

Tutorial 1

Copyright (c), Freeman-Teresa Software, 1995

What topics are covered?

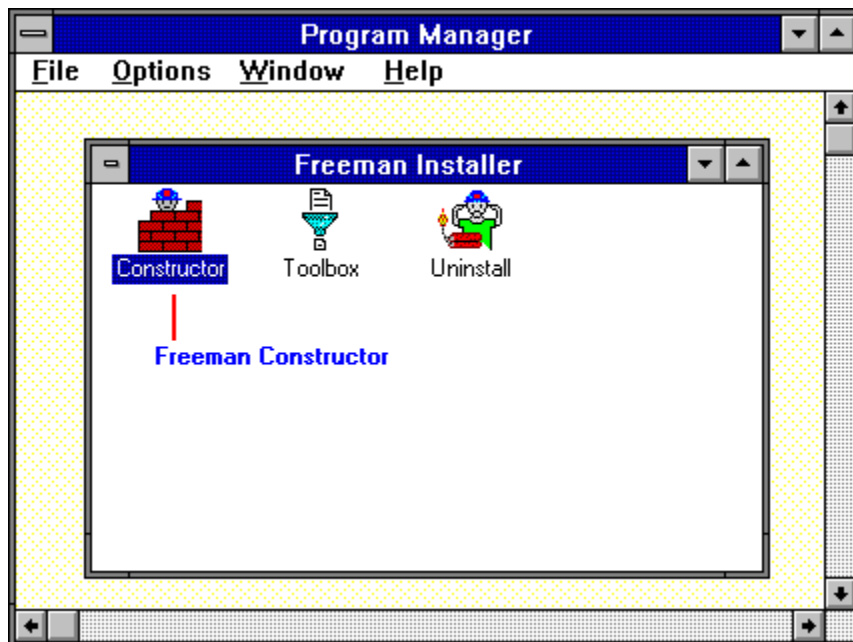
- Installing a couple of files.
- Installing a couple of icons (program items).
- Supporting uninstall.

Step 1

Create directory c:\prj. You will put your first install project there.

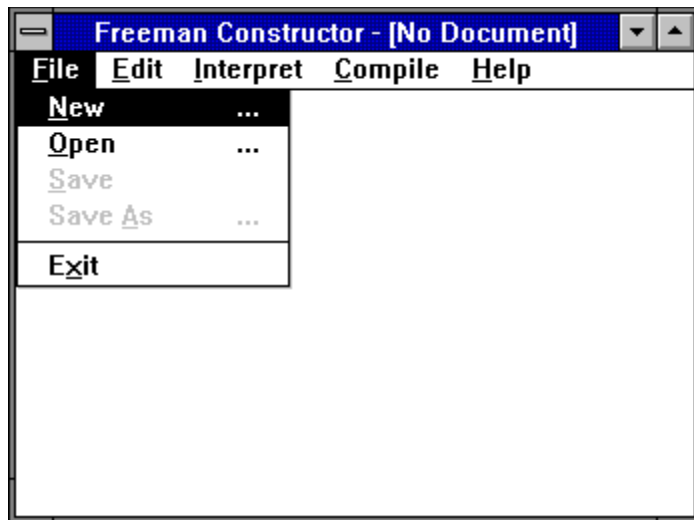
Step 2

Run Freeman Constructor.



Step 3

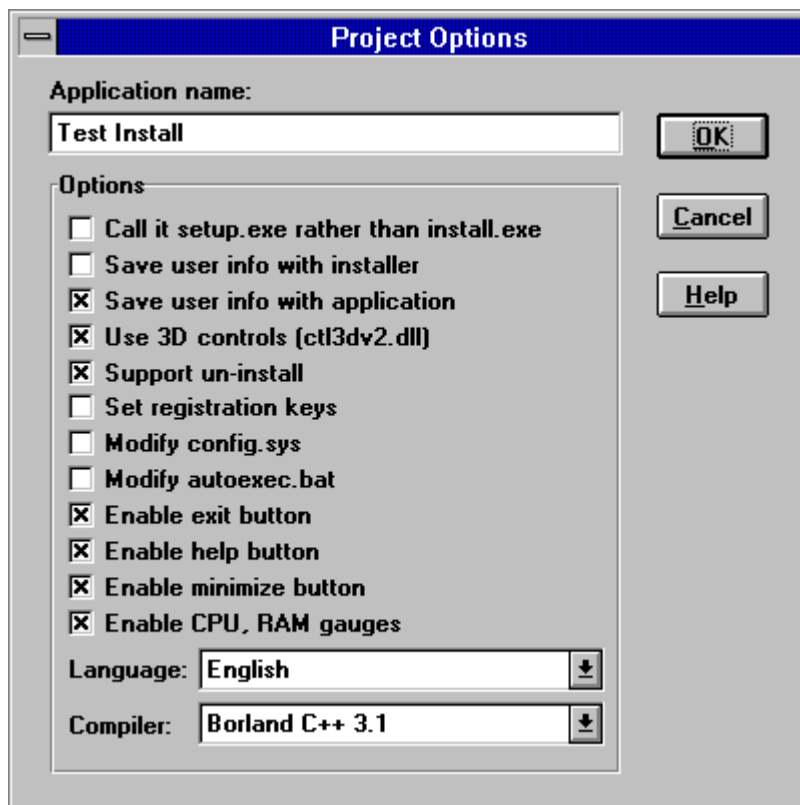
Choose File | New.



