

Tutorial 4

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What topics are covered?

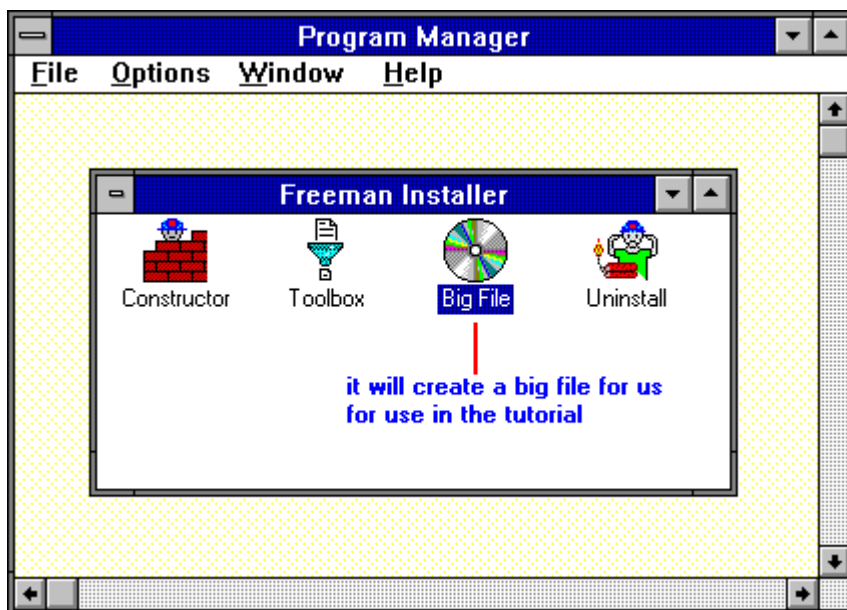
- Installing an extra-ordinarily large file, spanning across disks.
- Installing true type fonts.
- Inserting your own C++ code for simple customizations.

Step 1

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

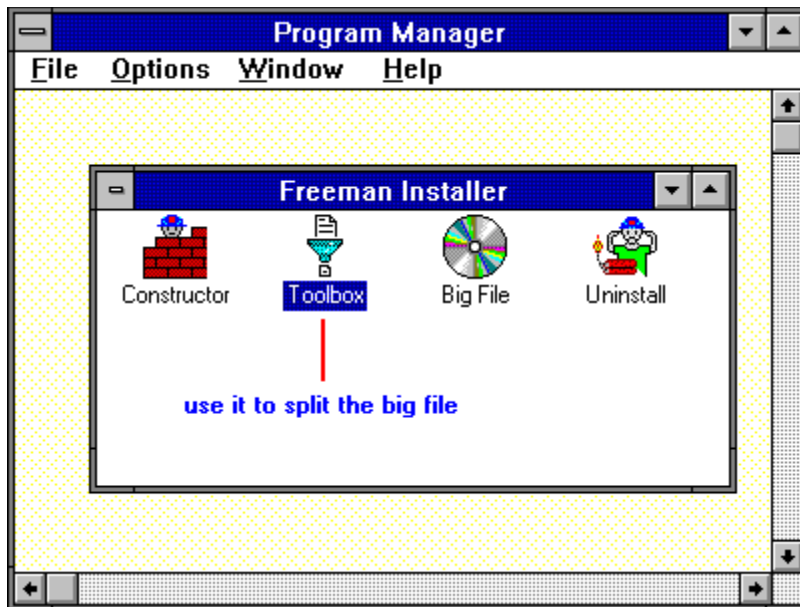
Step 2

Run "Big File" to create a big file c:\finstall\bigfile.dat:

