```
1: unit AppInit;
2:
3: {$mode objfpc}{$H+}
6: //
7: // Unit : AppInit.pas
8: //
9: // Description :
10: //
11: // Called By TfrmMain.FormShow:
12: //
13: // Calls : AppSettings : iniFileExists
14: //
                ReadSettinsINIFile
15: //
                pApplicationDirectory
16: //
        HUConstants
17: //
        HUMessageBoxes
18: //
       HUNagScreen : dlgHUNagScreen.ShowModal
19: //
        HURegistration: RequestRegistrationKey
20: //
        Main : TerminateApp
21: //
22: // Ver. : 1.0.0
23: //
24: // Date : 21 Apr 2019
28: interface
29:
30: uses
  Classes, Controls, Dialogs, FileUtil, SysUtils,
31:
32: // Application Units
33: AppSettings,
34: // HULib Units
35: HUConstants, HUMessageBoxes, HUNagScreen, HURegistration;
37: function Initialize : Boolean;
38:
39: implementation
40:
41: uses
42: Main;
43:
PRIVATE CONSTANTS
47:
48: //======
49: // Nessages
50: //======
51:
52:
54: //
       PUBLIC CONSTANTS
58: //
        PRIVATE VARIABLES
60:
```

```
PUBLIC VARIABLES
PRIVATE ROUTINES
PUBLIC ROUTINES
72: function Initialize : Boolean;
73: var
74: vstrTUserDir : string;
75: begin
76:
77:
   // If the UserDirectory does not exist, there are only two possibilities:
78:
79:
   //
     1. This is an initial installation and it has not been created yet; or,
80:
   //
81:
   // 2. It has somehow disappeared.
82:
   // We display an Error message and give the user the option of either creating
83:
84:
   // the RVMasterLog user files or terminating appplication.
85:
86:
   If not frmSettings.UserDataDirectoriesExist then
87:
88:
    HUErrorMsgOK ('erNoDataDirectoriesFound', erNoDataDirectoriesFound);
89:
    Main.TerminateApp;
90:
   end; // if not frmSettings.UserDataDIrectoriesExist
91:
   // Generate a default file or load a save one
92:
   frmSettings.ReadSettingsINIFile;
93:
94:
   dlgHUNagScreen.pDlgTitle := frmSettings.pAppName + '.exe';
95:
   if dlgHUNagScreen.ShowModal = mrYes then
96:
97:
98:
    dlgHURegistration.RequestRegistrationKey;
99:
   end;// dlgHUNagScreen.pDlgTitle := frmSettings.pAppName + '.exe'
100:
  Result := True;
101:
102:
103: end;// function Initialize
104:
106: // PROPERTY ROUTINES
108:
MENU ROUTINES
112:
114: //
        FILE ROUTINES
116:
118: end.// unit AppInit
119:
```