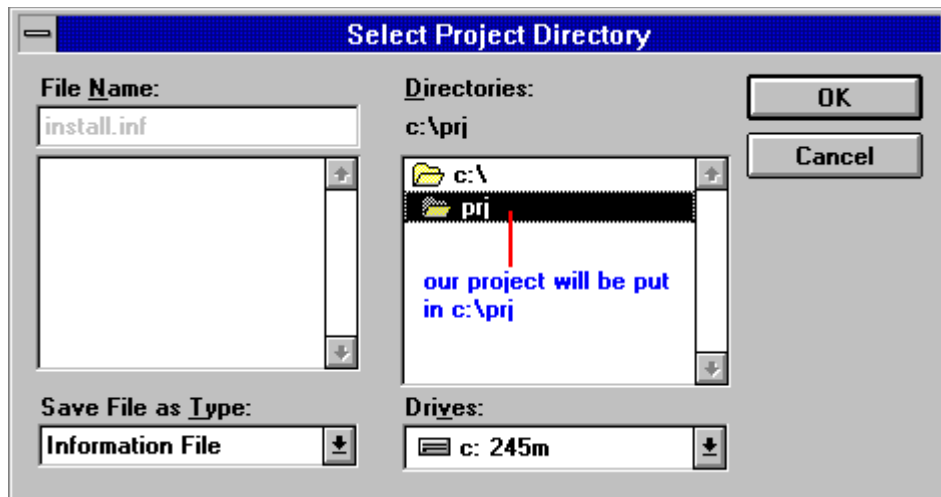
Step 4

Enter "Test Install" as the application name and use defaults for all other options. (By the way, when you actually use Freeman Installer with your application it is recommended that you not enter an application name longer than 30 characters.)

If you plan on following tutorial 4 to make a compiled installer, choose your favorite compiler as well. If you have BC 4 or BC 4.02, you can choose BC 4.5. If you have VC 1.0, you can choose VC 1.5.



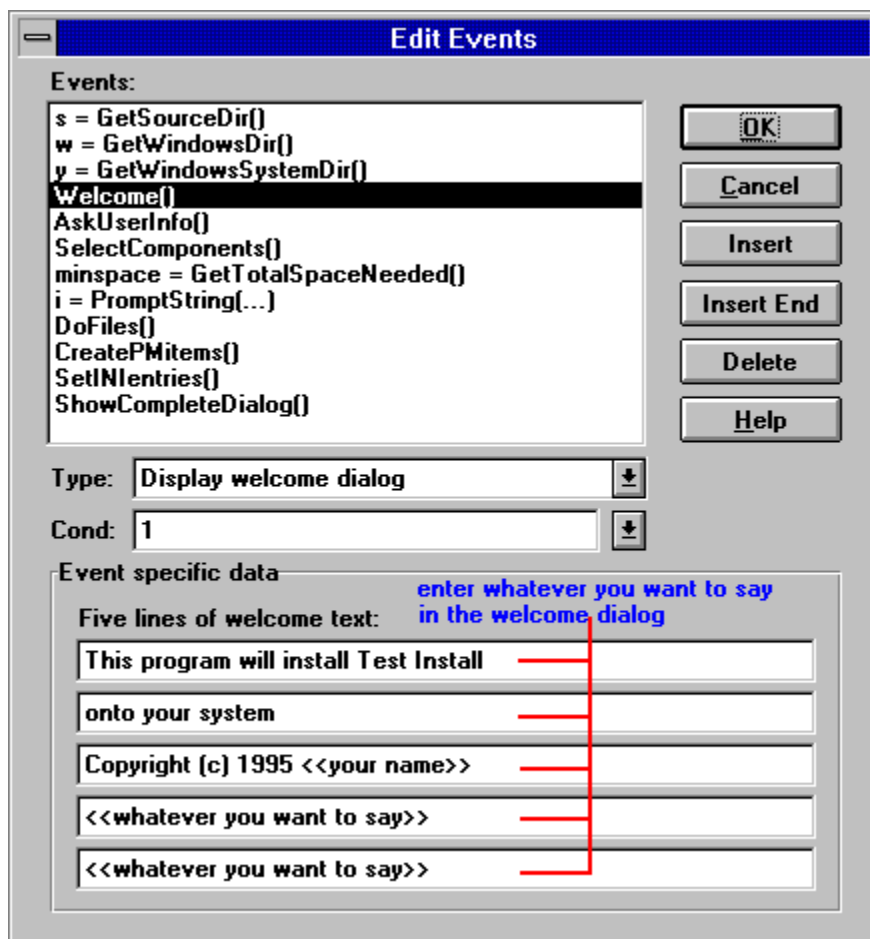
Click on "OK" button. Then you will be asked to choose a directory to hold the project. Choose c:\prj.



