Tutorial 3
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What topics are covered?
- Asking the user a yes-no question.
- Displaying a message box.
- Optionally Aborting the installation.
- Displaying readme file upon install completion.
- Modifying autoexec.bat to add the application directory to the PATH statement and add an environment variable.
- Displaying advertising dialogs with 256 colors bitmaps.

Step 1
Open c:\prj\install.inf. You will base this tutorial on the last one.

Step 2
Suppose that you need to make sure the user has installed your another package before this one. If he/she hasn't, you'd like to display a message box and then abort the installation.

Go to the event list (Edit | Events), add a "prompt for yes/no" event and enter the parameters as shown below:

Step 3

If the user clicks on "No" then you will display a message box:

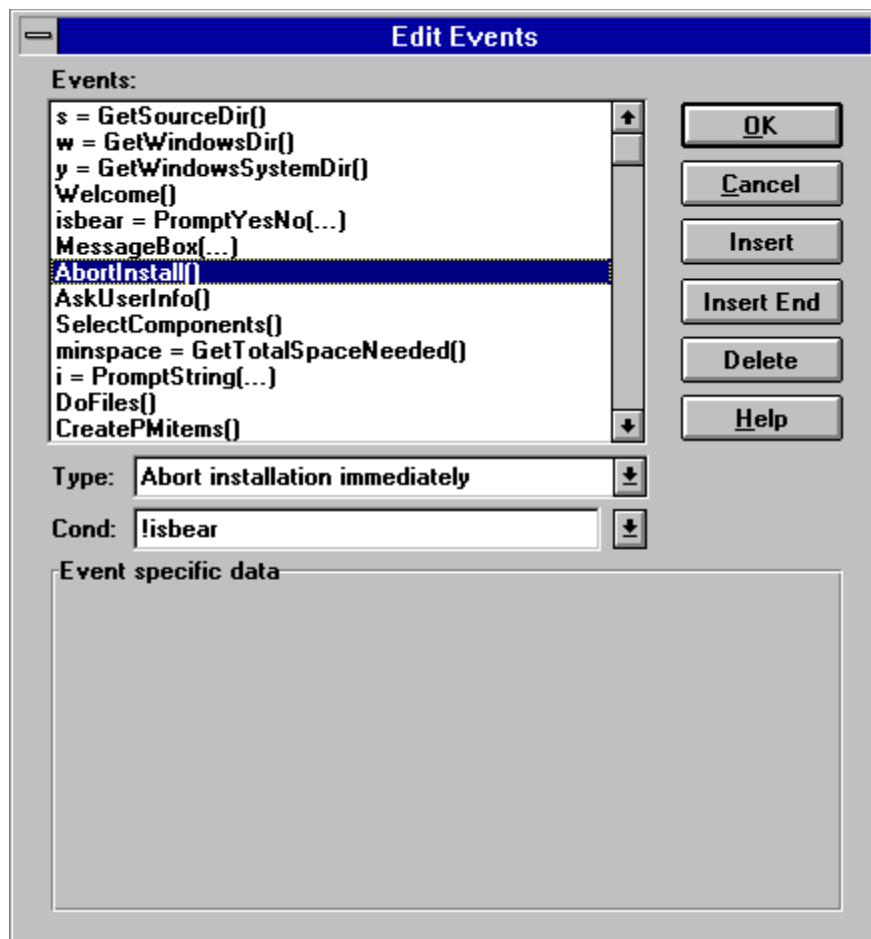In the "cond" field there is an exclamation mark before "isbear". It means that the message box will be displayed only when isbear is false (i.e., 0). As an alternative we could have used "isbear == 0" (note the two consecutive =) instead of "!isbear".

