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Overview

The installation of a program is a critical time. The new user's first impression can do a lot to help or hinder how your program is accepted. A poor or amateur looking installation program can weaken a use's confidence in your program, a problematic installation may cause your program to not work at all. There are many good installation programs on the market today but when I went to purchase one I found most to be over kill (and over priced) for my application. I developed SVI31 to meet the requirement for a simple inexpensive way to get my program and data files from my distribution disk to the users hard drive and build a windows program group.

The objective is to have a program that you can include on your distribution disk that will read a data file also on the distribution. The program SVI31.EXE reads the data file SVINSTAL.SVI which tells it what to install. You include both SVI31.EXE and SVINSTAL.SVI on your distribution floppy.

Shareware:
You run the program SVI3BLD.EXE to build the data file. The SVI3BLD program will contain the filenames to be copied, the name of the default directory to create, the <u>windows program group name</u> and your company name.

Registered:
You run the program PRO_BLD.EXE to build the data file. The PRO_BLD program will contain the filenames to be copied, the name of the default directory to create, the windows program group name and your company name. PRO_BLD will create directories named DISK1, DISK2, etc. that can be copied directly to diskette for distribution.

It is very simple to use and requires NO programming on your part.

Note: This document refers to PRO_BLD.EXE, this file is supplied with the registered version only. This is a size issue rather than a crippled shareware one. The PRO_BLD and its database are rather large (>2MB). I felt a shareware user can determine if SVI31 will work for them with just using the SVIBLD.EXE limited funcationality data file builder.

Getting Started

The SVI31system is made up of three files:

1. SVI31.EXE, this is the program does the installation onto the user's drive. You ship this file on your distribution disk. You can rename the file to INSTALL.EXE or whatever you like.

2. SVINSTAL.SVI, this is a small data file that tells SVI31.EXE what files to put where, what directories to build, etc.

3. PRO_BLD.EXE (REGISTERED), this program is run by the developer to create the .SVI data file.

3. SVI3BLD (SHAREWARE), this program is run by the developer to create the .SVI data file.

The basic operational flow is to: (REGISTERED)
1. Create an project in PRO_BLD and add the files you wish included in the distribution.
2. Select 'Build' in PRO_BLD to create your DISK1, DISK2, etc. subdirectories..
3. Copy the contents of the DISK1, DISK2, etc. subdirectories to your distribution diskettes.
4. Test install your new distribution disk.

The basic operational flow is to: (SHAREWARE)
1. Create an .SVI data file with you company information and the list of files to be installed.
2. Copy the required files to the distribution floppy (with sub directory structure if you are using subdirectories).
3. Add SVI3.EXE (renamed to INSTALL.EXE or whatever you want.)
4. Add the SVINSTAL.SVI data file built in step 1. (Must be named SVINSTAL.SVI)
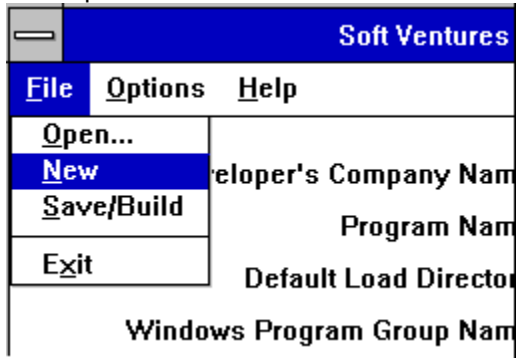5. Test install your new distribution disk.

Related Topics:

Create a New .SVI data file
Edit an Existing .SVI data file

Create a New .SVI data file

Start up SVI3BLD.EXE and select **New** from the File menu.

This will clear out the data entry boxes and prepare for a new data file. When you have entered the header information and files to be installed, select Build/Save to create a new .SVI data file on disk. See operation for details on the edit screen.

Edit an Existing .SVI data file

Start up SVI3BLD.EXE and select **Open** from the File menu.
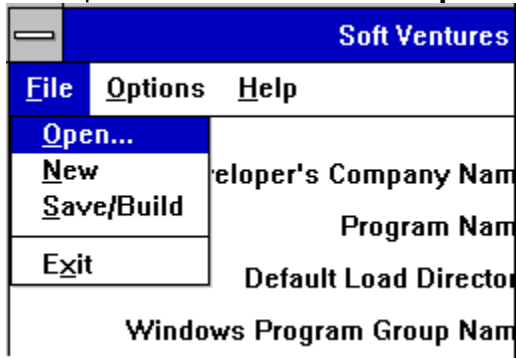
You can then select the .SVI file that you wish to access.
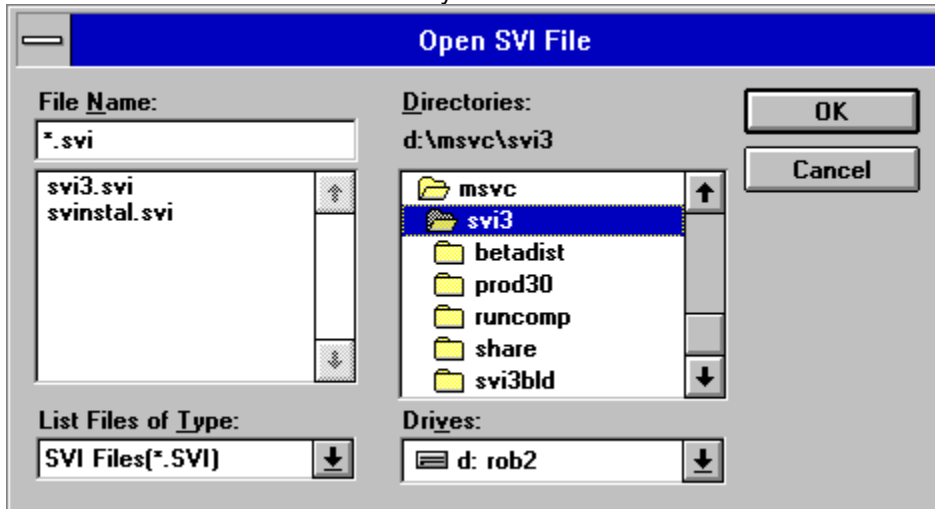
This standard file selection dialog allows you to choose which SVI file to edit.

Remember: While you may have many .SVI files under different names, SVI3 only looks for SVINSTAL.SVI so you need name the final distribution version accordingly.

See operation for details on the edit screen.

When you have made you changes to the header information and/or files to be installed, select Build/Save to create a new .SVI data file on disk.

Operation

Main Screen

Related Topics:

Data entry boxes
File Detail
Add a new file name
Edit an existing file name
Delete a file name
Browse
Up/Dwn

Data entry boxes

Developer's Company Name
Program Name
Default Load Directory
Windows Program Group Name
Files to be installed, there are 2 parts to this section.

1. The '**Files to be Installed**' listbox   shows the filenames that the build program will place in the .SVI data file when it is built.

2. The '**File Detail**' edit area. As you select an entry from the listbox, it is decoded and copied out to the edit area at the bottom of the screen. The edit area allows you to add, edit and delete entries from the listbox. Any file can be redirected to either the Windows directory or the System directory by checking the 'Redirect' box and selecting either '\Windows' or '\System'

File Detail

File Detail ☒ Display Icon in program group

File Name: `SVINSTAL.EXE`

Description: `SVInstal 2.1`

Command Line:

Icon file: **Change Disk:**

☐ **Redirect** ◉ \Windows ○ \System

[Clear] [Add to List] [Remove]

Selecting a filename from the 'Files to be installed' list brings it into this detail box. Make whatever changes you wish then use 'Add to List' to put it back.

