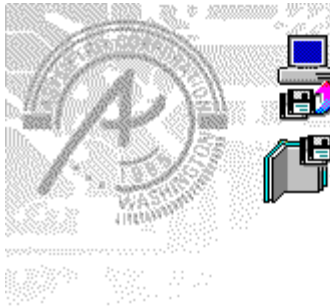


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For additional assistance, contact [Technical Support](#)



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## Technical support contact information

### Telephone support

Contact Asymetrix at the telephone numbers listed below for information on telephone support contracts.

<b>Australia/Asia Pacific</b>	(61+3) 5255471
<b>Europe (except France and Germany), Middle East, Africa, Russia</b>	44-923-208-433
<b>UK</b>	0800-716-957 (freephone)
<b>France</b>	05-90-83-19 (freephone)
<b>Germany</b>	01-30-81-27-07 (freephone)
<b>USA and rest of world</b>	206-637-1600

### Online services

Asymetrix provides complimentary support via fax, Asymetrix BBS, CompuServe, America Online, and Internet to registered users. Technical support responds to online queries within 48 hours (Monday to Friday).

#### Technical support fax

- \* Australia/Asia Pacific (61+3) 5255-482
- \* Europe 44-923-208-419
- \* USA 206-454-0672

#### Asymetrix BBS

- \* Line 1 (1200-2400 baud/9600 baud, 206-451-1173  
US Robotics HST mode)
- \* Line 2 (9600-14,400 baud v.32bis) 206-451-8290

#### America Online

- \* Find Asymetrix in the Industry Connection, a subset of the Computing and Software area.

#### CompuServe

- \* Windows Third Party Developer A forum, section 1 *go asymetrix or go winapa*
- \* Multimedia Vendors forum, Section 15 *go multiven*
- \* IBM Ultimedia Tools A forum, Section 5 *go ultiatools*

#### Internet

- \* techsup@asymetrix.com
- \* support@asymetrix.com



## About the Asymetrix Setup Utility

Introducing the Asymetrix Setup Utility

See also...

The Asymetrix Setup Utility gives developers an easy way to produce a professional-quality setup program users can run to install their application. The Asymetrix Setup Utility can be used with applications produced with any development tool or language.

The utility includes the tools you need to create an [installation script](#) for your application.

- ♦ give the user a professional-quality, easy-to-use installation package.
- ♦ create the distribution disks with compressed files.

The Application Setup Utility has two parts:

- ♦ SETUPMGR.EXE, a ToolBook application you use to set up the installation script for your application and create the installation disk files. SETUPMGR.EXE stores the script instructions in a [file](#) with an .INF extension.
- ♦ SETUP.EXE, the application the user runs to install the application.

When the user runs SETUP.EXE, it first copies a set of files to the temporary directory it needs while it is running. Then it follows the instructions in the .INF file to install the application. When it is finished, it deletes the temporary files.

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## **Using SETUPMGR.EXE**

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## Introducing the Asymetrix Setup Utility

**See also...**

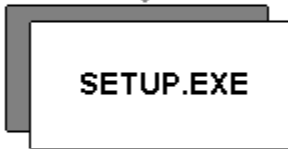
To understand what you're doing in SETUPMGR.EXE, think about the end result of the process: installation of the application on the user's system. In SETUPMGR.EXE, you're setting up the instructions that will govern the way SETUP.EXE interacts with the user and installs the application.



Enter information  
in SETUPMGR.EXE...



...to produce an .INF file containing an installation script.



SETUP.EXE uses  
the .INF instructions...



...and the user's  
selections...



...to install the application.

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## Distribution disks

Introducing the Asymetrix Setup Utility

**See also...**

SETUPMGR.EXE produces master distribution disks that contain all the software needed for installation (specified by you). The first disk contains SETUP.EXE, the .INF file, and any bitmaps that will be displayed during installation, as well as the first compressed installation file. Subsequent disks, if needed, contain additional parts of the compressed installation file.

The distribution medium can be any size floppy disk or CD-ROM.

## **Introducing the Asymetrix Setup Utility**

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## **Using SETUPMGR.EXE**

[Using SETUPMGR.EXE](#)



## Distributing Multimedia ToolBook Runtime

Introducing the Asymetrix Setup Utility

**See also...**

The Asymetrix Setup Utility makes it easy for you to include the Multimedia ToolBook Runtime files with your application. Clicking a button in SETUPMGR.EXE adds a special component to your .INF file with all of the Multimedia ToolBook Runtime files specified.

When SETUP.EXE installs your application, it checks to see if there is already a copy of the same version of Multimedia ToolBook Runtime on the user's system. If there is, it installs the new copy in the same location, so the user doesn't wind up with space-wasting redundant copies.

If you want to, you can override these features to create a runtime component yourself and have it installed in any directory you specify.

## Using SETUPMGR.EXE

[Files tab](#)

[Adding the Multimedia ToolBook Runtime component](#)

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♦

## Adding the Multimedia ToolBook Runtime component

Using SETUPMGR.EXE

**See also...**

If you want to distribute Multimedia ToolBook Runtime with your application, you add a component to your installation script that installs the runtime files. You can do this in one of two ways:

1. Click the button labeled Add Runtime... on the Files tab to have SETUPMGR.EXE add a component with all required files.
2. Create your own runtime component in the same way as any other component, specifying all required files yourself.

The first method has several advantages:

- ♦ It takes less time than specifying the files individually.
- ♦ It eliminates the risk of forgetting to specify a file.
- ♦ When SETUP.EXE finds the special component labeled [CommonComponent] in your .INF file, it checks to see if a copy of Multimedia ToolBook Runtime already exists. If so, it uses that copy and doesn't install a duplicate.

If you use the second method, the Multimedia ToolBook Runtime component is treated the same as any other component. You can call it whatever you want, and it will be installed in whatever directory you specify, regardless of whether there is another copy of Multimedia ToolBook Runtime on the system (unless the user changes the directory or chooses not to install the component).

For complete information about how SETUP.EXE determines where to install the [CommonComponent], see [Installing Multimedia ToolBook Runtime \(common\)](#).

