

Tutorial 4

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What to do?

Based on the installation in tutorial 3, 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.

Step 1

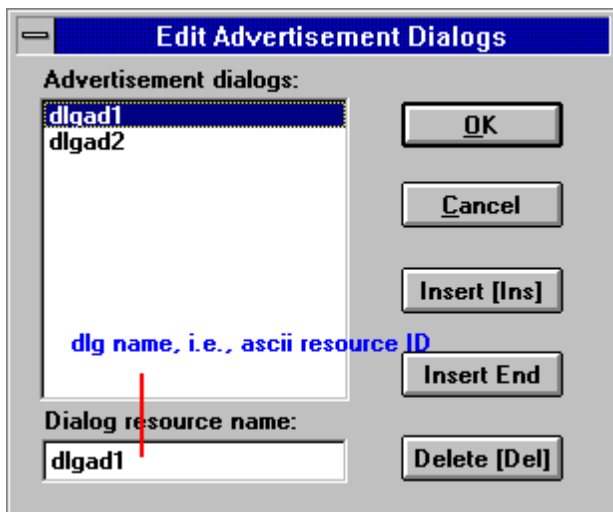
Create dir c:\prj4 and copy c:\prj3\install.inf to c:\prj4\install.inf.

Step 2

Run Freeman Constructor. Load c:\prj4\install.inf.

Step 3

From the "Edit" menu, choose "Advertisement Dialogs". Here we specify the names of the dialogs which will be displayed while the files are being copied. We will have two ad dialogs. Their names are "dlgad1" and "dlgad2" respectively. Enter them as shown below.



Click on "OK" button.

Specifying the names of the dlgs is not enough. We need to actually create such two dialogs in our resource script and build the EXE file so that the .rc is sucked into the EXE. These will be done in the following steps.

Step 4

Copy the following files to c:\prj4:

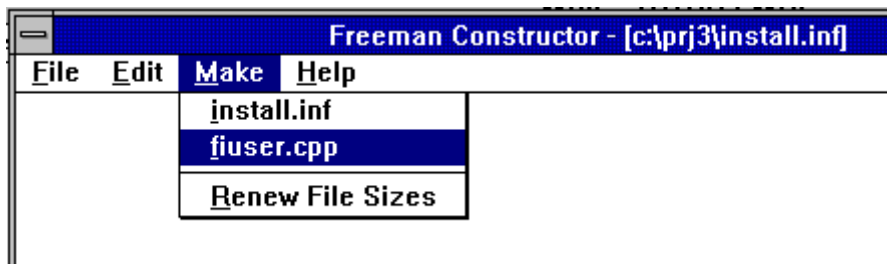
- c:\finstall\fiuser.h
- c:\finstall\info.h

```
c:\finstall\ictrller.h
c:\finstall\saint.h
c:\finstall\oprdr.h
c:\finstall\ctl3dldr.h
c:\finstall\installr.h
c:\finstall\fstrm.h
c:\finstall\timer.h
c:\finstall\fimain.rc
c:\finstall\bmletter.bmp
c:\finstall\iconfins.ico
c:\finstall\iconhard.ico
c:\finstall\iconsetu.ico
c:\finstall\fimain.rh
c:\finstall\fimain.cpp
c:\finstall\v20flib.lib
c:\finstall\v20fins.mak
```

They are the files you need to build an integrated and customized EXE (taking the same role of fimain.exe).

Step 5

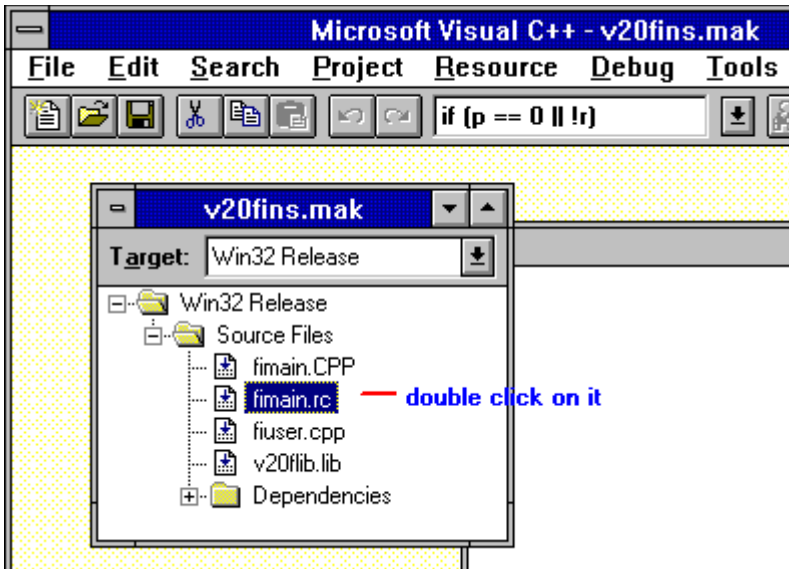
From the "Make" menu, choose "fiuser.cpp".