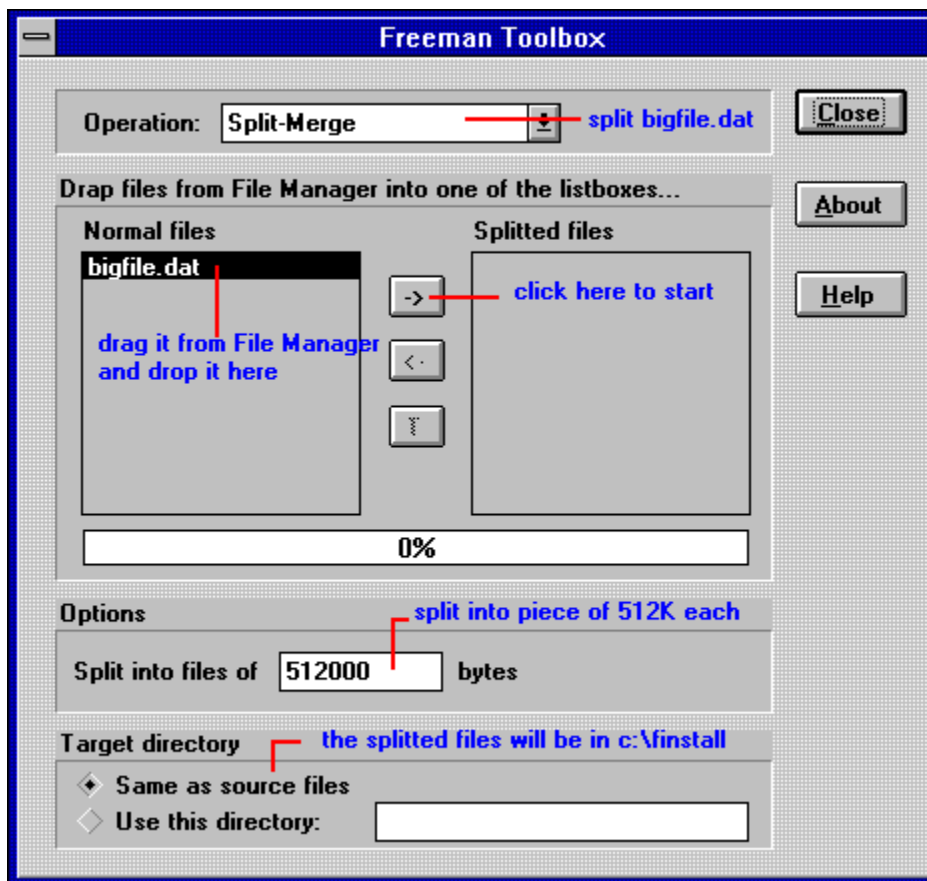


Step 3

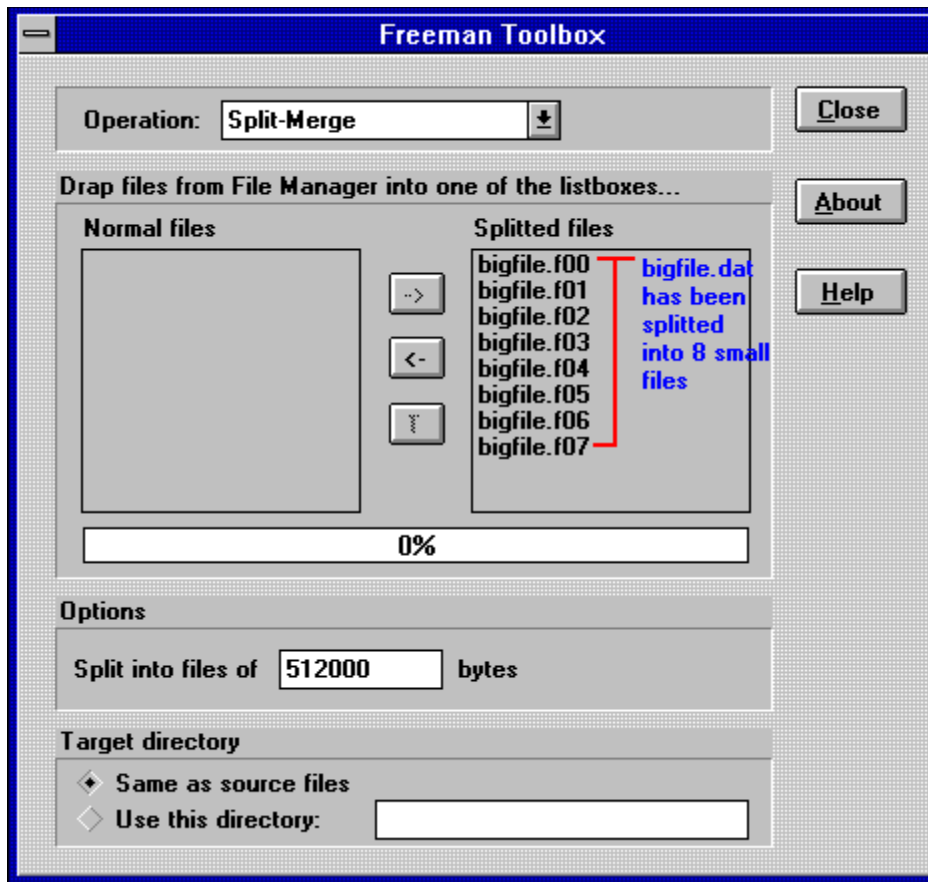
Run Freeman Toolbox:



