



CSDKWX Contents

Warning This Product does not support Long File Names for Individual Files

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Overview

Warning This Product does not support Long File Names for Individual Files

This product is designed to be an affordable and easy way for developers to distribute their applications to end users.

It has been tested on the following Host and Target Platforms:

MS DOS, PC DOS, NOVELL DOS, DR DOS

MS Windows - Windows 3.1, Windows 3.11

MS Windows for Workgroups V3.1, V3.11

Windows NT 3.5, Windows NT 3.51, Windows 95

IBM Win-Os2 - OS2 2.1, OS2 2.11, OS2 for Windows, OS2 V3(WARP)

The OS2 Installer Has Been Tested Under OS2 V2.1 Regular and Full Pack. through Version 3(WARP).

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Quick Start

Step #1 Under File Choose Open

Step #2 Under File Choose New Subdirectory (Alt N) or Add Single File (Alt A)

Repeat as Necessary

Step #3 Under Project Choose Diskettes (Alt D)

Step #4 Under Project Choose Target Paths (Alt T)

Step #5 Under Project Choose Source Files (Alt S)

Step #6 Under Utilities Choose Check Diskettes

Step #7 Under Utilities Choose Build Scripts (Alt B)

Step #8 Under Utilities Choose Make Master Diskettes (Alt M)

Step #9 Under Utilities Choose Quality Control Testing

Optionally you can use the Text File Viewer To Examine The Installer and Diskbldr Script Files.

File Selection On Diskette

To Change A Disk Location For A File Select The File And Choose Change

File

Open will call up the Project Manager where you can Add a New Project, Delete an Existing Project, Copy an existing project to a new one, Reconfigure an Existing Project or Select an Existing Project

New Subdirectory -a standard windows open file dialog will appear. pick a file in the directory you want to add - the directory will be scanned and all non zero length files will be added. The files to be added can not have the hidden,system,or readonly attributes set.

Add Single File - a standard windows open file dialog will appear. pick a file you want to add - the file will be scanned and will be added if it is not a zero length file The file to be added can not have the hidden,system,or readonly attributes set.

Exit - Shuts Down CSDKWX.EXE and returns to Windows, NT,95or WINOS2.

INSTALL.SDK NON DOS VERSION

```
; Semi - Colon Signifies Comments
;CSDKW.EXE Time Stamps Each Script
; TIME: 8:24AM DATE: APR 11,1995
[Project] ;Begin Script And Default Project Section
;PrjName Is The Name That Will Appear On The Install Captions
PrjName=Product Installation
;DefPath Is The Default Path For Instalation - User Can Change It
DefPath=C:\Product
;DiskSpace Is The Required Amount Of Free Disk Space On The
;End User's Computere for Installation in KB i.e 1000 = 1,000,000 Bytes
;will check up to 64000KB (64,000,000 Bytes)
DiskSpace=1000
;Def ShellTitle Is The Caption For The Install Project Group
DefShellTitle=Product Installation Sample
;Diskettes Are The Labels On The Install Disk Set That The End User Will
;Be Prompted To Insert Place Them In Order (Good for 30 Diskettes)
[Diskettes] ;End Project Section - Begin Diskettes Section
;Prompt for a Disk Labeled "Product Install Disk #1"
1=Project Install Disk #1
;Prompt for a Disk Labeled "Product Install Disk #2"
1=Project Install Disk #2
;Destinations Are The Default Directory Signified by =. This should
;Always Be The First Entry Under Destinations. The Remainder Will Be
;Created Under The Default Directory. Do Not Make The Default Directory
;The Root Directory - The Unstall Utility Will Wipe Out The Disk.
;(Good For Default Directory and 29 Subdirectories Under Default
;Must Be Listed In Creation Order i.e. You Cannot Create a Subdirectory
;Called Underone Under Subdirectory First Under The Default Directory
;of C:\Yourpath if either C:\YOURPATH or C:\YOURPATH\FIRST Do Not Exist.
[Destinations] ;End Diskettes Section - Begin Destinations Section
;Default Directory = C:\Product Create It If It Doesn't Exist
1=.
;Create Subdirectory First Under C:\Product Default Install Directory
;Result is C:\Product\FIRST
2=First
;Result for the next one is C:\Product\SECOND
3=Second
;Result for the next one is C:\Product\FIRST\UNDERONE
4=First\UnderOne
;Result for the next one is C:\Product\SECOND\UNDERTWO
5=Second\Undertwo
;Result for the next one is C:\Product\FIRST\UNDERONE\NEXTUNDER
6=First\Underone\Nextunder
;Result for the next one is C:\Product\SECOND\UNDERTWO\NEXTUNDER
```