If we wanted to display the message when isbear is true (i.e., non-0), we would simply put "isbear" in the "cond" field instead of "!isbear".
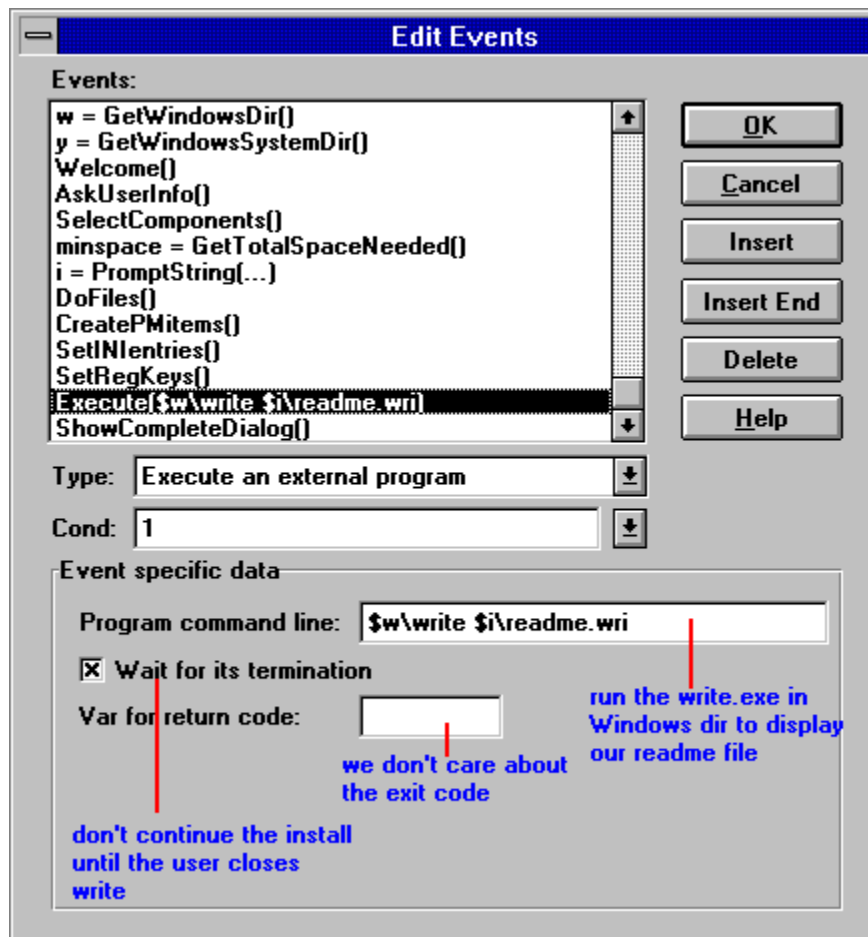
Step 4
Add an "abort installation" event:

Note the "cond" field. It means that you will abort the installation only when isbear is false.
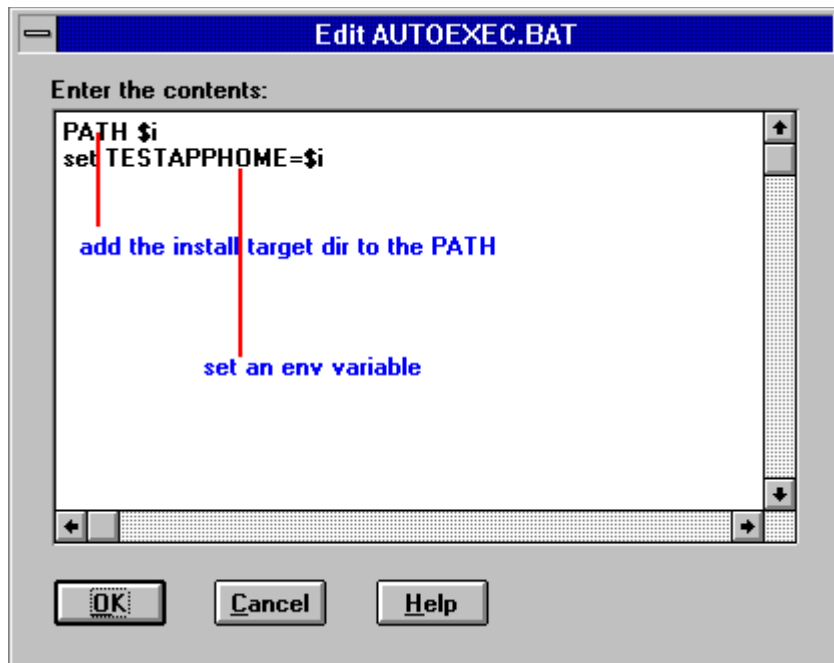
Step 5

Go to the file dialog and add an entry for readme.wri. To display it on installation completion, add an "execute extrernal program" event immediately before the "show completion dialog" event as shown below:

Click on "OK" button.