This will generate in c:\prj4 a file "fiuser.cpp" which is needed in the build.

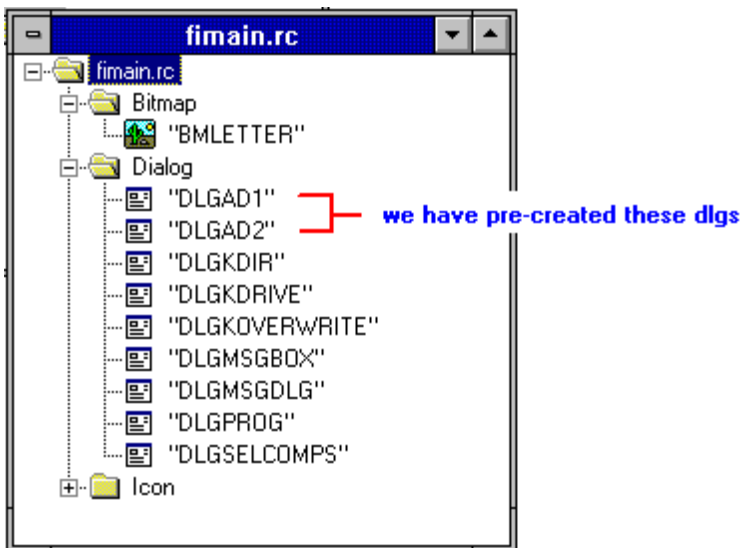
Step 6

Run Visual C++ 2.0. Open c:\prj4\v20fins.mak. Open fimain.rc.

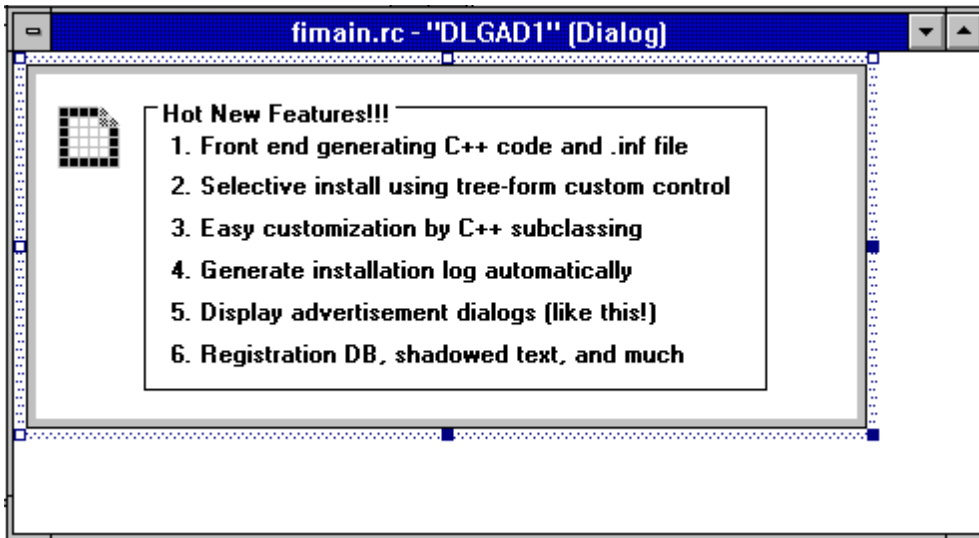


Step 7

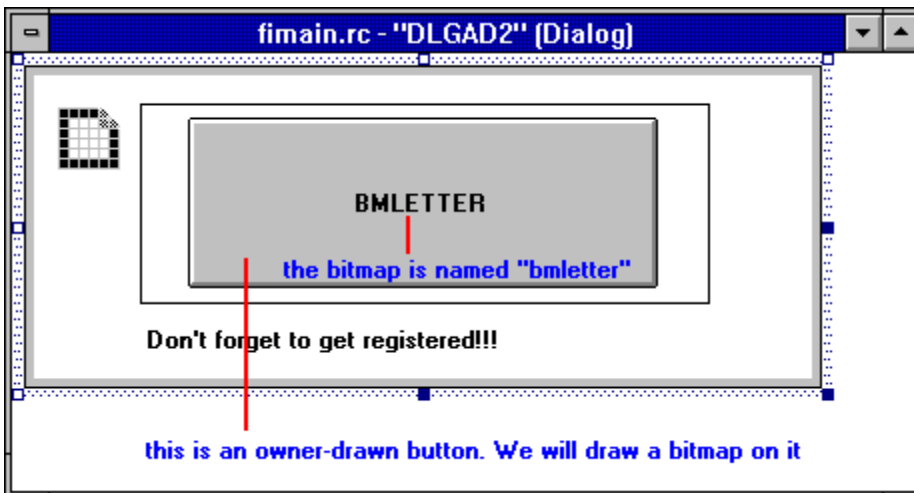
In order to save time in this tutorial we have already created two dialogs named "dlgad1" and "dlgad2". Usually you should create your own.