7=Second\Undertwo\Nextunder

;Components Are The Individual Files To Be Installed
;They Should Be Grouped According to Disk So The User Doesn't Get
;Confused (Good For Up To 300 Files)
[Components] ;End Destinations Section - Begin Components Section

;Filename
;Name on Diskette
;File Attribute
;Override
;Destination
;Diskette
;Filename,Name on Disk,File Attribute, Override Destination ,Destination ,Diskette
REMWINAP.EXE,Remwinap.001,Yes,NUL,1,1
DISKBLDW.EXE,Diskbldw.ex_,No,NUL,1,1
REMOS2AP.EXE,REMWINAP,Yes,NUL,1,1
ANY.DLL,ANY.001,Ask,DLL,1,1
ANY.EXE,ANY.002,Ask,TOS,1,1
;Shell Items Will Be Placed With Icons In The Default Project Group
;Do Not Use Duplicate Names - Do Not Place Items In This Section
;That Are TOS or DLL designated Files
;You Can Place Items In This Section That Are Have Windows Associations
;*.WRI Extensions will have the Windows Write.exe Icon and Clicking On
;It Will Automatically Call Write With The Item As A Parameter\Argument
;*.TXT Extensions will have the Windows Notepad.exe Icon and Clicking On
;It Will Automatically Call Notepad With The Item As A Parameter\Argument
;You May Use This Section For PIF Files As Well As Dos And Windows Executables
;(Good For Up To 30 Items)
[Shell Items] ; End Components Section - Begin Shell Items Section
;FileName ;Caption Under Icon
REMWINAP.EXE, BYE BYE APPLICATION
DISKBLDW.EXE,DISK BUILDER
[CSDKW];End Shell Items Section End Of Script

Diskettes

Select:

Insert To Add Another Disk Label

Delete To Delete The Disk Label - You Cannot Delete A Label Referenced InThe
Source Files

Change To Change The Disk Label - The Change Will Be Reflected Through The
Source Files

Help For This Screen

If This Window Popped Up From **Check Diskettes** Then Choose **Select**
on the Disk You Want To Check

Target Paths

Select:

Insert To Add Another Target Path

Delete To Delete The Target Path - You Cannot Delete A Path Referenced InThe
Source Files

Change To Change The Target Path - The Change Will Be Reflected

Help For This Screen

Project Files

Much Of The Information Is Already Filled In For You

Name - The name of the Project Source File

Location - The Location Of the file On Your System.

Size - The Size Of The file File in Bytes

The Following Items Can Be Tailored For Your Product Installation:

Distribution Size - The Amount of Space in Bytes That The File will take up on your distribution media. This Changes according to the Diskbuilder Instruction below.

Display - The Text That Will Appear Under The Icon If This File Is Included As A Shell Item

Disk # - The Number Of The Distribution Disk Where You Want This File. The Label will Appear to the right of this number.
For a selection enter 99 and tab to the next item.

Name of File On Disk - Enter The Name You would like the source file to be named on the distribution disk. Default is the actual file name. Keep to DOS 8.3 parameters when renaming the file (8 Letter Name / a period or dot/ 3 Letter extension)

Destination # = Enter The Number Of The Target Directory Where You Want This File Installed. For a selection enter 99 and tab to the next item. The destination name will appear to the right of this number.