Step 6

Choose Edit | Autoexec.bat. Enter the desired modifications as shown below:
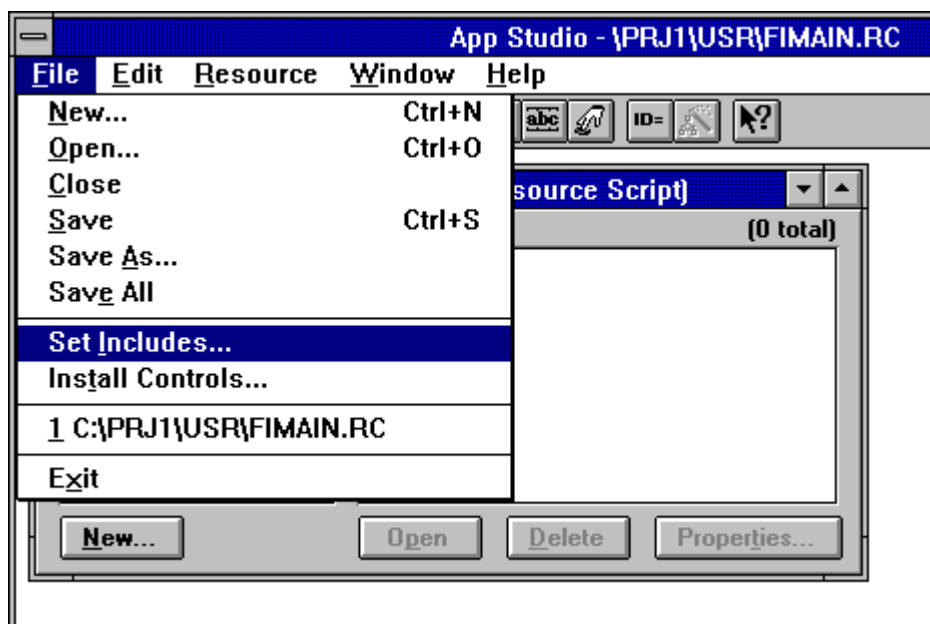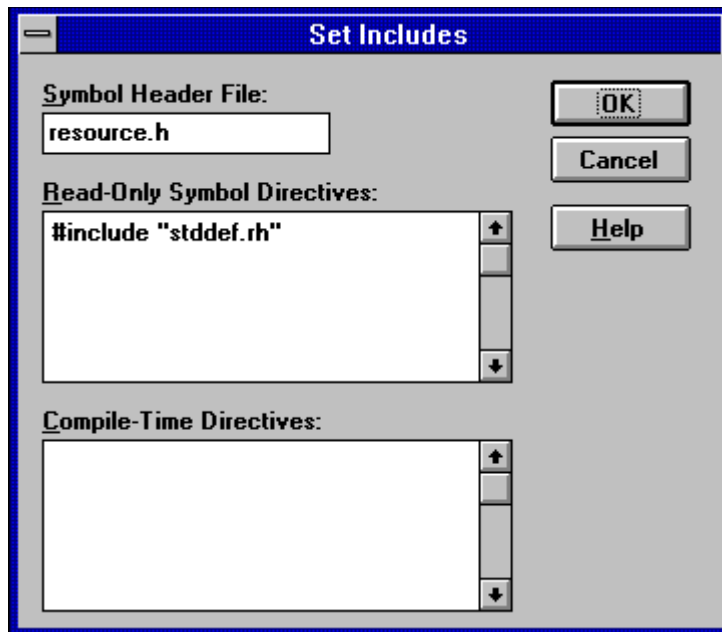
Click on "OK" button.

Step 7

Now, you are going to add an "advertising dialog" and put a 256 color bitmap in it. Please pay close attention. Many users have choked on this. To make use of this function, you must have the resource compiler (rc.exe) on your computer, which is included with your C/C++ compiler.

Choose Interpret | Make first to make sure the "user files" (those in c:\prj\usr) exist.