## Using **SETUPMGR.EXE**

[Installing Multimedia ToolBook Runtime \(common\)](#)

[Tips for distributing Multimedia ToolBook Runtime with your applications](#)

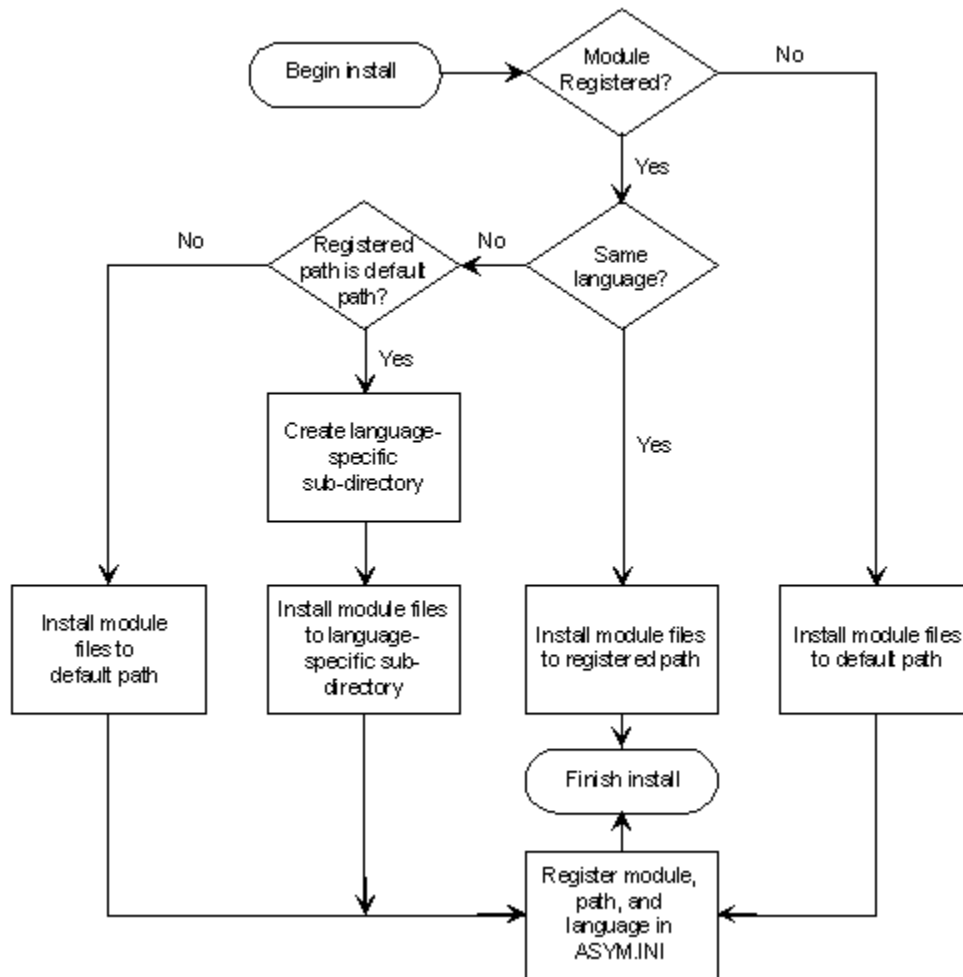
## Installing Multimedia ToolBook Runtime (common)

Using SETUPMGR.EXE

**See also...**

When SETUP.EXE finds the component labeled [CommonComponent] in the .INF file, it determines where to install Multimedia ToolBook Runtime. The objective of this process is to avoid installing a duplicate set of runtime files if the files already exist on the user's system.

The following flowchart depicts the process, which takes place before the startup screen appears.



## Using **SETUPMGR.EXE**

[Adding the Multimedia ToolBook Runtime component](#)

[Tips for distributing Multimedia ToolBook Runtime with your applications](#)



## **Module registered?**

Is the module identified in the ASYM.INI file?

## **Registered path is default path?**

Is the path of the module in the ASYM.INI file the same as the default path specified in the .INF file?

### **Same language?**

Is the module registered in the ASYM.INI file the same language as the one to be installed?

## **Create language-specific subdirectory**

Create a subdirectory under the directory that contains the registered module. The name of the directory is the name of the language of the module to be installed (for example, `\German`, `\English`).

### **Install module files to default path**

There is no other copy of Multimedia ToolBook Runtime in the same version and language on the user's system.  
Install the module in the destination directory specified in the .INF file.

## **Install module files to language-specific subdirectory**

There is another copy of Multimedia ToolBook Runtime in the same version but a different language on the user's system. Install the new module in a subdirectory.

### **Install module files to registered path**

There is another copy of Multimedia ToolBook Runtime in the same version and language on the user's system.  
Install the module in the same directory (overwrite the existing copy).

## **Register module, path, and language in the ASYM.INI file**

Register the new module, path, and language in the ASYM.INI file.





## File menu

Using SETUPMGR.EXE

<u>Command</u>	<u>Description</u>
New	Opens a new .INF file. If you have work that hasn't been saved, you're prompted to save it.
Open	Opens an existing .INF file. If you have work that hasn't been saved, you're prompted to save it.
Save	Saves your work. If you haven't saved it for the first time, the Save As dialog box appears.
Save As	Saves work that hasn't been saved before, or save work under a new file name.
Exit	Quits the program. If you have work that hasn't been saved, you're prompted to save it.

•

## Edit menu

Using SETUPMGR.EXE

Command	Description
Cut	Removes the highlighted text and places it on the Windows Clipboard.
Copy	Puts a copy of the highlighted text on the Clipboard.
Paste	Places the contents of the Clipboard at the insertion point, or use it to replace highlighted text.
Clear	Removes the highlighted text without putting it on the Clipboard.

•

## Directory placeholders

Using SETUPMGR.EXE

Directory placeholders are strings that represent directories. During installation, they are replaced by the actual path and directory name as entered by the user or determined by SETUP.EXE.

The directory placeholder strings are:

\$windows\$	Path name of the Windows directory on the user's computer.
\$system\$	Path name of the Windows system directory on the user's computer.
\$install\$	Path name of the directory in which the application will be installed.
\$source\$	Path name of the directory from which SETUP.EXE was started.
\$common\$	Path name of the directory in which the Multimedia ToolBook Runtime files will be installed.

To insert a placeholder, click the Insert Directory button, then click the appropriate button on this dialog box:



## .INF file

### Using SETUPMGR.EXE

The .INF file is a Windows-compatible profile. It contains the following sections.

