

Tutorial 3

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What to do?

Based on the installation in tutorial 2, we will let our installation associate extension .cpp to notepad, display "advertisement" dialogs to highlight the new features in our "package" and to prompt the "user" to fill out the registration card, let the "user" select a part of our "package" to install (selective install).

Step 1

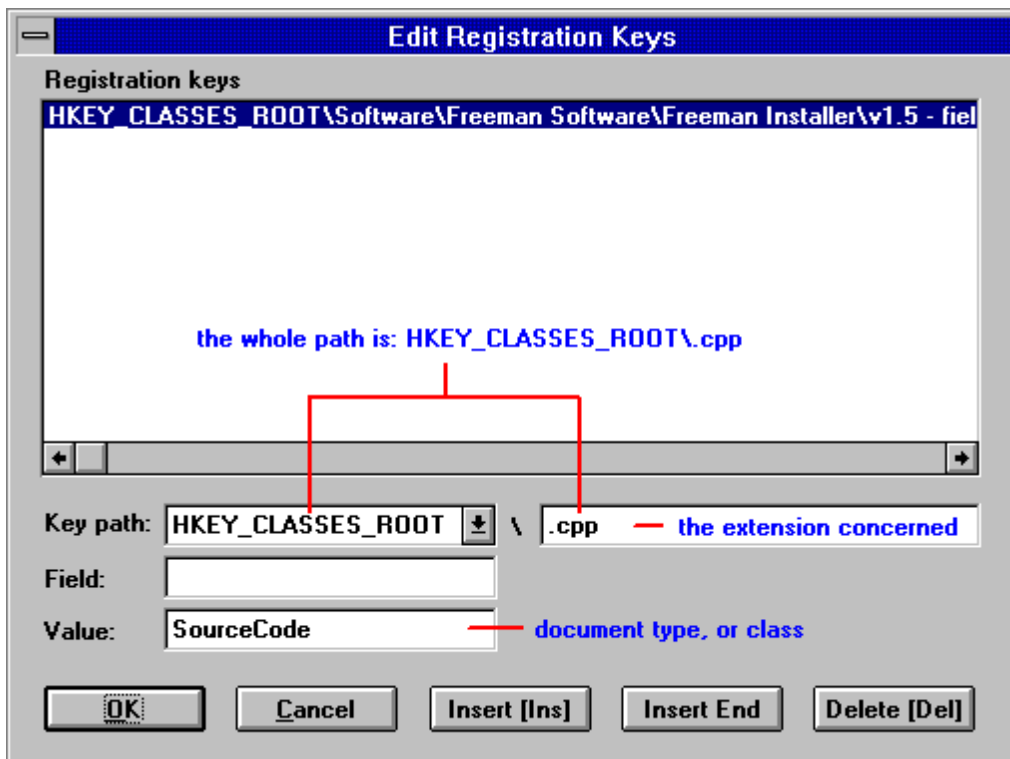
Create dir c:\prj3 and copy c:\prj2\install.inf to c:\prj3\install.inf.

Step 2

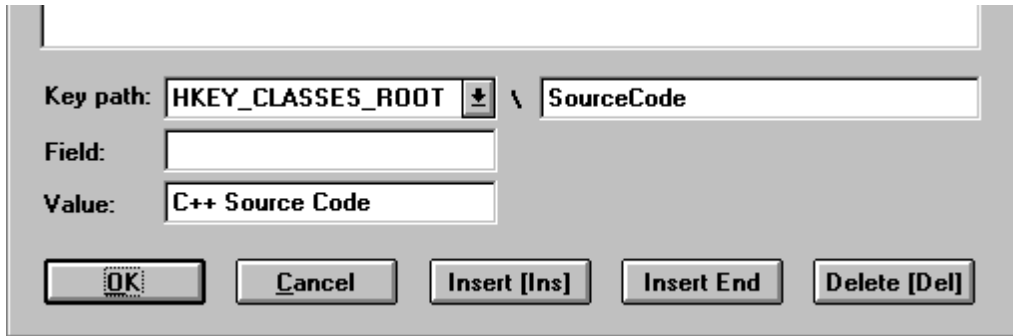
Run Freeman Constructor. Load c:\prj3\install.inf.