Diskbuilder Instruction = Compress or Copy

Compress Is The Default File Will Be Compressed On The Master Distribution Disk Using The CSCPSW16.EXE utility.

Copy = File Will Be Copied To The Master Distribution Disk

The Estimated Distribution File Size Is Displayed Accordingly

File Overwrite Instruction = Yes No Ask Upg Sfx

Yes - Overwrite file at target if it exists. install if it doesnt exist

Ask - Install if it doesn't exist - prompt prior to overwriting the file if it exists at Target

No - Do Not Overwrite if it exists at Target, Install If It Doesn't exist

Upg -Overwrite the file if it exists, Abort install if it doesn't exist.

Sfx (DOS ONLY) This File is a self extracting executable. The installer will instruct this file to unzip itself and create subdirectories.

Zip (NON DOS ONLY) This File is in a zip format. The installer will unzip it and create

subdirectories.

Pat This File is a patch file and instructs the installer to patch the destination file.

Unzipped File Size - for Sfx and Zip files only enter the amount of space required at the destination for this file when unzipped.

Filename to Patch - for Path files only enter the name of the file to patch at the destination.

File Type = Component or Shell

Component is The Default - file is transferred to the target.

Shell the file is transferred to the target and placed as an icon in the Presentation Manager\Task Bar\ Workplace Shell Group with The Display Text displayed under the icon. **FOR WINDOWS** you can specify additional categories of files i.e. TXT, HLP,WRI files that will be accessed by their windows association type. **FOR OS2** The file may be a Dos, Windows or OS2 Executable (EXE,CMD,BAT or COM).The file may also be a TXT or INF file. **FOR DOS** All Files are of Type Component.

Over Ride File Destination = NUL TOS DLL

NUL - Do Not Over Ride The Destination(ALL DOS PROJECT FILES ARE THIS TYPE)

TOS - (Non Dos Projects) Place The File In The Directory That Contains The Operating System Files.

DLL -(Non Dos Projects) Place The File In The Directory That Contains The System Dynamic Link Libraries. Warning - if the project is an OS2 installation and the dynamic link library is for windows then choose NUL.

Build Scripts

This Option Will :

- 1) Count The Files Selected and Estimate The Project Size For The Distribution Disks.
- 2) Count The Files Selected and Estimate The Required Hard Drive Space.
- 3) Notify You Of The Above
- 4) Present Your Options
- 5) Generate The Script For The Target Operating System.

Make Master Diskettes

After Building Installation and Diskbuilder Scripts - This Option executes the diskbldw.exe utility to either:

FULL DISK SET

RELATED INSTALLER FILES ONLY

Project File Selection

Select

Change - To Change The Selected File and its properties

Delete - To Delete a File From The Project

Main menu - To Return To The Main Menu

Project Manager

Select:

New To Add The Current Project To The List - This Will Create data files for the project and select it as the current project.

Copy - To copy the selected existing project and its related files to a new project which can be reconfigured.

Reconfigure - You can select a project and reconfigure the default settings you chose previously.

Delete To Delete The Selected Project File and Its Data Files.

Select To Make the Selected Project the current project.

Help For This Screen

Main menu To Cancel and go back to the main menu.

:

Packing List

NON - Redistributable Files

CSDKWX.EXE - Main program for scanning, collection of data and script generation.

CSDKWX.HLP - Help File For CSDKWX.EXE

DISKBLDW.EXE - Windows Master Install Disk Builder requires the cscpsw16.exe utility.

CSCPSW16.EXE - Windows Command Line File Compression Utility. MS Compress.exe compatible.