Click on "OK" button.

Step 5

Choose Edit | Events. Select the "Welcome" event and enter the parameters as shown below:

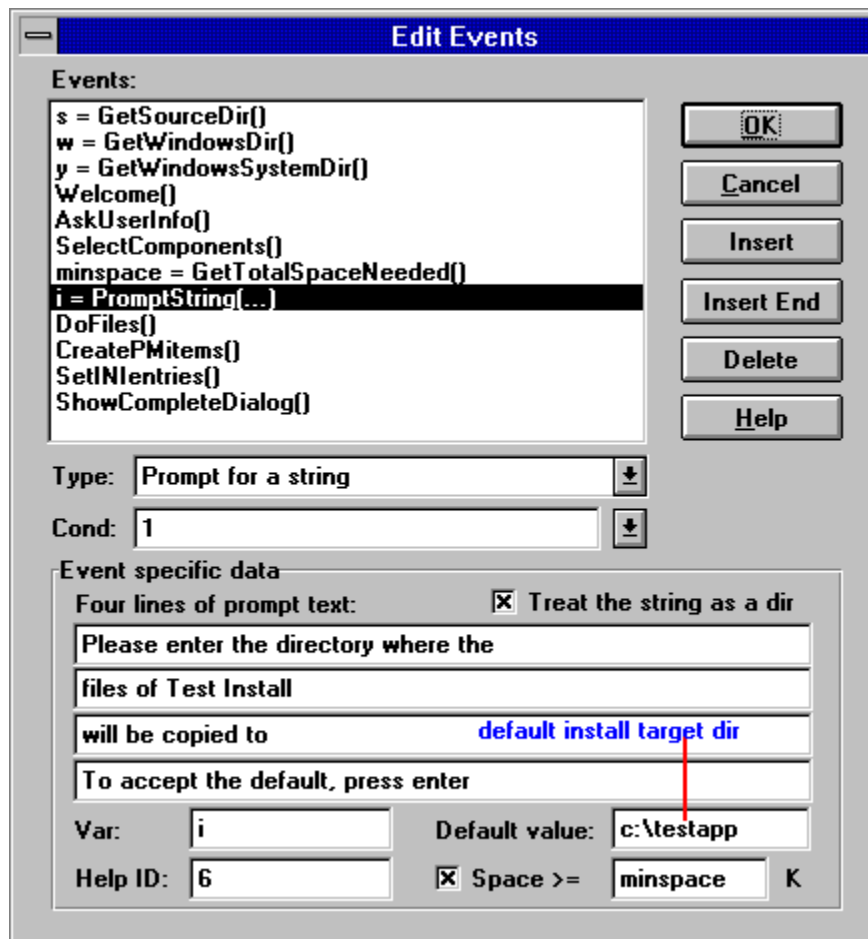


Leave the dialog open!

