

"Crt32" - the Console-unit for Delphi 32 bit

For 32 bit versions of Delphi

Crt32 - The Console-unit for Delphi 32 bit version 1.15

(C)1996-97 ZieglerSoft, Claus & Nina Ziegler, all rights reserved

ZieglerSoft

Rughaven 25,2
DK-9000 Aalborg
Denmark

Support: crt32@zieglersoft.dk
-or- support@zieglersoft.dk

Sales: sales@zieglersoft.dk
-or- +45 9811 3772

Web-site: www.zieglersoft.dk (Danish and English)
(Online ordering and paying with creditcard on this site)

CompuServe: You can order the full version on CompuServe. **GO SWREG**
Registering number: **14656**

Ordering

If You are using the DV (demo-version) of "Crt32-The Delphi console unit" and find it of use, and want to keep on using it or wants to release Your own programs, that uses the "Crt32", You will have to order it.

It is only possible to order "Crt32-The Delphi console unit" if paying in advance. Here is how to do it:

- "Crt32-The Delphi console unit" can be ordered from our web-page at <http://www.zieglersoft.dk> (It is possible to order it as E-mail version or on diskette)
- "Crt32-The Delphi console unit" can be ordered from CompuServe (It is only possible to order it as E-mail version): **GO SWREG** and use registering number: **14656**
- "Crt32-The Delphi console unit" can be ordered directly from ZieglerSoft: Send a Eurocheck (or a check drawn on a Danish bank, or an International check) to the following address with Your order. Remember, if You want an E-mail version, to include Your E-mail address. You can order both the E-mail version and the diskette version directly from ZieglerSoft. The address is:
ZieglerSoft, Rughaven 25.2, DK-9000 Aalborg, Denmark

Prices:

When ordering "Crt32-The Delphi console unit", payment has to follow the order. The prices for the 3 versions of "Crt32-The Delphi console unit" are as follows:

1. The trial-version (DV) is free, but can be used only in three weeks, and is without source-code. This version can be uploaded to BBS's, WWW-sites and such, as long as it is not modified, and no fee is charged for it.
2. The E-mail version (FV) is **\$52.00** (American dollars) or **DKK 240,00** (Danish kroner) or **£31.00** (British pounds). (The DKK price is lower because when paid in DKK we don't have to pay our bank for the exchange).
3. The diskette version (FV) is **\$73.00** (American dollars) or **DKK 360,00** (Danish kroner) or **£43.00** (British pounds) which includes the cost for mailing it to You. (The DKK price is lower because when paid in DKK we don't have to pay our bank for the exchange).

The FV is with sourcecode. At the moment all updates are free if You want them by E-mail.

For site-licenses and educational prices, please contact:

ZieglerSoft
Rughaven 25,2
DK-9000 Aalborg
Denmark
Phone: +45 9811 3772
E-Mail: sales@zieglersoft.dk

If You want to sell ZieglerSoft's software, please contact:

Nina Ziegler
ZieglerSoft
Rughaven 25,2
DK-9000 Aalborg
Denmark
Phone: +45 9811 3772
E-Mail: nina@zieglersoft.dk

Software License Agreement

Entire contents copyright ©1996-97 ZieglerSoft, Claus & Nina Ziegler, Rughaven 25,2, DK-9000 Aalborg, Denmark. All rights reserved. The content of this document or the software itself is subject to change without notice. No part may be reproduced either electronically or mechanically without prior written consent of ZieglerSoft.

Rights and limitations:

This agreement becomes effective when You install all or any part of the software contained on the disk or is part of the zip-file, included with this document. By using our software You agree to the terms of this license. If the terms of this agreement are unacceptable, You may return the package, including this document, diskettes (if any), within 8 days of the purchase date for a refund (E-mail versions can not be returned).

Two versions of the software exists: A demoverion, without source-code, called DV in this document, and a full version, including source-code, called FV in this document (The FV version exist in two versions, one as a ZIP-file sent to You by E-mail from ZieglerSoft, and one sent to You, or bought by You in a store on diskette. There is no difference in the functionality of those two versions, so they are named the same in this document).

