

Common Questions & Answers

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This is a "How-to" guide to Freeman Installer/Constructor. It covers most of the questions that you may have in using this product, ranging from the basics to the more advanced topics. For coverage of the most basic skills, please refer to the four tutorials.

Q1: How do I use Freeman without a C++ compiler?

1. Don't use the commands on the Compile menu. Use those on the Interpret menu instead. Functionally they are the same.
2. Don't insert C/C++ code.

Q2: How do I use Freeman without windows.h and rc.exe?

1. Confine yourself to the English language.
2. You can't use ad dialogs and bitmaps.

Q3: How do I set the text in the welcome dialog?

Go to the event list and select the "Welcome" event item.

Q4: How do I set the default target directory?

Go to the event list, select the "i = PromptString()" event item, and change the "default value".

Q5: How do I set up a multiple disk install?

No special steps are required. You don't even need to set the "disk description" for the files. Let the constructor do it for you.

Q6: Where is fimainc.exe?

It is supposed to be generated by your C++ compiler. When you are prompted to go to your compiler to make the project, BEFORE clicking on "OK", you must do as it said.

Q7: How come the wrong icon is used?

Make sure the icon index is 0 (if you want the first icon).

Q8: How do I prevent the constructor from compressing my readme.txt file?

In the file dialog, change "prepare" from "compress" to "copy", and change "transfer" from "decompress" to "copy". Be careful to do these together!

```
Prepare: Copy
Create:
Transfer: Copy
```

Q9: How do I use my own icon in the installer instead of the sunset icon?

Choose Interpret | Make and then modify c:\prj\usr\finstall.ico at wish.

Q10: How do I re-arrange the order of the files, components, or events?

Drag'n'drop. It's that simple!

Q11: How do I copy an entry for a file, component, or event?

Drag'n'drop with the Control key pressed.

Q12: How do I install private DLLs?

All DLLs have the following default settings:

```
Target Dir:    $y
Uninstall:    None
```

For private DLLs, you should set them to:

```
Target Dir:    $i
Uninstall:    Uninstall
```

Q12: How do I resolve compressed file name conflicts?

Name conflict occurs when, say, you have both myfile.ext and myfile.exe. To resolve the conflict, you should set the parameters for myfile.ext like this:

```
Source Dir:    $s                               File: myfile.abc
```

This way myfile.ext will be compressed as myfile.ab_. Everything else can remain unchanged.

Q13: How do I install two different files with the same name?

Put them in different sub-directories:

```
Source Dir:    $s\mosaic                       File: readme.txt
Target Dir:    $i\mosaic                       File: readme.txt

Source Dir:    $s\winsock                      File: readme.txt
Target Dir:    $i\winsock                      File: readme.txt
```

Q14: How do I CONDITIONALLY execute or skip an event?

There is a condition field associated with each event. You can enter a C/C++ integer expression there. At run time the expression will be evaluated. If the result is true (non-zero), the event will be executed; otherwise it will be skipped.

Most C/C++ integer operators have been implemented, including +, -, *, /, >, >=, <, <=, ==, !=, &&, ||, !, &, |, ^, ().

You can also use your own integer variables here (in fact, all variables are user-defined -- there is no concept of system variables in v2.0). To set/initialize their values, you can make use of the various events, such as getting Window's version, checking the selection state of a component, checking the existence of a file, getting an INI value, getting a registration key value and etc.

Q15: How do I display readme.txt upon completion?

Add an "execute external program" event to run notepad. Check with tutorial 3 for more info.

Q16: How do I enter the parameters faster?

The edit controls support cut'n'paste:

```
Ctrl-C      ---- Copy
```

```
Ctrl-X    ---- Cut
Ctrl-V    ---- Paste
```

Q17: How do I modify autoexec.bat and config.sys?

Edit | Autoexec.bat and Edit | Config.sys. Check with tutorial 3 for more info.

Q18: How do I attach the user info to the installer once and for all?

When you create a new project, make sure you select the option "Save user info with installer".