Section	Information
[General]	General installation information
[Component <n>]	A <a href="#">component</a> section contains installation instructions for a part of the application that the user can choose to install or not install. There is a [Component] section for each component of the application; <n> is the number of the component.
[Default component]	The default component contains instructions that are always carried out if the user installs any part of the application.

A typical script is shown below. Key parts of the script are hotspots you can click for more information.

#### [General]

Title=The Ticket Kiosk  
Background=Blue,Tiled,C:\TBEA\CLIPART\BITMAPS\COAST.BMP  
Directory=c:\tickets  
Splash=C:\TBEA\CLIPART\BITMAPS\TREE.BMP,3000  
ArchiveName=KIOSK2  
RegistrationINI=\$Windows\$\asym.ini,Registered Apps  
FullInstallBMP=DEFAULT  
Common=MTB30,\$windows\$\asym\setup,3.0,United States

#### [Component0]

Name=Ticket Sales  
TotalSize=83114  
File0=ticksale.tbk,\$Install\$,c:\tbea\setup,AskUser  
File1=tb30pdx.dll,\$Install\$,c:\tbea,AlwaysCopy  
File2=irpcx9.ftt,\$Install\$\ticksale,c:\tbea\filters,AlwaysCopy  
File3=credit.ico,\$Install\$,c:\tbea\icons,AlwaysCopy  
PMGroupItem0=The Ticket Kiosk,\$Install\$,Ticket Sales,\$Install\$\CREDIT.ICO

#### [Component1]

Name=Event Calendar  
TotalSize=240262  
File0=calendar.tbk,\$Install\$,c:\tbea\setup,AskUser  
File1=dl\_inf01.bmp,\$Install\$,c:\tbea\setup,AlwaysCopy  
File2=dl\_inf02.bmp,\$Install\$,c:\tbea\setup,AlwaysCopy  
File3=dlgs.dll,\$Install\$,c:\tbea\setup,AlwaysCopy  
File4=calendar.ico,\$Install\$,c:\tbea\icons,AlwaysCopy  
PMGroupItem0=The Ticket Kiosk,\$Install\$,Event Calendar,\$Install\$\CALENDAR.ICO  
Ini0=\$Install\$\mmfiles.ini,Sounds,Dir1,\$Install\$\media\sounds

#### [Component2]

Name=Seating Chart  
TotalSize=157887  
File0=seatchrt.tbk,\$Install\$\seating,c:\tbea\setup,AlwaysCopy  
File1=xllcall.dll,\$Install\$,c:\excel,AlwaysCopy  
File2=readme.txt,\$Install\$,c:\excel,AlwaysCopy  
File3=butnprop.bmp,\$Install\$,c:\jx\_hlp,AlwaysCopy  
File4=chkprop.bmp,\$Install\$,c:\jx\_hlp,AlwaysCopy  
File5=iconprop.bmp,\$Install\$,c:\jx\_hlp,AlwaysCopy  
File6=lftsign.ico,\$Install\$,c:\tbea\icons,AlwaysCopy  
PMGroupItem0=The Ticket Kiosk,\$Install\$,Seating Chart,\$Install\$\LFTSIGN.ICO  
Ini0=\$Install\$\mmfiles.ini,AVI,Dir1,\$Install\$\media.avi

[CommonComponent]

Name=MMTB runtime

TotalSize=2623135

File0=mtb30bas.dll,\$Common\$,C:\TBEA,IfNewer  
File1=mtb30run.exe,\$Common\$,C:\TBEA,IfNewer  
File2=mtb30cmp.dll,\$Common\$,C:\TBEA,IfNewer  
File3=mtb30flt.dll,\$Common\$,C:\TBEA,IfNewer  
File4=mtb30outl.dll,\$Common\$,C:\TBEA,IfNewer  
File5=mtb30net.exe,\$Common\$,C:\TBEA,IfNewer  
File6=mtb30lnl.dll,\$Common\$,C:\TBEA,IfNewer  
File7=mtb30mm.dll,\$Common\$,C:\TBEA,IfNewer  
File8=mtb30bmp.dll,\$Common\$,C:\TBEA,IfNewer  
File9=tbload.exe,\$Common\$,C:\TBEA,IfNewer  
File10=mtb30mm.ini,\$Common\$,C:\TBEA,IfNewer  
File11=pcdxbmp.dll,\$Common\$,C:\TBEA,IfNewer  
File12=pcdlib.dll,\$Common\$,C:\TBEA,IfNewer  
File13=photo.dll,\$Common\$,C:\TBEA,IfNewer  
Autoexe0=path=\$Common\$,%path%

[DefaultComponent]

Autoexec0=set path=\$Install\$,%path;

Action0=\$Windows\$\notepad.exe \$Install\$\readme.txt

Message0="Thanks for using The Ticket Kiosk. Please send in your registration card right away, and

## Using **SETUPMGR.EXE**

[Configuration tab](#)

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[PM Icons tab](#)

## Component <n>

A [component](#) section contains installation instructions for a part of the application that the user can choose to install or not install. There is a [Component] section for each component of the application. The value <n> is the number of the component.

**File <n>**

File0=ticksale.tbk, \$Install\$, c:\tbea\setup, AskUser

File name	Destination directory	Path to file	Rule for when to copy

**PM group**  
+



## **Configuration change**

A change to an .INI file that will be made if the user chooses to install this component.

## Default component

The Default component contains installation instructions that will be carried out if the user installs any part of the application. This component can contain the same kinds of instructions as any other component, but `File<X>`, `Name`, `TotalSize`, and `Query` items are ignored at installation.

## Action instruction

An instruction that will be carried out after installation is complete. You can add as many such instructions as you want; they will be carried out in the order listed.

The following example starts the Notepad application found in the Windows directory and opens the README.TXT file in the destination directory.

```
Action0=$Windows$\notepad.exe $Install$\readme.txt
```

## **Message**

A message that will be displayed after installation is complete. (The message is one line of text in the script. Depending on the editor you use to display the .INF file, you may have to scroll to see the entire message.)

## **Configuration change**

A configuration change that will be made if the user installs any part of the application.

**Archive name**

The root name of the compressed distribution files. Each file will have this name and an extension such as .001, .002, and so on.

