt you for the file and ask you to copy it to the folder that NewUpdate.exe is in.

You can also split patch files that are not a self-extracting patch. Everything works the same; you just have to execute WpApply or WinPatch to apply the patch.

Distributing WinPatch Patch Files to End Users

This fully functional copy of the WinPatch master program is SHAREWARE and is to be used for **evaluation purposes only**. To distribute WinPatch files to end users, you must register WinPatch. After you have received your user ID, the WinPatch distributable Apply-Only patch program will also be activated and you will be able to distribute it along with your WinPatch files to users. Registered users also receive 90 days of technical support. When you send a patch file to your users, you have two options:

- Send the distributable Apply-Only program and the patch file you create to your users. The WpApply program is a tool that enables the user(s) receiving your patch file to apply the file on their computers. The distributable Apply-Only program was designed to be small to save you media costs associated with distribution, but also provides an intuitive interface that makes applying patch files easy for your end users.
- Create a self-extracting patch file for your user(s). This is the simplest approach. When you create a self-extracting patch file, you only have to send one file to your user(s) to apply the patch to update their files.

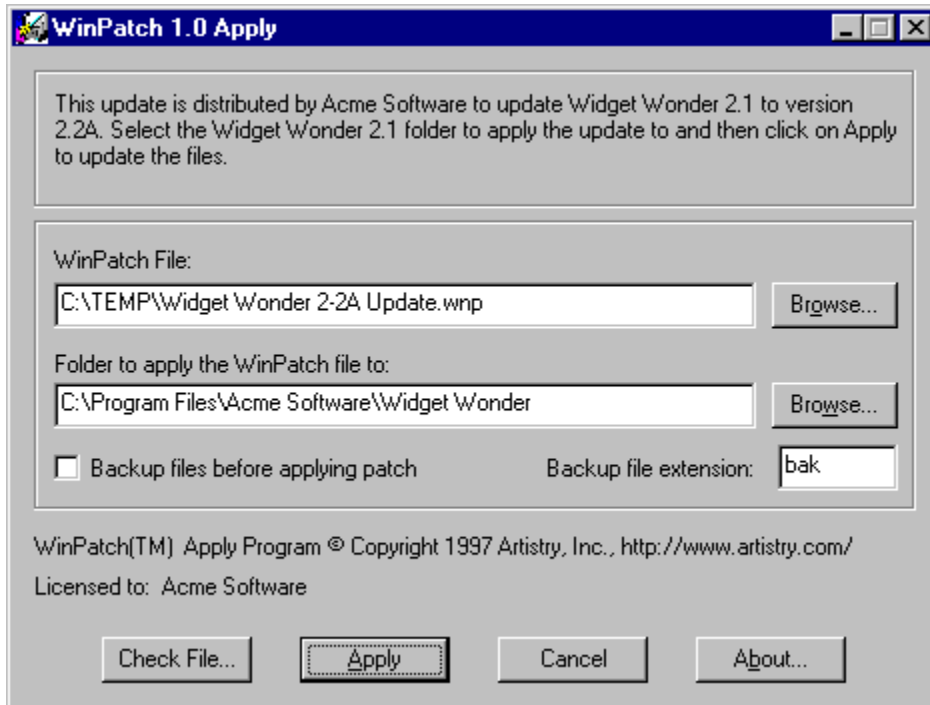
[Click here to view the user interface for the Apply - Only program.](#)

[Click here to view the user interface for the self-extracting WinPatch Apply program.](#)

[Click here for registration information.](#)

WinPatch Apply Dialog Help

Click on items within the dialog box for further help.



This is the dialog window that is displayed when the user executes the WinPatch Apply program, WpApply.exe. If the user executes WpApply.exe, the user will have to type the name of the WinPatch update file to apply and the name of the folder to apply the update to.

Note: If the name of the patch file is supplied to WpApply on the command-line, the WinPatch update file will automatically be filled in and checked. For example:

- Choose Run... in the Windows Start menu.
- Type: `wppapply.exe "my_update_file.wnp"` in the Open edit box. **Note** the quotation marks. You must enclose the name of the patch file in quotation marks when you use command-line parameters.
- Click on OK to run WpApply.exe.
- The WinPatch update file will automatically be filled in the WpApply dialog window and the update file will automatically be checked.