If you didn't, then you will have to:

1. Choose Interpret | Auxiliary Files and create an auxiliary file entry like:

```
Local Path:  c:\finstall\defui.dat      Prepare: Copy
Filename:    ui.dat
```

2. Go to the event list and locate the "ask user info" event. Set it to:

```
[x] Save user info into installer
```

Q19: How do I remove the user info saved on the floppy disk (distribution)?

```
c:\>copy c:\finstall\defui.dat a:\ui.dat
```

Q20: How do I remove the user info saved on the hard disk (test run)?

Either issue Interpret | Purity or del c:\prj\int\run\ui.dat

Q21: How do I retrieve the user info from within my own application?

The user name and company name are stored in \$i\filog.ini encrypted along with their respective checksum. filog.ini looks like:

```
[control]
.....
User=k&3lk!A#
Comp=(*A@5fk2
ChkSumUser=4876
ChkSumComp=8751
.....
```

For example, to read the user name back, in your own app you can do something like this:

```
#include "scramble.h"    /* available from me upon registration */

int r;
int chksum;
char user[40];
static char file[] = "filog.ini";
static char sect[] = "control";

GetPrivateProfileString(sect, "User", "abcd", user, 40, file);
chksum = GetPrivateProfileInt(sect, "ChkSumUser", 0, file);
r = 1;
r = r && scramble::decrypt(user);          /* try to decrypt it */
r = r && scramble::getchksum(user) == chksum; /* verify chksum */
if (!r)                                     /* fail */
{
```

```

        error("User info has been modified!");
        return FALSE;
    }
    return TRUE;

```

The source code for scramble.h and scramble.cpp will be sent to you upon registration.

Q22: How do I put the user info into my own INI file during install?

1. Add an "get INI value" event to retrieve the user info from filog.ini. Note that filog.ini will be in the Windows directory until the install completes, then it will be moved to \$i. Therefore, when we read the user info, filog.ini is still in the Windows directory.

```

dir:           $w
file:         filog.ini
sect:         control
entry:        User
var for value: myvar

```

Here we stored the encrypted user name in a string variable \$myvar.

2. Choose Edit | INI Entries and add an INI entry for it:

```

dir:           $i
file:         myapp.ini
sect:         mysect
entry:        User
value:        $myvar

```

Q23: How do I re-arrange the component order?

Drag'n'drop.

Q24: How do I set up full, typical, minimum, and custom install?

Check with tutorial 2 for detailed info.

Q25: How do I disable a component?

In the component dialog, select that component and set:

```

Is check box enabled:    0

```

0 means false.

Q26: How do I install a large file spanning across disk?

Split the file with Freeman Toolbox into small pieces (???K), then install these pieces onto the user's system. For the first part, set the create mode to "create"; For the rest, set the create mode to "append". You will need to take care of name conflicts!! Check with tutorial 4 for more info.

If you need to perform version checking, time stamp checking and etc. for the large file, you need to do it in another way. Suppose the large file is bigfile.dat. You need to:

1. Compress bigfile.dat with Freeman Toolbox to get bigfile.da_.
2. Split bigfile.da_ into small pieces bigfile.f01, bigfile.f02, ...
3. For bigfile.f01, set the parameters like:

```
Source Dir: $s          File: bigfile.f01
Target Dir: $i          File: bigfile.da_
Prepare:    Copy
Create:     Create
Transfer:   Copy
Uninstall: None
```

4. For the rest (bigfile.f02, bigfile.f03, ...), set the parameters like:

```
Source Dir: $s          File: bigfile.f02
Target Dir: $i          File: bigfile.da_
Prepare:    Copy
Create:     Append
Transfer:   Copy
Uninstall: None
```

5. Add a file entry to decompress bigfile.da_ which will be NOT be distributed by you, but created on the user's system by concatenating bigfile.f01, bigfile.f02, ... in the preceding steps. Set the parameters like:

```
Source Dir: $i          File: bigfile.dat
Target Dir: $i          File: bigfile.dat
Size:        xxxxxx    /* enter the original size here */
Cond:       Version info /* select the desired cond here */
Prepare:     None
Create:      Create
Transfer:    Decompress
Uninstall:  Uninstall
```

6. Add a file entry to del bigfile.da_ which has done its job. Set the parameters like:

```
Op type:    Delete      Dir: $i   File: bigfile.da_
```

Q27: How do I install a TrueType font?