Step 6

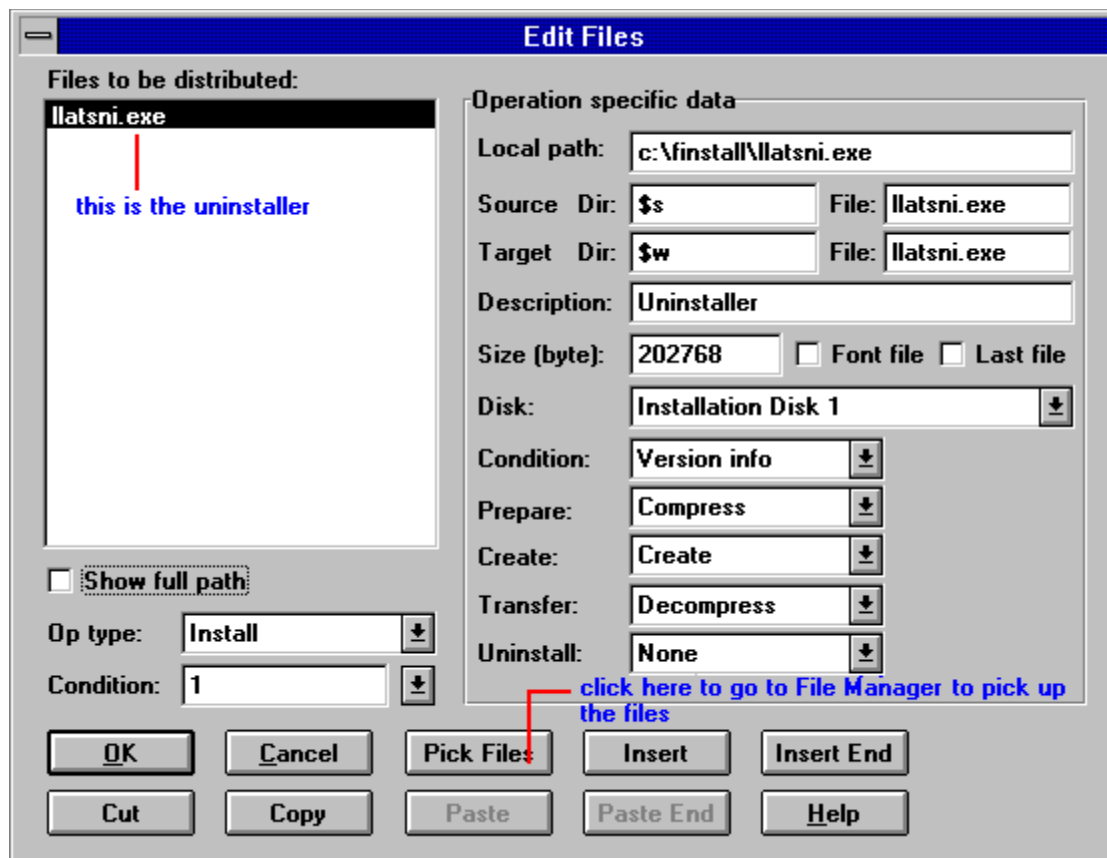
Select the "i = PromptString()" event and enter "c:\testapp" as the default directory for your

package.