Display Icon in program group
This checkbox indicates that the file is to have an icon placed into the program group that SVI3 creates.

CD/Network
In the case of a CD or Network installation you usually do not want to actually install the program, rather you want to just add an icon to the program group and have it's properties point back to the distribution media. That is, the user's clicking on the icon runs a program on the CD or network server not the user's local hard drive. Normal will cause this file to be installed as 'normal' on the local hard drive. CD/Network will NOT install the file but WILL put an icon into the program group. The icon will point to the distribution media.

File Name:
Enter the filename to be added to the 'Files to be installed' list. Subdirectory information is entered here as described in Syntax and Subdirectories.

Description:
Enter the text to be placed below the icon. If this is left blank, Windows will use the filename.

Command Line:
If you wish a special command line to be executed when the user clicks on the icon, enter it here.

Icon file:
Windows normally gets the icon from the executable but you can specify a different one if you want to supply a '.ICO' icon file. This would be used if you are shipping an application that uses a runtime engine and you want an icon displayed for the file that the runtime engine will run.

Change Disk:
If your application is spread across two or more disks you must tell SVI3 when to prompt the user to change disks. To do this enter the disk number into the Change Disk edit box. Use numbers 1-9 or single letters A,B etc. When SVI3 sees a file that needs a disk change it will prompt the user to enter the next disk. You need only enter a disk number for the first file on the disk. When you need to change again enter a new number.

eg:

File Name	Disk Change	
abc.exe		nothing needed for primary disk
def.dat		
xyz.dbf	2	prompt user to insert disk '2'
xxx.dbf		
ght.exe	3	prompt user to insert disk '3'
hdgj.bat		

Redirect:
You can have SVI3 send some files to either the user's Windows directory or the System directory. The checkbox indicates that you wish to redirect this file, the radio buttons indicate where to redirect to.

Buttons
Clear - clears the File Detail edit boxes.

Add to List - inserts the File Detail file into the 'Files to be installed' list. If there is already an entry for the filename, you are prompted to delete the old value.
Remove - removed the selected file from the 'Files to be installed' list.

Add a new file name

Click the Clear button to clear out the edit area.

If you wish this file to have an icon in the program group, select the '**Display Icon in Program group**' checkbox.

Enter the **file name** you want added, and optionally the **description** text for the icon (see Icon description, <u>Icon files</u> (.ico) **command line** (see Command Line parameters or Runtime Support) and **icon file** name. Click the Add to List button to take the information from the edit area and add it to the list. Use a ' \ ' to indicate subdirectories, ie: DATA\filename will put filename in the DATA sub directory. The source files must be in subdirectories of the same name on the floppy diskette, ie: for the above example; the source should be A:\DATA\filename.

Or, use Browse to select one or more filenames to be entered into the 'Files to be installed' list. Then select them one at a time to fill in the rest of the information.

Edit an existing file name

Select it from the 'Files to be installed' list to bring it into the edit area. When edits are complete, click Add to List to put it back.

Note: The Add to List function will not replace any exiting list entries, it will warn you if you are adding one that is already in the list. You can respond yes to remove the old entry.

Delete a file name

Select it from the 'File to be installed' list and then click Remove.

Browse

The Browse button brings up a standard multi-select file list, select the filename you want. Once the filenames are in the 'File to be installed' list, you can then select them one at a time and add description, command line, etc.

Up/Dwn

Moves a file within the listbox, select it then click on either the 'Up' button or the 'Dwn' button.

Options Screen

The Options screen allows you to tailor several installation parameters.
Color or the screen
Use of a bitmap
Pre/post installation messages
Use of an afterfile.

SVInstal - Data File Builder Options

☒ Check for minimum disk space of: `750` KB

Bitmap Mode

◉ Place High
○ Place Low
○ Stretch Horizontal
○ Stretch Horizontal Low
○ Stretch Both
○ None

Bitmap File Name:

`TITLE.BMP`

Screen Background

◉ Blue Gradient
○ Tile Bitmap

`test.bmp`

○ Solid Color

[Change]

Program to be run at the end of installation:

☒ Include parameters

PRE installation message to user:

This is the Pre-installation message. Carry on.

POST installation message to user:

This is the Post-installation message. Bye.

[Help]

[Ok]

Related Topics:

Screen Bitmap
Color
AfterFile
Disk Space Required

Screen Bitmap

If and How to display a bitmap.

If you wish, you can supply a bitmap that SVI31 will place on the screen. This is most often used to display your company logo and/or application title. SVI31 handles **16 color bitmaps only**.   SVI31 can handle the bitmap in three different ways:

1. Display **actual size** in the upper, or lower left corner of the screen. The bitmap can be as large as you like, even filling the entire screen. **Caution:** In this mode the bitmap is not resized to fit different screen resolutions, if you make a bitmap for 640x480 and the user is running 1024x768 your bitmap will probably be too small. Also, full screen bitmaps will take up lots of space on your distribution disk.

2. Display your bitmap in the top or botom left of the screen and **stretch it horizontally** to fit whatever the screen width is set to.

3. Display your bitmap in the top left of the screen and **stretch it both** horizontally and vertically to fit whatever the screen size is set to.

To use a bitmap: Enter the name of the bitmap file into the 'Bitmap File Name' box and choose how you wish it displayed. **Remember** to put the bitmap file on the distribution disk. It does not need to go into the 'Files to be installed' list unless you also wish it copied to the user's hard drive.

Color

The Options screen allows you to choose how the SVInstal screen background will appear to your user.
There are three choices:
1. Standard blue gradient fill, light blue top to dark blue bottom.
2. Tile bitmap, you supply a small bitmap to be tiled over the screen.
3. Solid color of your choice.

AfterFile

You can specify a program to be run upon completion of the installation.   This might be used for various purposes such as:
- data initialization
- setting up Windows associations (see supplied example assoc.c)
- change one or more files to be 'Hidden'
- running notepad to display your readme.txt file
- etc.
This screen is also used to enter optional pre- and post- installation messages.
If you check the **'Include Parameters'** box   SVI31 will pass the following to the Afterfile via command line parameters:
- drive user installed to
- directory user installed to

The AfterFile can be an **executable** (.EXE) or a   **batch** (.BAT)   file. A batch would allow you to run several .exe files if necessary, just create an AfterFile that calls the exe's.

The program to be run must have been installed as part of the installation.

Soft Ventures supplies an example, in C, that sets a Windows association for '.SVI' files. If you would like Soft Ventures to write a custom AfterFile just call (403) 278-1681 for a quote.

To run Windows Notepad or Write, you leave the source file (beside the 'Browse button) blank and enter the command into the filename box beside it.

Disk Space Required

If you wish to specify a minimum amount of free disk space that your user must have before installation, check the "check for minimum space of" checkbox and enter a value in KB. This will show up on the user's installation screen. SVInstal will check that there is enough space available before beginning to copy files.

Syntax and Sub-directories

Sub-directories and multi-volume source situations are handled by SVInstal. The syntax used when entering files into the filename list tells SVInstal when to build directories and when to ask for disks. The syntax is : (the [ ] items are optional)

[subdir\]**filename**

Examples showing how to enter filenames into the list:

TEST.EXE

- will install into the root install directory from the first diskette. The root install directory is the directory you name in the 'Directory' field of the SVI3BLD screen.

DATA\TEST.DAT

- will install the file test.dat into the \DATA sub directory under the root install directory.

DATA\SAMPLE\TEST.DAT

- will install test.dat into the 'SAMPLE' sub directory under the 'DATA' sub directory. **NOTE: The same sub directory structure must exist on the source disk also. ie: in this example the distribution would need to be A:\DATA\SAMPLE\TEST.DAT**

Files in the list should be entered in order of directory creation and grouped by disk. Not grouping by disk will still work but your user will be swapping disks in and out and might get annoyed.