The DV version (Demoverion):

ZieglerSoft gives the right to distribute the DV version of this product in an electronic form, as long as there is no direct charge for this distribution. This includes posting the software on WWW-sites, BBS's, CD-rom or diskette(s). The DV must be distributed in its original form, without any modifications. The DV version is normally distributed as a ZIP-file (or selfunpacking exe-file) with the name c32dxxxx.ZIP (or .EXE) where xxxx is replaced with the versionnumber. You may not include the DV version in any programs You distribute outside Your own computer.

You may not use the DV version for writing software for sale, only for Your own testing of the units, before buying the FV version. If You want to use the unit in programs outside Your own computer, You will have to buy the FV version of the product.

The DV version does not contain sourcecode.

You may use the DV version for testing for three weeks. After three weeks, if You still want to use the unit, then You must buy the FV version of the product.

The FV version (Full version):

ZieglerSoft provides the software and grants non-exclusive use of its contents. The software which accompanies this license ("Crt32") is the property of ZieglerSoft and is protected by copyright law. By using "Crt32" (the FV version) You agree to abide by the terms of this agreement. Only one user may use this software on a single computer. This software may not be used on a network or any other multi-user platform. Contact ZieglerSoft if You need a SITE or network license. You may make backup copies for Your own use only. When "Crt32" is being compiled into an executable with the extensions ".exe" or ".dll" then there are no licensing fees or royalties for distribution of the executable file. Should any part of "Crt32" be used in a noncompiled application, such as: a value added VCL, VBX, OCX or anything like that, royalties do apply.

Failure to comply with the terms outlined in this agreement will result in termination of Your software license.

You may not:

- Use the product or make copies except as provided by this license.
- Translate, reverse engineer, decompile or disassemble this software (the FV version is provided in source-code), except to the extent this restriction is prohibited by applicable regulations.
- Use this software package in a manner that violates any law in the jurisdiction of its use or selling market.
- Rent, lease, assign or transfer this program.

Limited Warranty:

THE "CRT32" SOFTWARE CONTAINED IN THIS PACKAGE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED. THIS INCLUDES, BUT NOT LIMITED TO MERCHANTABILITY AND FITNESS FOR A PARTICULAR FUNCTION. THE ENTIRE RISK RELATED TO PRODUCT PERFORMANCE OR QUALITY IS ASSUMED BY THE USER. IN THE UNLIKELY EVENT A DEFECT IS DISCOVERED, YOU ASSUME THE ENTIRE COST OF ANY REMEDIAL ACTION. ZIEGLERSOFT'S ENTIRE LIABILITY IS LIMITED TO THE ORIGINAL PURCHASE PRICE OF "CRT32". SOME JURISDICTIONS DO NOT ALLOW EXCLUSIONS OF IMPLIED WARRANTIES, THUS THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

ZieglerSoft does not warrant the software contained in this package will meet Your requirements or the software will function in an uninterrupted and errorfree manner. Should the diskette(s) (if any) be damaged or rendered unusable under normal use, ZieglerSoft will replace them within the first 90 days at no additional charge. Evidence of purchase (original sales receipt) is required for replacement.

Important notice:

"Crt32" is copyrighted by ZieglerSoft. "Crt32-The Delphi console unit" is a trademark of ZieglerSoft. DOS, Windows, Delphi, Borland and Turbo Pascal are trademarks or registered trademarks of their respective holders.

Included in the package should be the following:

The "Crt32-The Delphi console unit" is distributed in a single file, that can be a ZIP-file or a self-unpacking EXE-file. Depending on what version You have, You should have the following file:

- **Demoverision for Delphi 2 and Delphi 3:** C32Dxxxx.ZIP or C32Dxxxx.EXE
- **Full version with source-code:** C32Fxxxx.EXE

In the file-names above, xxxx will be replaced with the versionnumber of the "Crt32-The Delphi console unit" package. An example could be (for version 1.15): C32D0115.EXE for a demoverision.

When these files are unpacked (preserving the directory-structure) or run, they will create several new directories, in which all files needed for installation of the product into Delphi are. If You down-loaded one of the demoverisions somewhere, You can see how to unpack the file on our homepage at <http://www.zieglersoft.dk>. If You got a full version, You would, if received on diskette, have a README.TXT file that tells how to unpack, or else You will have an E-mail from ZieglerSoft, that tells how to do the unpacking.