1. Install two files: myfont.ttf and myfont.fot, in that order.
2. Set the "font file" flag for myfont.fot in the file dialog.
3. Set an entry in [fonts] section in win.ini:

```
win.ini:

[fonts]
My Font (TrueType)=myfont.fot
```

Check with tutorial 4 for more info.

Q28: How do I display an "advertising dialog"?

Load the resource file c:\prj\usr\fimain.rc, and create the usual dialog. Give it an ASCII resource ID like "mydlg". Clear the "visible" flag for this dialog (so that it only shows up when the program shows it, not when it is loaded by the system). Go back to the constructor and choose Edit | Advertisement dialogs, and add an entry for "mydlg".

Check with tutorial 3 for more info.

Q29: How do I display a 256 color bitmap?

Load the resource file c:\prj\usr\fimain.rc, create two bitmaps called "mybmp" (for 16 colors)

and "mybmp256" (for 256 colors). You must use ASCII resource ID's for them. The naming of the 16 and 256 color bitmaps is VERY important! Put an Owner-Draw button in your advertisement dialog where you want the bitmap to show up (this is also very important). Set the caption of the button to "mybmp", and the installer will do the rest. If you know MFC, you may have noticed that the concept is similar to that found in CBitmapButton.

Check with tutorial 3 for more info.

Q30: How do I move a project to another dir?

1. `c:\>mkdir newprj`
2. `c:\>copy c:\prj\install.inf c:\newprj`
3. Choose Interpret | Auxiliary Files, change all occurrences of "c:\prj" to "c:\newprj".

Q31: How do I create a non-English project?

When you create a new project, choose the desired language in the combo box:

```
Language: German
```

Q32: How do I port the English project to other languages?

1. Move the project to a new dir. See Q30 for more info.
2. Choose Edit | General Information, set "language" to the desired language.
3. When being asked whether to delete the user files, answer "yes".

Q33: How do I extend Freeman's multi-lingual support?

To enable Freeman Installer to use a particular language (the language must be single-byted), the following conditions must be satisfied:

- The full name of that language is recorded in `c:\finstall\factor.ini`:

```
[lang-fullname]
0=English
1=French
2=German
```

- The short name of that language is recorded in `c:\finstall\factor.ini`:

```
[lang-shortname]
0=eng
1=frn
2=ger
```

- There is a language specific sub-directory under `c:\finstall` with the same name as the short name:

```
c:\finstall\eng
c:\finstall\frn
c:\finstall\ger
```

- Language specific `fimain.rc`, `fimain.hlp` can be found in that language specific sub-directory:

```
c:\finstall\eng\fimain.rc
c:\finstall\eng\fimain.hlp
c:\finstall\frn\fimain.rc
```

```
c:\finstall\frn\fimain.hlp
c:\finstall\ger\fimain.rc
c:\finstall\ger\fimain.hlp
```

Q34: How do I make a file survive uninstall?

Set "uninstall" to "None" in the file dialog. This is done for all DLLs automatically.

Q35: How do I customize the on-line help?

1. c:\>copy c:\finstall\fimain.hpj \prj\usr
2. c:\>copy c:\finstall\eng\fimain.rtf \prj\usr
3. modify c:\prj\usr\fimain.rtf at wish.
4. hc fimain

This is for the English version. For other languages, replace "eng" with "frn", "itl", etc.

Q36: How do I use registration keys?

Check with tutorial 2.

Q37: How do I delete, rename, or backup a file on the user's system?

Go to the file dialog, select the appropriate "op type".

Q38: How do I check the configuration of the user's system such as Windows version, math processor, CPU?

There are events available to detect the Windows version, CPU type (286, 386, ...), presence of math processor, whether running in 386 enhanced mode. Go to the event list and add the desired event.

Q39: How do I proceed to the next floppy even though the current disk is not full?

By default, the constructor packs the files onto the floppies as much as it can. If you want to force it to proceed to next disk, you can set the "last file" flag for the file that is intended to be the last file on that disk. When the constructor finishes preparing that file, it will notice the "last file" flag and proceed to the next disk.

Usually you shouldn't use this feature. One exception I can think of is when you would like to organize the files according to their purpose. For example, you may want to put all the font files onto a disk and call that disk "Font Disk" instead of "Installation Disk 3". Of course, you do this at the cost of inefficient disk space usage (you leave some disk space unused).

