



## CSDK2 Contents

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## Overview

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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Redistributable Files - See Help - About - License in CSDKW16.EXE and CSDKW32.EXE

## Quick Start

Step #1 Under File Choose Open (Alt O) to Create, Select, Delete, or Copy A project.

Step #2 Under Project Choose Diskettes (Alt D) To Add, Delete, Or Change Diskettes and Labels for the Project.

Step #3 Under Project Choose Target Paths (Alt T) To Add, Delete, or Change target subdirectories to the project.

Step #4 Under Project Choose Source Files (Alt S) To Add Files\Subdirectories to the project. Change the installation properties of a project source file, delete a file from the project.

Optionally Diskettes and Target Paths can be added on the fly while changing a project source file's properties.

Step #5 Under Project Choose Check Disk Layouts - to check the allocated space on each project disk taken by files to be installed. You can also change the diskette layouts

Step #6 Under Project Choose Build Scripts (Alt B) - to build the installation and diskbuilding scripts.

Step #7 Under Utilities Choose Make Master Diskettes (Alt M) - to Make the full set of distribution disks or just place the installer related files on disk #1.

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

**Exit** - Shuts Down CSDK2.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\Arguement
;*.TXT Extensions will have the Windows Notepad.exe Icon and Clicking On
;It Will Automatically Call Notepad With The Item As A Parameter\Arguement
;You May Use This Sction 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
[CSDK2];End Shell Items Section End Of Script

```

# Diskettes

## **Select:**

**Add** 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:**

**ADD** 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.

**Long File Name Support - Win32 Only** - Check this option to designate a long filename as the destination file. The Win32 Long File Name Entry will display.

CSDK16.EXE - Enter the Long File Name.

This Long File Name Will Also Be Used For The Shell Option.

CSDK32.EXE - The actual long file name for the file will be displayed as the destination file on the distribution media and the final destination.

This Long File Name Will Also Be Used For The Shell Option.

## **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 Fin Rbz Xrb**

**Yes** - Overwrite file at target if it exists. install if it doesn't 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.

All Yes,No,Ask Upg files can be shell items.

**Sfx (DOS ONLY)**- This File is a self extracting executable. The installer will instruct this file to unzip itself and create subdirectories. Check with PKWARE prior to distributing Self -Extracting Executables made with their Zip2Exe utility.

**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. This file can be a shell item

**Fin** - rebuild a finished file from previously split components.see [Rebuilding Files](#) This should be the last file in the component set. This file can be a shell item.

**Rbz (NON-DOS ONLY)**- rebuild a zip file from previously split components-unzip the file-then delete the zip file. see [Rebuilding Files](#) This should be the last file in the component set.

**Xrb(DOS ONLY)** - rebuild a self extracting executable from previously split components.- run the Sfx file - then delete the Sfx file. see [Rebuilding Files](#) This should be the last file in the component set. Check with PKWARE prior to distributing Self - Extracting Executables made with their Zip2Exe utility.

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

**Name of Destination File** - for Patch, Fin, Rbz, Xrb files only enter the name of the file 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.

**For Shell Files Only** - Enter The Text You Want to Appear Under The Icon In The Task Bar, Work Place Shell Or PM Group In The Entry Field That Will Appear Upon Selecting Shell. Optionally you may also enter parameters for the executable. Warning if the parameter is a file name it should reside in the same directory as the executable.

### **Over Ride File Destination = NUL TOS DLL**

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

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