Browse

To assist those of you who are installing applications with LOTS of files, SVInstal offers a Browse facility. This loads multiple filenames into the files to be installed listbox. Clicking on the "Browse" button brings up a standard file dialog box. Select filename(s) from the multiple selection list box. Click on OK to place the selected filenames into the files to be installed listbox.
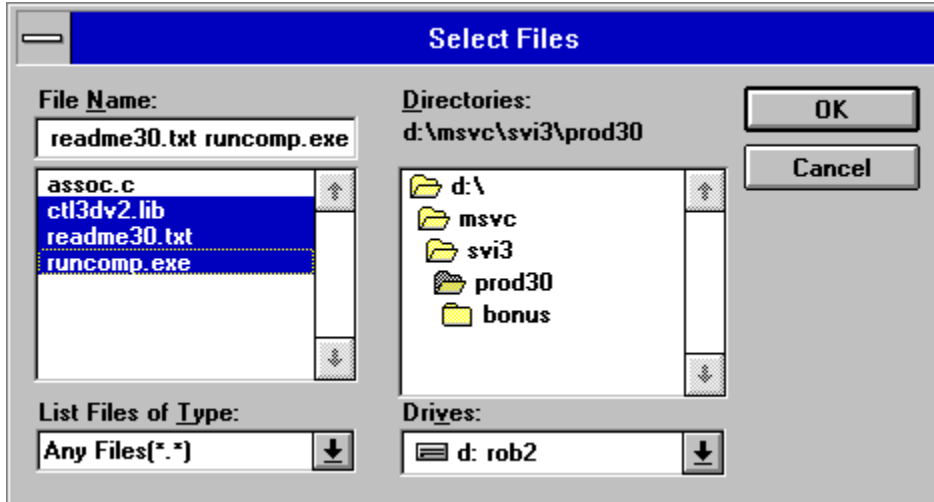
ReDirect File(s) to Windows or System Directory

You can have SVInstal put most of your files to the default directory, but redirect specific files to the Windows directory.

For example you may wish to install a program that changes a user's screen saver (SVSC.EXE) into a directory called \SV, but have SVInstal send your screen saver files to the Windows directory so Windows will find them.

This is accomplished by simply clicking in the 'Redirect' check box then select either the 'Windows' or the 'System' radio button.

Note: /System is a subdirectory of Windows, if you redirect a file to 'System' the source file follows the normal SVInstal subdirectory rules and must be located in a subdirectory on the source disk.

ie: To set up **ABC.DLL** in the System directoty the source disk must have **A:\SYSTEM**\ABC.DLL

Operation

Overview

The PRO_BLD.EXE is a **PRO**ject based **B**ui**LD** program. You can have multiple installation projects stored at the same time. For each project you configure such parameters as screen color, use and placement of screen bitmap, file to be run after installation, etc.

You create a list of files that you wish to be included in a distribution. When you are ready to create your distribution you select Build and the program will create subdirectories that will correspond to distribution diskettes. Files to be included are copied to the subdirectories.

You can specify the some or all of the files be compressed as they are copied. When complete you have one or more DISKx subdirectories that can be copied directly to floppies and shipped out. The program attempts to place files into the subdirectories to use the fewest distribution disks.

Main Screen

```
┌─────────────────────────────────────────────────────────────┐
│ ▬        SVInstal Pro Build                            ▼  ▲  │
├─────────────────────────────────────────────────────────────┤
│ File   Help                                                   │
├───────────────────────────────────────────────────────────────┤
│                                                               │
│    Company       Soft Ventures            ┌────────────┐     │
│                                            │   Exit     │     │
│    Program       SVInstal 3.1             └────────────┘     │
│                                                               │
│    Load Directory  SVI31                   ┌────────────┐     │
│                                            │   Build    │     │
│    Program Group   SVInstal Version 3.1   └────────────┘     │
│                                                               │
│  ┌──────────────────────────────────────┐ ┌────────────┐     │
│  │ Files to be included in the distribution: │ Options..   │     │
│  │ C:\MSVC\SVI3\SVI3.EXE            ▲     │ └────────────┘     │
│  │ C:\MSVC\SVI3\VB\PRO_BLD.EXE            │ ┌────────────┐     │
│  │ C:\WINDOWS\SYSTEM\CMDIALOG.VBX         │ │ Configure  │     │
│  │ C:\MSVC\SVI3\VB\CSVLIST.VBX            │ └────────────┘     │
│  │                                 ▼     │                    │
│  │  ┌─────┐  ┌──────┐  ┌────────┐        │ ┌────────────┐     │
│  │  │ Add │  │ Edit │  │ Remove │        │ │   Help     │     │
│  │  └─────┘  └──────┘  └────────┘        │ └────────────┘     │
│  └──────────────────────────────────────┘                    │
└───────────────────────────────────────────────────────────────┘
```
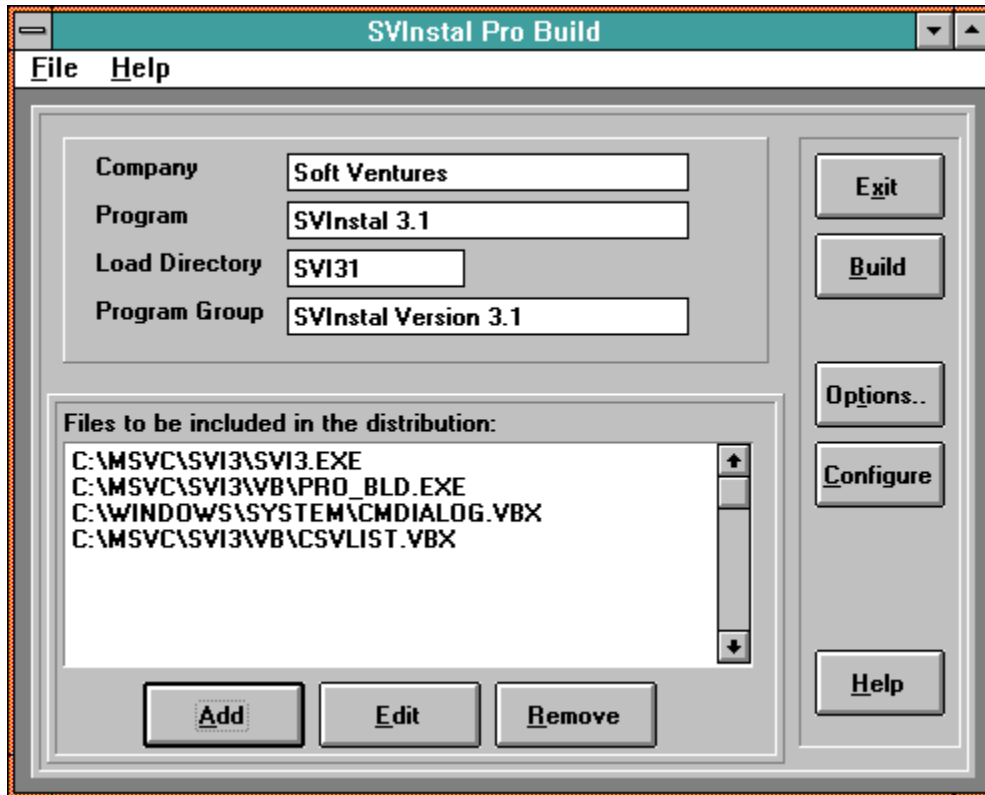
To create a NEW project:

Select New Project from the File menu. This will generate a new empty project. the Company name is set to 'New Project' to identify it as new.