CSMPW.EXE - WINDOWS GUI MAKE PATCH UTILITY

CSPW.EXE - WINDOWS GUI DOS APPLY PATCH UTILITY

CSMPD.EXE - DOS (FASTER) VERSION OF CSMPW.EXE

CSMPW32.EXE Windows NT & 95 Version (Blazingly Fast) Version of CSPW.EXE

CSMP2.EXE - OS2 Version Version (Very Fast) Of CSPW.EXE

SGDPU.EXE - Small Graphic Design And Print Utility (Windows Version)

SGDPU.HLP - Help File For SGDPU.EXE

Files Redistributable As Part Of Your Installations

INSTDOS.EXE - Standard DOS Installer

INSTW16.EXE - Standard Windows 16 Bit Installer

INSTW16P.EXE - Enhanced Version Of INSTW16.EXE

REMWINAP.EXE - Utility for Windows Uninstall.

CSPW.EXE - GUI Windows Patch Utility.

INSTW32.EXE - Standard Windows 32 Bit Installer.

INSTW32P.EXE Enhanced Version of INSTW32P.EXE

REMW32AP.EXE - Utility for NT And 95 Uninstall.

CSPW32.EXE - GUI Windows NT & 95 Patch Utility.

INSTOS2.EXE - 16 Bit OS2 Installer for OS2 Versions 2.1 and above.

INSTOS2P.EXE - Enhanced Version of INSTOS2.EXE

REMOS2AP.EXE - Utility for OS2(All Versions) Uninstall.

CSP2.EXE - GUI OS2 Patch Utility

CSEXP.D.COM - expansion utility used by the DOS Installer

DDSD.COM - delete directory structure utility used by DOS Installer

SHOW.EXE - file viewer used by DOS Installer.

CSDP.EXE - Stand Alone Command Line Dos Patcher used by DOS Installer

Generated Files

INSTALL.SDK - Script used by all Installers. Is Copied and renamed to:

INSTDOS.SDK for the DOS Installer

INSTW16.SDK for the 16 Bit windows installer

INSTW32.SDK for the NT & 95 windows installer

INSTOS2.SDK for the OS2 Warp Installer

DISKBLDR.SDK - Script file used to set up master install disks.

Annotated Scripts:

DISKBLDR.SDK

INSTALL.SDK

DISKBLDR.SDK

[Project]

PrjName=Disk Builder

;Destination Drive For Transferring Files

Transfer=A:

[Diskettes]

;List of diskettes needed to install the product and the name
;of each diskette.

1=Product Diskette #1

2=Product Diskette #2

[Components]

;origin, name on disk, (diskette #), (Use Compress.exe Y/N)

C:\subdir\product.exe,Hello.001,1,Y

C:\subdir\newsub\addon.exe,Hello.002,1,N

[CSDKW]

Redistributable Files

The Following Files Can Be Distributed Royalty Free as part of your Target Installation ;

DOS -

INSTDOS.EXE,CSEXP.D.COM,DDSD.COM,SHOW.EXE,CSPD.EXE,INSTDOS.SDK

16 Bit WINDOWS -

*INSTW16(P).EXE,REMOWINAP.EXE,INSTW16.SDK,CSPW.EXE

32 Bit WINDOWS (NT & 95) -

*INSTW32(P).EXE,REMOWINAP.EXE,INSTW32.SDK,CSPW32.EXE

OS2 - *INSTOS2(P).EXE,REMOVS2AP.EXE,INSTOS2.SDK,CSP2.EXE

NO OTHER FILES ARE REDISTRIBUTABLE!

* designates the Standard installer and the (P) plus version.

Check Diskettes

Enter The Number Of The Distribution Diskette You Want To Check.

Type in 99 And Choose Total For A Selection List.

You Can Then Rearrange The File Diskettes To Match Storage Requirements.

DISKETTE LABELS

On The Form

Very Little Is Required:

The Disk Number Is Filled In For You

Just Add Or Change The Caption That Will Appear On The Paper Disk Label

So The End User Will Know Which Disk To Insert

Select **OK** To Save or **Cancel** To Return

Configuration

FOR ALL VERSIONS OF WINDOWS (3.1,3.11,WFW,WINOS2,NT,95)

This product is designed to be used once installed. No other configuration is necessary.