Step 3

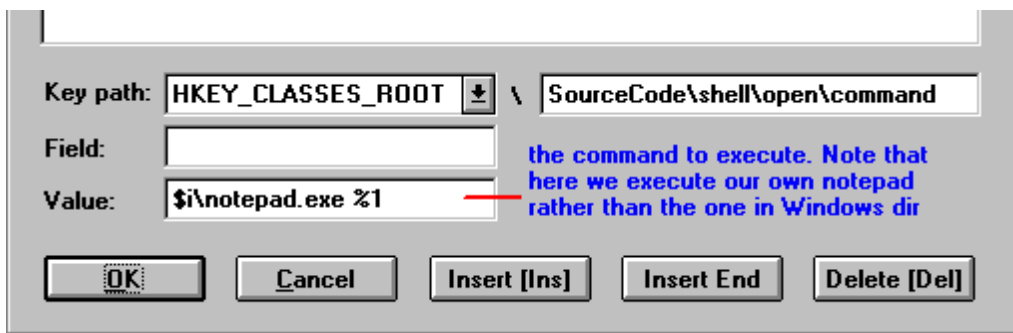
From the "Edit" menu, choose "Registration Keys". Create a new key and enter the data as shown below.



Create another key to describe in more details about document type "SourceCode".



At last, create yet another key to specify what command to execute when a .cpp file is double-clicked on.

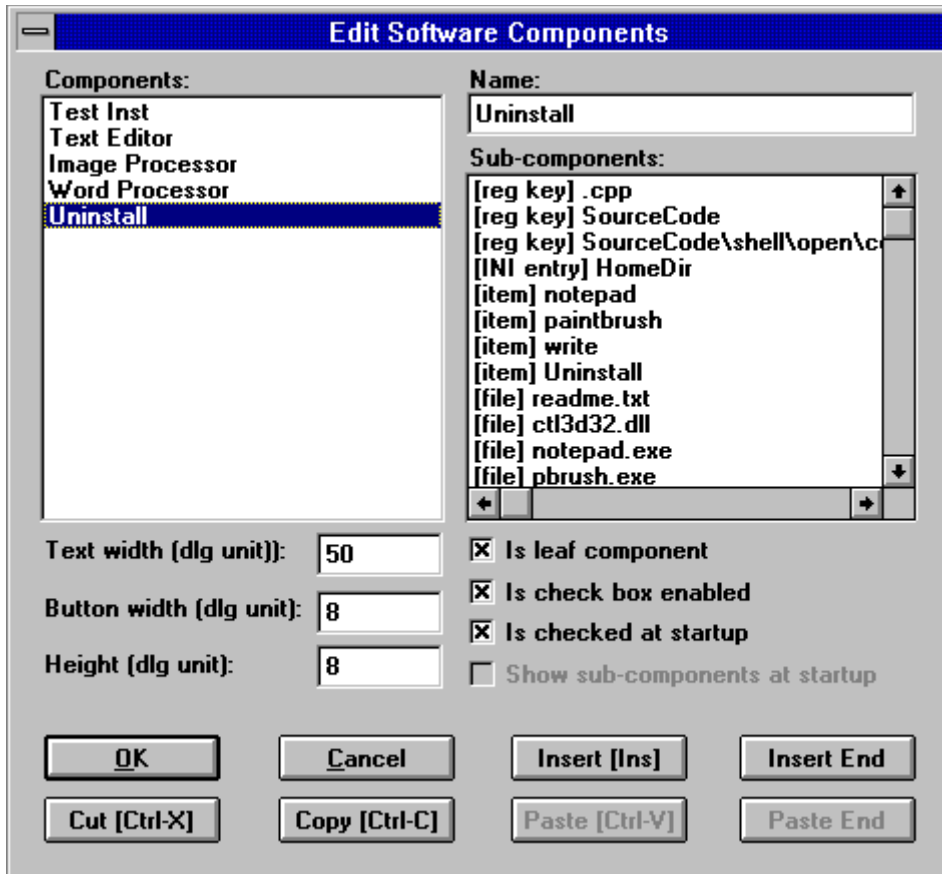


Click on "OK" button.