Go to your favourite resource editor (Resource Workshop for Borland users, AppStudio for MS users). Open c:\prj\usr\fimain.rc. If you use AppStudio, choose File | Set Includes and enter the parameters shown below:
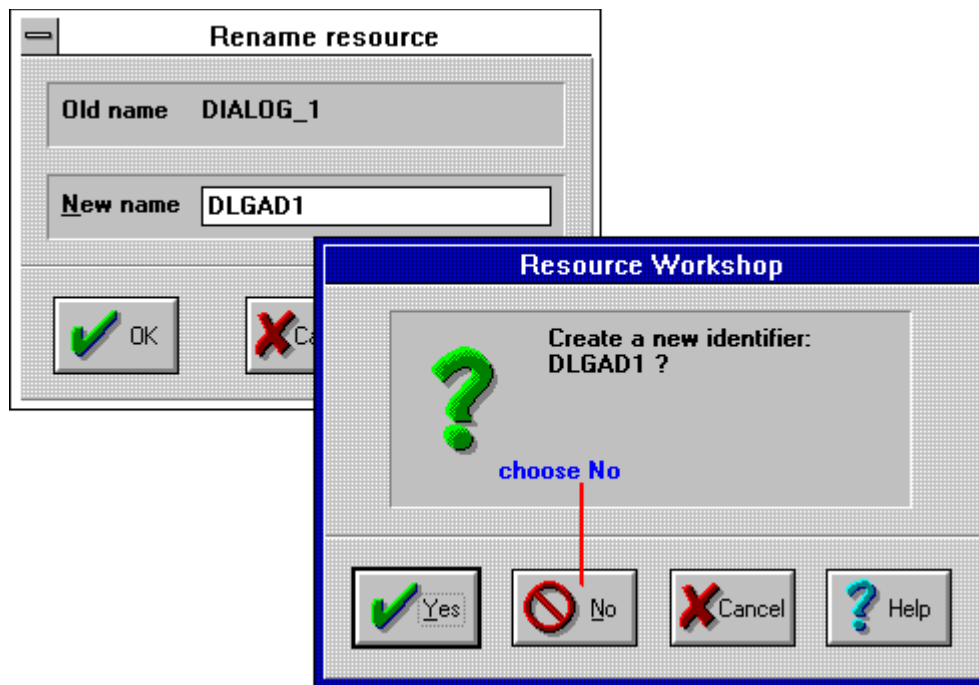
Click on "OK". Then you will be warned:

Simply click on "OK" to ignore it. Later when you save fimain.rc, you will be warned again:
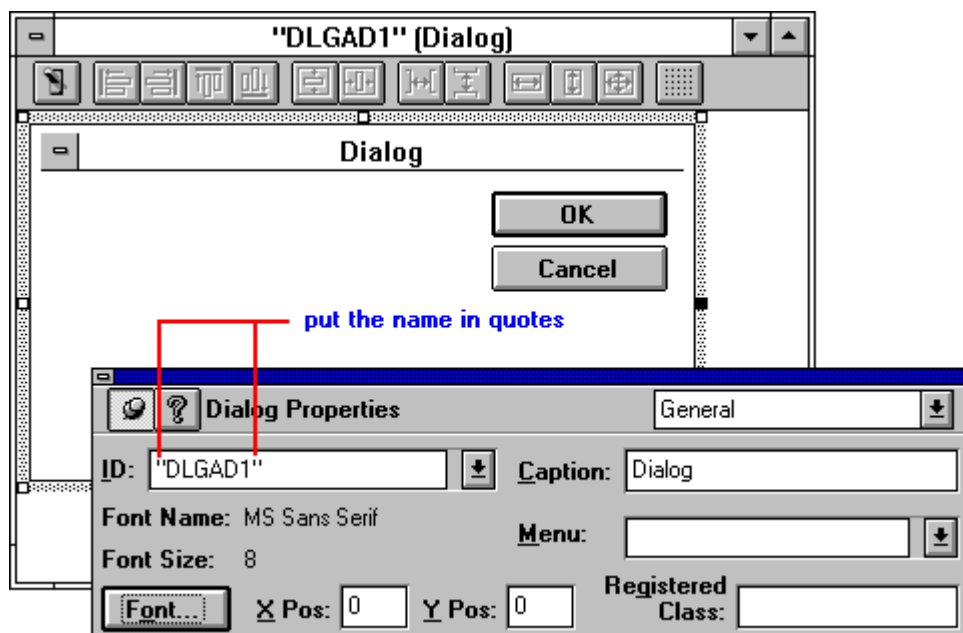

Click on "Yes" to get rid of it.

Note that the purpose of the steps above is to make sure the modified fimain.rc can still be compiled with rc.exe. They are only required if you're using AppStudio.

Then, create a dialog called "dlgad1". You must use ascii ID instead of integer ID. For example, in Resource Workshop:

In AppStudio:

Turn off the "visiable" flag. Otherwise you will experience flickering during the install.