To OPEN an existing project:

Select Open Project from the File Menu then choose which existing project you wish to open.

Data entry
Company
This information will appear in the top left of the SVI31 setup dialog box. You can put a company name or your own name, limited to 40 characters. If you choose to use a bitmap for your company name, this field can be left blank or used for some other text, ie: "'Thank you for ordering from ...".
Program
This will appear with the company name in the top left of the SVI31 setup dialog box. If you choose to use a bitmap for your program name, this field can be left blank or used for some other text, ie: "'Thank you for ordering from ...".
Load Directory
Enter the name of the directory you wish SVI31 to create and load your programs into. DO NOT enter drive or subdirectory information. See PRO_BLD Add/Edit/Remove section for subdirectory useage. You are limited to 8 character directory names by DOS.
Program Group
Enter the name you wish to have SVI31 use when creating the Windows Program Group.
You can use more than 8 characters here but remember too long a name can clutter your user's screen and be annoying. Upper and lower case are acceptable, as are spaces.

Files to be included..

This list shows the files that will be included in the distribution. The full path to the file is displayed. The system stores the full path so that it can go and get the file and copy it to the distribution DISKx subdirectory.

Add / Edit /Remove

The **Add** button will bring up a standard file dialog allowing you to select one or more files to add to the list. After selecting a file you will be presented the Add/Edit screen below.

The **Edit** button will bring up the edit screen for the file currently selected from the main screen list.

The **Remove** button will remove the currently selected file from the list.

Data entry
Source File - This fills in automatically but can be changed if required.
File Name - This also fills in automatically, as the file name part of the 'Source File'
Sub Directory - If you wish this file placed into a subdirectory when it is installed, enter the directory here. The format can be any of:
\DirName
\DirName\
DirName\
If the 'Default Load Directory' was MyApp, the file would get installed to:
MyApp\DirName
Place Icon in Program Group - Checking this box tells SVI31 that you wish to place an icon into the program group for this file. The related information (Normal   - CD/Network, Icon Description, Command Line and Icon File Name) are enabled when this is checked.
Normal   - CD/Network - In the case of a CD or Network installation you usually do not want to actually install the program, rather you want to just add an icon to the program group and have it's properties point back to the distribution media. That is, the user's clicking on the icon runs a program on the CD or

network server not the user's local hard drive. **Normal** will cause this file to be installed as 'normal' on the local hard drive. **CD/Network** will NOT install the file but WILL put an icon into the program group. The icon will point to the distribution media.

Icon Description - Enter the text that you wish to appear with the icon.

Command Line - Enter the command line if required. See Command line and Runtime support.

Icon File Name - Windows will normally get the icon to display out of the file. You can however override this and specify an icon that you want Windows to use. Enter the .ICO icon file name here. REMEMBER to also include the .ICO file in your list of files to install.

Redirect \Windows or \System - You can optionally redirect a file to the user's Windows or System directory.

Compress this file - Indicate here if you want to compress this file. Alternately you could indicate when *building* that you want to compress ALL files.

Note: compressing takes time during the build, don't compress if you don't need to.

Transfer Files

An easy way to transfer file from one project to another is via the **File|Transfer Files** menu selection.
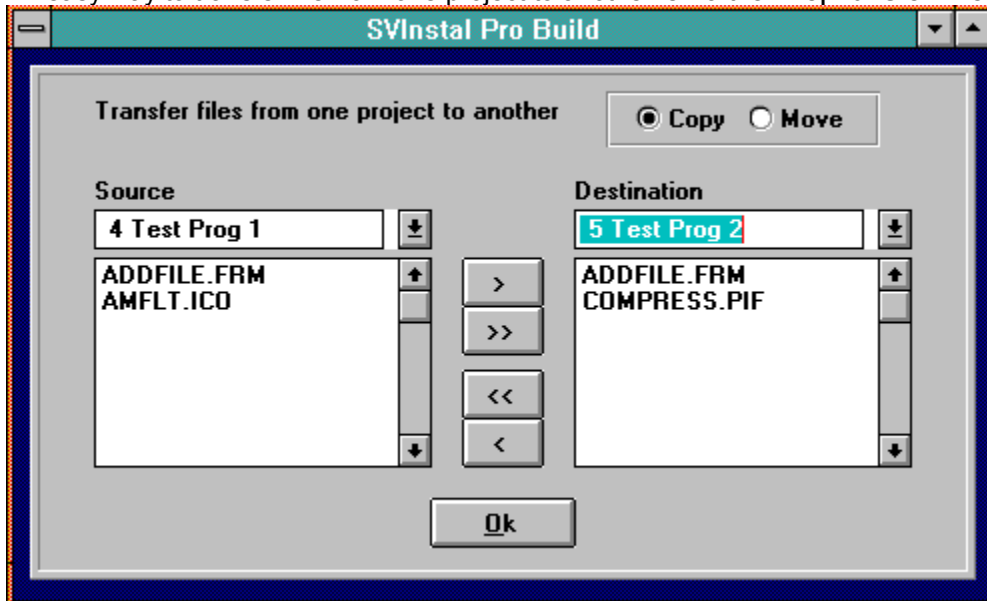
Select the Source and Destination projects from the drop down lists. The current files for each will be shown. Select Copy or Move from the radio buttons.
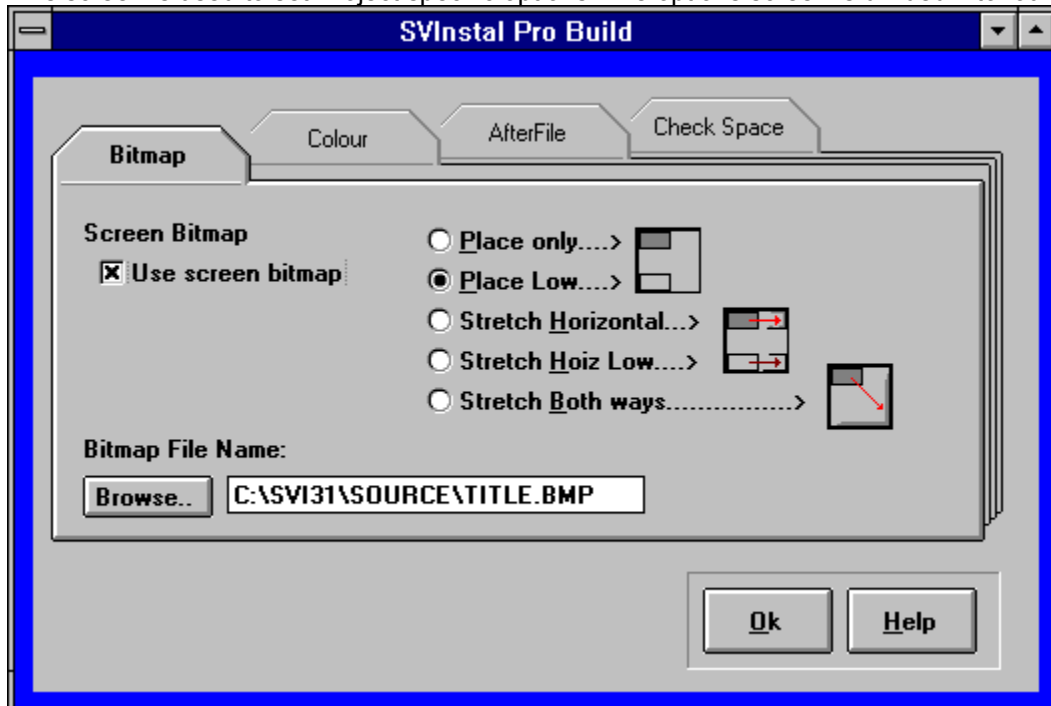
To move a single file:

Select a file from either list and click on either the '**>**' button or the '**<**' button.