**DLL(NON-DOS)** -(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

**Files Listed In The Project Data File That Have Not had All Of Their Properties Set Will Appear Red on White In the List Box and White On Red When Highlighted - The Coloring will pinpoint files that are not or have not been placed into the project from the project files data bank !**

**FastFile(default) checked - Files** will be Added To The Project. Data Bank with defaults set according to the file extension and target operating system.

**FastFile unchecked - little or no defaults will be set.**

**Add File** - To Add A File To The Project. 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. Files already selected for the project will not be duplicated. Repeat As Needed. These files will appear red on white until a disk and target directory are assigned through the change button..

**Sub Add** - To Add The Contents Of A Subdirectory To The Project. 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. Files already selected for the project will not be duplicated. Repeat As Necessary. These files will appear red on white until a disk and target directory are assigned through the change button..

**Change** - To Change The Selected File Installation Properties And Add It To The Files To Be Installed Category. Once The File Has Been designated To Be Installed, The Color of the file in the list box will revert to your windows default colors for display and highlighting.

**Delete** - To Delete a File From The Project Data Bank. This will not physically delete a file from your system.

**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

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

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

CSDKWX.HLP - Help File For CSDKWX.EXE

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

CSMPD.EXE - DOS Command Line Version Make Patch Utility

CSMPW.EXE - WINDOWS GUI MAKE PATCH UTILITY

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

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

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

CSP2.EXE - GUI OS2 Patch Utility

CSPW.EXE - GUI Windows Patch Utility.

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

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

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

FILREB.EXE - Dos File Rebuilder Used By Dos Installer.

FSUD.EXE - Dos Command Line File Splitter\Rebuilder

FSUDS.EXE Dos Command Line File Splitter\Rebuilder ( Safety Version)

FSUW.EXE - Windows GUI File Splitter\Rebuilder

FSUW32.EXE - Win NT & 95 GUI File Splitter\Rebuilder

FSU2.EXE - OS2 GUI File Splitter\Rebuilder

INSTDOS.EXE - Standard DOS Installer

INSTW16.EXE - Standard Windows 16 Bit Installer

INSTW16P.EXE - Enhanced Version Of INSTW16.EXE

INSTW32.EXE - Standard Windows 32 Bit Installer.

INSTW32P.EXE Enhanced Version of INSTW32P.EXE

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

INSTOS2P.EXE - Enhanced Version of INSTOS2.EXE

SGDPU.EXE - Small Graphic Design And Print Utility ( Windows Version ) (not in test drive)

SGDPU.HLP - Help File For SGDPU.EXE (not in test drive)

SHOW.EXE - file viewer used by DOS Installer.

REMWINAP.EXE - Utility for Windows Uninstall.

REMW32AP.EXE - Utility for NT And 95 Uninstall.

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

## 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] For CSDK16.EXE

[CSDK32] For CSDK32.EXE

## Whats New And Different

### **Both 16 and 32Bit Versions are shipped in the same package!**

CSDK Version 2 and its installers are incompatible with previous versions!

A streamlined, more intuitive and prettier Interface

FastFile option for easier project source file setup

8 Letter Names For Internal Project Names

Long File Name Installer Support For Win NT and 95. (standard and enhanced) the most requested feature.

CSDK32.EXE - For Long File Name Support On Distribution Media ( req NT or 95)

DSKBLD32.EXE - For Long File Name Support On Distribution Media ( req NT or 95)

CSCPSW32.EXE - For Long File Name Support On Distribution Media ( req NT or 95)

CSDK16.EXE - For All Versions Of Bit Windows ( Win3.1+, WINOS2)

File Size Utilities For Splitting Large Files into Smaller Components ( Includes Zip and SFX Files) third most requested feature. see Rebuilding Large Files.

Rebuilding Large Files From Smaller Components ( includes Zip and SFX Files)

User defined tool selections.

The ability to test the project installation from within CSDK???.EXE is gone. Most users felt it was redundant with the Task Bar or File - Run..

New Internal File Names :

compucat.prj - contains project related data

userdef.tls - contains user tools data

(projectname).src - source file data for each project

(projectname).dsk - distribution disk data for each project

(projectname).tgt - target path data for each project.

All Registered CSDK Lite V1.51 Users Have been upgraded free to the 16Bit Version Of CSDK2.

All CSDK Full Version 1.51 Users Have been upgraded free to CSDK Version 2 (received both 16 & 32 Bit Versions)

Versions Of CSDK prior to Version 2 are no longer supported.