Borland users must NOT use BWCC style dialogs here. This includes the steel chisel look background and the Borland controls:

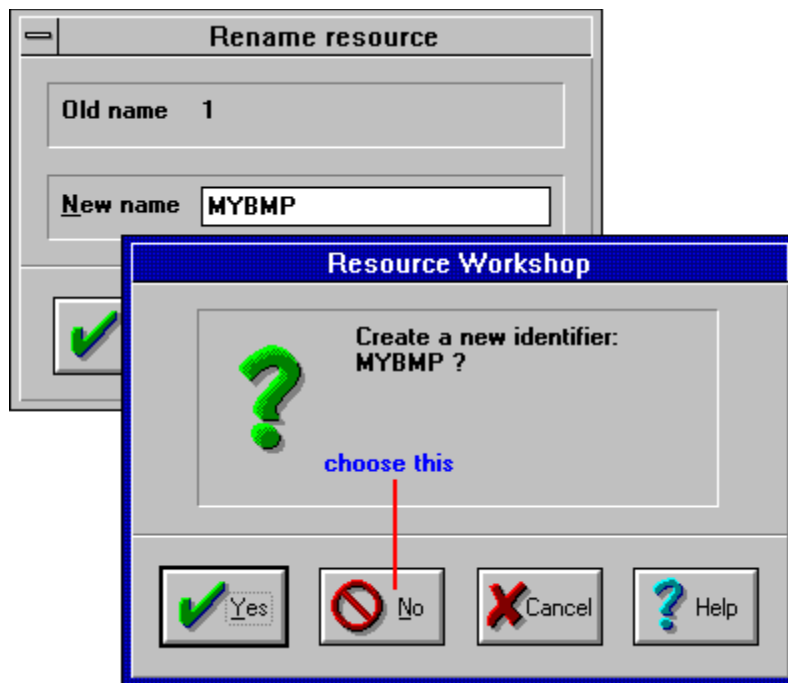these tools MUST NOT
be used since they
are Borland specific stuff

MS users will have to use some other resource editor to create a 256 color bitmap.
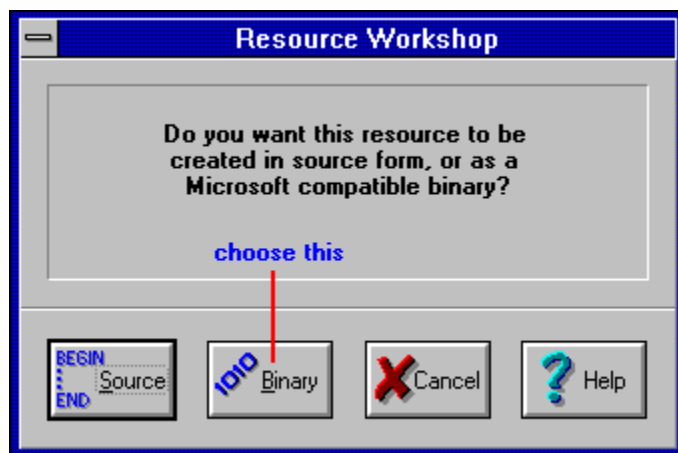
Step 7

Create a 16 color (NOT 256!) bitmap called "MYBMP". This must be an ascii ID. This bitmap will be displayed when the user's display doesn't support 256 colors.

Create a 256 color bitmap called "MYBMP256". This must be an ascii ID. This bitmap will be displayed when the user's display supports 256 colors or above.