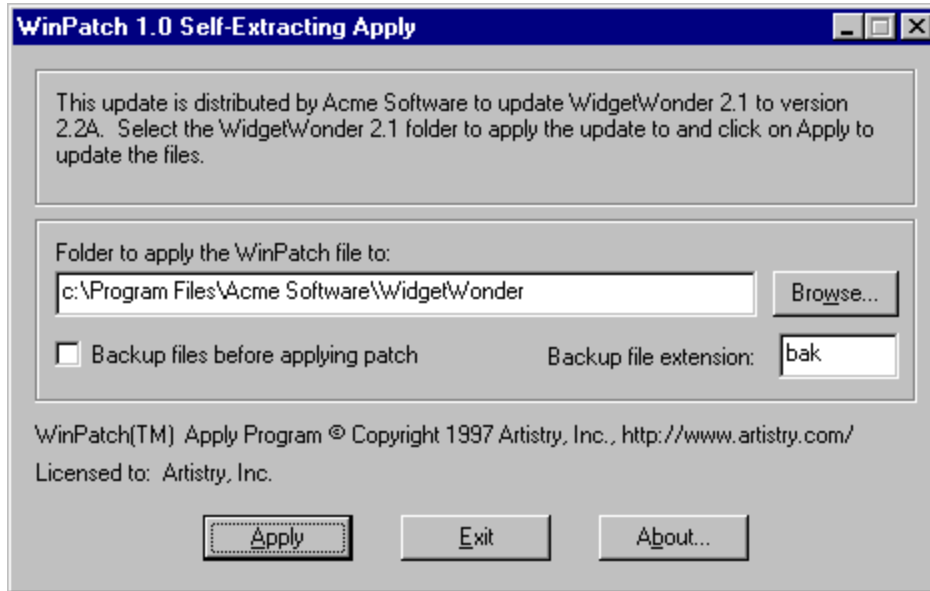
If you want to specify both the patch file name and the folder to apply the patch file to on the WpApply command line type in the following:

```
wppapply.exe "my_update_file.wnp" "c:\folder name to patch"
```

Note: Make sure to enclose both parameters in quotation marks!

Self-Extracting WinPatch Apply Dialog Help

Click on items within the dialog box for further help.



This is the dialog window that is displayed when the user executes the WinPatch self-extracting executable. When the user executes the self-extracting WinPatch apply program, the user will have to type the name of the folder to apply the update to.

Note: In WinPatch 1.2 you can specify a default folder when you build the patch file.

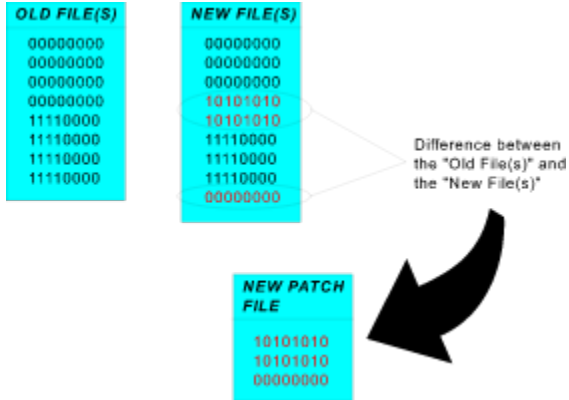
Registration Information

Registering WinPatch: This fully functional copy of WinPatch is SHAREWARE. The program is to be used for **evaluation purposes only**. You can register your copy of WinPatch for only \$50.00. After you receive your WinPatch user ID, the WinPatch master program and distributable Apply-Only patch program will be activated.

You will also be able to distribute WpApply.exe along with your WinPatch files to users. Registered users also receive 90 days of technical support.

Patch file definition

A patch file is an update or revision file that contains only the differences between two files or even folders of files. Since the patch file contains only the changes, the patch file is a much quicker and economic method of distributing revisions.



World Wide Web

<http://www.artistryinsoftware.com/>

Snail Mail

Artistry, Inc.

PO Box 115

Blue Bell, PA 19422

E-mail Address

support@artistryinsoftware.com

Phone Number

(215) 740-5208

Expert Button

Invokes the "Expert" mode for building or applying patch files.

Wizard Button

Invokes the "Wizard" mode for building or applying patch files.

About Button

Displays the "About WinPatch" information dialog.

Help Button

Displays context sensitive help for this dialog.

Cancel Button

Cancels the changes you have made and closes the dialog box.

Build a New Patch File Radio Button

This option sets up the Wizard to guide you through the creation of a new patch file.

Apply a Patch File to a Folder Radio Button

This option sets up the Wizard to guide you through applying a patch file to update existing files.

Next Button

Invokes the next step in the Wizard - guided patch file build or apply process.

Exit Button

Ends program execution.