Go to File Manager to select c:\install\bigfile.dat and drop it into the "Normal files" list box. Then set the parameters as shown below:



Click on the "->" to start. The result will look like:

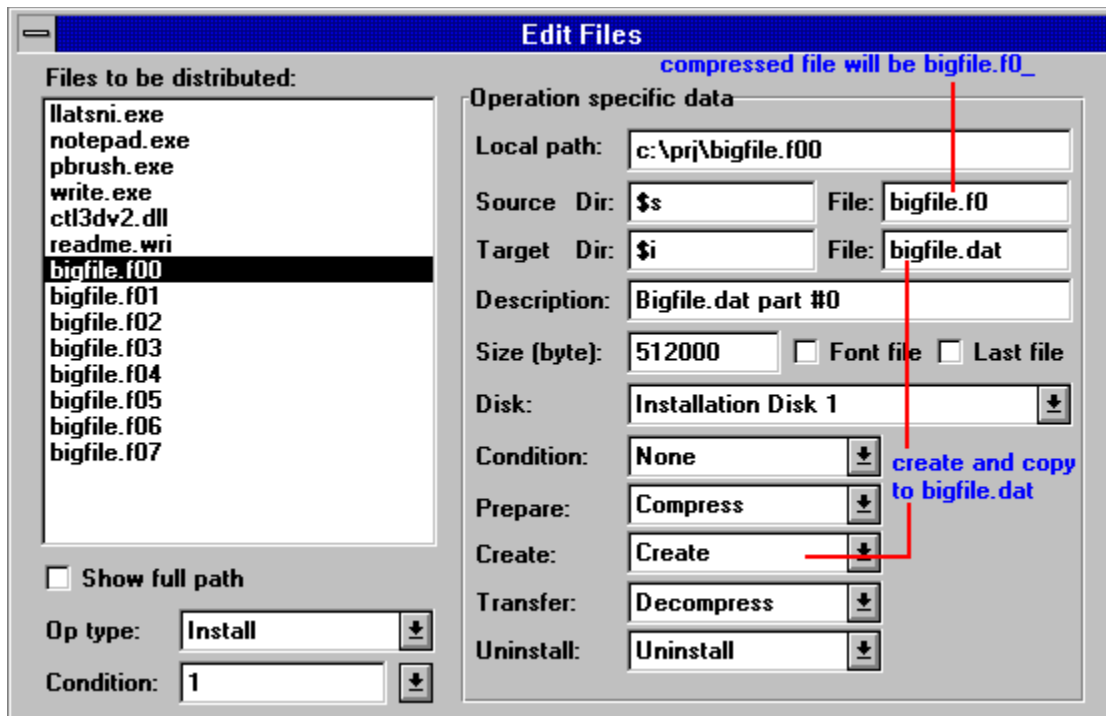


Click on "Close" button to exit Freeman Toolbox.