To move ALL files:

Click on either the '**>>**' or the '**<<**' button.

Options Screen

This screen is used to set Project specific options. The options screen is divided into four tabbed sections.

Bitmap

If and How to display a bitmap.

If you wish, you can supply a bitmap that SVI31 will place on the screen. This is most often used to display your company logo and/or application title. SVI31 handles **16 color bitmaps only**.   SVI31 can handle the bitmap in three different ways:

1. Display **actual size** in the upper, or lower left corner of the screen. The bitmap can be as large as you like, even filling the entire screen. **Caution:** In this mode the bitmap is not resized to fit different screen resolutions, if you make a bitmap for 640x480 and the user is running 1024x768 your bitmap will probably be too small. Also, full screen bitmaps will take up lots of space on your distribution disk.

2. Display your bitmap in the top or botom left of the screen and **stretch it horizontally** to fit whatever the screen width is set to.

3. Display your bitmap in the top left of the screen and **stretch it both** horizontally and vertically to fit whatever the screen size is set to.

To use a bitmap: Enter the name of the bitmap file into the 'Bitmap File Name' box and choose how you wish it displayed. The bitmap file will automatically be placed on the first disk (DISK1) by the *build* procedure.
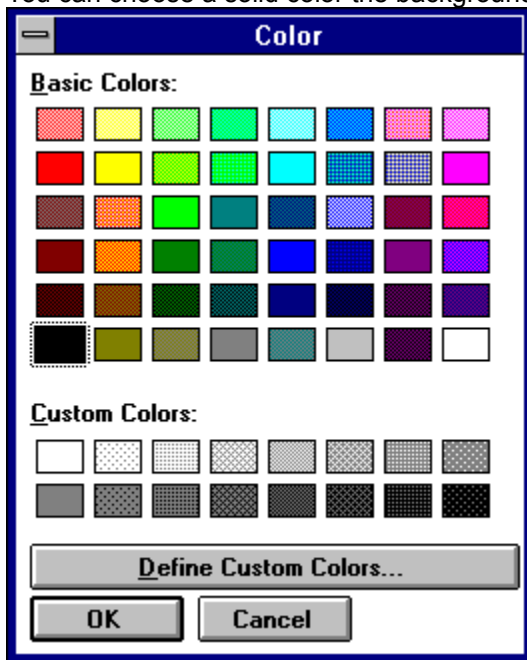
Color

The Color selection screen allows you to choose how the SVInstal screen background will appear to your user. There are three choices:
1. Standard blue gradient fill, light blue top to dark blue bottom.
2. Tile bitmap, you supply a small bitmap to be tiled over the screen.
3. Solid color of your choice.
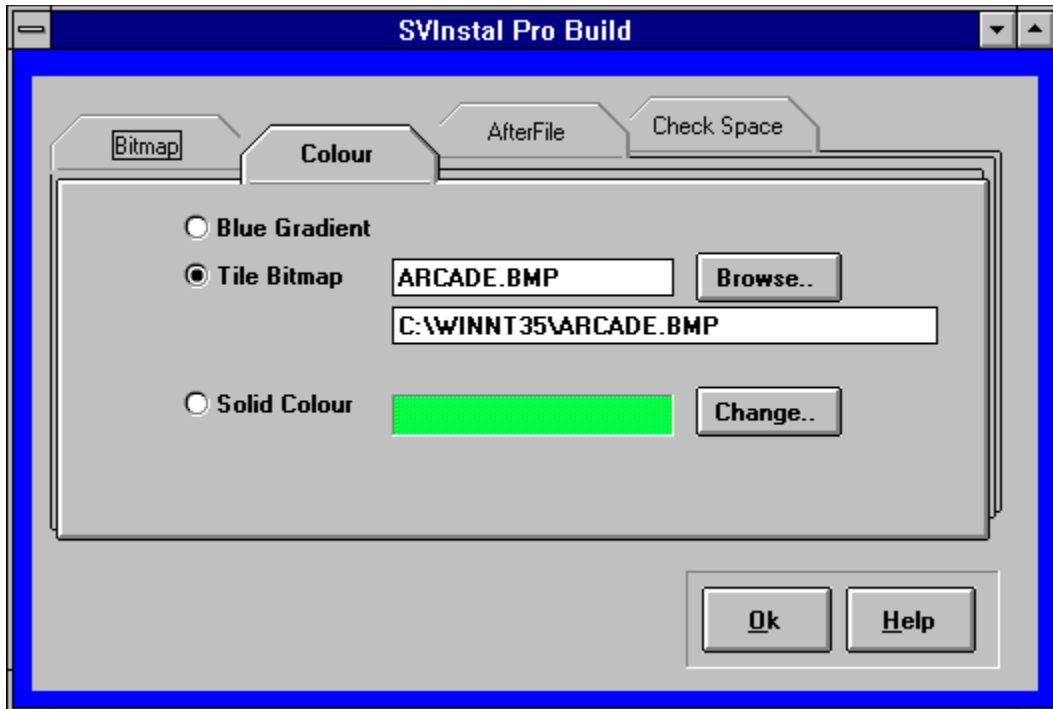
Use the 'Browse' button to bring up a standard file dialog box for specifiing the bitmap to tile. The tile bitmap file will automatically be placed on the first disk (DISK1) by the *build* procedure.

You can choose a solid color the background screen for SVI31 will be by selecting the 'Change' button.
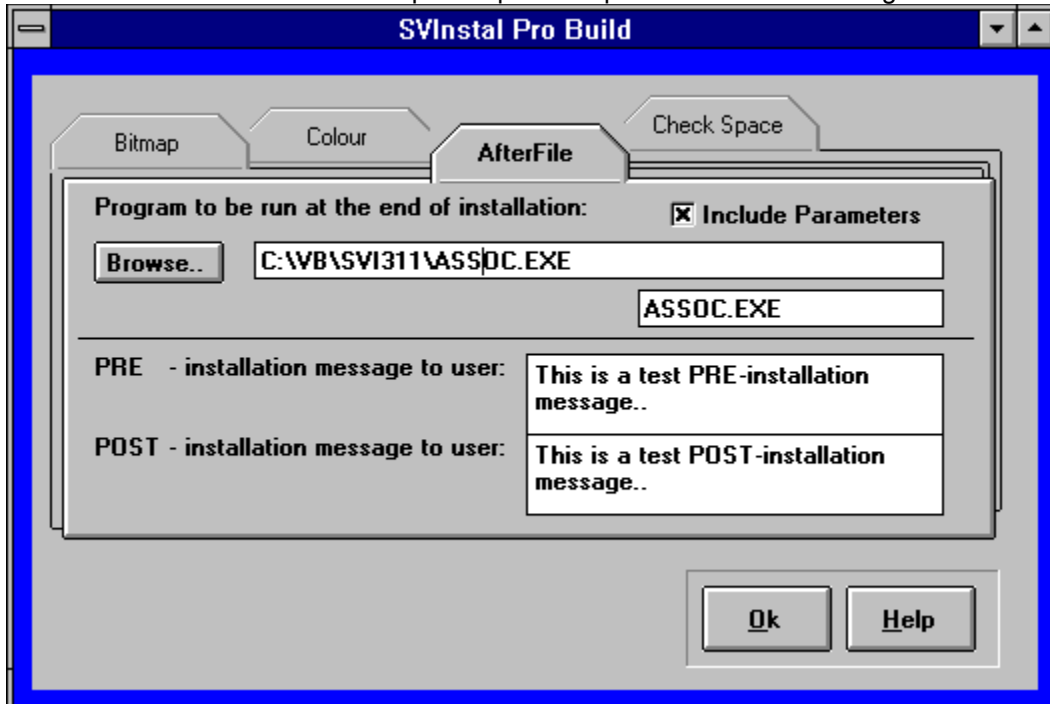

AfterFile

You can specify a program to be run upon completion of the installation.   This might be used for various purposes such as:
- data initialization
- setting up Windows associations (see supplied example assoc.c)
- change one or more files to be 'Hidden'

- running notepad to display your readme.txt file
- etc.
This screen is also used to enter optional pre- and post- installation messages.