Let me repeat, the name of the bitmap MUST be ascii ID. For Borland users, after choosing Resource | Rename, you must tell Resource Workshop NOT to create a new ID:
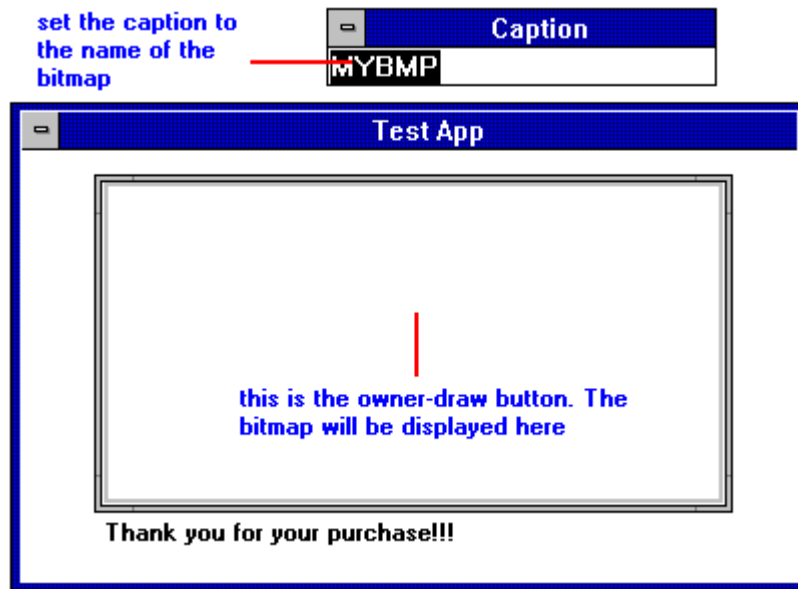
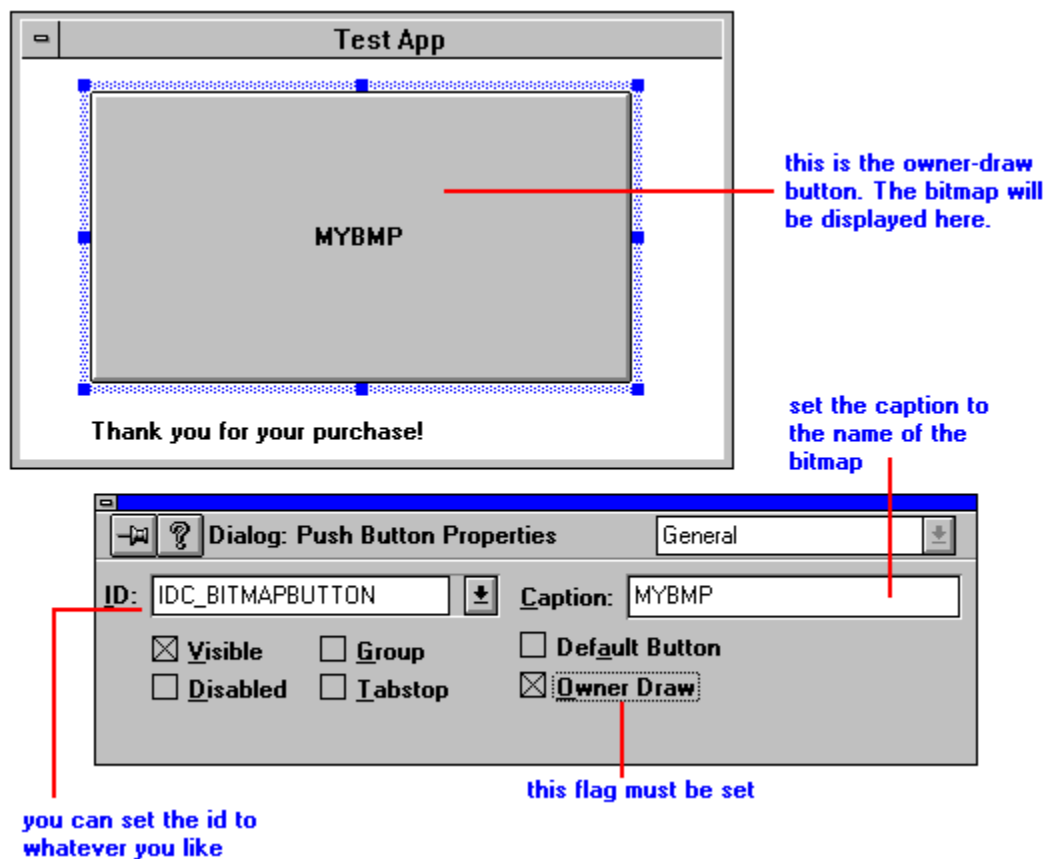Borland users MUST use binary format as opposed to source format:

Step 8
Put an owner-draw button in the DLGAD1 and set its caption to "MYBMP".
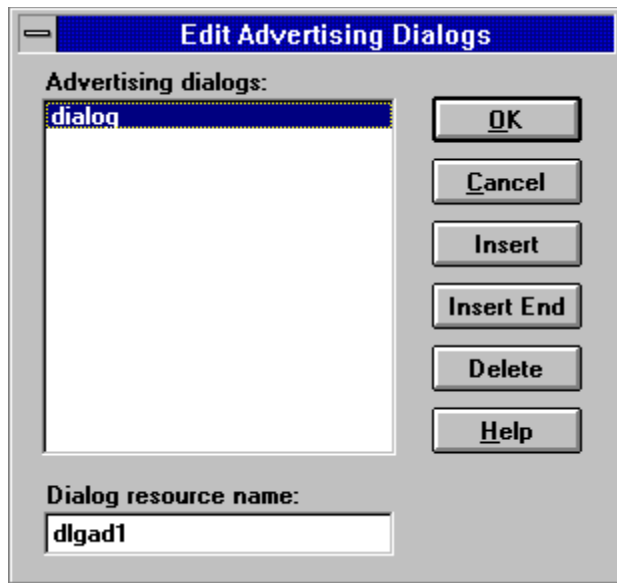
For example, in Resource Workshop:

set the caption to the name of the bitmap

Caption

MYBMP

Test App

this is the owner-draw button. The bitmap will be displayed here

Thank you for your purchase!!!