Step 7

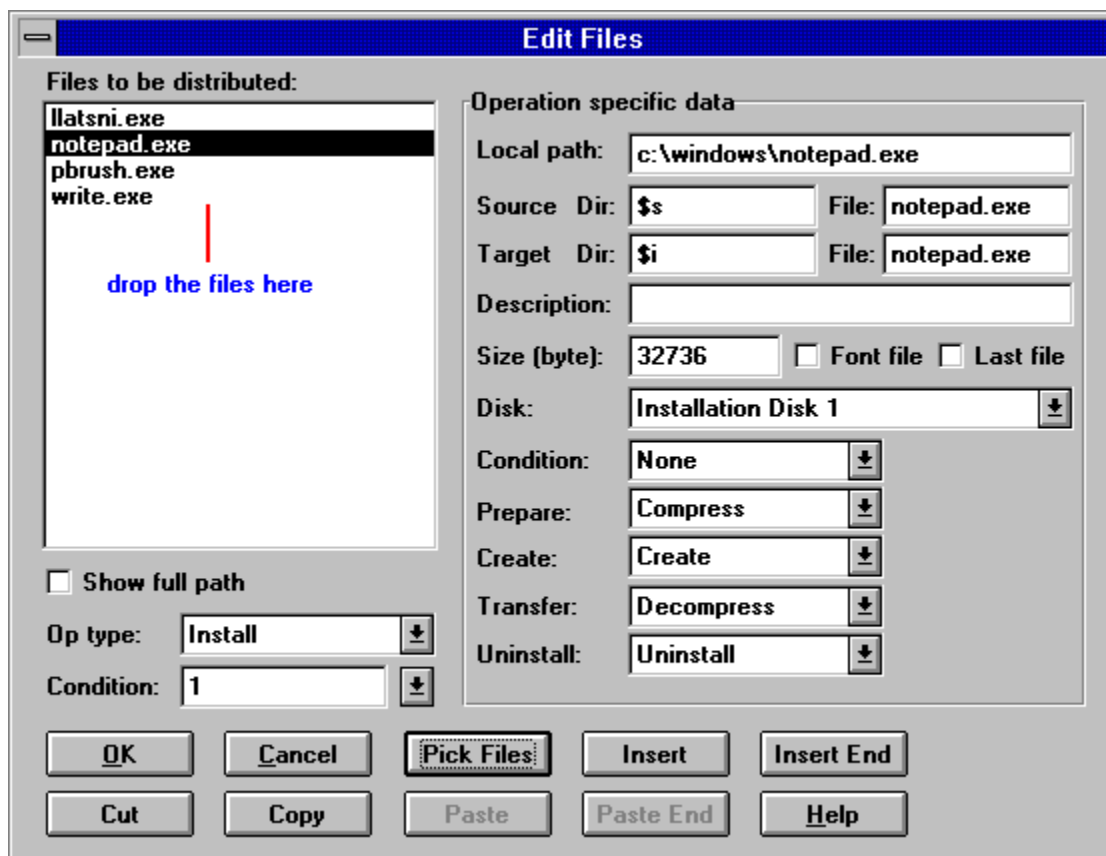
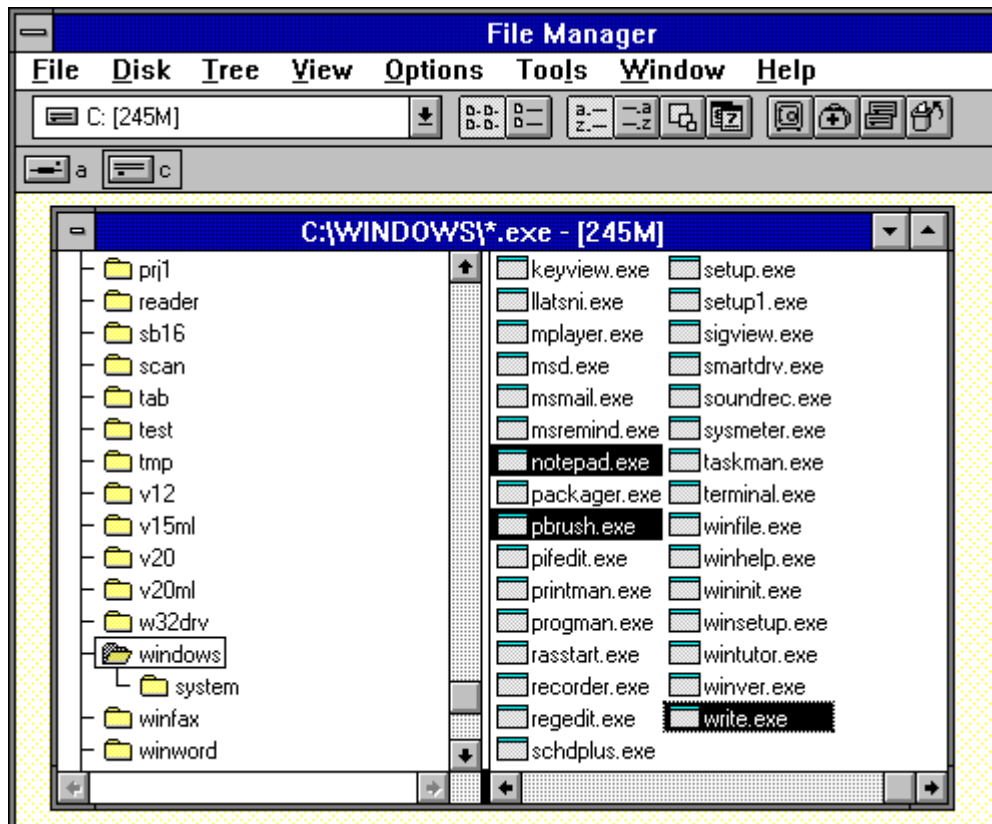
Choose Edit | Files to open the file dialog so that you can specify what files to install.



Here you already have an entry (the uninstaller) set up for us by the constructor. Click on "Pick Files" button to bring up File Manager.

Step 8

In File Manager, go to c:\windows and select three files: write.exe, notepad.exe, pbrush.exe (they are the only applications you are going to "distribute" in this tutorial). Then drag the files from File Manager and drop them into the list box in the file dialog. Of course, this means that you will have to have both the File Manager and Freeman Constructor open and visible on the screen at once, which may require you rearrange/resize the windows/dialogs.