If you check the **'Include Parameters'** box   SVI31 will pass the following to the Afterfile via command line parameters:
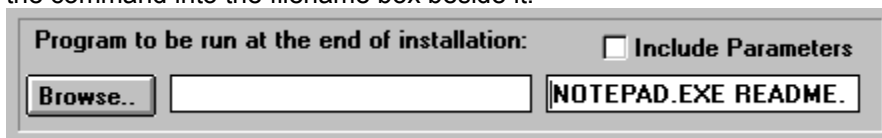- drive user installed to
- directory user installed to

The AfterFile can be an **executable** (.EXE) or a   **batch** (.BAT)   file. A batch would allow you to run several .exe files if necessary, just create an AfterFile that calls the exe's.

The program to be run must have been installed as part of the installation.

Soft Ventures supplies an example, in C, that sets a Windows association for '.SVI' files. If you would like Soft Ventures to write a custom AfterFile just call (403) 278-1681 for a quote.

To run Windows Notepad or Write, you leave the source file (beside the 'Browse button) blank and enter the command into the filename box beside it.

Disk Space Required

If you wish to specify a minimum amount of free disk space that your user must have before installation, check the "check for minimum space of" checkbox and enter a value in KB. This will show up on the user's installation screen. SVI31 will check that there is enough space available before beginning to copy files.

SVInstal Pro Build

Bitmap | **Colour** | **AfterFile** | **Check Space**

☒ **Check for minimum disk space of:** `3000` **KB**

Ok | **Help**
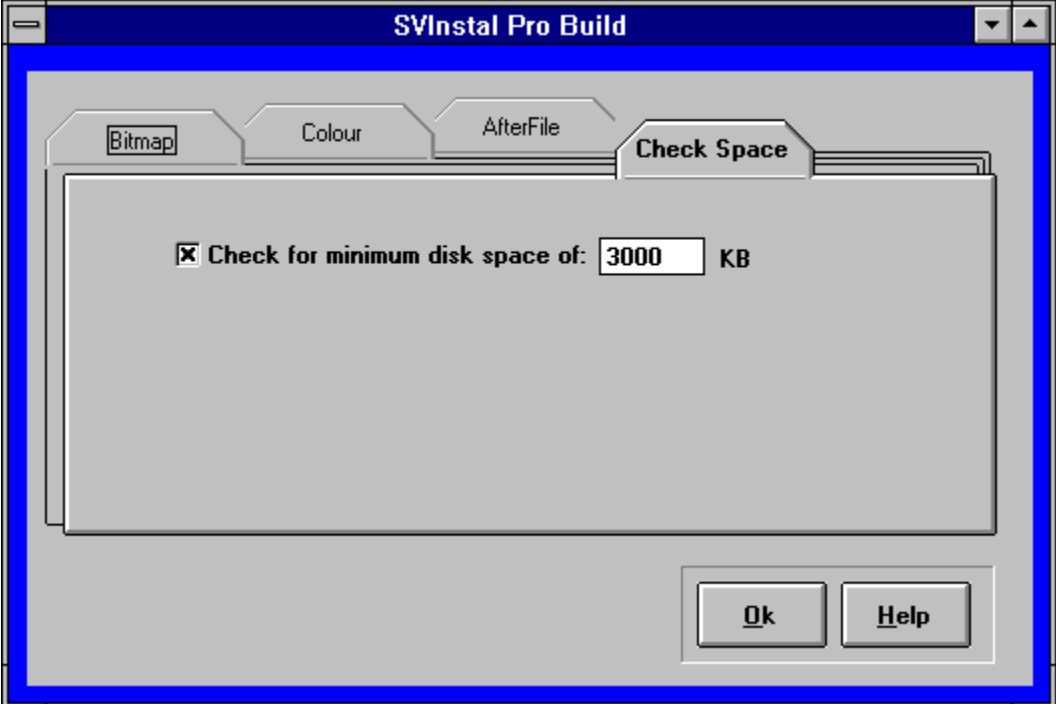
Configure

In order to operate correctly PRO_BLD must know where to find certain programs. It needs to know where a copy of SVI31.EXE is so that it can put it on DISK1. Also it needs to know where COMPRESS.EXE is so that it can compress files if requested. Finally, you need to tell PRO_BLD where to put the DISK1,DISK2,etc subdirectories and what size diskette you wish to build for.
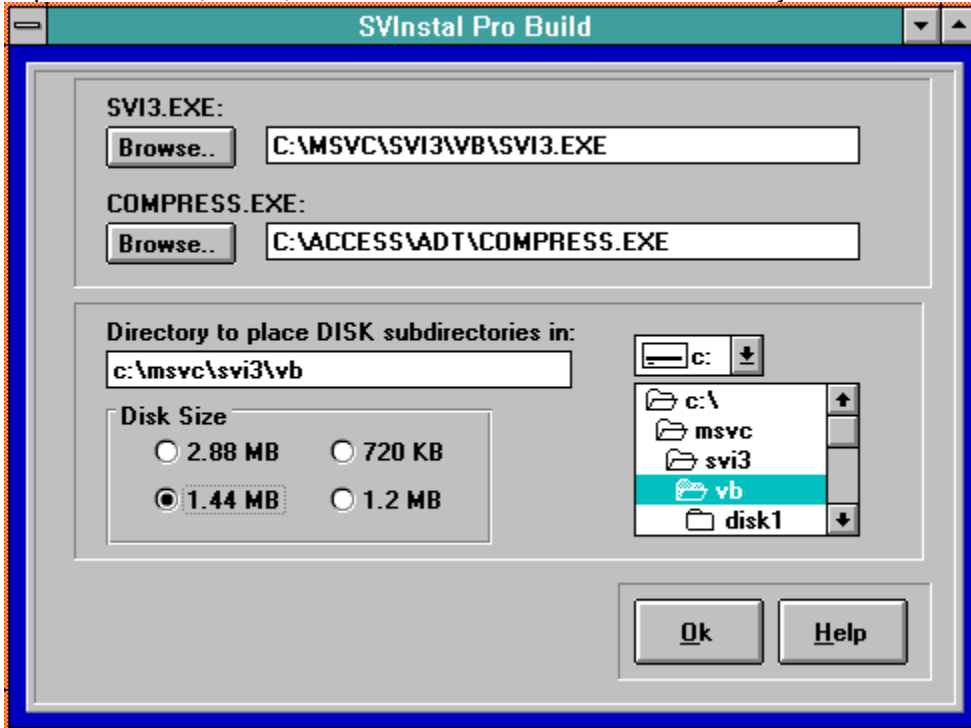
Use the Configure screen to set up information required to do a build.

NOTE: You can rename SVI31.EXE to something else, like INSTALL.EXE or SETUP.EXE if you like.

Build

The build process is where the information you have set up in your project gets used to create DISK1,DISK2,etc subdirectories that you can later copy out to diskette.

