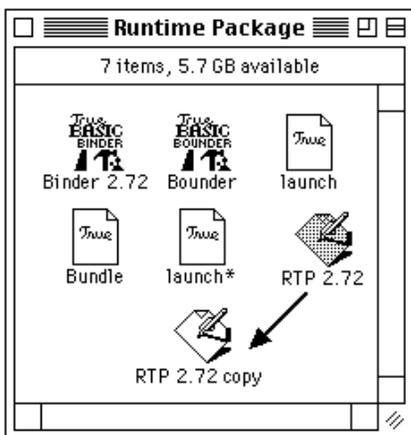


To create a bound application you will need the True BASIC Standard Edition which contains the Runtime package binding utilities.

In essence, you will be taking a working “shell” and adding your unique source code to it.

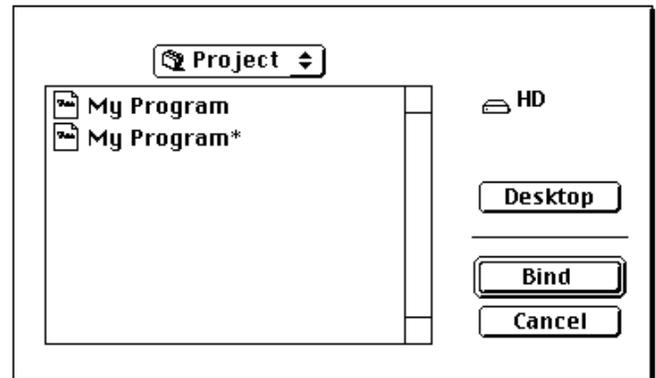
Here is a step-by-step review of the process:

1. **Compile** every library file you use in your program and save the compiled versions. Making a “Project” folder might help you keep all the items you need in one easy-to-monitor location.
2. Be sure to modify your main program to use these compiled libraries in its Library statement. We call it My Program.
3. Compile your main program and save it. Notice that True BASIC automatically adds an “\*” to your program title.
4. Open the **Runtime Package** folder, highlight the **RTP 2.72** icon and select **Duplicate** from the File menu. This will create a copy of the RTP 2.72 icon with “copy” added to the name.

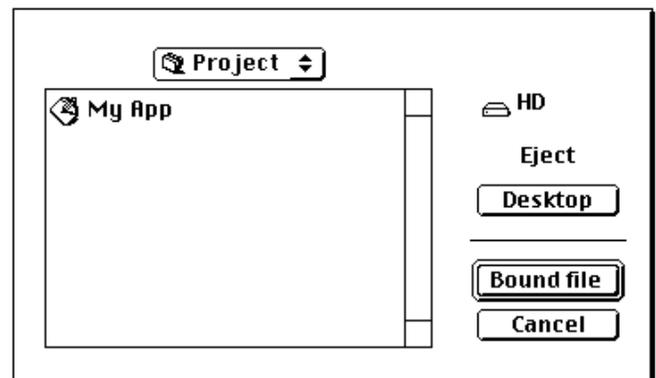


5. Rename this “copy” icon with the name you want your program to carry. To avoid confusion later, you might want to move this renamed runtime program icon to your project folder. In this example we will change **RTP 2.72 copy** to **My App**

6. Now you are ready to begin the binding process. Click on the **Binder 2.72** icon.



7. When the file selection dialog box appears, select the **compiled file** you made (in this example, **My Program\***)
8. Next you will see the another file selection dialog box from which you select the RTP shell you created in step 4 and 5. (The True BASIC Binder program will only display items that are RTP files.)



9. Select **My App** and click on the **Bound File** button. After a short processing time your new application is ready to run. Double-click on the **My App** icon just as you would any other application.