**Splash**

Splash=C:\TBEA\CLIPART\BITMAPS\TREE.BMP, 5000

Path and name for startup bitmap

Duration of startup  
bitmap in milliseconds

## Button bitmaps

SETUPMGR.EXE automatically enters default for the FullInstallBMP, which causes default bitmaps to be used on the Full, Custom, and Exit buttons on the [Installation Options](#) dialog box.

To use custom bitmaps, add the following lines to the .INF file.

Script line	Description
FullInstallBMP=<bitmap 1 path/name>	Specifies the bitmap for the Full installation button
CustomInstallBMP=<bitmap 2 path/name>	Specifies the bitmap for the Custom installation button
ExitInstallBMP=<bitmap 3 path/name>	Specifies the bitmap for the Exit button

The parameter <bitmap n path\name> is the path and name of the bitmap.



## Background

Background=Blue,Tiled,C:\TBEA\CLIPART\BITMAPS\COAST.BMP

Gradient color	Alignment of the installation bitmap	Path and name of installation bitmap
----------------	---	--------------------------------------

## **General**

The General section of the script includes installation instructions that apply to all components, plus graphics that appear during installation.

## **Registration path**

The path to the .INI file where Multimedia ToolBook Runtime should be registered. SETUPMGR.EXE adds this line automatically.

## **Registration information**

Information that will be added to the ASYM.INI file to register Multimedia ToolBook Runtime. In addition to the version and language of RuntimeToolBook, it contains the default destination path specified on the General tab. If the user changes that path, the actual path will be written to the ASYM.INI file.

## **Destination directory**

The default destination directory. The applications files (but not necessarily Multimedia ToolBook Runtime files) will be installed in this directory unless the user selects another one.

## **Common component**

The component that contains instructions for installing the Multimedia ToolBook Runtime files. This component is created automatically when you click the button labeled Add Common Multimedia ToolBook Runtime Component on the Files tab. If you create a Multimedia ToolBook Runtime component manually (by specifying the files yourself), the component is labeled [Component <n>] like any other.

## **Multimedia ToolBook Runtime files**

The files required for Multimedia ToolBook Runtime.

♦

## Further customization

Using SETUPMGR.EXE

There are some features you can add to your installation script by editing the .INF file directly. (The .INF file can be edited in any text editor.) Those features are:

♦

[Percentage-complete bitmaps](#)

♦

[Custom button bitmaps](#)

♦

[Queries](#)

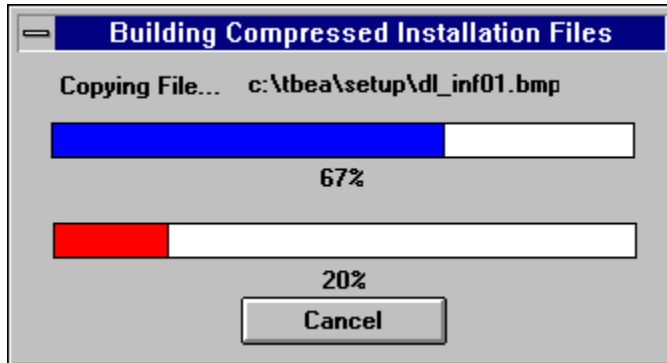


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## Percentage-complete bitmaps

Using SETUPMGR.EXE

SETUP.EXE always displays a message that shows the percentage of completion for the file being copied and for the total installation.



In addition, you can add `Bitmap<X>` instructions to the General section of the installation script to display bitmaps at various points in the installation process.

`Bitmap<X>`

**Syntax:** `Bitmap<X>=BitmapName,Alignment,StartPercentage,EndPercentage`

**Parameters:**

<code>BitmapName</code>	String	Path to bitmap file.
<code>Alignment</code>	String	Same as for background bitmap, but <code>Tiled</code> and <code>AllTiled</code> are ignored.
<code>StartPercentage</code>	Integer	Starting percentage to display bitmap.
<code>EndPercentage</code>	Integer	Ending percentage to display bitmap.

**Example:** `Bitmap0=c:\windows\regnote.bmp,UpperRight,0,25`

This example displays the bitmap `regnote.bmp` in the upper-right corner of the screen from the beginning of installation until installation is 25 percent complete.

You can use more than one `Bitmap<X>` instruction to have different bitmaps appear in sequence. The instructions would be numbered `Bitmap<0>`, `Bitmap<1>`, and so on.

## Installation Options dialog box options

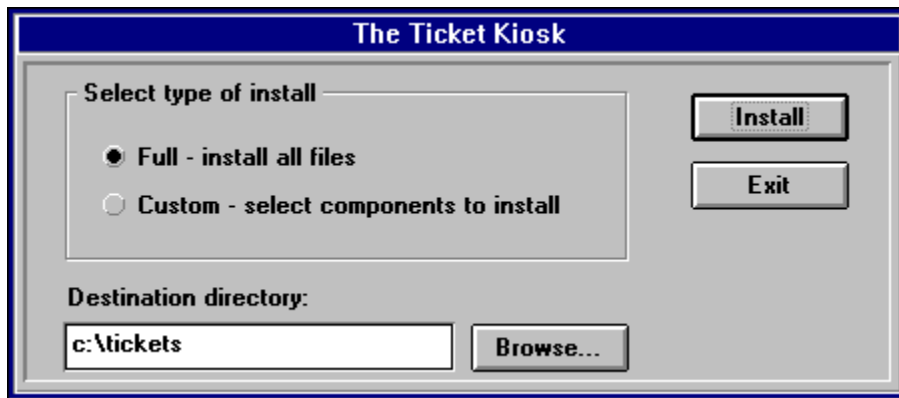
Using SETUPMGR.EXE

SETUPMGR.EXE automatically adds the following line to the General section of the installation script:

```
FullInstallBMP=DEFAULT
```

This line causes the custom [Installation Options dialog box](#) to be displayed.

If you delete this line, the standard Windows installation options dialog box is displayed.



You can also replace any or all of the default button bitmaps in the custom dialog box with bitmaps of your own choice by adding the following instructions.

<u>Script line</u>	<u>Description</u>
FullInstallBMP=<bitmap 1 path/name>	Specifies the bitmap for the Full installation button.
CustomInstallBMP=<bitmap 2 path/name>	Specifies the bitmap for the Custom installation button.
ExitInstallBMP=<bitmap 3 path/name>	Specifies the bitmap for the exit button.

The parameter <bitmap n path\name> is the path and name of the bitmap.