The build does the following:
1. Validates that it can find all the files that it needs.
2. Confirm it can remove previous DISKx subdirectories.
3. Creates subdirectories.
4. Copies SVI3.EXE and your screen bitmap(optionally) to the DISK1 directory.
5. Copies the 'Files to be included' files to the DISKx subdirectories.
6. Creates SVINSTAL.SVI based on where it placed the files.
The Build screen gives you some options for doing your build.

Build

Full distribution - This is the normal choice, it will recreate the DISK1,DISK2,etc subdirectories.

SVINSTAL.SVI file only - This will only recreate the SVI file. This is really only useful on single disk installs.

Compress

ALL Files - This will invoke the compress utility to compress all files as they are copied to the DISKx directories. COMPRESS.EXE gets called for each file so this option will take a while to build.

Only files marked.. - Compress only files you marked for compression in the Add/Edit screen.

Performance hint: You can pre-compress one or more files then set the source file to be the compressed version but the filename to be the uncompressed name.
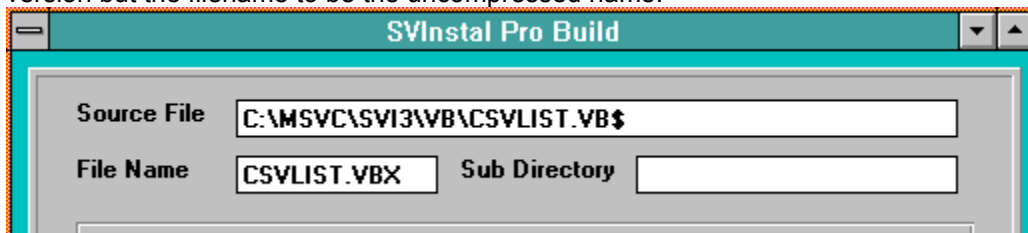
Setting up a PIF file for COMPRESS.EXE will allow it to run as a minimized icon - a little nicer than having it switch your screen to a full screen DOS window for each file. A sample PIF is included on the

distribution disk, you will need to set one up with the your file locations.

```
┌─────────────────────────────────────────────────────────────┐
│ ▬        PIF Editor - COMPRESS.PIF              ▼  ▲          │
├─────────────────────────────────────────────────────────────┤
│ File   Mode   Help                                            │
├─────────────────────────────────────────────────────────────┤
│ Program Filename:      [COMPRESS.EXE                    ]      │
│                                                               │
│ Window Title:          [                               ]      │
│                                                               │
│ Optional Parameters:   [                               ]      │
│                                                               │
│ Start-up Directory:    [C:\ACCESS\ADT                  ]      │
│                                                               │
│ Video Memory:    ● Text    ○ Low Graphics    ○ High Graphics  │
│ Memory Requirements:   KB Required  [128]   KB Desired  [640] │
│ EMS Memory:            KB Required  [0]     KB Limit   [1024] │
│ XMS Memory:            KB Required  [0]     KB Limit   [1024] │
│ Display Usage:  ○ Full Screen    Execution:  ⊠ Background     │
│                 ● Windowed                   ☐ Exclusive      │
│ ⊠ Close Window on Exit      [ Advanced... ]                   │
├─────────────────────────────────────────────────────────────┤
│ Press F1 for Help on Program Filename.                        │
└─────────────────────────────────────────────────────────────┘
```

In the Configure screen, tell PRO_BLD to use COMPRESS.PIF instead of COMPRESS.EXE.

See your Windows user's guide for more information on the use of PIF files.

Icon description

When you have SVInstal install an executable program (a ".EXE") Windows will get the icon from the application program and put it into the program group. By default it uses the name of the .EXE as the description for the icon. That means if I have **SVPH.EXE** in my list of files to be installed, the icon for SVPaperHanger will be installed with the **Svph** under it.

Sometimes that is fine, but you want a more descriptive name - SVInstal can do it. Just specify icon description text in the edit box labeled 'Description'.

For example, put SV Paper Hanger into the 'Description' box to get:
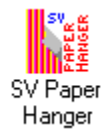
Command Line and Runtime Support

SVI31gives you the ability to specify the command line parameter for any icon you install. This can be used for starting up runtime environments.

Tokens:

%D - destination drive chosen by user.

%W - User's Windows directory.

%F - Current filename.

Example 1:

If you are making a TOOLBOOK application you can put in the command line:

%D TBOOK.EXE   %F /x

SVI31will create a command line by substituting the destination information (drive:\dir..) for the **%D**, appending TBOOK.EXE then substitute your file name for the **%F** finally adding command line parameter '/x' . The resultant command line might look like:

C:\MYAPP\TBOOK.EXEMYFILE.TBK /x

This would mean when the icon is clicked on, Windows would startup TBOOK.EXE and pass it MYFILE.TBK /x as parameters.

Example 2:

If you are making a TOOLBOOK application you can put in the command line:

%W TBOOK.EXE   %D%F /x

SVI31will create a command line by substituting the current Windows directory for the **%W**, the destination information (drive:\dir..) for the **%D** and substitute your file name for the **%F** finally adding command line parameter '/x' . The resultant command line might look like:

C:\WINDOWS\TBOOK.EXED:\MYAPP\MYFILE.TBK /x

This would mean when the icon is clicked on, Windows would startup TBOOK.EXE and pass it MYFILE.TBK /x as parameters.

In the above scenario you would need to install TBOOK with the 'Redirect' to Windows.

Running SVInstal

When your user runs SVI31 the above dialog will appear on a full screen window. The source drive defaults to the drive that SVI31 was started from. The destination drive defaults to "C:". The user can change either dive. The only other thing the user can change is the default directory. This screen also shows the required disk space for your application and the available disk space for the currently selected destination drive.

The user selects '**OK**' to proceed with the installation. The startup dialog is then replaced with a progress dialog showing the % done for the current file copy and the total installation.

Files to include

SVI31.EXE

SVINSTAL.SVI

You are allowed to include the program **SVI31.EXE**, with your software, at no charge. You can rename SVI31.EXE to INSTALL.EXE if you want, but the data file included with your program files **MUST** be named **SVINSTAL.SVI** (in order for SVINSTAL to find and use it).

The program PRO_BLD.EXE is **NOT** to be included on your distribution disks.

Note: the file 31HELP.HLP is the help file for PRO_BLD.EXE and is not required for your customer.

Files NOT to include

PRO_BLD.EXE

The program PRO_BLD.EXE is NOT to be included on your distribution disks.

Note: the file 31HELP.HLP is the help file for PRO_BLD.EXE and is not required for your customer.

Shareware Registration

Soft Ventures retains all rights to SVInstal. SVI31 is being marketed as shareware, NOT free software. The shareware concept is simple: **try before you buy**. If you like SVI31 and wish to continue using it, you are required to register with Soft Ventures. Upon receipt of your $39.95 registration fee, Soft Ventures will send you the latest copy of SVI31 and a printed user's guide.

Plus, new with version 3, the full Visual C++ source code is included FREE. The registered copy removes the shareware notice from SVInstal.

Note: This document refers to PRO_BLD.EXE, this file is supplied with the registered version only. This is a size issue rather than a crippled shareware one. The PRO_BLD and its database are rather large (>2MB). I felt a shareware user can determine if SVI31 will work for them with just using the SVIBLD.EXE limited funcationality data file builder.

