

Link Manager - Version 1.0

Description

LinkManager is a set of Visual Basic Modules which allow simple messages to be sent to other *LinkManager* applications across differing types of network. Any link can be read or write but not read/write. *LinkManager* manages link connections asynchronously via internal ques.

A debug screen is provided to allow debugging and monitoring of *LinkManager* applications.

LinkManager uses files to transport data from application to application. Although this method is relatively slow, it allows the system to be used over and across any network which allows network disk drives. Update times between applications is typically 500mS to 1000mS.

LinkManager has been tested with the following networks :-

NOVEL Netware Version 3.1
DEC Pathworks Version 4.1
\$25 Network (Serial)

LinkManager was developed specifically for Multi User Games and Educational applications.

Distribution

The software provided in LMV100.ZIP may be distributed provided that the ZIP contents are not modified in any form.

Sharware Version

Three executable demo's of *LinkManager* are provided in the file LM100.ZIP. These are as follows :-

LMTEST

This is a fully featured debug version of *LinkManager*. This program demonstrates the debug facilities available in the development version of the product. To start the test version, just enter a valid network drive path and press "Init Debug". The main debug screen may then be displayed. This is shown with 8 links available. The development version has unlimited links. You may use this to establish links between other test versions of the software. This may be done either over a network or via the local disk. (You may run two copies of LMTEST on the same PC if you wish.

LMOXO

This is a simple OXO game, This uses *LinkManager* to allow two players over a LAN. To play, simply start the program and enter a valid network path in the "exchange" box. Enter addresses 1 and two for the local and remote numbers for player 1. Then 2 and 1 for player 2. Press the "Phone" button, the games should display "Connected". Play the game as normal. Updates between players are set

at 1 second.

LMPHONE

This is similar to LMOXO except that users may send messages to each other. The set-up is the same as LMOXO.

To run the Demo's you will need a copy of VBRUN200.DLL in your path.

Development Version

The development version of *LinkManager* provides a functional interface to *LinkManager*. This comes complete with all source files for the above demonstration programs. The following procedures are provided.

LM_Close_Link (L_Num As Integer) As Integer
LM_Get_Error_Text (E_Var As Integer) As String
LM_Get_Message (L_Num As Integer) As Integer
LM_Get_Q_Len (L_Num As Integer) As Integer
LM_Init (LM_Command As Integer, F_Path As String) As Integer
LM_Init_Link (L_Num As Integer, L_Type As Integer, L_Pid As String) As Integer
LM_Send_Message (L_Num As Integer, M_Id As Integer, Msg As String) As Integer
LM_Show_Error (Text As String, Code As Integer)
LM_Timers (R_Time As Integer, W_Time As Integer)
LM_Start_Link_Manager () As Integer
LM_Stop_Link_Manager () As Integer

The development version comes complete with documentation, one years support via CompuServe and free upgrades for the first year.

To receive your copy please write to.

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Enclosing the following registration page.