Then you can delete c:\install\bigfile.dat to save disk space.

Step 4

Go to the file list and add the splitted files (bigfile.f00, bigfile.f01, ..., bigfile.f07) to it. If you don't interfere with the constructor, the compressed files for these splitted files will all be the same, i.e., bigfile.f0_. To resolve this name conflict, you can change the source file name for each of them as shown below:

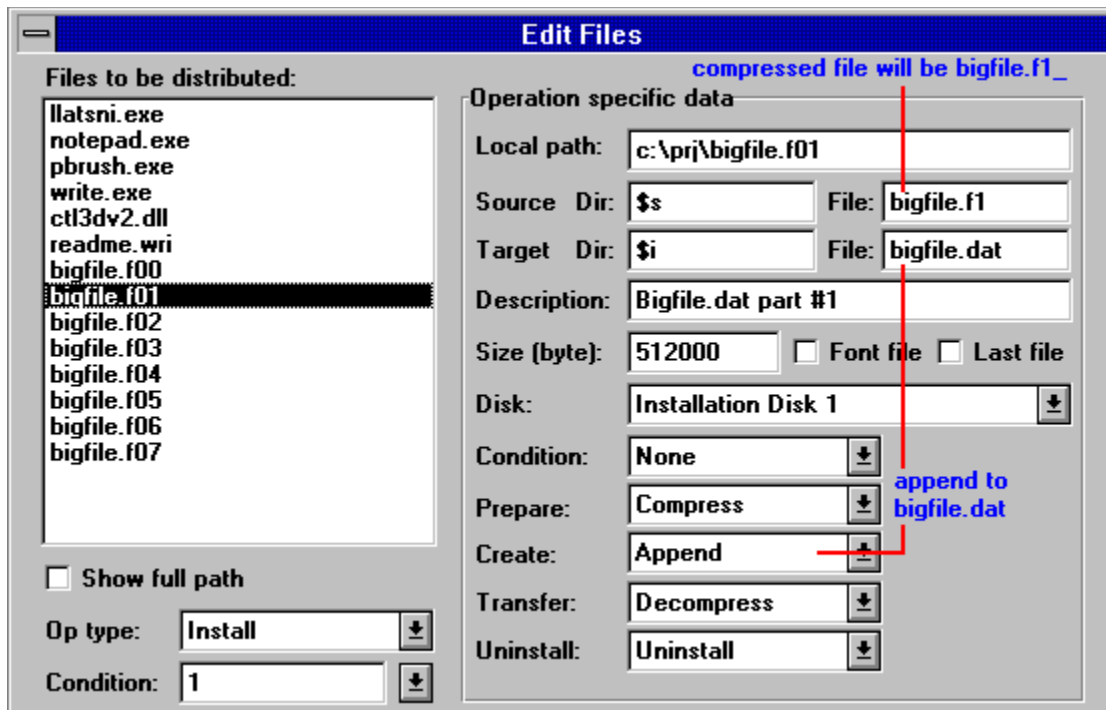


Note that because bigfile.f00 is the first part of bigfile.dat, you should use bigfile.f00 to CREATE bigfile.dat:

| | |
|-----------|------------|
| Prepare: | Compress |
| Create: | Create |
| Transfer: | Decompress |

For all other parts, you will use APPEND them to the bigfile.dat created by bigfile.f00:

| | |
|-----------|------------|
| Prepare: | Compress |
| Create: | Append |
| Transfer: | Decompress |



Do something similar to bigfile.f02, bigfile.f03, ..., bigfile.f07.

Click on "OK" button.

