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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 SVI313 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 SVI313.EXE reads the data file SVINSTAL.SVI which tells it what to install. You include both SVI313.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 SVI313 will work for them with just using the SVIBLD.EXE limited functionality data file builder.

Getting Started

The SVI313 system is made up of three files:

1. SVI313.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 SVI313.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.

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)

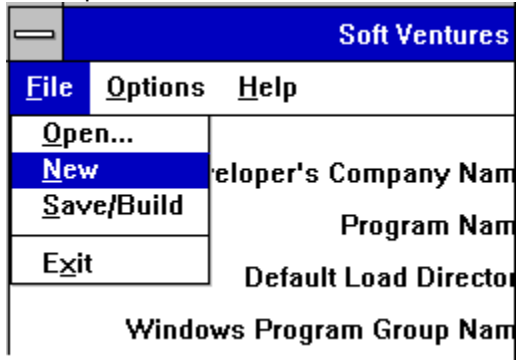5. Test install your new distribution disk.

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.
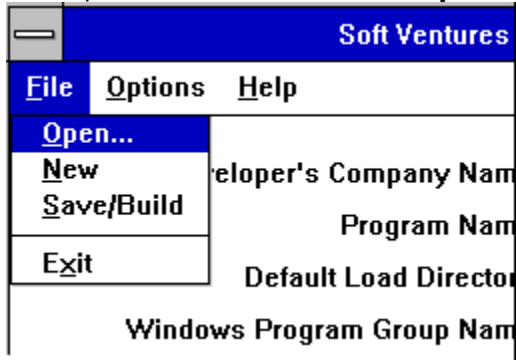
You can then select the .SVI file that you wish to access.
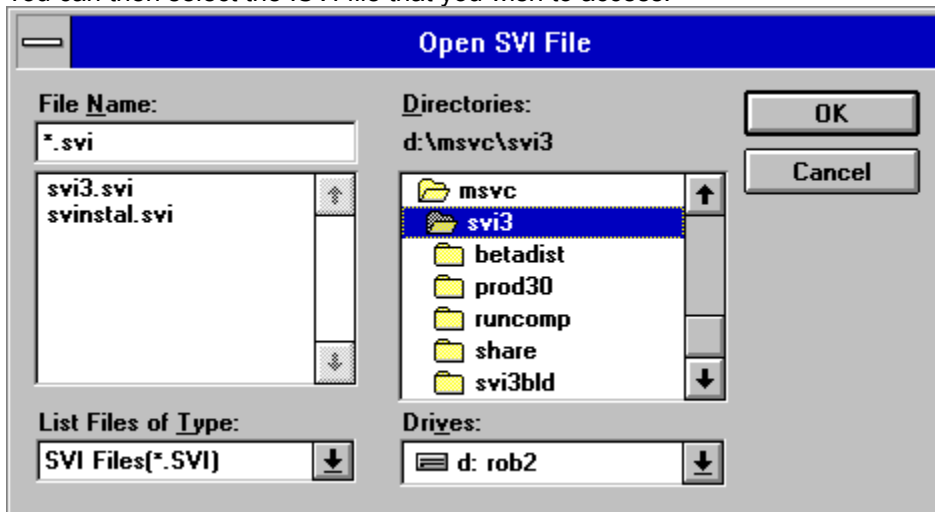
This standard file selection dialog allows you to choose which SVI file to edit.

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

This information will appear in the top left of the SVInstal 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, i.e.: '"Thank you for ordering from ...".

Program Name

This will appear with the company name in the top left of the SVInstal 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, i.e.: '"Thank you for ordering from ...".

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.

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.

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

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.

e.g.:

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, Icon files (.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, i.e.: 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, i.e.: 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, Page 1

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.

Related Topics:

Screen Bitmap

Color

AfterFile

Pre, Post Installation messages

Disk Space Required

Screen Bitmap
If and How to display a bitmap.

If you wish, you can supply a bitmap that SVI313 will place on the screen. This is most often used to display your company logo and/or application title. SVI313 handles **16 color bitmaps only**.   SVI313 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 bottom 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.

Display Black as Transparent: If this box is checked, SVI will make all BLACK areas of the screen bitmap transparent. This could be used to get the standard large yellow installation title over the blue gradient.

