

README.WRI contains excerpts from Chapter 11 of *The Mother of All Windows Books*, specifically related to running and using CD-MOM. If you have the book in front of you, you don't need to look at this file.

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YO! Read This!

Although I tried very, very hard to ensure that all these programs would install and run properly from the CD, it's possible something slipped by. (In any collection this huge, there's bound to be a few bugs. It's Murphy's Mom's Law.)

If you start getting weird error messages when trying to install a program, you might try one little trick: first copy the files from the CD to a hard drive - or even a diskette! - and try to install from there.

Mom's Disk and What To Do With It

The contents of CD-MOM can be roughly divided into two parts: the shareware (which is in the UTILITY\ subdirectory), and everything else.

The trick, of course, is to figure out what stuff you want, figure out where it is, and then get that stuff off the CD and onto your computer. It isn't as difficult as you may think.

If You Don't Have a CD-ROM Drive

Pulling files off the CD is as simple as cranking up File Manager and copying away. I've included the number of files and file sizes along with each listing, just so you have a good idea of how many floppies it'll take.

Here are step-by-step instructions, designed to help you pull the most off CD-MOM with a minimum of delay: yeah, I know, you're doing this while the network guy is breathing down your back, trying to take his CD-ROM drive back, or while the commissioned clerk at the local computer store thinks you're taking the Furmisher Bandersnatch Blastoids game for a test run. Just make little squeaky "Putt-Putt" noises while you're borrowing the CD-ROM drive and he'll never know the difference.

Heaven help ya if you have to copy these files using DOS. It's possible, but calling it "tedious" is to understate the case. Try to find a CD-ROM drive attached to a Windows machine, and use File Manager.

Step 0: Plan ahead. Leaf through the listings in this and the following chapters. Make sure you know which programs you want, and which subdirectories contain them. Write it all down on a piece of paper. If any of the programs need VBRUN100.DLL, VBRUN200.DLL or VBRUN300.DLL - the files that make Visual Basic programs work - make a note of that, and plan on grabbing the appropriate VBRUNxxx files from CD-MOM's root (base) directory. Count up how many bytes are involved, estimate how many diskettes you'll need, then add 50%. Get enough clean diskettes to handle all the files. Yo! Make sure they're already formatted and ready to go, OK? Put shiny new sticky labels on them, and mark them with big numbers: 1, 2, 3, ... like that. Take off or flip out the write-protect tabs. Grab the paper, and head for the CD-ROM drive.

Step 1: The clock starts ticking. Make your apologies and grab a chair. Slip CD-MOM into the CD-ROM - if you've never done that before, you may need help the first time, but you'll catch on real quick. Tick tick tick. Stick the first diskette (the one marked 1, eh?) in the floppy drive. Crank up File Manager, and double-click on the drive thingy that corresponds to the

CD-ROM. It's easy finding the CD-ROM drive: File Manager gives it a picture that looks like a hard drive with its tongue hanging out. Pant. Pant.

Step 2: Start the copying. Find the CD-MOM subdirectory that you want, and grab it - click once on the subdirectory name itself, way over on the left hand side - grab it and drag the subdirectory file-folder thing onto the symbol for the floppy drive that contains disk 1. You'll hear some whirring.

Step 3: Quick. Get that sheet of paper (you remembered it, didn't you? Jeeeeeez.... I thought this was going to be quick!) and jot down which subdirectory is going on Disk 1. Don't worry about listing anything else, just the name of the subdirectory. Good. You're getting better at this.

Step 4: Sooner or later you're going to run out of room on the floppy. File Manager will pop up, tell you which file it's trying to copy across, and put something like this on the screen:

Figure 1<toobig.pcx>: Too Big, Too Bad

Step 5: Here's the real speed demon part. You want to do all of this quickly, with a minimum of motion. First, stick the next diskette in the drive. Then, using that piece of paper with the log of which subdirectories are on which disk, write down the number of the diskette and name of the file that was too big. In this case, it would be ENVR.DOC. Click RETRY. There. That's it.

Step 6: When you have the first subdirectory copied over to a floppy (or floppies), and File Manager calms down, pick up the next program's subdirectory, drag the file folder over to the diskette, and jot down which subdirectory is piling on next. Keep going just like that: if you run out of room, start a new diskette, and note the name of the next file.