Build Wizard Step 1 Edit Box

Enter the path and folder name for the "Old Files" --- or use the browse button to navigate through the Windows file system to identify the "old files" folder.

Build Wizard Step 1 Browse Button

Opens the "Browse for Folder" dialog allowing you to graphically navigate through the Windows file system for the folder containing your "Old" files.

Build Wizard Step 1 Open Project Button

Press this button to Open a WinPatch project file (*.wpp). You can use WinPatch Project files for saving all your project settings.

Build Wizard Step 1 Clear Project Button

Press this button to Clear all WinPatch project settings to their default values.

Build Wizard Step 1 Remove Files Button

Press this button to display the Choose Files to Remove dialog, to choose files that you want removed from the user's file system when the patch is applied.

Back Button

Returns to the previous step in the build process.

Next Button

Invokes the next step in the Wizard - Guided patch file build process.

Build Wizard Step 2 Edit Box

Enter the path and folder name for the "New Files" --- or use the browse button to navigate through the Windows file system to find the "new files" folder.

Build Wizard Step 2 Browse Button

Opens the "Browse for Folder" dialog box, allowing you to graphically navigate through your file system for the folder containing the "New Files".

Build Wizard Step 2 Default Folder

This is the default file folder that the patch is going to be applied to on the user's PC when the patch is applied.

Build Wizard Step 2 Make Default Name the Same Checkbox

If the default folder name should be the same as the New Files Folder, select this option.

Build Wizard Step 2 Exclude Files Button

Press this button to display the Choose Files to Exclude dialog, to choose files that you want excluded from the patch file when it's created.

Build Wizard Step 3 Edit Box

Enter the path and file name for the patch file --- or use the browse button to navigate through the Windows file system.

Build Wizard Step 3 Browse Button

Opens the Windows "Save file As" dialog box, allowing you to graphically navigate through the file system as well as name the file as desired.

Build Wizard Step 3 Save Project Button

Press this button to Save a WinPatch project file (*.wpp). You can use WinPatch Project files for saving all your project settings.

Finish Button

Ends the Wizard and builds the patch file.

Apply Wizard Step 1 Edit Box

Enter the path and folder name for the "Old Files" to be updated --- or use the browse button to find the folder.

Apply Wizard Step 1 Browse Button

Opens the "Browse for Folder" dialog box, allowing you to graphically navigate through the Windows file system for the folder containing the "Old Files" to be updated.

Back Button

Returns to the previous step in the apply patch file process.

Next Button

Invokes the next step in the Wizard - guided patch file apply process.

Apply Wizard Step 2 Browse Button

Opens the Windows "Open File" dialog box, allowing you to graphically navigate and select the patch file.

Back Up File Check Box

Select this option if you want your "Old Files" backed up before they are updated.

File Extension Edit Box

Enter the desired file extension for your backup files. Note: this edit box is only active if the “Backup File” checkbox (located to the left) is selected.

Create self-extracting patch program

Choose this option to bind the WinPatch patch file to the WinPatch Apply program to create a self-extracting patch program. You can specify any name you want for the executable program that's created. Using this option you only have to send one file to the users you are sending the WinPatch you create.

Apply Wizard Finish Button

Ends the Wizard and applies the patch file to the selected folder of old files.

Create Log File Check Box

Select this check box to create a log file with detailed information concerning the newly created patch file.

View Log File Button

Opens the log file in the "Notepad" text editing application so that you can view details of the patch file build.

Build Patch Button

Starts the build patch file process.

Apply Patch Button

Starts the patch file application process.

Apply Wizard Step 2 Edit Box

Enter the path and file name for the patch file to be applied --- or use the browse button to navigate the Windows file system.

Old Files Folder Edit Box

Enter the path and folder name for the "Old Files" --- or use the browse button to navigate through the Windows file system.

New Files Edit Box

Enter the path and folder name for the "New Files" --- or use the browse button to navigate through the Windows file system.

Default Folder Edit Box

This is the default file folder that the patch is going to be applied to on the user's PC when the patch is applied.

Remove Files From Current File System Button

Press this button to display the Choose Files to Remove dialog, to choose files that you want removed from the user's file system when the patch is applied.

Exclude Files From Patch File Button

Press this button to display the Choose Files to Exclude dialog, to choose files that you want excluded from the patch file when it's created.

Split Patch File Button

Press this button to display the [Split Patch](#) File dialog to have the patch file created split into a set of files that don't exceed the file size you specify.