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'

- etc.

This screen is also used to enter optional pre- and post- installation messages.

If you check the **'Include Parameters'** box   SVI313 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.

Pre, Post Installation messages

You can have SVInstal put up a dialog box with a brief text message before and/or after the installation by putting by entering the message text into the appropriate box on this screen. If there is no text, SVI will not present a message dialog.

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.

Options, Page 2

More setup parameters are available here.

System file changes, FILES, BUFFERS

Append file names for AUTOEXEC.BAT and CONFIG.SYS

Reboot/Restart options

Related Topics:

FILES and BUFFERS

APPEND files

Reboot/ Restart

FILES and BUFFERS

Enter minimum values to check for. If the user's current settings are higher than these no action will be take. Secondary buffers are not changed,

e.g.: you specify BUFFERS to be 20

       - user currently has BUFFERS=15,4

       - new value will be BUFFERS=20,4

APPEND files

SVInstal does not attempt to interpret how the user has set up CONFIG.SYS or AUTOEXEC.BAT (except for the FILES & BUFFERS settings). You can specify a text file to be appended to either CONFIG.SYS or AUTOEXEC.BAT. SVInstal will substitute tokens for user selected values.

Token: **%D** = drive, **%R** = default installation directory.

e.g.: You specify that your file AUTOEXEC.TXT is to be appended to AUTOEXEC.BAT.

Your file contains:

"PATH %PATH%;**%D\%R"**

Assuming the user chose to install to drive H, directory YOURAPP - SVI will append to the user's AUTOEXEC.BAT as

"PATH %PATH%;**H**:**YOURAPP**

If you indicate changes to the user's CONFIG.SYS or AUTOEXEC.BAT, SVI will make the changes to copies of the actual files then ask the user if he/she wants to make the changes. If the user answers yes, the original files are backed up and your changes applied. If the user answers no, your changes are saved and the user is informed.

Reboot/ Restart

You can have SVInstal either Reboot the user's system or Restart Windows upon installation completion. This would only be done if you have changed something in CONFIG.SYS or AUTOEXEC.BAT that warrants a restart or reboot. Program groups created by SVInstal **do not** need Windows restart.

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.

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.
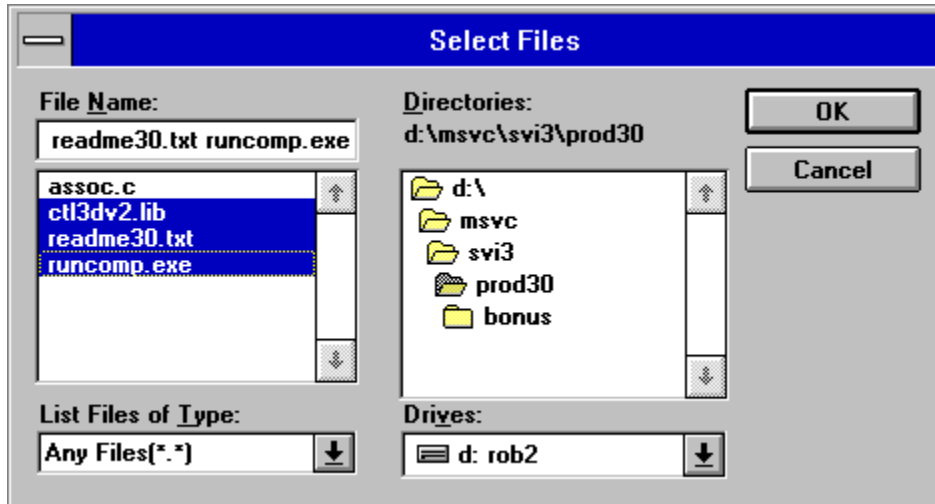
ReDirect File(s) to Windows or System Directory

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.

i.e.: To set up **ABC.DLL** in the System directory the source disk must have **A:\SYSTEM**\ABC.DLL

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

SVI313 will 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

SVI313 will 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.

How does PRO_BLD differ from SVI3BLD

**SVI3BLD.EXE - shareware**
PRO_BLD.EXE - registered

With **SVI3BLD** you are responsible for placing all the files necessary on to the floppy. You must make sure the SVI313.EXE is on the first disk as well as any bitmap you might be displaying. You must manually compress any files needing compression. SVI3BLD just creates the SVINSTAL.SVI for you.