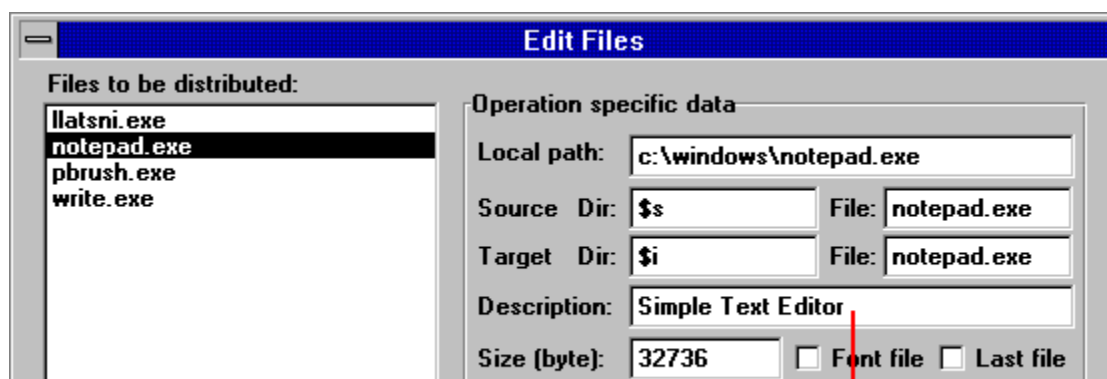


Because all the files will be installed into the target directory (rather than any other directories or any sub-directories of it), you can leave the default value \$i in the "Target directory" edit control. \$i means target directory the user inputs during the installation. If you want to install a file into, say, a sub-directory called "data" under the target directory, you should put \$i\sub there.

Because all the files will be in a:\, you can leave \$s in the "Source directory" edit control. \$s means the install source directory (i.e., the directory install.exe is started from, usually it is a:\).

Step 9

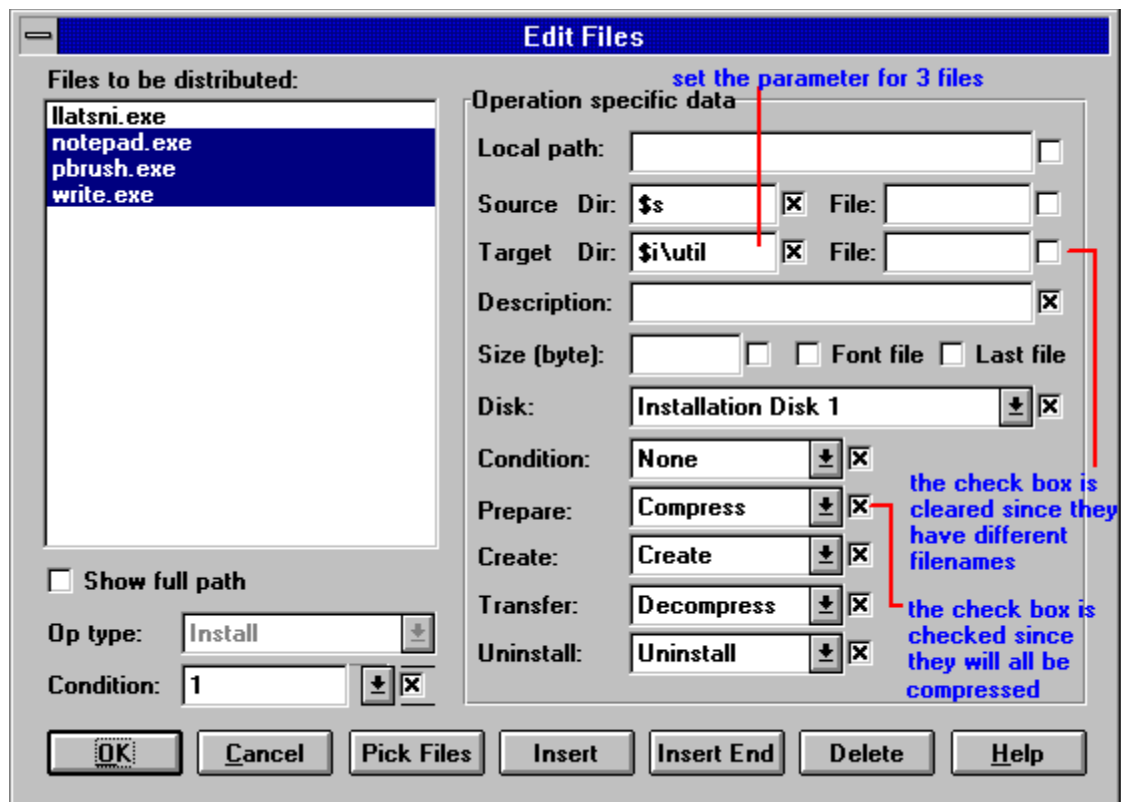
Select notepad.exe in the list box and then enter "Simple Text Editor" in the "Description" edit control as shown below:



describes what the file is

Similarly, enter "Image processor" and "Word Processor" for pbrush.exe and write.exe respectively. Click on "OK" button.