How to install:

When the distribution-file is unpacked, the following should be followed to install the various versions of "Crt32-The Delphi console unit":

Demoverision for Delphi 2:

1. Copy all files from the directory "Delphi2" to the directory where You want to install the demoverision.
2. Copy all files from the directory "Demo" to a directory where You want the demo-files (the files show You how to use the Crt32-unit).
3. Copy all files from the directory "Common" to the same directory as in 1.
4. Start Delphi
5. Add the directory from 1. to the Library-search-path
6. You are now ready to use the demoverision

Demoverision for Delphi 3:

1. Copy all files from the directory "Delphi3" to the directory where You want to install the demoverision.
2. Copy all files from the directory "Demo" to a directory where You want the demo-files (the files show You how to use the Crt32-unit).
3. Copy all files from the directory "Common" to the same directory as in 1.
4. Start Delphi
5. Add the directory from 1. to the Library-search-path
6. You are now ready to use the demoverision

Full version, installed on Delphi 2 and Delphi 3:

(Remember, if You have the full version, and want to install in more than one Delphi version, You have to install into different directories for every version. You can't share an install-directory between different versions of Delphi)

1. Copy all files from the directory "Common" to the directory where You want to install it.
2. Copy all files from the directory "Demo" to a directory where You want the demo-files (the files show You how to use the Crt32-unit).
3. Start Delphi
4. Add the directory from 1. to the Library-search-path
5. You are now ready to use the full version

What now?:

Now You are ready to use the "Crt32-The Delphi console unit". If You want help with the unit, have a look in the demofiles, or look into the Crt32.Pas (or Crt32.Int) file.

The easiest way to start a new "Crt32" project is to open the file "NewCrtAp.dpr" in the directory where You did the install, and then save this under a new name (Save As) **BEFORE** You start programming.

Crt32 is a professional software development tool that allows a programmer to do console-mode applications in the 32-bit versions of Delphi, in a simple way, much like the programmer used to under DOS-programming in Turbo 6 or 7. It is not a complete drop-in for the CRT-unit, but it goes a long way to provide the programmer with a tool to make his life easier when moving a CRT-application to the Win32 environment. By moving Your DOS-programs this way, You can let Your DOS-programs use the complete memory as a 32-bit Windows program, without having to use the GUI-mode of Windows.

Do You want to have a replacement for the "WinCrt" unit, that used to be in Borland's 16-bit Windows-compilers, we have such a replacement. It is called "Win32Crt" and can be downloaded for free from our homepage (<http://www.zieglersoft.dk>)

ZieglerSoft stands behind its product with a very responsive technical support. If You have a problem, drop us an E-mail and ask for assistance. We don't offer assistance for the free (DV) version of the product, only for the full version (FV).

Questions? Ask them to this E-mail address: crt32@zieglersoft.dk or take a look at our homepage at <http://www.zieglersoft.dk> to see if the question already is answered.

Things You need to know:

The Crt32-unit is not completely compatible with the CRT-unit from Borland. Below is a list, telling if a function is supported or not. Description of all functions and procedures can be found in **Crt32.int** (DV) or **Crt32.pas** (FV).