## Installer Notifications

**DOS -** due to the fact that the dos installer shells out to utilities for all of its copying, expanding, rebuilding, and Sfxing - There is little or no error checking. You must check all dos installations by testing them first. The only notification the end user will receive is missing component files, a failed directory creation, and not enough space available at the destination for installation . If CSPD.EXE , FILREB.EXE utilities are not present the component files will be copied to the end user's destinations - this way you can walk the through finishing the process after supplying them with the utilities or in the case of rebuilding the files - using the dos copy command with the /b command line switch..

**NON-DOS - Standard:** Not Enough Disk Space, Unable To Create Directory, Unable To Create Destination File, Upgrade Aborting Message. In addition A message may appear which tells the end user to contact technical support - this means that the file had the Pat , Zip,Fin, or Rbz instruction which is not supported by the standard installer.

**NON-DOS - Enhanced:** Not Enough Disk Space, Unable To Create Directory, Unable To Create Destination File, Wrong Patch File, Upgrade Aborting Message. In addition two ne messages may appear:

**Missing Component File - Contact Technical Support!** meaning the components were not found for an Rbz or Fin file at the destination.t

**Error In File Extension - Contact Technical Support!** meaning the Rbz or Fin destination file had the wrong file extension or the file was designated as a Zip or Rbz file and could not be unzipped.

**Note - The Standard and Enhanced 32Bit Installers are For NT and 95 ONLY - They will crash under WIN32S.**

## Check Disk Layouts

Click On the Disk Number You Want To Check.

Select Layout - To bring up a file listing and estimate of the space allocated on the selected diskette. Disk #1 will always include the installer overhead for your options.

The script file will require an additional 500bytes to 20000bytes of space.

At That point you will be able to rearrange the layout.

Select Finished To Return To The Main menu.

# 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 IN, CAN REBUILD LARGE FILES SPLIT  
ACROSS DISKETTES,**

### **Long File Name Support For Win NT & 95**

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.EXE - 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)

FILREB.EXE - Increases the DOS project size by 9000bytes (DOS File Rebuilder)

# Project Choices

The following Information is Required:

**Project Short Name:** will be the internal name CSDKWX and CSDK95 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

## What It Doesn't do

Registry additions, deletions, or changes (other than the remover under NT & 95). This feature has not been requested.

# 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

### **Distributing Runtimes i.e BDE, Report Smith, others**

Many runtime files that are distributed have their own installation programs. The installers included with CSDK2 do not support the separate installers. However you can include the installation of many runtimes within your CSDK2 projects.

If you know which of the runtime files are DLL's - include them in your project with the DLL override option. VBX's ,OCX's and shared non-shell executables can be placed in your project with the TOS override option. ( you should set the installation instructions as No in case the files have been installed previously by another application). The runtime files are now available for all applications immediately with no rebooting or modifying. If the runtime requires configuration after installation, place the configuration utility in your project - install it to one of the destinations and use the shell option to place it in the PM group, task bar or workplace shell. If you plan to do this many times, then make a template type of project file with all of the above files. Use the project copy option to start a new project - add your files to the individual project and make your distribution diskettes. The patch, Zip,Rbz options can be used with the TOS and DLL destination override option but this is potentially dangerous if the system file is in use ( a system error will occur).

**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.

**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 16Bit versions of the zip utilities for windows (16 Bit) and OS2 as these installers do not support long file names! ( For both Zip and Rbz options)**

**USE the 32Bit versions of the zip utilities for windows (32 Bit) for long file name support on extractions! The zip file itself however must not have a long file name. ( For both Zip and Rbz options)**

If you use an executable packing linker or utility (i.e. **Optlink with the /WINPACK** option, **PKLITE, WWPACK, 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.

## CSCPSW??.EXE

CSCPSW??.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 CSCPSW?? 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

CSCSP16.EXE - This is a 16Bit Windows Utility.

CSCSP32.EXE - This is a 32Bit Windows Utility.

Files that are compressed with the cscpsw?? utility can be decompressed using

1) The Microsoft Expand.exe Utility

2) The Lzexpand.dll (16Bit) AND LZ32.DLL(32Bit) that are shipped as part of MS Windows, NT, and 95 (32Bit Only For Long File Names)

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

# 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)

\okdk (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)