Now, choose Edit | Files again and see the "super power" multiple selection in action. Suppose that you are going to install these programs into a sub-directory called "util", you can select them at the same time and enter the "target dir" field for all of them at once:



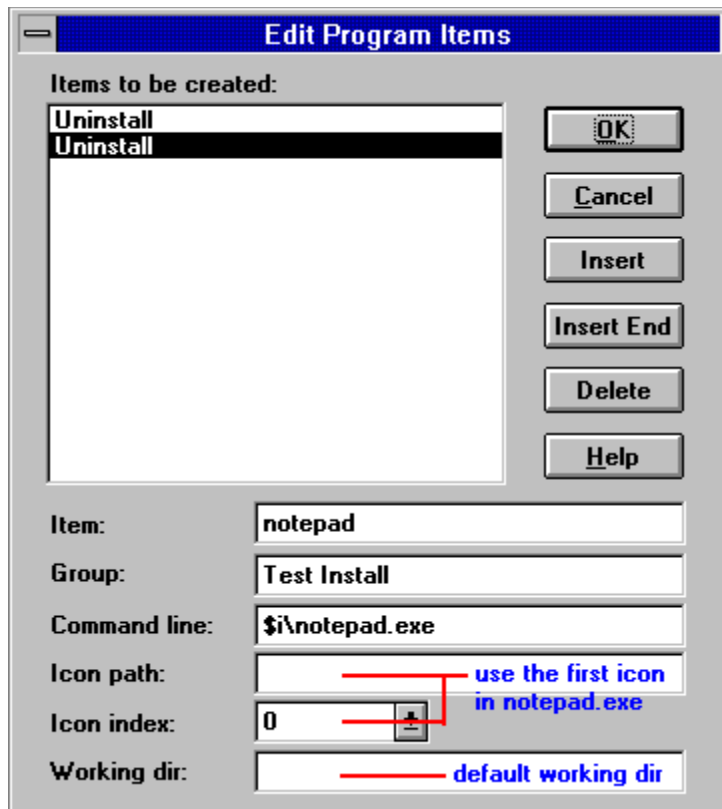
Since this is just a demonstration, click on "Cancel" button to discard the changes.

Step 10

Now you move on to specify what program items you want to install.

Choose Edit | Program Items.

Here you already have an item for the uninstaller. Click on "Insert End" button to get a new program item. This item is for notepad.exe. Fill out the dialog as shown below:



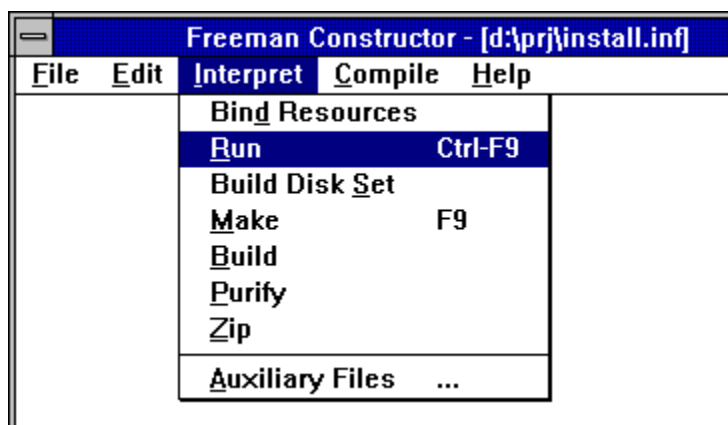
Similarly, create two more items for pbrush.exe and write.exe.

Click on "OK" button.

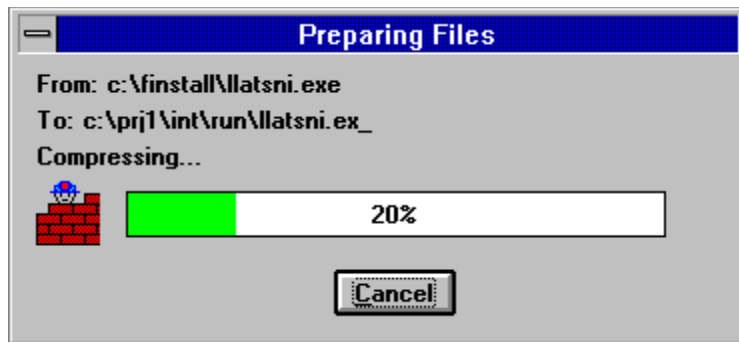
Step 11

Now, you are ready to test run the install on your own hard drive.

Choose Interpret | Run.