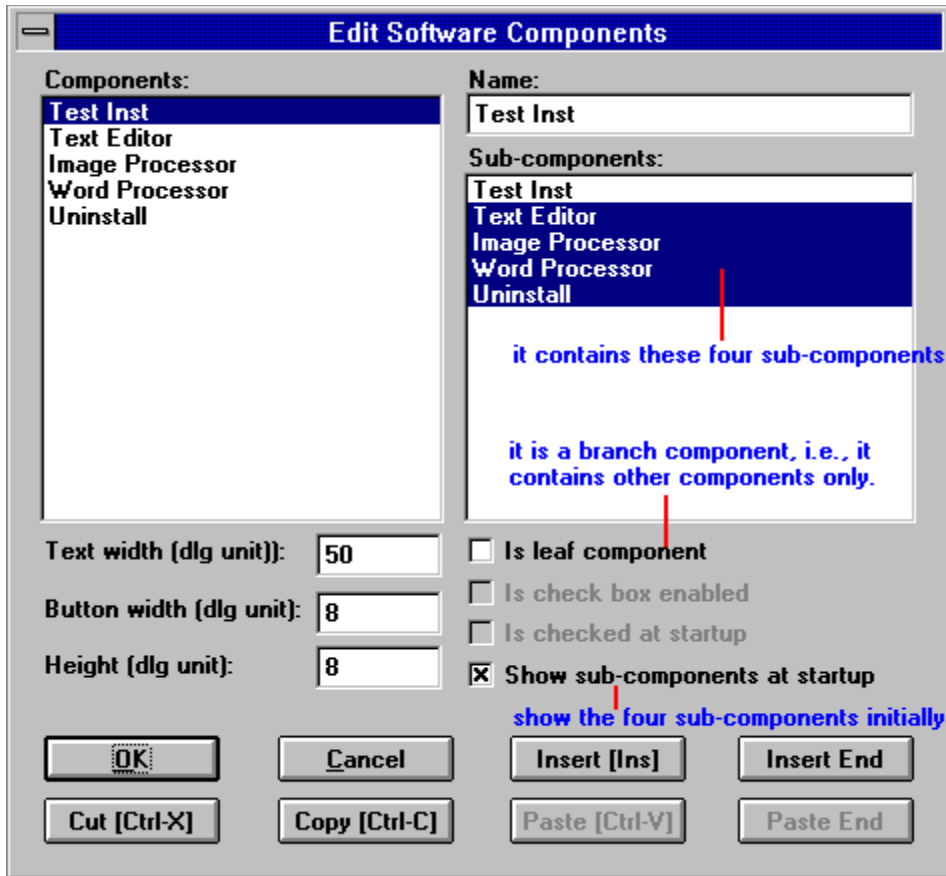
Step 4

From the "Edit" menu, choose "Software Components".

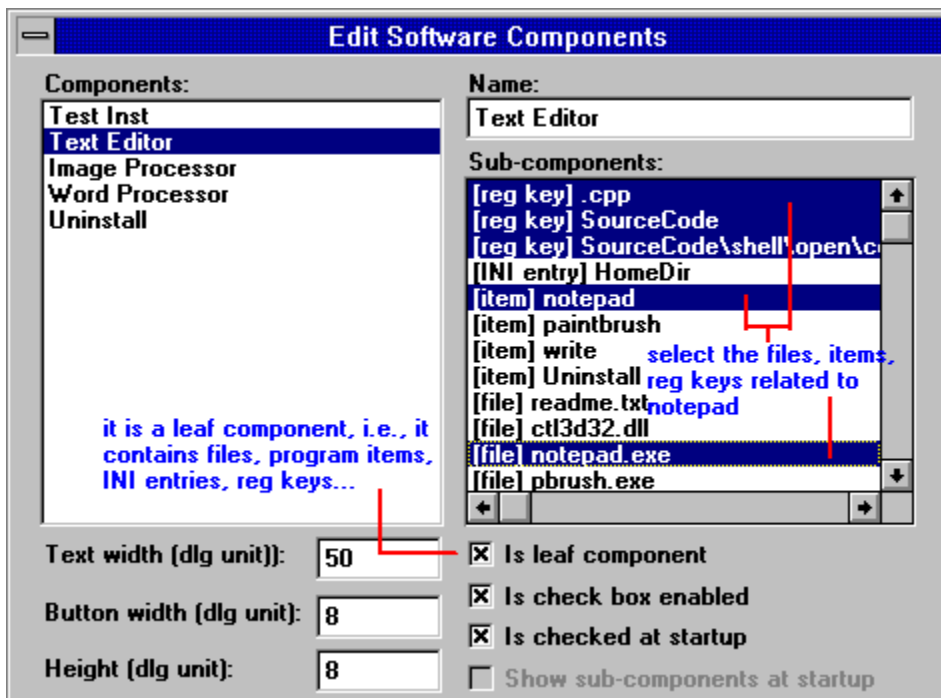
Create five components as shown below. Set up the names first, We will set up each component in details later.