Do Not Place This Application Directory In Your Path Statement!

Installer Features

**SPEED, SIZE,AUTOSENSING COMPRESSED FILES,VERSION CONTROL,
UNINSTALL INTEGRATION FOR ALL INSTALLERS
DECOMPRESSES FILES THAT ARE IN MS COMPRESS.EXE FORMAT
DOS INSTALLER SUPPORTS ZIPPED SFX FILES
NON-DOS INSTALLERS (ENHANCED) SUPPORT ZIP FILE EXTRACTION
INTEGRATED PATCH SYSTEM BUILT INTO ENHANCED INSTALLERS
LIMITED Long File Name Support For Win NT & 95 see Zip File Support in
Contents**

INSTW16.EXE - Standard 16 Bit Windows Installer. Size: 18,200 Bytes
INSTW16P.EXE - Enhanced 16 Bit Windows Installer Size 40,000 Bytes
REMWINAP.EXE - increases the WINDOWS project size by 6400 bytes
INSTW32.EXE. - Standard 32 Bit Windows Installer. Size: 38,000 Bytes
INSTW32P.EXE - Enhanced 32 Bit Windows Installer Size 65,000 Bytes
REMW32AP.EXE - increases the NT or 95 project size by 6800 bytes
INSTOS2.EXE - Standard OS2 Installer. Size 35,000 Bytes.
INSTOS2P.EXE - Enhanced OS2 Installer Size 66,500 Bytes
REMOS2AP.EXE - increases the OS2 project size by 7200 bytes
INSTDOS.EXE - Standard DOS Installer. Size: 70,000 Bytes with required utilities
DDSD.COM - Part of DOS Projects (Delete Directory Structure Utility)
CSEXPAND.COM - Part of DOS Projects (File Copier and Expander Utility))
SHOW.EXE - Part of DOS Projects (File Reader Utility)
CSPD.EXE - Increases the DOS project size by 13000bytes (DOS Patcher Utility)
(NEW MS LOGO REQUIREMENTS REQUIRE APPLICATION UNINSTALL)

Project Choices

The following Information is Required:

Project Short Name: will be the internal name CSDKWX will use for the project.

MASTER DISK DRIVE - The letter of the drive where the master diskettes for this project will be made. Example A or B. It must be a floppy drive.

DEFAULT INSTALL DRIVE - The letter of the drive that will appear to the end user on the opening install window/screen. It can be changed by the end user. Example C

Default Install Directory: will be the default destination that will appear to the end user on the opening install window/screen. It can be changed by the end user. Example Hello

Description: will be the caption listed under the Program Manager, Task Bar or WorkPlace Shell. For DOS it will be Displayed on the installation screen.

Target Operating System: Choose One

DOS -For All Dos Versions 3.0 and above

WIN- For All Versions of Windows Version 3.1 and Above. This includes Windows 3.1, Windows For WorkGroups, WINOS2, WIN32S, Windows NT and Windows 95.

***NT**-For Windows NT Version 3.5 and Above

***95**-For Windows 95

* Both will Result in the same Installation. The difference is to remind you which system you have designated for this project as configured.

OS2-For OS2 Version 2.1 and Above.

Enhanced (NON-DOS) IF You Check This Box

The enhanced version of the installer (larger in size) will be used. The enhanced installer provides unzip support as well as patching support.

Uninstall (NON-DOS) If You Check This Box

Installs the Remover Utility and places it in the Program Manager, Task Bar or Workplace Shell Group. For Windows 95 this option also places the removit utility and the Removit Utility description in the control panel and the registry for application removal

Name For Uninstaller (NON-DOS) - A Phrase describing to the end user which application will be uninstalled. i.e. Remove Hello Application.

The Removit Utility One Invoked will prompt the user to make the Install\Setup Program available from the locaton it was used to Install the application. Once it is available the user can elect to Uninstall or Reinstall the application.

