

AppleShare 2.0.1: Multi-Launching Problem (2/95)

We were able to multi-launch MacPaint 2.0, MacWrite 5.0, and MacDraw II using AppleShare 2.0.1. (We did not try the other applications.) These are the steps

taken to get the Finder to allow the applications to launch multiple times:

Step 1

Copy the applications to a folder on an AppleShare 2.0.1 server.

DISCUSSION -----

Step 2

Using ResEdit 1.2b3, or later, turn on the shared bit of each application.

This is a point to double check. In at least two of the cases, a later check show the Shared bit was still not set; the operation did not take.) After you set the bit, quit ResEdit, relaunch ResEdit, and ensure that the bit stayed set.

Step 3

Make the folder containing the application a read-only folder. When the folder was not read-only, only MacDraw II would multi-launch; the other applications would not.

The flipping of the bundle bit should have no effect on whether an application will multi-launch. However, older versions of ResEdit did accidentally switch the shared and bundle bits, which may have been causing this problem. Make sure

to use ResEdit 1.2b3 or later. We have verified that this version works.

IMPORTANT: Setting these bits is dangerous; these applications are not supported as multi-launch applications. The effects of multi-launching are unknown. Also, keep in mind possible licensing problems, because those applications are sold as single-user applications.

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