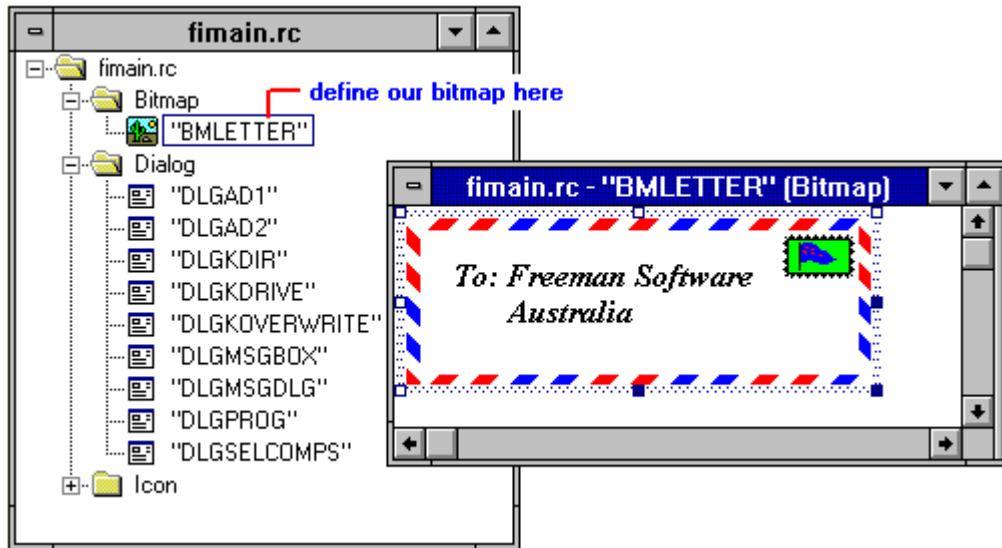
dlg "dlgad1" looks like:



dlg "dlgad2" looks like:



The special thing with "dlgad2" is that we will display a bitmap named "bmletter" in it. To do so, we put an owner-drawn button in the dlg and use the name of the bitmap as the title text of the owner-drawn button. Of course, we need to create a bitmap named "bmletter".



Step 8

Make the prj (Shift-F8). This will create the EXE file `c:\prj4\winrel\v20fins.exe`. Note that it is in a winrel sub-dir. Rename it to "fmain.exe".

Step 9

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

<code>c:\finstall\install.exe</code>	<code>a:\install.exe</code> (or <code>a:\setup.exe</code> , if you prefer)
<code>c:\prj4\winrel\fmain.exe</code>	<code>a:\fmain.ex_</code>
<code>c:\finstall\readme.txt</code>	<code>a:\readme.txt</code>
<code>d:\winnt\system32\ctl3d32.dll</code>	<code>a:\ctl3d32.dl_</code>
<code>d:\winnt\system32\notepad.exe</code>	<code>a:\notepad.ex_</code>
<code>d:\winnt\system32\pbrush.exe</code>	<code>a:\pbrush.ex_</code>

Note that this time we use your own customized `fmain.exe` (renamed from `v20fins.exe`) and we no longer need `install.inf` because all the info is now stored in `fmain.exe` itself.

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

<code>d:\winnt\system32\write.exe</code>	<code>a:\write.ex_</code>
<code>c:\finstall\llatsni3.exe</code>	<code>a:\llatsni3.ex_</code>

Done!

Now we are done and ready to "distribute" these disks to your "users". You may want to test run this installation. To clean up the installation, just double click on the "Uninstall" program item.

Congratulations!

You have gone through all the four tutorials! Now you should be ready to set up your real installation with Freeman Installer. If you have further questions, you can,

- a. Double click on the Q & A icon for common questions and answers.
- b. Press F1 in Freeman Constructor. It covers something which is not usually needed and thus not mentioned in the tutorials.
- c. Email me at tongk@arch.su.edu.au (Internet) or 100351,3364 (CompuServe).