Installer Name Choose One

SETUP.EXE - The Default Setting

SETUP16.EXE Alternate Choice For 16 Bit Windows Projects

SETUP32.EXE Alternate Choice For 32 Bit Windows Projects

INSTALL.EXE - Alternate Setting For All

DOS PROJECTS ONLY

Patcher If Checked. This Option will provide the patch option for the installer.

Modify Autoexec.Bat If Checked. This Option will instruct the installer to add the default installation directory to the PATH statement in the end user's autoexec.bat system file.

Modify Config.sys If Checked. This Option will instruct the installer to change the FILES= statement in the end user's config.sys system file to the number listed in the caption below.

Files= The number of dos files open environment required by your application.

Copy Project To

Enter The seven letter name of the new project derived from the one selected.

INSTALL.SDK

Dos Version

Non Dos Version

Limits

Maximum PM Groups or Workplace Shell Groups = 1

Maximum ICONS Placed IN PM Group or Workplace Shell = 30

Maximum Number of Files To Install = *300

Maximum Number Of Install Disks = 30

Maximum Number Of Install Subdirectories including default = *30

Maximum Size of Install.sdk = 20k

* By using Zipped Files This Number is Increased Dramatically

Quality Control Testing

Select The Installer Name

Enter The Disk Drive (Default Is A)

Place The Diskette In The Drive

Choose Install To Do A Complete Installation

Choose Cancel or Quit To Abort

After The Installation You Can Uninstall The Product.

Text File Viewer

Use The ... Button on Top for File Selections
Use The Push Buttons On The Bottom To
Print, Find, Find Next, Close

Tricks and Traps

LOCATOR If You have many projects and source files, A locator is built into the listboxes. Select the Open Menu Item or Source Files Menu Item. When the screen opens type in the name of the project or file previously placed there and it will be found.

OS2 and DOS Installations - Some internal file formats do not compress well i.e. SGDPU's DSN files and will generate an access (system) violation. If you are distributing such a file type use the copy instruction. If you are distributing many of them then use the zip compression format with the enhanced installer(OS2) or the sfx format(DOS). So far only the DSN format has been incompatible with both cscpsw16.exe and the Microsoft compress.exe utility.

NON DOS Installers have an internal indexing scheme for Shell Items.
A filename appearing as a shell item must be a unique name under the Components Section.

USE the DOS versions of the zip utility or winzip for windows (16 Bit) as the installers do not support long file names!

If you use an executable packing linker or utility (i.e. **Optlink with the /WINPACK** option, **PKLITE, EXECUTRIX** or **Rosenthal Winlite**) a compressed file may actually be larger due to the fact that the original was compressed and now has header information added (imbedded) to it. In This case it is better to use the copy instruction. The same is true for extremely small files.

The 16 Bit Windows Installer and Remover will sense if the CTL3D.DLL is on the end user's machine and will use it if available for that 95 look.

Under OS2 most dos extended executables will show up mistakenly as OS2 executables and not run as expected from the workplace shell. A regular mode dos application in the workplace shell can execute the extended dos applications properly.

CSCPSW16.EXE

CSCPSW16.EXE is a file compression utility that produces files compatible with files that are compressed with the Microsoft Compress.exe utility. If the file is already compressed by cscpsw16 or compress.exe then cscps will copy the file instead.

The Command Line is CSCPSW16 INFILE OUTFILE where

INFILE - is the file you want to compress

OUTFILE - will be the resulting compressed file.

wildcards and the /r -r options are not supported

This is a 16Bit Windows Utility.

Files that are compressed with the cscpsw16 utility can be decompressed using

1) The Microsoft Expand.exe Utility

2) The Lzexpand.dll's (16 AND 32Bit) that are shipped as part of MS Windows

3) CSEXP.EXE for DOS, WINNT/95, OS2 V1.X, OS2 V2.X, OS2 V3.X

CSCPS has been ported to DOS,WINNT/95,OS2V1.X,OS2V2.X,OS2V3.X

Composit Project

The Project Screen Should Contain the New Name of The Project and the defaults for the old one. Choose OK to go on to the next screen Cancel to abort.

