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README file for the pc-borland subdirectory Last modified on Fri Oct 21 13:26:03 1994 by eroberts

The pc-borland directory contains an implementation of the cslib library designed for use with the Borland C/C++ compiler. The development and testing of the package has been performed with version 4.0 of the compiler, so you should use that version if possible. The library packages -- particularly the DOS version -- may work with older versions of the compiler, but it is not possible to test the package with every existing version of the compiler.

INSTALLING THE BORLAND LIBRARIES

There are actually two versions of the Borland cslib package: one for DOS and one for Microsoft Windows. The easiest apporach is to install both versions of these libraries on your machine and then use whichever one is appropriate for your class.

TO INSTALL THE PC/BORLAND VERSION OF THE LIBRARIES:

- 1. Make sure that the Borland C/C++ compiler is installed on your system.
- 2. Connect to the top-level directory for the Borland compiler. This directory should contain, among others, the subdirectories BIN, LIB, INCLUDE, and BGI.
- 3. Use FTP to retrieve the file CSLIB.EXE from the pc-borland subdirectory of the aw.com archive. To retrieve the file correctly, you must set your FTP process to binary mode.
- 4. Execute the CSLIB.EXE file by typing

CSLIB

at the DOS prompt. This command constructs the complete CSLIB directory.

5. Complete the installation of the package by typing

CSLIB\TOOLS\INSTALL

This command installs all the #include files in the appropriate directory and then rebuilds all the necessary object files and libraries.

USING CSLIB IN A DOS ENVIRONMENT

The DOS version of the library package is intended for PC users who do not run Microsoft Windows. Even without Windows, C programs can perform simple graphics, and the DOS version of the libraries implements the basic graphics.h interface using the DOS-based Borland Graphics Interface. None of the advanced features of the extgraph.h interface are available in the DOS version.

To build a DOS program using the libraries, you need to make sure that the following parameters are set in the project window:

Target type = Application

Platform = DOS Standard
Target Model = Large
Standard Libraries: BGI + Runtime

You must also add the file CSLIB\DOS\CSLIB.LIB to each project that you create.

USING CSLIB IN A MICROSOFT WINDOWS ENVIRONMENT

The Windows version of the library package is significantly more powerful that the DOS version, but requires you to run Microsoft Windows on your machine. The Windows version of cslib contains a complete implementation of the graphics library that includes both the standard and the extended features.

To build a Windows program using the libraries, you need to make sure that the following parameters are set in the project window:

Target type = EasyWin
Platform = Windows 3.x(16)
Target Model = Large
Standard Libraries: Runtime

You must also add the file CSLIB\WINDOWS\CSLIB.LIB to each project that you create.

NOTES AND DISCLAIMERS

The cslib libraries are in the public domain and may be freely copied and distributed, although they remain under development. No warranties are made concerning their correctness or stability, and no user support is guaranteed. Bug reports and suggestions, however, are appreciated and may be sent to

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