\*

## Queries

### Using SETUPMGR.EXE

You can add `Query` instructions to each component section in the script to ask the user yes-or-no questions about whether to install the component. The question is asked if the condition in the instruction is met. The three possible conditions are:

- `IfSelected`      The question is asked only if the component is selected for installation
- `IfNotSelected`      The question is asked only if the component is not selected for installation
- `Always`      The question is always asked, regardless of whether the component is selected for installation.

#### `Query`

**Syntax:**      `Query Condition, Text`

**Parameters:**

<code>Condition</code>	<code>String</code>	Determines whether the user should be queried. <code>IfSelected</code> will only query if the component is selected to be installed. <code>IfNotSelected</code> will query if the component is not selected to be installed. <code>Always</code> queries regardless of whether the component is selected to be installed.
<code>Text</code>	<code>String</code>	The contents of the yes/no message box. The question should be phrased so that a "yes" answer means the component will be installed.

**Example:**      `Query = IfNotSelected, "The main executables are not selected to be installed. Do you want to install them at this time?"`

In this example, if the component is not selected for installation, the message appears and the user can answer by clicking Yes or No in the message box. The user's response to this query overrides any earlier selection regarding installation of the component.



## The installation script

### Introducing the Asymetrix Setup Utility



The installation script is a set of instructions that the SETUP.EXE program uses to install your application. For example, you can specify the files to be included in the application, the destination directory on the user's system, and actions that are to take place when the installation is completed (such as displaying a message). The user can choose which components of the application, as defined in the .INF file, to install.

You use the tabs in SETUPMGR.EXE to develop the instructions, which are stored in a [text file](#) with an .INF extension.

The installation script can become quite complex. It's important to test it thoroughly before distributing your application.

## **Introducing the Asymetrix Setup Utility**

[Component Selection dialog box](#)

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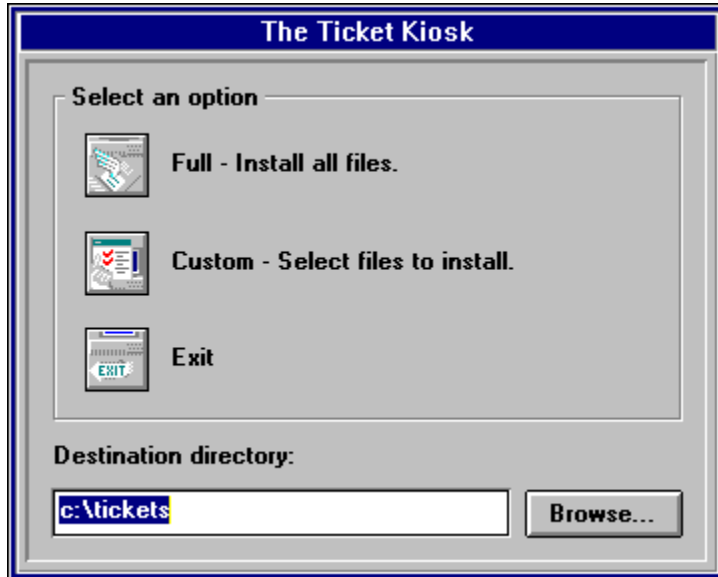
## **Using SETUPMGR.EXE**

[Using SETUPMGR.EXE](#)

## Installation Options dialog box

Introducing the Asymetrix Setup Utility

When the user installs your application, the Installation Options dialog box appears after the startup bitmap goes away. The user can choose the type of installation (full or custom) and specify a different destination directory.



## **Introducing the Asymetrix Setup Utility**

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## Custom installation button

When the user clicks this button, the [Component Selection dialog box](#) appears, where the user can choose the components to install.



## **Exit**

The user can click Exit to exit from the installation program.

## **Destination directory**

The destination directory for the installation. This path and directory are set initially by the SETUP.EXE from information in the .INF file. The user can change to any other directory. If the user specifies a directory that doesn't exist, SETUP.EXE creates it (as long as it's on an existing drive).

## **Browse button**

Users can click Browse to open a dialog box in which they can select a drive and directory for the installation.

## Full installation button

The user clicks this button to install all components.

## Component Selection dialog box

Introducing the Asymetrix Setup Utility

If the user chooses custom installation in the [Installation Options dialog box](#), the Component Selection dialog box appears. Users can select the components to install. They can also specify a different destination directory for the application.

**The Ticket Kiosk**

Select components to install

Component	Size (Kb)
<input checked="" type="checkbox"/> Ticket Sales.....	81
<input checked="" type="checkbox"/> Event Calendar.....	234
<input checked="" type="checkbox"/> Seating Chart.....	154

Destination directory:  
c:\tickets

Runtime ToolBook destination directory:  
C:\WINDOWS\asym\setup

Disk Space

Drive	Required (Kb)	Available (Kb)
C:	2647	45412

## **Introducing the Asymetrix Setup Utility**

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[Installation Options dialog box](#)

## **Continue**

After selecting the desired components, the user clicks Continue to begin installation.

## Go Back

The user can click Go Back to return to the [Installation Options](#) dialog box. Any selections that were made are ignored.



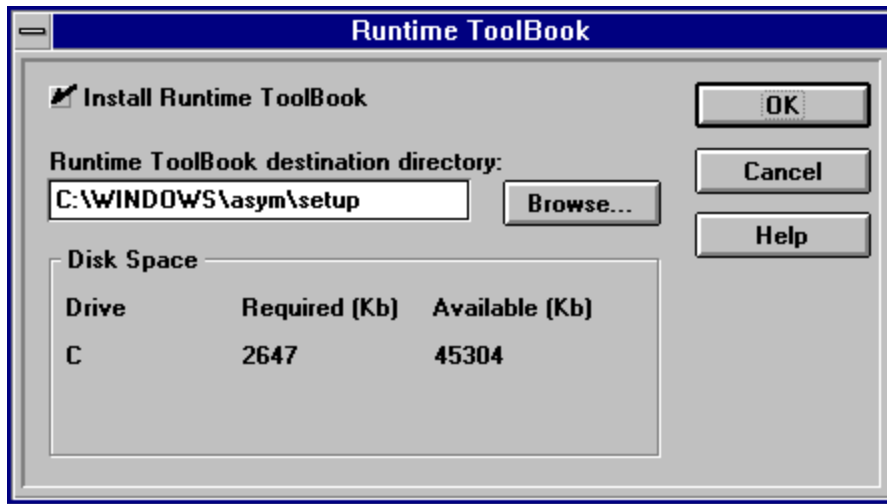
## Component list

The list of components and their sizes. When the dialog box opens, all check boxes are checked. The user can deselect components by clearing the check boxes and select them again by checking the check boxes.