Readme Support

DOS INSTALLATIONS

The Installer will look for an ASCII text file named README.TXT on the first Installation disk, and in the default install directory.

16 Bit Windows Installations

The Installer will look for an ASCII text file named READMEW.TXT in the default install directory.

32 Bit Windows Installations

The Installer will look for an ASCII text file named READW32.TXT in the default install directory.

OS2 Installations

The Installer will look for an ASCII text file named README2.TXT in the default install directory.

For NON-DOS Installers

The Readme File Message Box Will Signal The End Of The Installation Process. If No Readme File Is Found Then A Message Box Will State That Your Product Has Been Successfully Installed.

CD ROM And Network Installer Support

The Installer will install applications from a CD ROM and or Network to A user's destination. The installers use the drive and directory they are executed from as the source directory for the installation. The end user is only prompted to insert a diskette if the file to be installed is not found there.

LIMITS - Both The Source Directory Path And The Destination Path Should Not Exceed 48 Characters

HOW TO - Choose Make Distribution Diskettes. Then Transfer the contents of the diskettes into **ONE** subdirectory on the Network or CD ROM Drive. That directory will be the source directory for the installation - make sure all files are located there.

INSTALL.SDK DOS VERSION

PROD_INFO (The Start Of The File)
The OKDK System (Application or Project Name To Display)
lokdk (The Default Installation Directory)
C (The Default Installation Drive)
15000 (Space Required At Destination in Bytes)
Yes (Add Default Drive and Directory Combination To Path)
30 (Change FILES = Statement in Config.sys to this number. N/A here will .
MAKE_TARGET_DIR
\\TRYME\\ (Lists the directories to be created in order of creation)
\\NOTME\\
END_DIRS
CURRENT_DISK(if the below file is not found prompt for this diskette)
OKDK Disk #1 (Disk Label for The following lists of Files)
INSTALL_FILE
OKDK.EXE.EXE (Name for File at Destination)
OKDK.EX_ (Name for File on Distribution Media)
\\DEFAULT\\ (Directory where file will be installed)
Yes (File Type can be Yes,No,Ask,Sfx,Pat)
CURRENT_DISK (if the below file is not found prompt for this diskette)
OKDK Disk #2 (Disk Label for The following lists of Files)
INSTALL_FILE
TRYME.DAT (Name for File at Destination)
TRYME.001 (Name for File on Distribution Media)
\\TRYME\\ (Directory where file will be installed)
Yes (File Type can be Yes,No,Ask,Sfx,Pat)
INSTALL_FILE
NOTME.EXE (Name for File at Destination)
NOTME.002 (Name for File on Distribution Media)
\\NOTME\\ (Directory where file will be installed)
Yes (File Type can be Yes,No,Ask,Sfx,Pat)

Add Composit Project

The New Project derived from the one selected is about to be added. Choose OK to add this new project and copy related project files. Choose Cancel to abort. Once The project is added you may reconfigure it as well as any of its files without affecting the original.

ZIP FILE SUPPORT

USE the DOS versions of the zip utility or winzip for windows (16 Bit) for Dos Win16 and OS2 as these installers do not support long file names!

For long filename support use the 32Bit Win NT and Win 95 versions of Portable Zip, PKZIP, or Winzip. The 32 Bit Win NT\95 installer will create the subdirectories and extract the files with long file names.

Do Not Use The 32Bit Win NT\95 Long File Name Zip File with the other installers.

The enhanced non dos installers will unzip pkzip, portable zip and winzip compatible files. The enhanced non dos installers will unzip the files with overwrite at destination and make subdirectories.

For Dos Projects self extracting executables are extracted with the following parameters -e (extract) -o (overwrite at destination) -d(create subdirectories).