Step 7: Assuming you put the diskettes into the floppy drive in the correct order (uh, you did, didn't you?), you should finish with a rather short list of subdirectory and file names and a stack of diskettes. Breathe easy. You're almost done. Thank the folks who lent you their CD-ROM drive, make a note of how nice it is to have so much info at your bloody fingertips, and go back to your regular machine.

Step 8: When you get back to your regular machine, get File Manager going again. Create a fresh, clean subdirectory on your hard drive. Call it, oh, MOM. Then stick the first diskette in the floppy drive. Double-click on the picture of the floppy drive, and arrange the windows inside File Manager so you can see both the files on the floppy and the MOM subdirectory at the same time. Finally, taking the disks one at a time, re-create the precise directory structure that was on CD-MOM. Your notes will show you how. Click once on any subdirectory file folders that appear over on the left side, and drag them under MOM. Then gather up any stray files that are sitting in the "root" directory, and, referring to your notes, stick 'em where they belong.

That's all it takes. You're ready to install everything, the same as if you were installing directly from CD-MOM herself.

Well, with one little exception. I tried hard to have all the CD-MOM contributors limit their files to a maximum of 1.2 MB, so you could copy any file directly onto any (high density) floppy. In very rare circumstances you may encounter a file that's too long to fit on any diskette, no way, no how. In such a situation, the best I can do is point you at PKZIP, the program that "squishes" files down, and reconstitutes them. There are options to have single files span multiple diskettes, and much more. You'll find PKZIP in the UTILITY\ZIP\PKZIP\ subdirectory on CD-MOM.

Whether You Have a CD Or Not

Directions for installing each program are here in MOM. The procedure varies slightly depending on the program, but in general all you have to do is go into File Manager, find the subdirectory you want, and double-click on SETUP.EXE or INSTALL.BAT or some such. When it works, it works very well indeed.

There are a few oddities that I should warn you about.

Many of the UTILITY\ programs require VBRUN100.DLL, VBRUN200.DLL, or VBRUN300.DLL. The description of the program here in the book will tell you very explicitly if you need one of those files. They're "run time libraries" necessary to run Visual Basic programs, so if the program you're interested in was created with Visual Basic, you'll need one of those three files.

Chances are very good you already have one, two, or all three of those files on your system. Take a minute - use File Manager's File/Search command, if you aren't sure - and see if they're already on board. If not, you can copy any or all of them from the "root" directory of CD-MOM to your Windows directory. (VBRUN100.DLL is 271,264 bytes; VBRUN200.DLL is 356,992 bytes; and VBRUN300.DLL is 394,384 bytes.) Note that the files aren't interchangeable: if you need VBRUN200, you need it, and not VBRUN100 or VBRUN300.

That said, I strongly recommend you bite the bullet and move all three files into your Windows directory. Unless you live the life of a vestal virgin, sooner or later you'll need one or all of them. Yeah, they're big. Yeah, it's a pain. But it's easiest to just do it once and be done with it.

Some of these subdirectories have a weird DISK1\ hanging off of them, and the files are all jumbled under DISK1\. Why, you ask? Because that's the only way they'll work!

It ends up that certain setup routines tend to blithely assume that you'll be installing off a diskette - they are CD-impaired, so to speak. When I found a program that's so impaired, I avoided the temptation to go in and change the setup routine - lots of shareware authors would be mad at me if I did that! - but instead gave the setup routine what it wanted: I hung the whole she-bang off a DISK1\. Don't ask me why it works, but it does. I think.

Stuff You Shouldn't Overlook

If you have a speaker on your PC (and you do!), you should use the Windows Speaker driver, known as SPEAKER.DRV. Bop over to the DRIVERS\AUDIO\SPEAK subdirectory on CD-MOM and look at SPEAKER.TXT for information on how to install it.

If you don't already have the Windows Multimedia player, MPLAYER.EXE, you should install it, too. Take a look at the VIDEO\ section of Chapter 11 for details.

The latest version of SmartDRIVE, known as 4.2, is also on the companion disks. You might want to use it; then again, you may not. See the SMARTDRV\ section of Chapter 11 for more details.