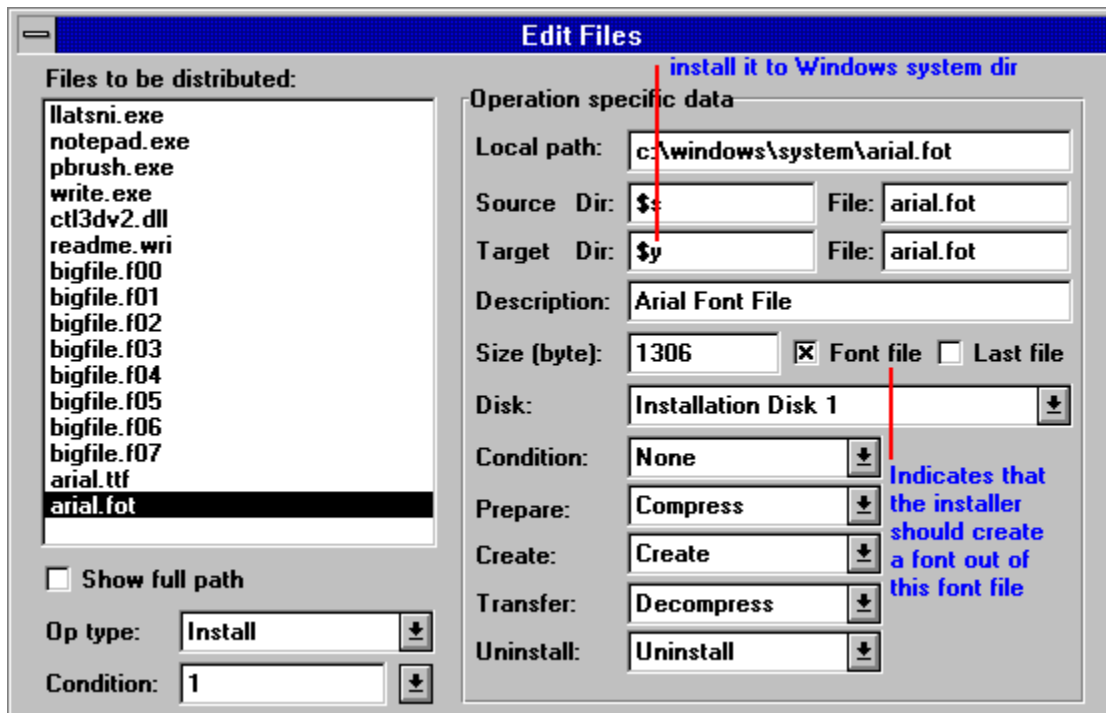
Step 5

Suppose that bigfile.dat is required by paint brush and as such should be included in all components that include paint brush. Go to the component list to do it now.

Step 6

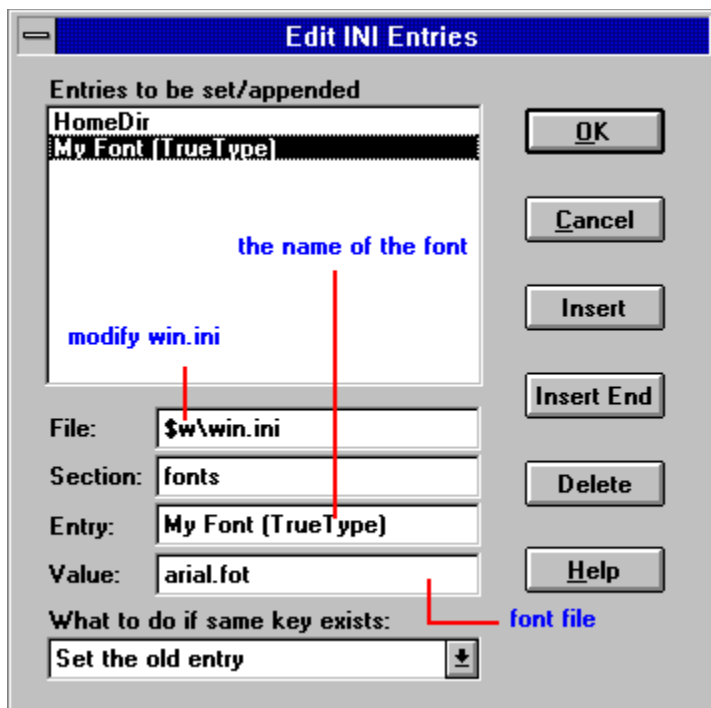
Now you are going to install a true type font. Let's suppose that the font being installed is Arial.