PRO_BLD is a more full function 'builder'. PRO_BLD has a database that stores the names and locations of the files you want to install. With this knowledge it is able to 'go and get' the most current version of your files when you do a build. PRO_BLD creates DISK1, DISK2 etc directories that can be copied directly out to your distribution disks. You can have PRO_BLD automatically compress as it builds. You tell PRO_BLD what size diskettes you plan to use and it will place files for the best use of the distribution media. PRO_BLD will make sure the proper files are placed on the first diskette.

PRO_BLD supports multiple simultaneous projects, such as a shareware distribution project, a production distribution and a beta test distribution.

Running SVI313

User setup screen.
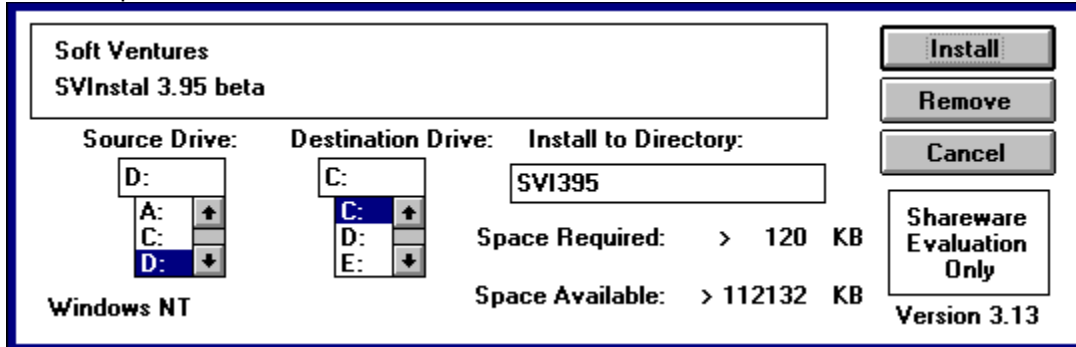
When your user runs SVI313 the above dialog will appear on a full screen window. The source drive defaults to the drive that SVI313 was started from. The destination drive defaults to "C:". The user can change either drive. The only other thing the user can change is the default directory. This screen 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.

A previously installed program can be removed by selecting **'Remove'**. All files will be deleted and program groups removed.

Progress screen.
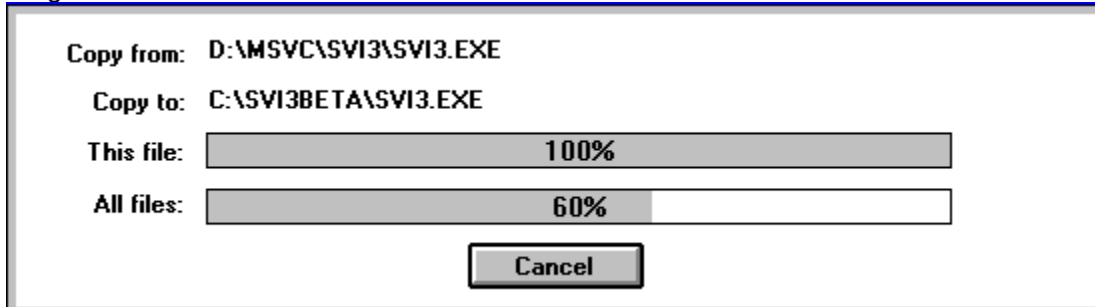
Files to include

SVI313.EXE

SVINSTAL.SVI

You are allowed to include the program **SVI313.EXE**, with your software, at no charge. You can rename SVI313.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 build programs PRO_BLD.EXE and SVI3BLD.EXE are 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

SVI3BLD.EXE

The build programs PRO_BLD.EXE and SVI3BLD.EXE are 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. SVInstal is being marketed as shareware, NOT free software. The shareware concept is simple: **try before you buy**. If you like SVInstal and wish to continue using it, you are required to register with Soft Ventures.