Q40: How do I attach version information to DATA FILES?

Use INI version. Go to Edit | General Information and set the ini version like:

```
[x] Use INI version. This version is: 1.5.0.0
```

In this example, the version is v1.5

For the files to which you want to attach INI version, set "condition" to "INI version" in the file dialog.

Q41: How do I compress and/or decompress files without the constructor?

Use Freeman Toolbox. If you like, you can distribute it with your package so that the end

users can decompress the files manually when necessary. However, you can't charge anything for it.

Q42: How do I retain the time stamps of my files?

The default behavior of the installer is to keep the time stamps when it is installing the files onto the user's system. You can't change that. If you want to make the time stamps of the files on your installation disks the same as those on your local hard disk, when you issue Interpret | Build Disk Set, select:

```
[x] Copy from source files
[ ] Use time of creation
[ ] Use: Date: [          ] Time: [          ]
```

Q43: The version of my package is v2.51a, how do I set the time stamps to 2:51a?

when you issue Interpret | Build Disk Set, enter:

```
[ ] Copy from source files
[ ] Use time of creation
[x] Use: Date: [1-1-1995 ] Time: [2:51:0   ]
```

Q44: How do I install the files as fast as possible?

Choose Edit | General Information. Set it as:

```
Minimum time to copy a file (ms):    0
```

Q45: How do I check if a certain component is selected?

Use the "check if component selected" event.

Q46: How do I search for a file on the user's system?

Use the "search file" event.

Q47: How do I search for a file and return its directory?

Use the "search file" event to get its full path and then use the "split path" event to get the directory where it lives.

Q48: How do I check the existence of a file on the user's system?

Use the "search file" event. If the exit code is false (0), the file doesn't exist.

Q49: How do I prompt the user to choose Yes or No?

Use the "prompt for yes or no" event. The return value is true (1) if yes was chosen.

Q50: How do I prompt for a string?

Use the "prompt for string" event.

Q51: How do I get an INI value or a registration key value?

Use the "get ini value" and "get reg key value" events, respectively.

Q52: How do I check the existence of an INI entry or a registration key?

Use the "get ini value" and "get reg key value" events, respectively. The error code is true (1) if it exists.

Q53: How do I display a message box?

Use the "display message box" event.

Q54: How do I display the value of an integer variable in a message box?

Convert it with a "convert int to string" event and put the result in a string variable whose value can be displayed with something like: \$mystrvar.

Q55: How do I detect CD ROM?

Use the "get CD root dir" event. The error code is false (0) if there is no CD drive.

Q56: How do I compare two strings?

Use the "compare two strings" event. It works just like strcmp() and strcmpi().

Q57: How do I abort the install?

Use the "abort install" event. No message will be displayed. The installer will just quit immediately.

Here is a "live" example taken from the installation of Freeman Installer itself:

1. Ask if the user used "pkunzip -d" to unzip the first20.zip.
2. If no, display a message box to ask him/her to unzip it again and then quit immediately.

Q58: How do I use '\$' in the strings?

If what you want is "abc\$def", then type in "abc\$\$def". Similar to printf("50%%").

Q59: How do I uninstall an aborted installation?

This has been built into Freeman Installer. It can uninstall an installation aborted by the user or a severe error (like disk full). To make this work better, you should install the uninstaller onto the user's system as soon as possible, by making it the first file on the file list.

Q60: How do I insert your own C/C++ code?

This depends on how much code you want to insert. If it's just a couple of statements, you can put them in a "user code" event and everything is done. If you have a large chunk of code to add, you should:

- Put your function declarations in c:\prj\usr\fiuser.h:

```
fiuser.h:

extern void ownfunc1();
extern void ownfunc2(char targetdir[]);
```

fiuser.h will be #include'd into fiuser.cpp automatically.

- Define your own functions in, say, c:\prj\usr\ownfunc.cpp.
- Add ownfunc.cpp to c:\prj\usr\fimainc.prj or c:\prj\usr\fimainc.ide or c:\prj\fimainc.mak.
- Call your own functions in a "user code" event:

```
Type:      Execute user code
Cond:      1
```

Enter your own code here:

```
ownfunc1();  
ownfunc2(i);          /* pass $i to it */
```

--End of Questions and Answers--