Select "Test Inst", enter the data as shown below.

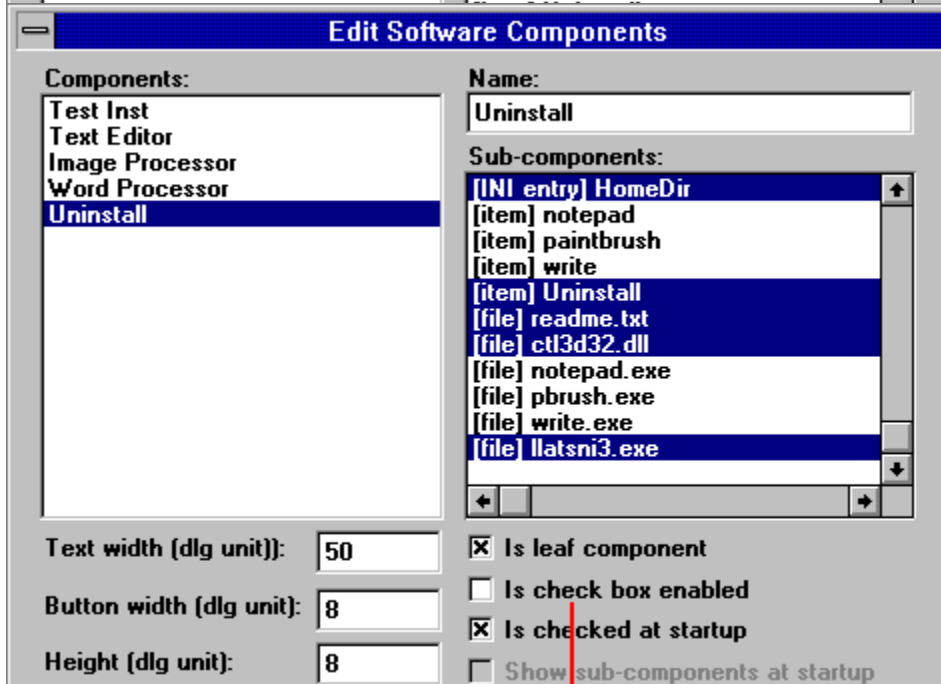
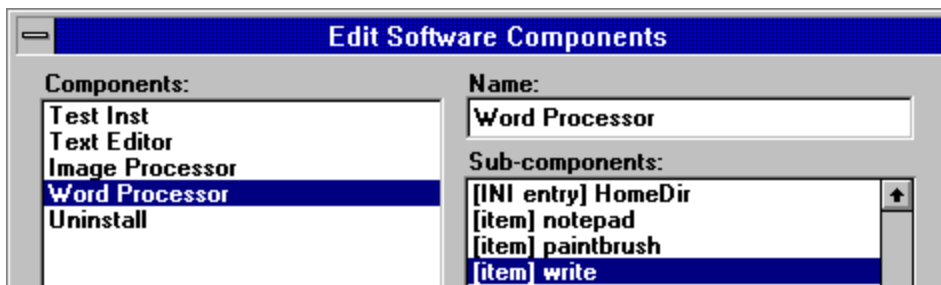
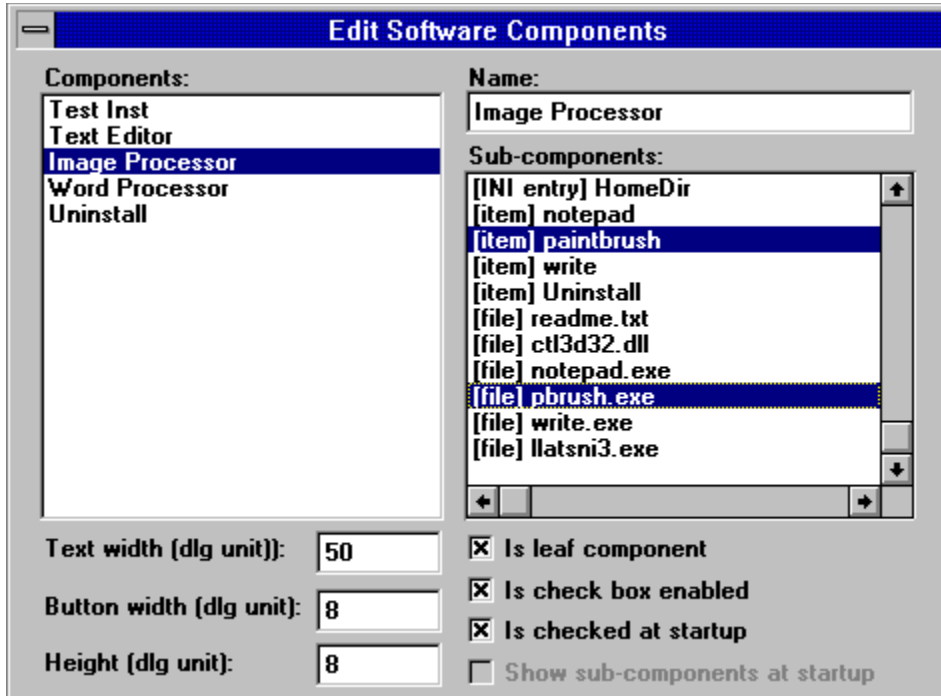