In AppStudio:

Test App

this is the owner-draw button. The bitmap will be displayed here.

MYBMP

Thank you for your purchase!

set the caption to the name of the bitmap

Dialog: Push Button Properties   General

ID: IDC_BITMAPBUTTON   Caption: MYBMP

☒ Visible   ☐ Group   ☐ Default Button
☐ Disabled   ☐ Tabstop   ☒ Owner Draw

you can set the id to whatever you like

this flag must be set

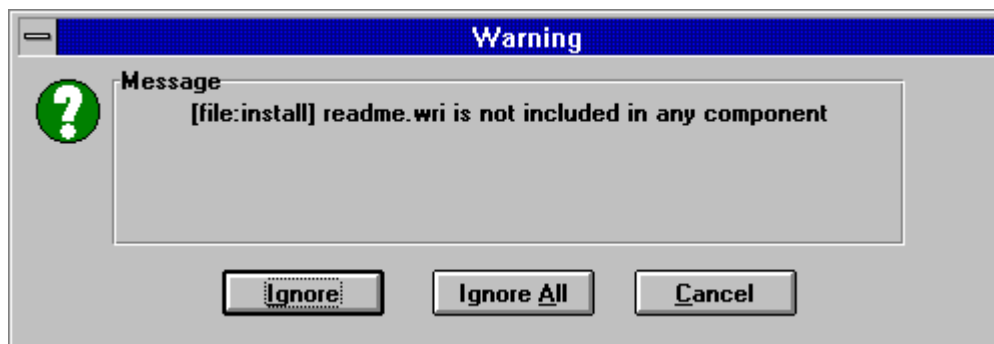Save the resource file and go back to Freeman Constructor.

Step 9

Choose Edit | Advertising Dialogs. Add an entry for DLGAD1:

Click on "OK" button.
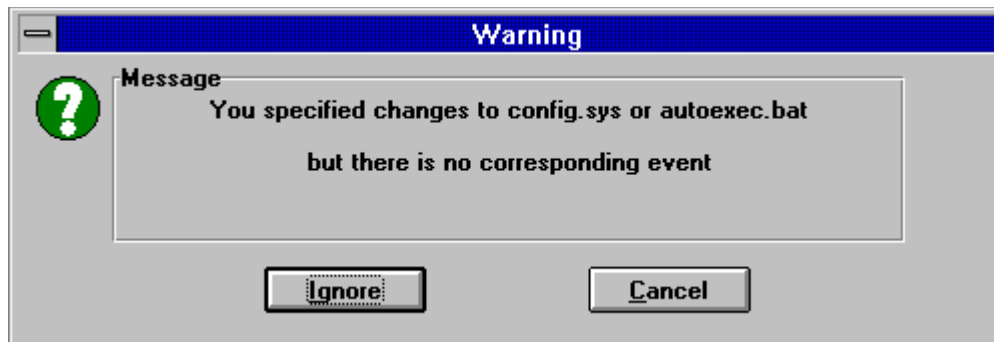
Step 10
Choose Interpret | Run to test run.