Go to the file list and add c:\windows\system\arial.ttf and c:\windows\system\arial.fot to the list. YOU MUST PUT ARIAL.TTF BEFORE ARIAL.FOT. Install them to the Windows system directory. Check the "font file" checkbox for arial.fot (LEAVE ARIAL.TTF ALONE!) as shown below:



Step 7

Go to the INI entries list (Edit | INI Entries) and add a new entry as shown below:



Step 8

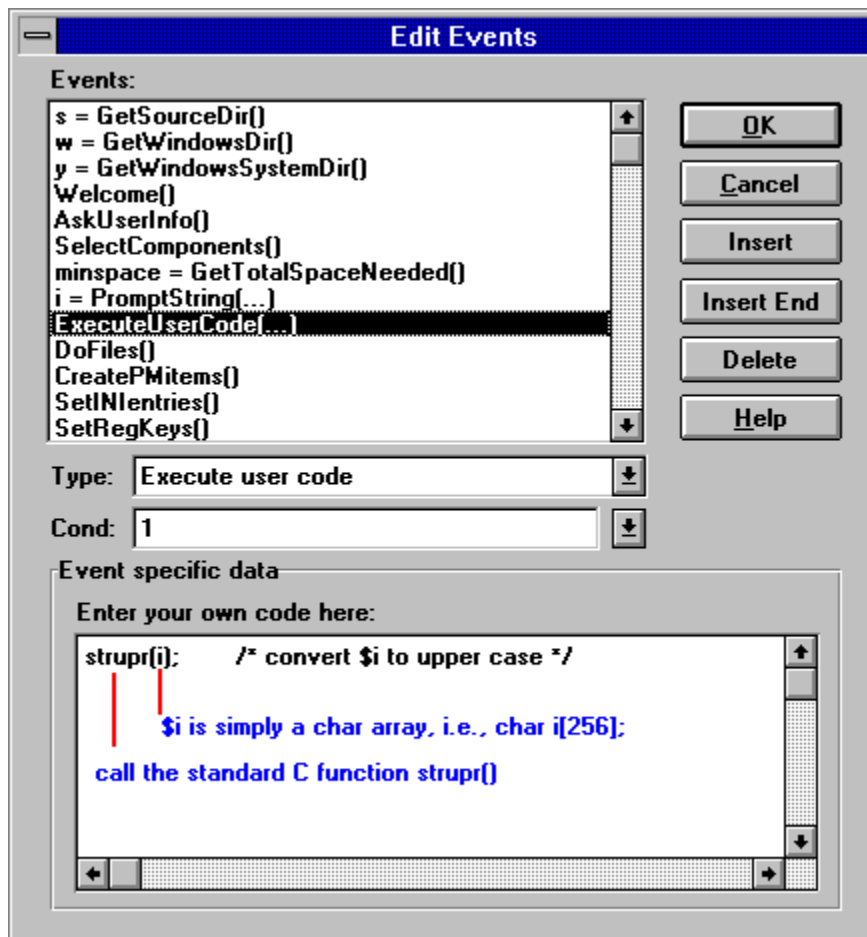
Include arial.ttf, arial.fot, and that INI entry in the full install component.

Step 9

Now, you are going to convert \$i to upper case. While Freeman Installer has no built-in

support for this, it does provide you with easy access to the C/C++ language facility.