## Rebuild File Support

See - [How To Set Up Rebuild Support In A Project](#)

The File Size Utilities Will Split A Text Or Binary File Into Components Of Whatever Smaller Size You Set.

The Components will be named with the normal 8.3 DOS naming convention. The first portion of the component filename (MAX 8 Letters) will be the same as the file that was split. The remaining part of the component filename will consist of a . and a numeric extension starting with 001 and ending with the last component created.

Example myfile.exe a 450000 byte file is split into 100k ( 100000byte ) components. The components are named as follows:

The first four components are 100k (100000 bytes) in size named myfile.001 through myfile.004 - The remaining file is myfile.005 which contains the leftover or trimmed portion which is 50k (50000 bytes).

Rebuilding the files are simple - The file to be created must have the same filename as the components but with the extension you want the final file to have.

To Rebuild Myfile.exe - All of the components must be in the same directory. Myfile.exe will be created each myfile.001 through .??? (max 998) will be appended to myfile.exe until it is complete. Zip and Sfx files can be split. To create myfile.exe using the DOS copy command you would type in copy /b myfile.00? myfile.exe. It is a simple system with an immediate remedy ( DOS copy command) which an end user can be walked through over a phone line.

Component files may be further compressed with the bundled utilities to save more space. Do not compress components of a Zip or Sfx File as these components are as small as they can get - further compression will only add to the size.

# ZIP FILE SUPPORT

## Select The Enhanced Option for Installer Unzip Support

**USE the 16 Bit versions of the zip utilities for windows (16 Bit) , Dos, OS2 as these installers do not support long file names!**

**For zip long filename extraction support use the 32Bit versions of Zip utilities. The 32 Bit Win NT\95 installer will create the subdirectories and extract the files with long file names. The zip file however must not have a long file name (Zip and Rbz options)**

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

All Non-Dos CSDK installers do not require a license to distribute files in the Zip format, as long as you do not ship a proprietary utility which requires it. None are required. DOS installations - If you are distributing a Zipped Self Extracting Executable - you must check with the company who made the Zip2exe utility ( PKWARE) or the company who provides the utility you used about licensing these types of proprietary self extracting executable file formats for distribution. If you want to use another Sfx format, the instdos.bld source file is included. Modifications are not supported. The enhanced non dos installers will unzip pkzip, portable zip and winzip compatible 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 ( cross - Platform )must have been created with

CSMPW.EXE (included)

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

For NON-DOS Projects select the enhanced option to include patching support.

Patches created 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 by us, the Resource Workshop by Borland has 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 ( you may move them around however on the screen). The OS2 installers cannot be personalized at this time due to the Mirrors linking procedure.

## User Tools

The User Tool Option will enable you to run other utilities from inside CSDK2.

This option can be used for the file size utilities as well as the various Zip utilities available from Infozip, Pkware and of course Winzip.

## Add User Tool

Menu Name - Enter The Name Of The Tool As You Want It To Appear On The Menu.

Tool Path - Enter The Full File Path And Name for The Tool. If The File Is In The Path - just type in the name of the file. You Can Use The file finder Button to Get The Proper full file path.

Require Parameters - Check This Option to be prompted for parameters each time you execute this tool.

Select OK to Add The Tool or Cancel.

## Add Copied Project

Choose OK To Add This Project. Cancel To Abort The Operation.  
Once The project is added - It can Then be reconfigured.



## Known Bugs

see [FABGAC Contest](#)

The Help System - It is still under construction. It will always be under construction.

Adding Subdirectories is slower due to not allowing duplicate files. The file is now checked with each file prior to adding it to the project - second requested feature.

File Compression Sizes On Diskettes are not exactly the same size as the estimations given in CSDK???.EXE. This is not a bug. The estimated file sizes are estimates - for planning purposes.

CSCPS32.EXE - on small files that shouldn't be compressed any way, an access violation message box is displayed. The file is still compressed and will be expanded with no problems. Status - Working On It.

CSDK32.EXE - Tool Tips don't display under NT - they will display under NT Version 4. as they do under Windows 95.