Select "Text Editor" and enter the data as shown below.



note: you must include your INI entries or reg keys in at least one component. Otherwise they won't get installed at all! This is an FAQ on Freeman Installer.

Do something similar for "Image Processor", "Word Processor" and "Uninstall".



disable the check box, forcing the user to install it

Note that we disable the check box for "Uninstall" so that the user is forced to install this part of our "package". Here also put all the files essential to our "package" such as readme.txt, ctl3d32.dll, so that no matter how the user selects the components, we will always copy readme.txt.

Click on "OK" button.

Step 5

Insert an empty disk and copy or compress the following files onto it:

| | |
|-------------------------------|---|
| c:\finstall\install.exe | a:\install.exe (or a:\setup.exe, if you prefer) |
| c:\finstall\fimain.exe | a:\fimain.ex_ |
| c:\prj3\install.inf | a:\install.inf_ |
| c:\finstall\readme.txt | a:\readme.txt_ |
| d:\winnt\system32\ctl3d32.dll | a:\ctl3d32.dl_ |
| d:\winnt\system32\notepad.exe | a:\notepad.ex_ |
| d:\winnt\system32\pbrush.exe | a:\pbrush.ex_ |

Insert another empty disk and copy or compress the following files onto it:

| | |
|-----------------------------|-----------------|
| d:\winnt\system32\write.exe | a:\write.ex_ |
| c:\finstall\llatsni3.exe | a:\llatsni3.ex_ |

Done!

Now we are done and ready to "distribute" these disks to your "users". You may want to test run this installation. Especially you could go to file manager and double click on a .cpp file to see if the effect of the reg keys. To clean up the installation, just double click on the "Uninstall" program item.

What's next?

In the next tutorial, we will make our installation display "advertisement" dialogs to highlight the new features in our "package" and to prompt the "user" to fill out the registration card. Also we will for the first time to take the compilation approach to get an integrated and customized EXE to minimize the floppy disk space required.