## Multimedia ToolBook Runtime dialog box

Introducing the Asymetrix Setup Utility



## **Install Multimedia ToolBook Runtime**

If users do not want to install Multimedia ToolBook Runtime, they can clear the checkmark in this box.

**Destination directory**

The directory in which the Multimedia ToolBook Runtime files will be installed. The default entry in this field is the path specified in the common component in the .INF file. The user can change this path.

## Disk space

This box shows the space required and the space available on each drive to which files are to be installed. The Required figure includes all selected components plus the Multimedia ToolBook Runtime files.

## **Browse**

Users can click this button to find the directory in which they want to install the Multimedia ToolBook Runtime files.

## Change Multimedia ToolBook Runtime directory

If users want to install the Multimedia ToolBook Runtime files in a directory other than the default destination directory, they can click this button to open [Multimedia ToolBook Runtime dialog box](#). If you manually created a component for the Multimedia ToolBook Runtime installation instructions (so there is no Common component in the .INF file), this button does not appear in the dialog box.



# Using SETUPMGR.EXE

## Using SETUPMGR.EXE

SETUPMGR.EXE contains a dialog box with six tab sections. To go from one section to another, click the tab at the top of the dialog box. The tab sections cover the following information.

Tab	Information
<u>General</u>	Title for installation dialog boxes. Default directory for installation. Graphics that appear during installation.
<u>Files</u>	<u>Component</u> names. Files to include in each component. Total component size.
<u>PM Icons</u> (for each installation component)	Program Group name. Program Item description. Command line. Icon.
<u>Configuration</u> (for each installation component)	Changes to be made to .INI, AUTOEXEC.BAT, and CONFIG.SYS files.
<u>Launch EXE</u> (for each installation component)	Commands to be executed when installation is complete.
<u>Create Disks</u>	Drive and directory for archive files. Name for archive file set. Archive file size.

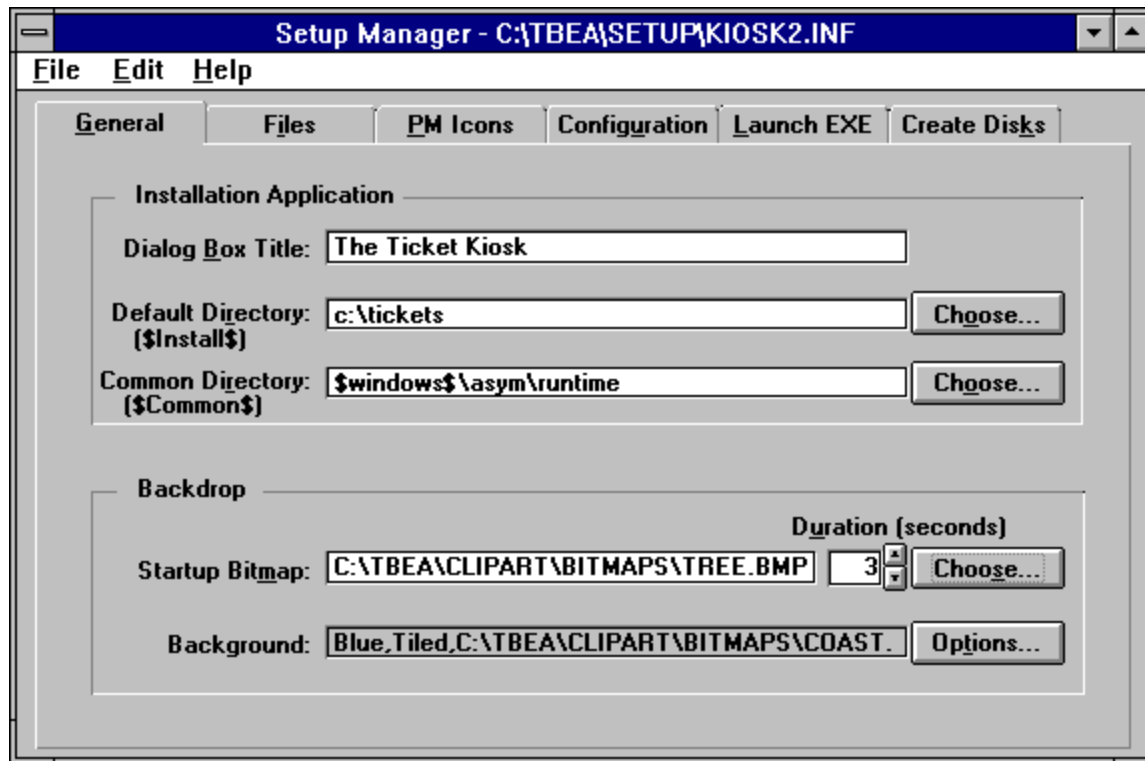
To create a new .INF file, work through the tabs, filling in the information and selecting the choices called for in each one. When you're done, save the file.

To edit an existing .INF file, start SETUPMGR.EXE and then open the file. All of the values appear in the appropriate fields in the tabs. You can change them and save the file again.



## General tab

Using SETUPMGR.EXE



**Note:** Bitmap colors are mapped to the nearest colors on the user's system. You'll get the best results if you convert bitmaps to the 16-color Windows palette.

## Using SETUPMGR.EXE

[.INF file](#)

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## Dialog Box Title

Type the title to appear in the title bar of the [Installation Options](#) and [Component Selection](#) dialog boxes.

## Default Directory

Type the full path for the destination directory in which you want the application to be installed, or click [Choose](#) and choose a directory from your own system. This path will appear in the [Installation Options](#) dialog box, and the user will have the option of changing it.

You can use [directory placeholders](#) in the path.

## **Choose Default Directory**

When you click Choose, the Choose Directory dialog box appears. Choose a directory from your system. The full path to that directory is entered in the Default Directory field.

## Background

A description of the background screen that appears during installation. The screen can have a color gradient and a bitmap. The bitmap can appear as a single image or as multiple tiled images.

To set up this screen, click the [Options](#) button.

