

# EZinst Main index

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## Introduction

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**Ezinst** is an easy, painless way to install Windows software. The installation program itself is small (about 50k) and includes such features as source and destination directory entry, a percent completed status bar, and a very easy, customizable [install.ini](#) file format. All the programmer, consultant, or other user has to do is make a very simple [install.ini](#) file with his/her favorite text editor.

# The install.ini file

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The install.ini file tells the EZinst installation program exactly how to install the program(s). The file format is simple and easy to use.

## File format:

Line #1 - The title displayed in large letters in the installation program.

Line #2 - The default source drive/directory. This can be the current directory.

Line #3 - The default destination drive/directory. If it already exists, the EZinst will prompt if it is still to be used.

Line #4 - The number of files to install. Make sure this number corresponds to the number of lines following it.

Line #5-#? - The files to install. They may be compressed by using Microsoft's compress.exe.

Line #6 - The program group. If it doesn't already exist, it will be created.

Line #7 - The number of program item to be created in the program group. Make sure this number corresponds to the number of lines following it.

Line #8-#? - The program items to install. The first part of an entry is the program to be run followed by command-line parameters. The second part of an entry is the titled, and is separated by a comma. The macro @@DIR@@ will be substituted by the default directory.

## Example:

```
Gengame Installation
; Title to display while installing
a:
; Default source drive/directory
c:\gengame
; Default destination drive/directory
3
; Number of files to install
gengame.ex_
; Name of files (may be compressed or
gengame.hl_
; un-compressed). Must be the name
readme.tx_
; in the source drive/directory)
```

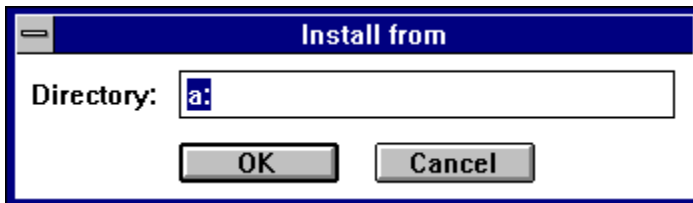
```
Games
    ; Program (manager) group
2
    ; Number of program items
@@DIR@@\gengame.exe, Generic Game
    ; Program items (The program itself)
winhelp @@DIR@@\gengame.hlp, Help
    ; (a help file)
```

# Directories

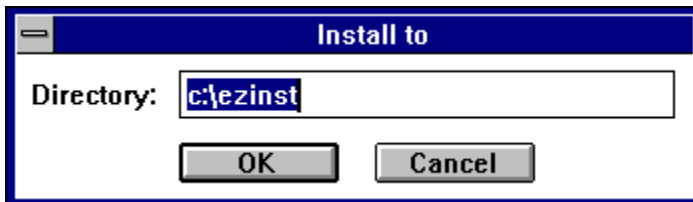
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Lines #2 and #3 contain the default directories. These are the directories that the program will be installed to and from if the user hits enter without changing the directories. Line #2 is the default source directory and line #3 is the default destination directory. These line should contain valid MS-DOS drive/directories. Possible entries include: ., a:, c:\apl, d:\.test\install.

## Source:



## Destination:



# Files

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Line #4 contains the number of files to install. This number must correspond to the number of lines in the file list starting on line #5. If the number on line #4 is greater than zero, line #5 starts the file list. The file list contains the files to be installed by the exact name in the source directory.

# Program group

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Line #6 (assuming only one file to install) contains the name of the Program Manager group in which to put the program items. If the group already exists it will be selected, otherwise it will be created.

# Program items

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Line #7 (assuming only one file to install) contains the number of program items to install into the program group. This number must correspond to the number of lines in the file list starting on line #8. If the number on line #7 is greater than zero, line #8 starts the program item list. Program items must follow a specific syntax: program\_to\_execute, program\_item\_name. The macro @@DIR@@ anywhere in the program item will be substituted with the destination directory.

# Example

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This example is the installation.ini file for EZinst.

## **EZinst Installation**

**a:**

**c:\ezinst**

**7**

**install.exe**

**install.hlp**

**install.ini**

**readme.txt**

**compress.exe**

**order.frm**

**file\_id.diz**

**Programming**

**3**

**@@DIR@@\install.exe, EZinst**

**winhelp @@DIR@@\install.hlp, EZinst Help**

**notepad @@DIR@@\readme.txt, README.TXT**



# Compression

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The file `compress.exe` is included in the EZinst package. This file can be used to compress distribution files in the [install.exe](#) file list. EZinst will automatically uncompress the files when it installs them. To compress a file use the following syntax: `compress [-r] filename1.ext [filename2.ext]`. If the optional `-r` switch automatically renames the compressed file with the character `_` in place of the original last character.

# Registration

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EZinst is a shareware program that has a 30 day evaluation period after which a payment of \$12 is required. As shareware, EZinst was distributed freely in order to allow people to "test drive" it. The try-before-you-buy concept allows users to find out which programs are useful before purchasing (registering) them. If a shareware program is useful or entertaining, please support it through registration. The registration fee for EZinst is only \$12. These twelve dollars entitle you to the newest version of the program, a printed manual, customer support (through the mail, CompuServe, or our BBS), source code (for Borland C++ 4.0), an unlimited distribution license, and information (and discounts) on other offerings from Burnham Park Software, Inc. To register, go to the [Registration Form](#) page and use the [File-Print Topic](#) menu command. Fill out the resulting form and send to:

**Burnham Park Software, Inc.**  
**P.O. Box #814**  
**Chicago, IL 60690-0814**

**Phone: (312) 922-6313**  
**BBS: (312) 922-2839**  
**CompuServe: 71532,3271**  
**AOL: J null B**  
**Delphi: MARBRO**  
**GEnie: XRG36978**

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# Registration form

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Name: \_\_\_\_\_

Street: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip code: \_\_\_\_\_

Country: \_\_\_\_\_

Phone: \_\_\_\_\_

Program registering: \_\_\_\_\_

Type of disk: 3 1/2: \_\_\_\_\_ 5 1/4: \_\_\_\_\_

Computer: \_\_\_\_\_

On-line services or bulletin boards: \_\_\_\_\_

\_\_\_\_\_

Where did you get the program: \_\_\_\_\_

\_\_\_\_\_

Send to:

**Burnham Park Software, Inc.**  
**P.O. Box #814**  
**Chicago, IL 60690-0814**

