

Fastgraph/Fonts for Windows[®]
Version 6.03 Release Notes

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Introduction

The Fastgraph/Fonts 6.03 for Windows (FGFW) maintenance update is a version compatibility update for Fastgraph 6.03 for Windows. It also adds support for Visual Basic .NET, Visual C# .NET, and Delphi 7.0.

New versions of the *Fastgraph/Fonts 6.0 User's Guide* and the *Fastgraph/Fonts 6.0 Reference Manual* are not included here, but are available from <http://www.fastgraph.com/help.html>.

This distribution contains patch files, not full libraries or units. After you apply the patches, your FGFW 6.02 libraries will be converted to version 6.03. Complete instructions for applying the update patches are provided later in this document.

The FGFW 6.03 update will work only if you have installed FGFW from the version 6.02 disk, or if you have installed FGFW from the version 6.00 or 6.01 disk and applied the version 6.02 update.

In addition, the update will work properly only with the original libraries or unit files. If you have modified these files in *any way*, you must re-install the original libraries, update the original libraries, and then make your own modifications to the resulting libraries.

Before applying the FGFW 6.03 update, you should make sure the disk drive on which the library or unit files reside has at least 500K bytes of free space (this space is needed only during the update process). After the update, all successfully patched files will be dated March 24, 2003 and have a 6:03 a.m. time stamp.

The files in this distribution are:

FGFW603.PDF	This file
FGFW603.RTP	Fastgraph/Fonts 6.03 update patches
PATCH.EXE	RTPatch application utility program
FGFWIN.H	Fastgraph/Fonts 6.03 header file for C/C++
ExCSharp.zip	Example programs for C#
ExVBNET.zip	Example programs for Visual Basic .NET

Applying the Fastgraph/Fonts 6.03 Patch

Follow these steps to apply the Fastgraph/Fonts 6.03 patch for previously supported compilers. Please refer to the next section for information about creating the Fastgraph/Fonts C# and Visual Basic .NET support files.

Step 1: Copy the files PATCH.EXE and FGFW603.RTP to the directory where you've installed the Fastgraph/Fonts 6.02 libraries or unit files, and make that directory your current directory. If you've installed FGFW for more than one compiler or platform and the library files reside in different directories, you'll need to apply the patch from each such directory (see Step 5).

Step 2: If you're using Delphi, rename the DCU files as follows:

For Delphi 2.0:

```
RENAM E FGFWIN*.DCU *.D20
```

For Delphi 3.0:

```
RENAM E FGFWIN*.DCU *.D30
```

For Delphi 4.0:

```
RENAM E FGFWIN*.DCU *.D40
```

For Delphi 5.0:

```
RENAM E FGFWIN*.DCU *.D50
```

For Delphi 6.0:

```
RENAM E FGFWIN*.DCU *.D60
```

For Delphi 7.0:

```
RENAM E FGFWIN*.DCU *.D70
```

Delphi 7.0 unit files do not exist for Fastgraph/Fonts 6.02, so the 6.03 update uses the Delphi 6.0 unit files from version 6.02 to create Delphi 7.0 unit files for version 6.03. Renaming the Fastgraph/Fonts 6.02 Delphi

6.0 unit files to a D70 extension will create Fastgraph/Fonts 6.03 Delphi 7.0 unit files. Renaming them to a D60 extension will create Fastgraph/Fonts 6.03 Delphi 6.0 unit files.

Step 3: If you're using Watcom C/C++ 11, rename the library files as follows:

```
RENAME FGFWVC32.LIB FGFWVC32.LIB
```

Step 4: Apply the patch by entering

```
PATCH FGFW603
```

from the DOS command line. The PATCH utility will update all Fastgraph/Fonts 6.02 libraries and unit files found in the current directory.

Descriptive messages will appear as the individual patches are applied. When the PATCH command completes, it will display a summary showing how many files were updated and how many were "missing". The missing files do not indicate a problem but merely mean you haven't installed FGFW support for that particular compiler or platform.

Step 5: If you've installed FGFW for more than one compiler, you must repeat Steps 1 to 4 from each directory where the library or unit files are stored for a given compiler. For example, suppose you've installed FGFW for Borland C++ (with library files in C:\BC5\LIB) and Delphi 5.0 (with unit files in C:\DELPHI5\LIB). First copy the files PATCH.EXE and FGFW603.RTP to the C:\BC5\LIB directory and issue the PATCH command to update your Borland C++ libraries. Following this, update the Delphi units by copying PATCH.EXE and FGFW603.RTP to C:\DELPHI5\LIB and issue the PATCH command again. The order in which you apply patches for different compilers does not matter.

Step 6: If you're using Delphi, rename the unit files back to their original names:

For Delphi 2.0:

```
RENAME FGFWIN*.D20 *.DCU
```

For Delphi 3.0:

```
RENAME FGFWIN*.D30 *.DCU
```

For Delphi 4.0:

```
RENAME FGFWIN*.D40 *.DCU
```

For Delphi 5.0:

```
RENAME FGFWIN*.D50 *.DCU
```

For Delphi 6.0:

```
RENAME FGFWIN*.D60 *.DCU
```

For Delphi 7.0:

```
RENAME FGFWIN*.D70 *.DCU
```

Step 7: If you're using Watcom C/C++ 11, rename the library files back to their original names:

```
RENAME FGFWVC32.LIB FGFWVC32.LIB
```

Step 8: If you're using Visual Basic, you must now update the FGFWin.bas and FGFWinD.bas module files. Copy the files PATCH.EXE and FGFW603.RTP to the directory where you've installed the module files, and make that directory your current directory. Then apply the patch again as done in Step 4.