Upon receipt of your $39.95 registration fee you will receive:

1. The latest copy of SVI313 and a printed user's guide.

2. Full Visual C++ source code for SVI313.EXE

3. The latest copy of SVI3NT- 32 bit,   Windows NT specific version.

4. The latest copy of SVI395 - 32 bit, Windows 95 specific version.

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 SVI313 will work for them with just using the SVIBLD.EXE limited functionality data file builder.

Shareware registration $39.95 US + $3.00 shipping

(Canadian customers $49.95 + $3.00 s&h + $3.70 GST)

Site License 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).

SVI313 can also be registered via CompuServe.   GO SWREG, program ID =   692

SVI313 is an evolving product, if you find you have a requirement that SVI313 does not handle - Drop me a line, that's how a lot of enhancements are added.

Rob Stevens
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Calgary, Alberta Canada
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      OR 71441.734@compuserve.com

Compressing Files

Soft Ventures SVI313 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. SVI313.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. e.g.: enter MYFILE.EXE into the list of files and put the compressed version MYFILE.EX$ on the distribution floppy.

NOTE: SVI313 does 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 SVI313 can be downloaded from CIS, DBA forum, as SVINST.ZIP.

Rob Stevens
Soft Ventures
Box 22183 Bankers Hall
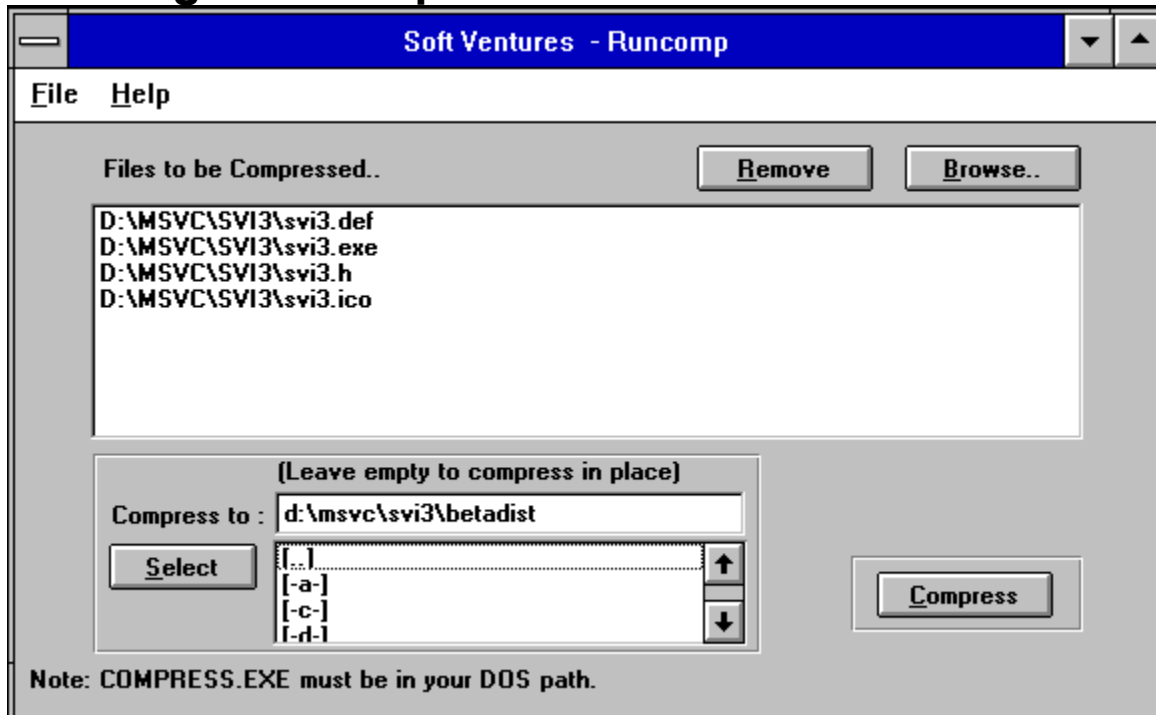Calgary, Alberta Canada
T2P 4J5
CompuServe 71441,734
Internet stevensr@cadvision.com   OR 71441.734@compuserve.com

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

DISKx

Default Load Directory

Developer's Company Name

Icon files

Program Name

Windows Program Group Name

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, i.e.: '"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, i.e.: "'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

Printed:
July 30, 1995