Shareware registration $39.95 US + $3.00 shipping
(Canadian customers $49.95 + $3.00 s&h + $3.70 GST)
Site Licence Fees:
2-5 users $ 69.95 + $3.00 shipping
> 5 users $169.95 + $3.00 shipping
                        (one disk and manual, manual can be photo-copied)

To Order:

Send cheque or money order to **payable to *Rob Stevens*** (address below).
SVI31 can also be registered via CompuServe.   GO SWREG, program ID =   692

SVI31 is an evolving product, if you find you have a requirement that SVI31 does not handle - Drop me a line, that's how a lot of enhancements are added.
Rob Stevens
Soft Ventures
Box 22183 Bankers Hall
Calgary, Alberta Canada
T2P 4J5
CompuServe 71441,734
Internet   stevensr@cadvision.com
         OR 71441.734@compuserve.com

Compressing Files

Soft Ventures SVI31 supports files compressed with Microsoft's DOS based file compression utility, COMPRESS.EXE. This allows you to compress your files and save space on your distribution disk. The procedure for using file compression is simple:

1. Construct your list of files as described in the Files to be installed section.

2. Use COMPRESS.EXE to compress large files. Type COMPRESS ? for instructions. Hint: You can put all the files you want to compress into one directory, then issue a single COMPRESS command to compress them all at one. (or SEE **RunComp** below..)

3. When copying your files out to your distribution floppy, use the compressed versions. SVI31.EXE will see the compressed version and de-compress it to the users destination drive.

Remember: put the normal file name in the PRO_BLD list of files, but put the compressed file on your distribution disk. eg: enter MYFILE.EXE into the list of files and put the compressed version MYFILE.EX$ on the distribution floppy.

NOTE: SVI31does NOT support splitting of files across multiple disks.

RunComp

Soft Ventures supplies a Windows front end utility for running Compress. RunComp allows you to select multiple files to be compressed at one time. Entire directories if you wish. The compressed files can optionally be directed to a single output directory. All without having to go out to DOS.

What is RunComp

Microsoft's COMPRESS.EXE is a DOS only program. RunComp is a Windows front end for COMPRESS.EXE.

RunComp allows you to create a list of files from various directories and then have COMPRESS.EXE compress them. You can compress the files in their own directories or have them all directed to a single output directory.

RunComp is part of Soft Ventures' developer's installation utility SVInstal. A shareware evaluation copy of SVI31 can be downloaded from CIS, DBA forum, as SVINST.ZIP.
Rob Stevens
Soft Ventures
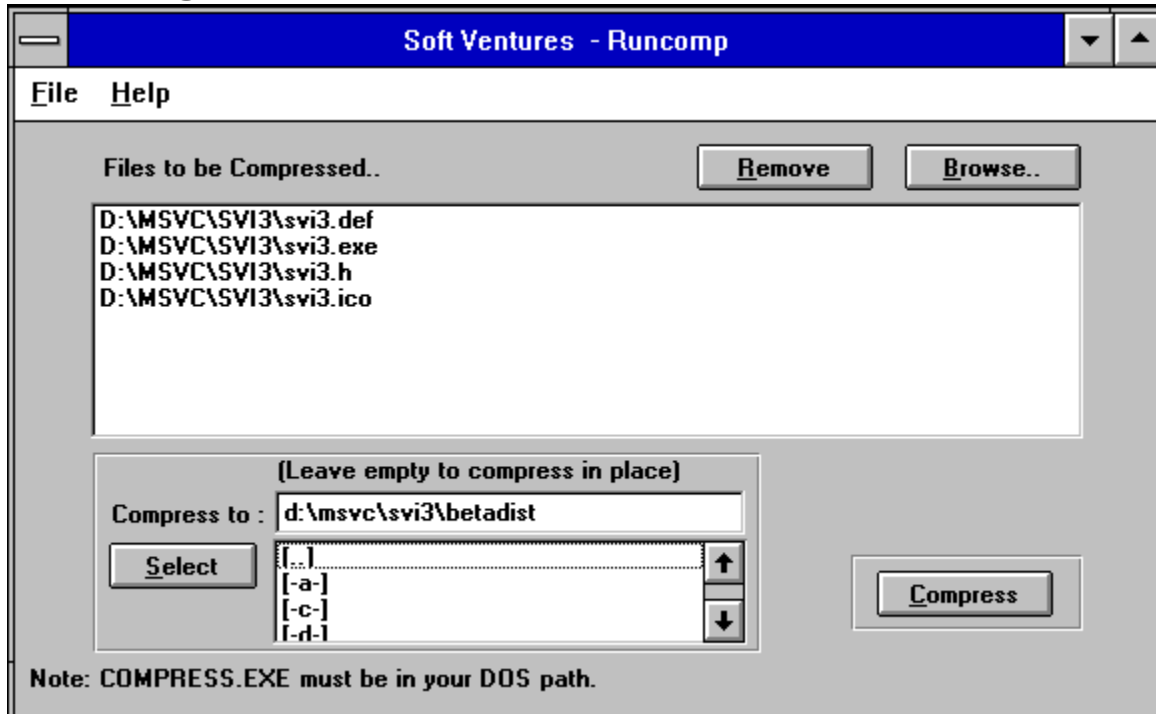Box 22183 Bankers Hall
Calgary, Alberta Canada
T2P 4J5
CompuServe 71441,734
Internet stevensr@cadvision.com   OR 71441.734@compuserve.com

Running RunComp

The object of the game here is to make a list of the file you wish to have compressed. Then click on 'Compress' and RunComp will batch up a COMPRESS.EXE run to do the work.

Related Topics:

Browse
Remove
Select
Compress

Browse

The Browse button opens a standard file selection dialog box. The Browse dialog is a multi-selection listbox which allows you to select one or many files from a directory. The selected files are placed into RunComp's list of files to be compressed. The browse feature can be used again to select files from a different directory.

Remove

If you accidentally get files into the list that you do **not** want compressed, select them then click on 'remove' to zap them out of the list.

Select

RunComp allows you to compress files in their directories OR compress them all to a single output directory. If you leave the output directory box empty, the files will be compressed in their current directories. Click on 'Select' if you wish to choose an output directory. The directory must already exist.

Compress

The 'Compress' button initiates the actual compression run. Because COMPRESS.EXE does not support a file list as a source argument, Runcomp builds a batch file that calls compress. A DOS window will display the progress of the compression run.

Glossary of Terms

DISKx

DISK1, DISK2, etc. are subdirectories that your distribution are placed
in for later transfer to diskette.

DISKx

DISK1, DISK2, etc. are subdirectories that your distribution are placed in for later transfer to diskette.

Default Load Directory

Enter the name of the directory you wish SVINSTAL to create and load your programs into. DO NOT enter drive or subdirectory information. See section Sub-directories and multiple source disks for syntax on subdirectory use. You are limited to 8 character directory names by DOS.

Developer's Company Name

This information will appear in the top left of the SVI31setup dialog box. You can put a company name or your own name, limited to 40 characters. If you choose to use a bitmap for your company name, this field can be left blank or used for some other text, ie: '"Thank you for ordering from ...".

Icon files

For executable files, the Program Manager extracts the icon from the .EXE file. For non executable files (actually for executable files also), SVI31allows you to specify an icon file, a bitmap to be used as the icon.

To have SVI31ask the Program Manager to use an icon file, simply enter the icon file name, eg:"ABC.ICO", into the 'Icon file' box.

Program Name

This will appear with the company name in the top left of the SVI31setup dialog box. If you choose to use a bitmap for your program name, this field can be left blank or used for some other text, ie: '"Thank you for ordering from ...".

Windows Program Group Name

Enter the name you wish to have SVINSTAL use when creating the Windows Program Group.

You can use more than 8 characters here but remember too long a name can clutter your user's screen and be annoying. Upper and lower case are acceptable as are spaces.

SVInstal

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