Borland' CRT function	ZieglerSoft Crt32 function	ZieglerSoft Win32Crt function
AssignCrt	-not supported-	AssignCrt
ClrEol	ClrEol	ClrEol
ClrScr	ClrScr	ClrScr
Delay	Delay	Delay (not in Borland 16 bit v.)
DelLine	DelLine	-not supported-
GotoXY	GotoXY	GotoXY
HighVideo	HighVideo	-not supported-
InsLine	InsLine	-not supported-
KeyPressed	KeyPressed	KeyPressed
LowVideo	LowVideo	-not supported-
NormVideo	NormVideo	-not supported-
NoSound	NoSound (Only on Windows95)	-not supported-
Sound	Sound (Only on Windows95)	-not supported-
TextBackGround	TextBackGround	-not supported-
TextColor	TextColor	-not supported-
Window	-not supported-	-not supported-
ReadKey	ReadKey	ReadKey
WhereX	WhereX	WhereX
WhereY	WhereY	WhereY
CheckBreak	SetCheckCtrlC, SetBreakHandler and CheckCtrlC	CheckBreak
CheckEOF	-dummy variable-	CheckEOF
CheckSnow	-dummy variable-	-not needed-
DirectVideo	-dummy variable- use FastWrite, FastTextOut and FastColorOut	-not supported-
LastMode	-not needed-	-not supported-
TextAttr	For reading: TextAttr. For writing: SetTextAttr	-not supported-
WindMin	WindMin	-not needed-
WindMax	WindMax	-not needed-
-not supported-	FillVideoChar	-not supported-
-not supported-	SmartInput (Only a test of the other functions, but usefull)	-not supported-
-not supported-	ScreenInput (Only a test of the other functions, but usefull)	-not supported-
-not supported-	CursorOff	-not supported-
-not supported-	CursorOn	-not supported-
-not supported-	BlockCursor	-not supported-
-not supported-	NormalCursor	-not supported-
-not supported-	FatCursor	-not supported-
-not supported-	FlushInput	-not supported-
-not supported-	SetScreenSize	-not supported-
-not supported-	SetTitle	WindowTitle
-not supported-	FastWrite	-not supported-
-not supported-	FastTextOut	-not supported-
-not supported-	GetScreenText	-not supported-
-not supported-	GetChr	-not supported-
-not supported-	FastColorOut	-not supported-
-not supported-	FillScreenChar	-not supported-
-not needed-	SetBreakHandler	-not needed-
-not needed-	SetCtrlBreak	-not needed-
-not needed-	CheckCtrlBreak	-not needed-
-not supported-	Inverse	-not supported-
-not supported-	GetTextBackground	-not supported-
-not supported-	GetTextColor	-not supported-
-not needed-	SetTextAttr	-not needed-
-not supported-	GetScreenAttr	-not supported-
-not supported-	GetScreenTextColor	-not supported-
-not supported-	GetScreenBackGround	-not supported-
-not supported-	CurrentCols	ScreenSize.X
-not supported-	CurrentRows	ScreenSize.Y
-not needed-	AnsiOEMstr (Translate Ansi to OEM before writing to the screen)	-not supported-
-not needed-	OEMAnsiStr (Translate OEM to Ansi after reading from screen)	-not supported-
-not supported-	-not supported-	WriteBuf, WriteChar
-not needed-	-not needed-	CursorTo, ScrollTo,
TrackCursor		

Continued on next page....

...Continued

<u>Borland' CRT function</u>	<u>ZieglerSoft Crt32 function</u>	<u>ZieglerSoft Win32Crt function</u>
-not needed-	-not needed-	AutoTracking
-not supported-	SingleFrame	-not supported-
-not supported-	DoubleFrame	-not supported-
-not supported-	IsNT	-not supported-
-not needed-	ConsoleWindowHandle	-not needed-
-not supported-	MinimizeConsole	-not supported-
-not supported-	MaximizeConsole	-not supported-
-not supported-	NormalizeConsole	-not supported-

Please be aware of the fact, that all screenaddresses in functions are counted from 0 not 1 (i.e. the normal screen is 25 lines high, going from 0 to 24).

Remember that Crt32 needs the program You are making to be a CONSOLE application (look in demoprogram to see how this is done).

History:

Version 0.90 First version, only released in limited number

Version 1.00 First public available version

Oktober 1996 - version

Version 1.10 Added a lot of stuff and fixed some errors

November 1996 - version

Version 1.15 Oktober 1997 - version

New in this version:

- Changes: Small changes in various places
- New Function/procedure/variable: NormVideo
- New Function/procedure/variable: LowVideo
- New Function/procedure/variable: HighVideo
- New Function/procedure/variable: WindMin
- New Function/procedure/variable: WindMax
- New Function/procedure/variable: SingleFrame
- New Function/procedure/variable: DoubleFrame
- New Function/procedure/variable: Sound (Not on NT)
- New Function/procedure/variable: NoSound (Not on NT)
- New Function/procedure/variable: IsNT
- New Function/procedure/variable: ConsoleWindowHandle
- New Function/procedure/variable: MinimizeConsole
- New Function/procedure/variable: MaximizeConsole
- New Function/procedure/variable: NormalizeConsole