Step 9: If you're using PowerBASIC, you must now update the FGFWin.inc and FGFWinD.inc include files. Copy the files PATCH.EXE and FGFW603.RTP to the directory where you've installed the include files, and make that directory your current directory. Then apply the patch again as done in Step 4.

Step 10: If you're using C/C++ or C++Builder, copy the FGFWIN.H header file to a directory where the compiler normally searches for such files. The FGFWIN.H file supplied in this distribution replaces the same file from earlier versions of Fastgraph/Fonts for Windows.

Step 11: After applying the patch, you may delete all extra copies of the PATCH.EXE and FGFW603.RTP files. You should keep one copy of these files in case you later install libraries for other compilers from the Fastgraph/Fonts 6.02 disk.

Creating the C# and VB.NET Support Files

The following Fastgraph/Fonts 6.03 files for C# and VB.NET may be created from the Fastgraph/Fonts 6.03 patch:

FGFWin.cs	C# module file for Fastgraph's native DLL
FGFWinD.cs	C# module file for Fastgraph's DLL with DirectX support
FGFWin.vb	Visual Basic .NET module file for Fastgraph's native DLL
FGFWinD.vb	Visual Basic .NET module file for Fastgraph's DLL with DirectX support

Follow these steps to create the Fastgraph/Fonts 6.03 files for C# or Visual Basic .NET.

Step 1: Copy the files PATCH.EXE and FGF603.RTP from this distribution to the Fastgraph/Fonts 6.0 directory (normally C:\FGFW60).

Step 2: Copy the Fastgraph/Fonts 6.02 Visual Basic module files (FGFWin.bas and FGFWinD.bas) to the Fastgraph/Fonts 6.0 directory and rename them as shown below. If you have not installed Fastgraph 6.02 for Visual Basic 4/5/6, you'll need to unzip these files from the Include.zip file on the Fastgraph/Fonts 6.02 distribution disk.

Step 3: To create the C# support files, rename the Fastgraph/Fonts 6.02 Visual Basic module files as follows:

```
RENAM E FGFWin.bas FGFWin.cs
RENAM E FGFWinD.bas FGFWinD.cs
```

Step 4: To create the Visual Basic .NET support files, rename the Fastgraph/Fonts 6.02 Visual Basic module files as follows:

```
RENAM E FGFWin.bas FGFWin.vb
RENAM E FGFWinD.bas FGFWinD.vb
```

Step 5: Apply the patch by entering

```
PATCH FGF603
```

from the command line. The PATCH utility will create the C# and/or Visual Basic .NET module files from the Fastgraph/Fonts 6.02 files.

Descriptive messages will appear as the individual patches are applied. When the PATCH command completes, it will display a summary showing how many files were updated and how many were "missing". The missing files do not indicate a problem but merely mean you haven't installed FGFW support for that particular compiler or platform.

Step 5: To install the C# examples, create a new CSharp subdirectory in your Fastgraph/Fonts examples directory and unzip the C# examples from ExCSharp.zip (included in this distribution) into that subdirectory (normally this will be C:\FGFW60\Examples\CSharp). You must use the unzip option that preserves the zip file directory structure (specify the -d switch for PKUNZIP, or select the "Use folder names" option in the WinZip extract dialog). Each C# example will be stored in its own subdirectory of C:\FGFW60\Examples\CSharp.

Step 6: To install the Visual Basic .NET examples, create a new VBNET subdirectory in your Fastgraph/Fonts examples directory and unzip the VB.NET examples from ExVBNET.zip (included in this distribution) into that subdirectory (normally this will be C:\FGFW60\Examples\VBNET). You must use the unzip option that preserves the zip file directory structure (specify the -d switch for PKUNZIP, or select the "Use folder names" option in the WinZip extract dialog). Each VB.NET example will be stored in its own subdirectory of C:\FGFW60\Examples\VBNET.

Step 7: For C#, move the C# module files created in Step 5 (FGFWin.cs and FGFWinD.cs) to the _Common subdirectory of the C# examples directory (normally this will be C:\FGFW60\Examples\CSharp_Common).

Step 8: For Visual Basic .NET, move the Visual Basic .NET module files created in Step 5 (FGFWin.vb and FGFWinD.vb) to the _Common subdirectory of the Visual Basic .NET examples directory (normally this will be C:\FGFW60\Examples\VBNET_Common).

Step 9: For C#, copy the Fastgraph 6.03 C# module files (FGWin.cs and FGWinD.cs) from the Fastgraph C# examples _Common subdirectory (normally this will be C:\FGW60\Examples\CSharp_Common) to the Fastgraph/Fonts C# examples _Common subdirectory (normally C:\FGFW60\Examples\CSharp_Common).

Step 10: For Visual Basic .NET, copy the Fastgraph 6.03 Visual Basic .NET module files (FGWin.vb and FGWinD.vb) from the Fastgraph Visual Basic .NET examples _Common subdirectory (normally this will be C:\FGW60\Examples\VBNET_Common) to the Fastgraph/Fonts VB.NET examples _Common subdirectory (normally C:\FGFW60\Examples\VBNET_Common).