Oops! You didn't include readme.wri in any of your components and as a result it will never get selected and installed.
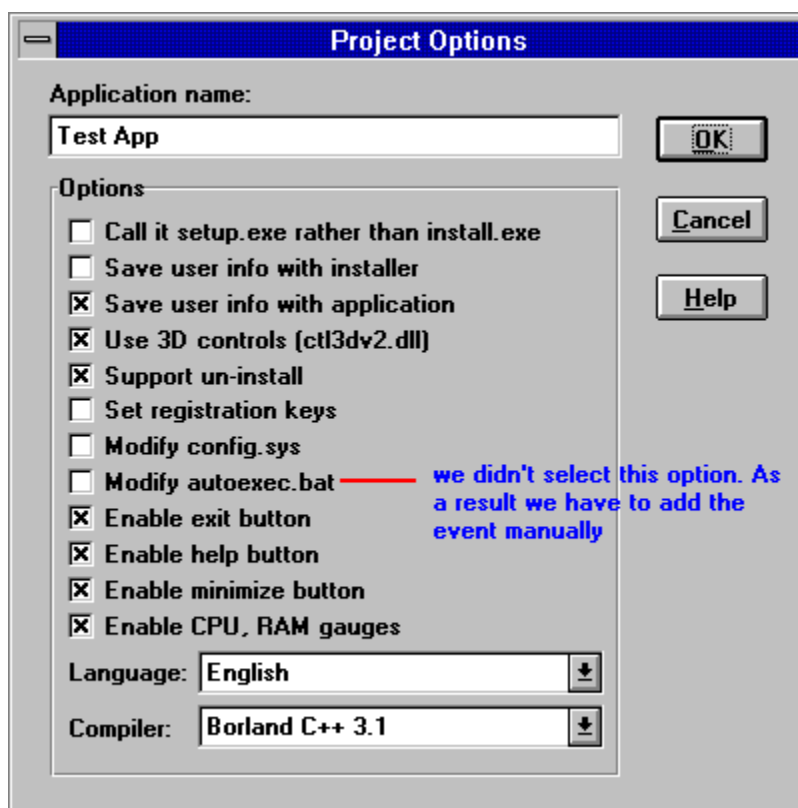
Click on "Cancel" button and then go to the component list (Edit | Software Components) to add readme.wri to all components, since you want to install and display readme.wri no matter what the user has selected.
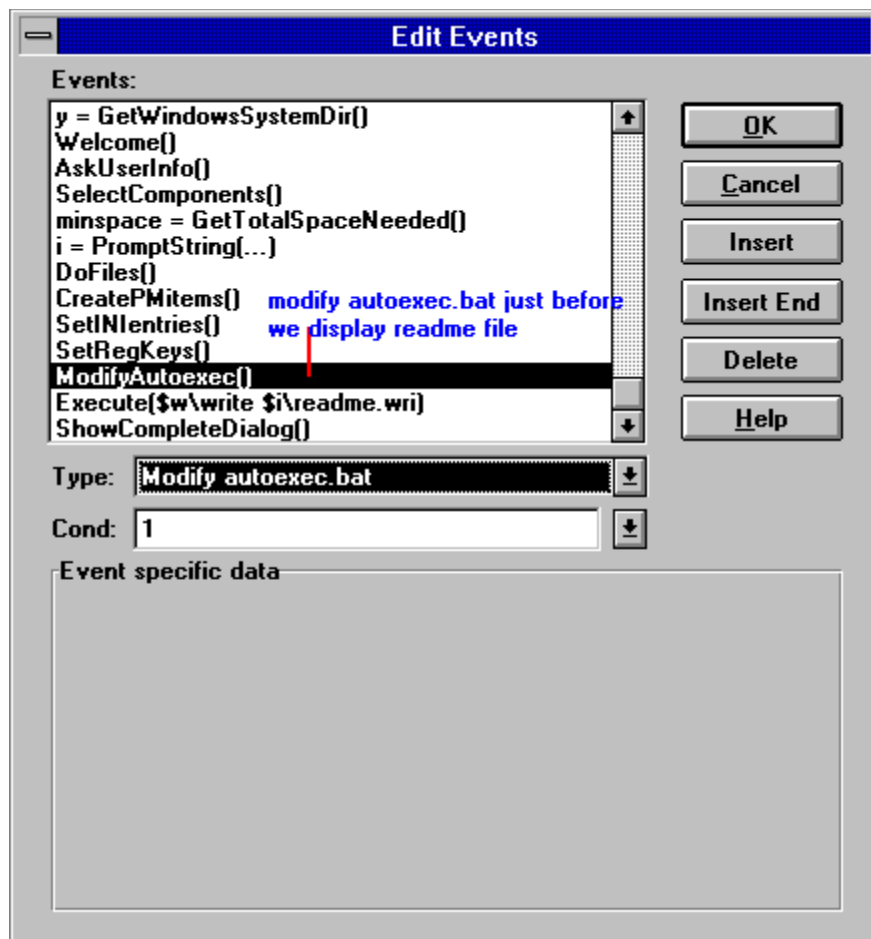
Step 11
Now, try again. Choose Interpret | Run.

Another mistake! You need to add a "modify autoexec.bat" event for it to work. This is necessary only when you did NOT select the "modify autoexec.bat" option when you created the install project.

OK. Go to the event list (Edit | Events) to add an event:

Click on "OK" button.

Step 12
Now, test run, build disk set, purify and zip the install.

Congratulations! You have finished tutorial 3.