## **Duration**

The number of seconds the startup bitmap is displayed. Click the up arrow to increase the time or the down arrow to decrease it. If you set the duration to 0, the startup bitmap will remain onscreen until the user clicks a mouse button or presses any key.

## Startup bitmap

The startup bitmap (sometimes called the splash screen) appears over the background gradient after the installation program finishes copying files to the temporary directory. It remains on screen for the length of time you set or until the user presses any key or clicks on the bitmap. Then the background bitmap, if any, appears.

Type the full path (on your system) and file name of the startup bitmap. To select a startup bitmap, click the [Choose](#) button.



## **Choose startup bitmap**

When you click Choose, a Select dialog box appears. Choose a bitmap. The path and name are entered in the field on the General tab.

## **Choose common directory**

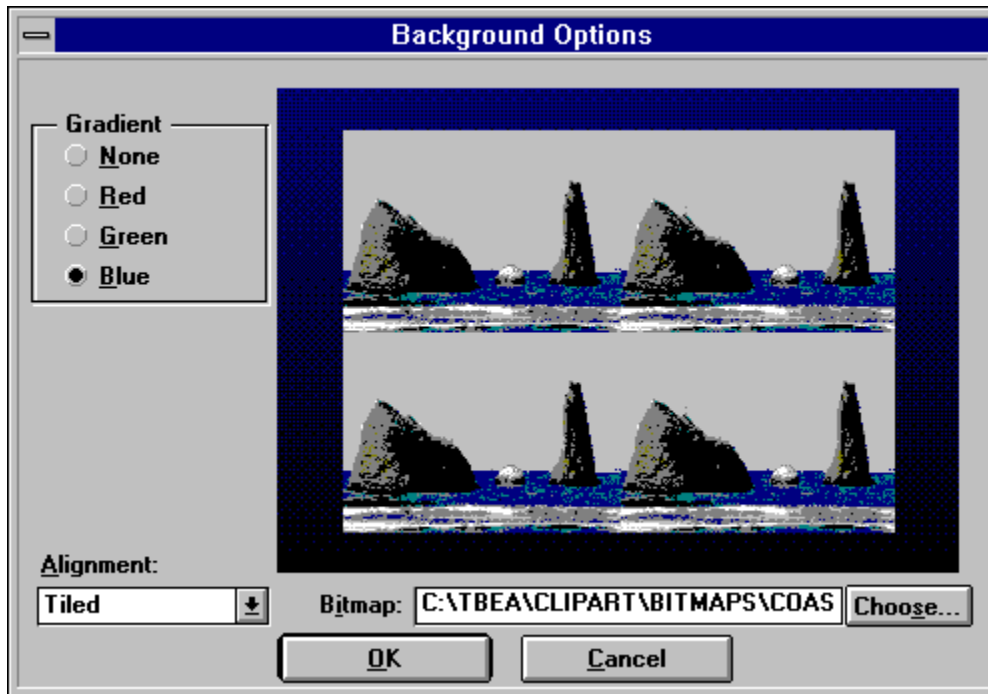
If you want to specify a different destination directory for the Multimedia ToolBook Runtime files, you can type the path in the Common directory field or click this button and select a path from your system.

## **Common directory**

The directory in which the Multimedia ToolBook Runtime files will be installed if you use the button labeled Add Common Multimedia ToolBook Runtime Component on the Files tab to create the common component. This copy of Multimedia ToolBook Runtime will be shared with future applications, so it is recommended that this directory be different from the destination directory for the application files. The user can change this directory at the time of installation.

## Background Options

When you click Options, the Background Options dialog box appears.



## Gradient

Choose the background color. If you choose red, green, or blue, the color appears in a gradient from light at the top of the screen to dark at the bottom.

## **Alignment**

Choose an alignment option for the bitmap. Choose None if you don't want a bitmap. Choose Tiled to repeat the bitmap with a background border around the group of bitmaps. Choose All Tiled to repeat the bitmap so that it fills the screen.

## Bitmap

Type the full path (on your system) and file name of the bitmap. To select a bitmap, click the [Choose](#) button.

## Screen image

The background color gradient and the bitmap you select. The bitmap is shown reduced, not as it will appear on the installation screen.



## **Cancel**

Click Cancel to cancel what you've done and return to the previous dialog box.

## **Choose bitmap**

When you click this button, a Select dialog box appears. Choose a bitmap. The path and name are entered in the Startup Bitmap field on the General tab

**OK**

Click OK to save your entries and close the dialog box.