Go to the event list and add a "user code" event as shown below:



Step 10

Back up `c:\windows\system\arial.ttf` and `c:\windows\system\arial.fot`. They will be overwritten and most importantly be uninstalled (deleted). After the uninstall, you will have to put them back into `c:\windows\system`.

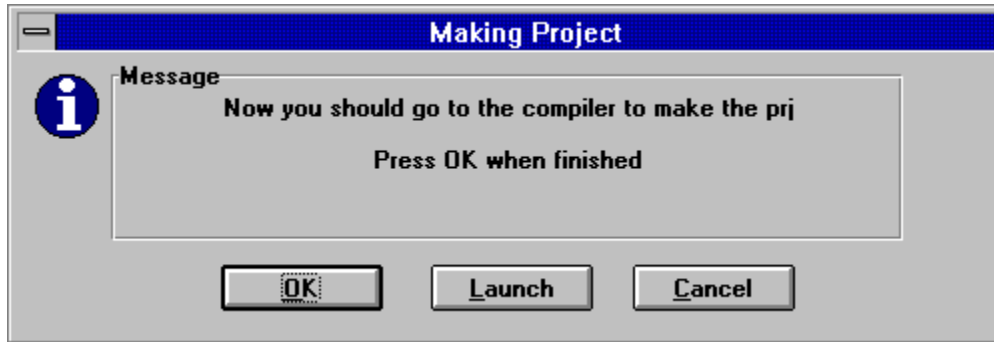
Step 11

You are ready for a test run.

Usually you can choose between the "Interpret" commands and the "Compile" commands according to your preference. "Interpret" commands are more convenient to use, give faster feed back. "Compile" commands give you a smaller installer. However, when you insert your own C/C++ code, you have no choice, you MUST use the "Compile" commands.

OK, issue Compile | Run.

When you see the following message box, click on the "Launch" button to try to launch the compiler and load the project. Some compilers may refuse to run if an instance of them is already running, in that case you will have to go to your compiler's IDE and load the project/make file yourself (`c:\prj\usr\fimainc.prj`, `fimainc.ide`, `fimainc.mak`, depending on which version of which compiler you are using).



When you are in the compiler IDE, "make" the project. You may have to set the include directory and library directory in the IDE, since we don't know in advance their locations on your hard disk. When it is finished, go back to Freeman Constructor and click on "OK" to continue the test run.

Step 11

Now, build disk set, purify and zip the install.

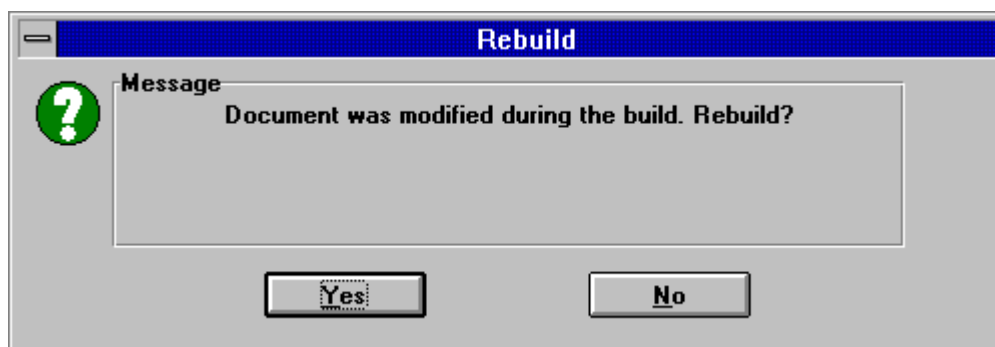
When the disk set building is finished, you will see a message box shown below:



This is because the package spans across multiple disks but you only had one disk description. In this case, the constructor has added three more disk descriptions for you and now it asks you to edit them. Click on "Yes".



If you are OK with these descriptions, click on "OK". Otherwise edit them at wish.



Due to the change of the disk description for some files, you need to rebuild the package. Click on "Yes" to start the rebuild.

Congratulations! You have finished tutorial 4.