# FABGAC Contest

**Find A Bug Get A Copy Contest**

If You Are The First To Find And Report A Bug In  
CSDK16.EXE, CSDK32.EXE

Any CSDK2 Installer, Remover, Utility (except SGDPU.EXE)

The Following Will Happen:

For Test Drive Users: - I will email patches to you  
which when applied will convert your test drive to your  
version ( 16 or 32 Bit ) Developer Edition  
(hopefully with the bug fixed).

For All Other Users - I will Send You a  
Newer Version Of Your Version Of CSDK2  
hopefully with The Bug Fixed.

Note That This Is Through Tech Support And  
Not Distributors.

## How To Set Up Rebuild Support In A Project

You have previously split a file into 100 components and added the directory into the project. The components are named **myfile.001** through **myfile.100**

For Myfile.001 through myfile.099 each file should be set up to install in the same directory. The Overwrite instruction should be Yes. These files can be compressed or copied to the diskette. Components of Zip or Sfx Files Should always be copied.

Myfile.100 should be set up to install in the same directory as myfile.001 through myfile.099. It must be the last of this component of this set installed. For Myfile.100 the destination file name should be myfile with the extension of the original file name or any other extension you want. These files can be compressed or copied to the diskette.

Components of Zip or Sfx Files Should always be copied. The file overwrite instruction should be:

Fin - Rebuild the destination file from the components - deleting each component after it is appended to the destination file. This can be a component or shell file.

Rbz - The Destination file name should be myfile.zip. Rebuild the destination file from the components - deleting each component after it is appended to the destination file. This can only be a component. The installer will unzip the file creating directories as needed. The zip file will be deleted after unzipping. Enter the space required for the file after it is unzipped in the unzipped file size field.

Xrb - The Destination file name should be myfile.exe. Rebuild the destination file from the components - deleting each component after it is appended to the destination file. The installer will execute the Self Extracting Exutable creating directories as needed. The myfile.exe file will be deleted after extraction. Enter the space required for the file after it is extracted in the unzipped file size field.

## Generated Statistics

Total Files In Databank: Total of the files in the project whether selected for installation or not selected.

Total Files Selected: Total files selected for installation (includes remover utility)

Total Files In Shell Group: Number of files selected for the Operating System Shell Group whether it be the OS2 Workplace shell, Windows Presentation Manager, or Win95 Task bar includes the remover utility.

Install Target Space Required: Free Storage Space Required on the Target System

Project Size: Project size including installers(ALL), removers(NON-DOS), and utilities(DOS Only)

## Project Utilities

Error Check Project will check the source files data file for conflicts and errors. (will return errors only if they are found). Essential for copied projects.

From CSDK16 TO CSDK32 (CSDK32.EXE) - For A project previously created with CSDK16.EXE, the actual long file names of the source files will be retrieved and added to the source file record.

From CSDK32 TO CSDK16 (CSDK16.EXE) - For A project previously created with CSDK32.EXE, The filename on the diskettes will default to the short file name on disk in the source file records.

From LFN to SFN - Will Convert an NT or 95 project from Long File Name Support to Short File Name Support Only. The filename on the diskettes will default to the short file name on disk and the Long File Name Flag for each source file will be reset to unchecked. Essential for copied projects.

## Future Directions ?

A version of CSDKWO ( windowed only ) is being contemplated.

This version would be essentially what you see now with the following major differences:

No Scripts for installers - The complete installer 'C' source code and resources would be generated with only the options you specify. The Zip options would be dropped along with the DOS installer. Registry and ini support as well as the source and destination files would be hard coded into the installer. Generated code would be for 16 Bit Windows, 32 Bit Windows, and 32 Bit OS2.

The following options could be selected:

Yes, No, Ask, Fin,Pat, Remover, and Security.

The target developer for this product is someone with a fair knowledge of 'C' and the API's involved. The ability to modify and tweak the installers would enhance custom installations

as well as provide roll your own features not available in any package while maintaining a small footprint. If you would be interested in this type of product and/or beta testing this product should it become more than vaporware - let us know at tech support.