You should be careful when zipping up the files to ensure that the files will be unzipped from the base directory the zip file was created in. The Zip and Sfx file will be unzipped the same way. No other switches are supported i.e. password, custom display.

PATCH SUPPORT

The enhanced non dos installers will patch a file if it exists at the destination. The patch file must have been created with *CSMPW.EXE (included) OR

CSMPW32.EXE (Windows NT & 95 Version included)

CSMP2.EXE(OS2 Version included)

CSMPD.EXE(DOS Version included)

For Dos Projects Select The Patcher Option this will enable the Patch Option for the DOS installer

*Patches created with csmpw are fully compatible with the following patch utilities:

CSPD.EXE (DOS Version included)

CSPW.EXE(Windows Version included)

CSPW32.EXE(Windows NT & 95 Version Included)

CSP2.EXE(OS2 Version Included)

Multi Platform Installations From The Same Disk Set

Create All Patch, Zip, and Sfx Files prior to starting the project

Step #1 Start a template windows project i.e. CSDK and select all files and subdirectories needed for all of the platform installations. Set up the disk numbers and labels. Set up the Target Paths. Fill in the file information for each file as if it were going to the desired platform. Make sure that you leave enough room on diskette #1 for the installer related files necessary for all your target platforms. Generate the scripts and build the full set of master diskettes.

Step #2 Open The Project Manager and copy the project to a new name i.e. CSDKW and select the platform i.e. WIN. Modify the files for this new project by deleting what you don't want installed on this platform as well as modifying the shell and file attribute options. Generate new scripts and then Use the Related Installer Files Only menu option to place these files on the first diskette.

Repeat Step #2 for each platform copying the the template project in Step #1. i.e. CSDKW32, CSDKDOS, and CSDKOS2.

On The First Distribution Diskette the label should reflect the Platform and the installer :

For DOS Installation Use Setup.exe

For Windows and WIN32S Installation Use Setup16.exe

FOR Windows NT and 95 Installation Use Setup32.exe

FOR OS2 Installation Use Install.exe

Step #3 **(MOST IMPORTANT) Test Each Installation On The Target Platform.**

Remember:

That Each Platform will require an installer with a different name.

Sfx Files cannot be used by the non-dos installers.

Zip Files cannot be used by the dos installer.

Win32 applications do not run under 16 Bit Windows and WINOS2.

OS2 applications do not run under Windows 16/32S/NT & 95.

Windows .hlp files should not be included in the OS2 workplace shell.

If you are patching and or unzipping (non-dos) check the enhanced option.

If you are patching under dos check the patcher option.

FULL DISK SET

Disk Builder will Copy and Compress the selected files to the chosen drive. Upon Completion your master distribution diskettes will be set up for an end user installation.

Related Installer Files Only

Disk Builder will copy the installer related files to the first diskette of the set.

Personalization

The following Installers can be personalized with the use of resource editors. Instw16.exe, Instw16p.exe, Instw32.exe, Instw32p.exe. Resource editors can modify the internals of an executable. Although not supported the Resource Workshop by Borland, Microsoft's AppStudio, and the Whitewater Resource Toolkit have the capability to personalize the installers by 1) resizing dialog boxes 2) adding text and graphics 3) rearranging the controls. Be careful not to delete or change the internal name of any controls.

The OS2 installers cannot be personalized at this time due to the Mirrors linking procedure. Future 32Bit versions of the OS2 installers are planned which will enable users of Borland's Resource Workshop for OS2 to personalize them.

CSDKWX.CS Control File

This File is created in the windows system directory when you start CSDKWX.EXE. The file only has one line which is a number. This number is incremented for each additional instance of the application. When the application closes it decrements this number by one. If the number is at zero, the file is deleted. The Limit on simultaneous users has been set to 3. If upon opening the application the number is three already - then features are disabled. The limitations are increased and eliminated in the site and corporate versions of this product.

If the application aborts - sometimes the number is not decremented. If you get the max users warning and there are no other users then close the application and manually delete the csdkwx.cs file in the windows system directory.

