Launcher

This section of the INI contains settings for the launcher itself.

SourceExtensions=DL~;EX~

Use this to have the launcher automatically rename any files with the extensions indicated. This is handy when you need to replace files that are normally in use by the application (like a resource DLL). By copying in a renamed version of that file, the SRP Application Launcher will rename it before OpenInsight is launched and locks it up. Note that each extension is separated by a semi-colon and therefore semi-colons cannot be in the extension itself.

DestinationExtensions=DLL;EXE

Here are the extensions that the SourceExtensions entry will be renamed to. There is a one-to-one correspondence.

RegisterFiles=file1.dll;file2.ocx

Use this to register DLL and OCX files. You may use relative paths, fully qualified paths, and spaces. This is useful if you need to be certain that an OCX file (such as any SRP OCX) is registered before OpenInsight even starts.

SplashScreenImage=SRPApplicationLauncher.png

Use this to identify the splash screen image you wish to use for your application, assuming you want the launcher to display it for you. You can store this image in a sub-directory (e.g. BMPS\splash.bmp), in a resource DLL (e.g. Images.DLL#SPLASH), or in a zip file (e.g. Imags.zip#splash.png).

As you may have noticed, you may load jpegs, gifs, pngs, bmps, psds, and more. If the image contains an alpha channel (e.g. 32-bit bitmap or png) then the splash screen will utilize it. However, alpha blended windows are only supported in Windows 2000 or later. In Windows NT and earlier, alpha blended images are drawn over a white background with a black border. (See SplashScreenBackColor and SplashScreenBorderColor below).

If you use the launcher to load the splash screen then you will want to replace the normal application splash screen with a 1-byte BMP. The launcher will always display the splash screen at the topmost level so the OpenInsight splash screen will be hidden.

SplashScreenBackColor=White

Use this to set the color that will appear behind your splash screen in Windows NT and earlier. If your splash screen image has no alpha channel, then this color will never be seen. Colors can be any color as described in the Colors topic of the OLE Help document.

SplashScreenBorderColor=Black

Use this to set the color of the border that surrounds your splash screen (only in Windows NT and earlier). Colors can be any color as described in the Colors topic of the OLE Help document.

SplashScreenDelay=4000

Indicate the number of milliseconds you want the launcher to display the splash screen. Unlike OpenInsight, which displays the splash screen for the length of time it takes to load the application, you control how long you want it to stay up.

SplashSynchOn=0

This allows the launcher to load OpenInsight in the background while the splash screen is being displayed or it will only launch OpenInsight after the launcher is ready to close down (i.e. after the SplashScreenDelay time has completed). A value of 0 means OpenInsight will load in the background. We generally recommend this because it allows OpenInsight to fully load by the time the launcher and splash screen are done, enabling the end user to begin using the application immediately.

EnableSplashScreen=1

This allows you to turn on and off the splash screen.

EnableBlending=1

This allows you to turn on and off alpha blended splash screens. Sometimes, Windows won't show alpha blended windows, such as when using Terminal Server. Sometimes, the SRP Launcher doesn't know alpha blending is not supported, so you have to let it know when not to use it. If your splash is not appearing (and you're not seeing any errors), try setting this property to 0.

PreventExecution=0

This allows you to prevent users from launching your application. This can be useful if you have an automated process that requires users to remain out of the system. Once the process is completed, you can set this property back to 0 to allow users to logon.

PreventExecutionMessage=MessageText

When the PreventExecution flag is set, users see a message telling them of the prevention. By default, the message is, "Application launch prohibited. See network administrator for details." Use this property to set any message you desire.

TransparentColor=None

This property allows you to set the color that will be considered transparent and is used only by image files without an alpha channel, such as BMP files.

StrictSingleOIInstance=0

This property, when set, will only allow one instance of OINSIGHT.EXE to run on the system. This is useful if you have only one OI app on a client machine and want to make extra sure they don't run more than one copy. Setting this to 1 will simply prevent OI from running a second time without any kind of notification. If you want your OI application to know that more attempts to run OI were made, you need to place an SRP Launcher Control on your main form and capture the OnLaunchAttempt event.