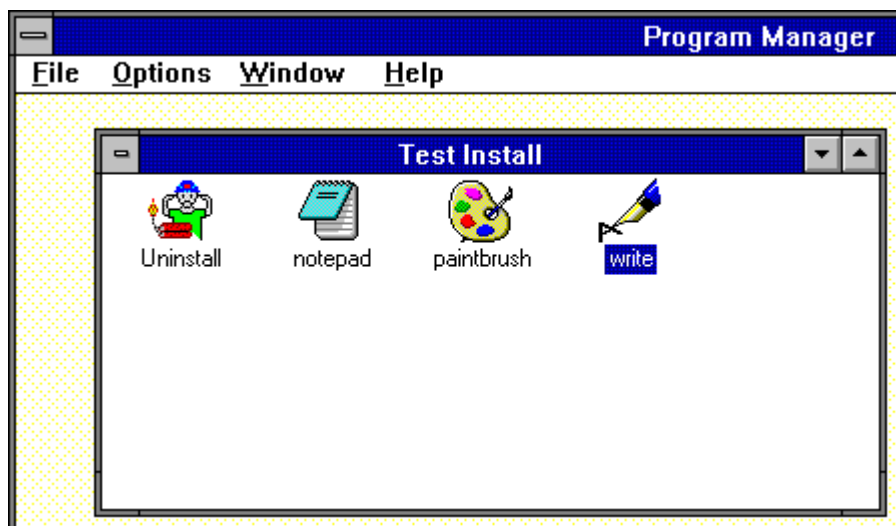
Then you will see the constructor preparing the package for you as shown below:



If everything is OK (as it should), you will see the familiar opening screen of the installer. You can follow the instructions in the installer to finish the install. However, if an error message comes out, in particular when the constructor is binding resources, read the "gotcha" file for more information or email our technical support hot line on: freemant@wr.com.au or 100351,3364.

Step 12

When the install finishes, you will have a new program group as shown below:

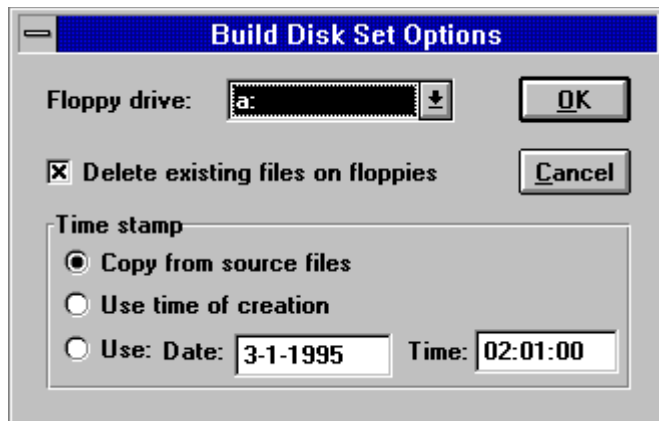


Oops! You shouldn't have put the item for the uninstaller as the first item. To rectify this, you should re-arrange the item order in the item dialog. How? drag'n'drop of course! You can do this later as a personal exercise.

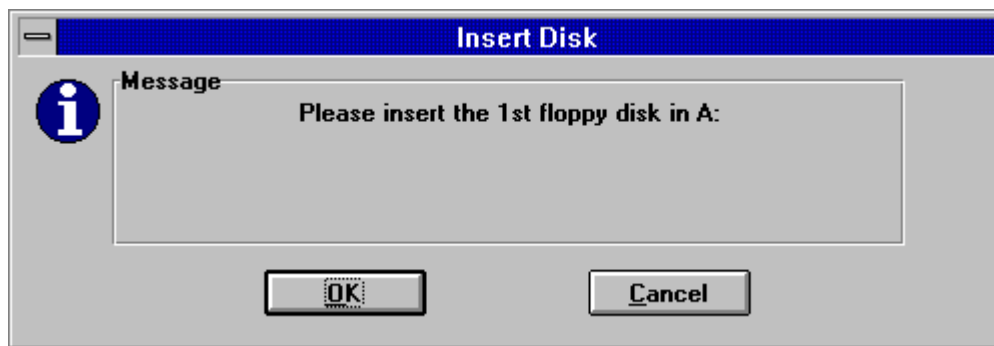
Run the uninstaller to uninstall the package. Before you move on to build the disk set, you should test-run it until you are totally satisfied with the install.

Step 13

Choose Interpret | Build Disk Set.



Select which floppy drive you wish to use, and then click on "OK" button.



Feed it your first distribution disk (it MUST be formatted). Note that all your existing files on the floppy will be deleted. The disks will be labeled sequentially as DISK1, DISK2, ... and so on.

Step 14

Now you are going to create a zip file for your package to upload to ftp sites and information services. This can be achieved by the "Zip" command on the "Interpret" menu. As a rule, if you can't run pkzip from a DOS command prompt, then don't use this function.

However, it is suggested that you issue the "Purify" command and "Make" command, before invoking the "Zip" command. What "Purify" does is to delete all the files on the emulated floppy disk on your hard disk (e.g., c:\prj\int\run emulates a:\). Then "Make" will prepare the files again. The net result is those files that were once included in the package but finally were left out will not be included in the zip file. (after all, you probably don't want that test GIF from a.b.p.e being included in your shareware package, right?)

When it is done, you can pick up c:\prj\int\test.zip which is ready to upload.

To unzip the file properly, type:

```
pkunzip -d test
```

Congratulations! You have finished tutorial 1.