Make Default Name the Same Checkbox

If the default folder name should be the same as the New Files Folder, select this option.

Open Project Button

Press this button to Open a WinPatch project file (*.wpp). You can use WinPatch Project files for saving all your project settings.

Save Project Button

Press this button to Save a WinPatch project file (*.wpp). You can use WinPatch Project files for saving all your project settings.

Clear Project Button

Press this button to Clear all WinPatch project settings to their default values

Patch File Name

Enter the path and file name for the patch file --- or use the browse button to navigate through the Windows file system.

Browse Button

Opens the "Browse for Folder" dialog allowing you to graphically navigate through the file system for the folder containing your "Old" files.

Browse Button

Opens the "Browse for Folder" dialog box, allowing you to graphically navigate through your Windows file system for the folder containing the "New Files".

Browse Button

Opens the Windows "Save file As" dialog box, allowing you to graphically navigate through the file system as well as name the file as desired.

Folder Edit Box

Enter the path and folder name for the "Old Files" to be updated --- or use the browse button to find the folder.

Patch File Name Edit Box

Enter the path and file name for the patch file to be applied --- or use the browse button to navigate the Windows file system.

Browse Button

Opens the "Browse for Folder" dialog box, allowing you too graphically navigate through the file system for the folder containing the "Old Files" to be updated.

Browse Button

Opens the Windows "Open File" dialog box, allowing you to graphically navigate and select the patch file.

Expert Mode

The expert mode allows users experienced at creating or applying patch files, a quick and direct interface for building or applying WinPatch files. The expert mode uses a tabbed dialog to separate the tasks of creating patch files from applying patch files.

Wizard Mode

The wizard mode provides a simple interface for those new to either building or applying patch files. The Wizard walks the user through the process step-by-step until the patch file is either built or applied.

Apply File User Information Box

Use this text box to enter information that will be displayed to the user applying the patch file using WinPatch Apply (WpApply.exe). This example shows how you can inform your users about the purpose of the update file you are distributing and how to apply it. Click [here](#) to see how this message will look when the user runs the WinPatch Apply program.

Dialog Text Button

Use this button to open a dialog that will allow you to enter information that will be displayed to the user applying the patch file.

This is a message you can write and store as part of the WinPatch update file that is displayed when the user opens the update file with WinPatch Apply (WpApply.exe).

WinPatch File Edit Box

Type in the name of the patch file to be applied to your old files. Or use the browse button to the right to navigate through the file system to choose the patch file.

Browse Button

This button will open the "Select Patch File" dialog allowing you to graphically navigate through the file system to find the patch file.

Old Files Folder Edit Box

Enter the path and folder name for the "Old Files" --- or use the browse button to the right to graphically navigate through the Windows file system.

Browse Button

Opens the "Browse for Folder" dialog allowing you to graphically navigate through the file system for the folder containing your "Old" files.

Backup Files Checkbox

Select this option if you want your "Old Files" backed up before they are updated.

Check File Button

This button will start the file checking process.

Apply Button

This button starts the process of applying the selected patch file to the selected folder. Before the Apply Button becomes active, ***you must select a WinPatch file and the folder that the patch file will be applied to*** (see edit boxes above). Then press the Check File Button. If the patch file successfully passes the file checking process, the Apply Button becomes active.

User Message

This is a message you can write and store as part of the WinPatch update file that is displayed when the user opens the update file with WinPatch Apply (WpApply.exe). Click [here](#) to find out how to include this message in a WinPatch update file.

WinPatch Tips

Back up your files

The first and most **important** tip is backup your files before applying a WinPatch [patch](#) file to the folder. You can have WinPatch automatically backup of files for you, but the safest approach is to back up the files yourself by copying the target file folder (and all of the files and folders inside it) to another location before applying the patch file.

Compression

WinPatch uses the Zlib compression method that is compatible with PKZIP and WinZip for compressing the WinPatch patch file. This compression method is very efficient and it will not make the WinPatch file much smaller to compress it again.

Statically Linked

A version of a program that does not use the MFC400.DLL file. Since all the functionality of the program must be contained in the executable file – instead of the DLL – the executable is usually much larger.

Frequently Asked Questions

Question: I have paid for WinPatch and now have a user ID. How do I register the program and get rid of the shareware screens?

Answer: Click on the Register button in the About dialog to register the program.

Question: Does WinPatch use error checking?

Answer: Yes. WinPatch creates two digital signatures for each file a patch object is created for. One digital signature is to identify and error-check the file before the patch is applied. The other digital signature is to make sure the patch file was applied correctly.

Question: Can a patch file be accidentally applied to the same file set twice?

Answer: No. Digital signatures and WinPatch error checking insure that a patch cannot be accidentally applied to the same file system twice.

Question: What is the best way to distribute a patch file?

Answer: Use a self-extracting WinPatch file. This option let's you create one small, compressed file that you can distribute to users to update their file systems.

Question: Does WinPatch Apply use command-line parameters?

Answer: Yes. You can optionally specify the name of the WinPatch file on the WpApply.exe command line. This will save the user from the task of typing in or browsing to find the WinPatch file.

Question: Is WinPatch a Visual Basic program?

Answer: No. WinPatch was developed in C++ and C using Microsoft Visual C++ 4.X. WinPatch is a totally object-oriented program that was built from the ground up to only run on Microsoft Windows 95/98, Windows NT 4.0, and Windows 2000 (and later) operating systems.

Question: How is WinPatch so fast compared to other patch programs?

Answer: WinPatch is a totally object-oriented design for building and applying patch files that is implemented using the Microsoft Visual C++ optimizing compiler. WinPatch also uses a new copyrighted digital signature technology for analyzing files that gives it much of its speed.

Question: How do I use command-line parameters?

Answer: To use command-line parameters for WpApply, you execute the program as follows:

```
Wpapply "c:\my_winpatch_file.wp" "c:\folder to apply patch to"
```

The first parameter is the name of the patch file. The second parameter is the folder to apply the patch file to. Note the quotation marks that enclose each parameter. The quotation marks are required, because long file names (and folder names) may include spaces.

Self-extracting patch files only have one parameter...the folder name of where to apply the patch file.

Question: I think the user interface to the self-extracting patch could use a face lift, is there any way I

can customize it.

Answer: Purchase **WinPatch Professional** and you can use the WpApply control to create your own WpApply programs. To customize the self-extracting patch, you need to purchase **WinPatch Enterprise Edition** that includes WinPatch Professional.

WinPatch ActiveX Control

The WinPatch ActiveX Control, WPApplControl.dll, is an ATL control built using Microsoft Visual C++ and the ATL class library. It is small (127k) and requires no other DLLs. The WinPatch ActiveX Control is not included in the WinPatch Personal Edition. You must purchase either WinPatch Professional Edition or WinPatch Enterprise Edition to get this control.

WinPatch ActiveX Control Directories

When you install either WinPatch Professional Edition or WinPatch Enterprise Edition, the following directories will be setup under the WinPatch directory on your system:

- ActiveX Control – Contains the WinPatch ActiveX Control, WPAApplyControl.dll.
- Example Executables – Contains a Microsoft Visual C++ and Microsoft Visual Basic test programs that use the WinPatch ActiveX Control, WPAApplyControl.dll.
- VBTestContainer – the source code to the Microsoft Visual C++ test container application.
- VCTestContainer – the source code to the Microsoft Basic test container application.

WinPatch ActiveX Control Interface

If your purchase either WinPatch Professional Edition or WinPatch Enterprise Edition to get the WinPatch ActiveX Control, WPAApplyControl.dll, I assume you know how to use one. This section only gives minimal descriptions of the control's API. You should examine the test container applications to see examples of using the control.

- **SetFileName(BSTR bstrFileName)** – Call to set the file name of the patch file.
- **SetFolderName(BSTR bstrFolderName)** – Call to set the folder name to apply the patch to.
- **SetDisplayProgress(BOOL DisplayProgressDialog)** – Call to tell the control whether or not to display a progress dialog.
- **SetProgressDialogTitle(BSTR Title)** – Call to set the title of the progress dialog (if it's displayed).
- **SetDisplayErrors(BOOL DisplayErrors)** – Call to let the control know if it can display error dialogs. **NOTE:** This control uses standard COM error handling. All errors are always passed back to the client. See examples for how to implement error handling!
- **SetBackupFiles(BOOL BackupFiles)** – Call to set backup files on or off.
- **SetBackupFileExt(BSTR Ext)** – Call to set the backup file extension.
- **ApplyPatch** – Bingo! Apply the patch.

The WinPatch ActiveX control is windowless. It fires on event to the client:

- **Progress([in]long FileNumber, [in]long NumberFiles, [in]long PercentDone)**
This event notifies the client of progress and has three parameters:
 - FileNumber the number (1 of X) being worked on.
 - NumberFiles – the total number of files.
 - PercentDone – the percent (1 to 99) of progress.

{ewl RoboEx32.dll, WinHelp2000, }