## Files tab

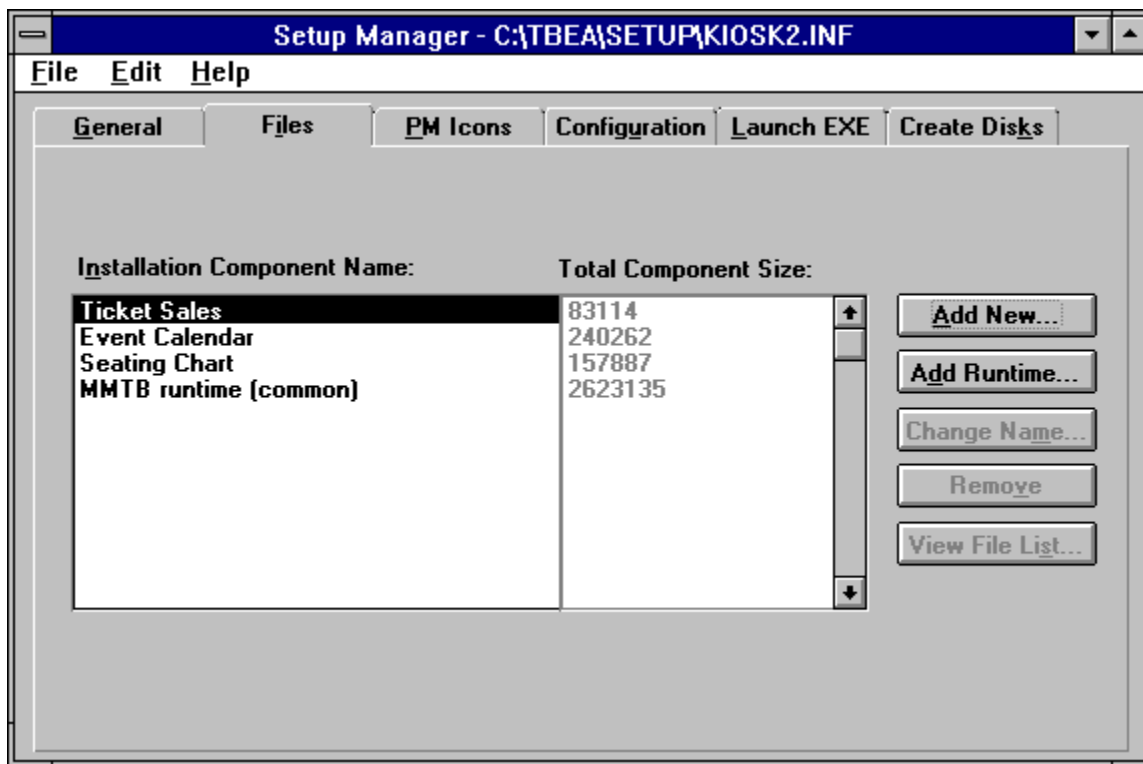
Using SETUPMGR.EXE

In the Files tab, you can set up the [components](#) of your application, giving each component a name and selecting the files that it comprises. Components and their sizes are shown in the list box. Buttons enable you to add and delete components, change their names, and choose the files for each component.

Installation Component Names are the names of the components of your application, such as Library, Help, Editor, and so on. These names appear in the [Component Selection dialog box](#), where the user can choose to install them or not.

The names appear in the Component Selection dialog box in the same order as they appear in this list box. To rearrange the components in the list box, click a component name and drag it to a new position in the list.

The Total Component Size is the total size (uncompressed) of all files included in each component. The size is calculated by SETUPMGR.EXE as you select files. This size appears in the Component Selection dialog box next to the component name.



## Using SETUPMGR.EXE

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## **Add New**

Click Add New to add a new component. A dialog box appears in which you can type the name of the new component.

## **Change Name**

Choose a component, then click Change Name to change its name. A dialog box appears in which you can type the new name.

## View File List

Choose a component, then click View File List to view and choose files for that component. The [Component File List dialog box](#) appears.



## Add Runtime

To add the files required for the runtime version of Multimedia ToolBook as a component in your application, click Add Runtime. For details, see [Installing Multimedia ToolBook Runtime \(common\)](#).

## **Remove**

Choose a component, then click Remove to delete it. A message appears asking you to confirm that you want to delete the component. If you choose Yes, the component and all information associated with it are deleted from the .INF file, but the files themselves are not deleted from your disk.

## **Installation component names**

Names you give to the components of the application.

**Total component size**

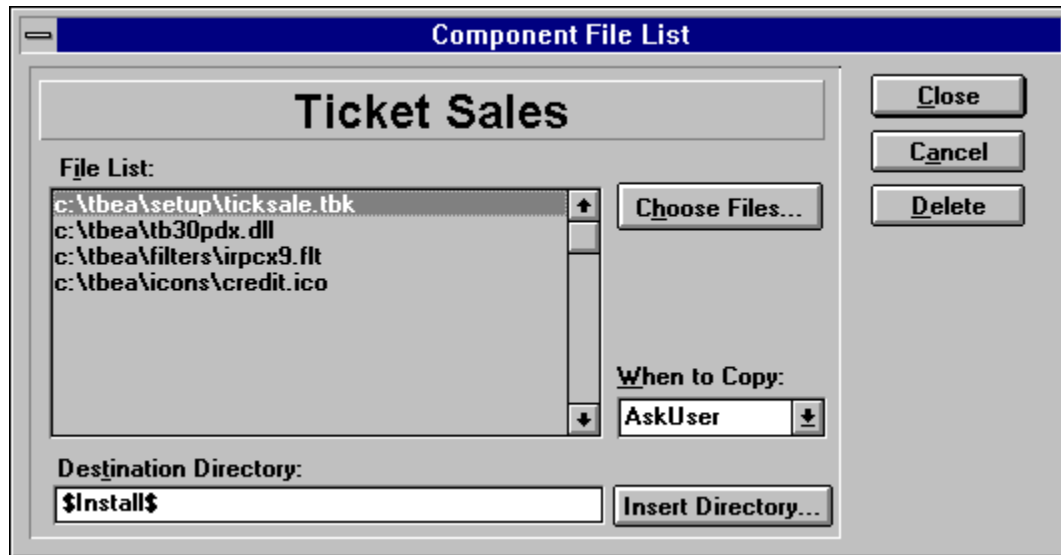
The total number of bytes (uncompressed) in each component.

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## Component File List dialog box

Using SETUPMGR.EXE

In the Component File List dialog box, you can choose files for a component, set rules for when those files should be copied to the user's hard disk, and specify the directory to which they should be copied.



**Component name**

The name of the component you set up using the Files tab.

## **File list**

The list of files chosen for the selected component.

## Destination directory

The directory into which the file should be copied. You can specify a different destination directory for each file in the file list. You can use [directory placeholders](#) in the path. The user will not be able to alter this path.



## **Close**

Click Close to close the dialog box and return to the previous dialog box.



## When to Copy

### Using SETUPMGR.EXE

Displays options for when to copy a particular file when the component is installed. The default is Always Copy. To choose a different option, click the down arrow and make a selection from the list. The options are:

**Always Copy.** Always copies the file. If there is a file with the same name in the destination directory, overwrites it without prompting.

**Ask User.** Before copying the file, asks the user whether to copy it. If the user chooses Yes and there is a file with the same name in the destination directory, overwrites it without prompting.

**If Does Not Exist.** Copies the file only if a file with the same name does not exist in the destination directory.

**If Newer.** Copies the file if it is newer than a file with the same name in the destination directory.

**If Newer Than Sys.** Copies the file if it is newer than a file with the same name anywhere in the user's system. If the older file is in the destination directory, it is overwritten; if it is anywhere else in the system, it is not overwritten or deleted. In that case, the user will have two files with the same name in different directories.

**Make Backup.** If there is a file with the same name in the destination directory, makes a backup copy (with the extension .BAK) before copying the new file.

**Note:** When comparing files to determine which is older, SETUP.EXE uses the Windows version information, if there is any. If not, it uses the DOS date and time stamp.

## Insert Directory

Click Insert Directory to insert a [directory placeholder](#) in the path. Before you can insert a placeholder, the insertion point must be in an editable field.

## **Choose Files**

Click Choose Files to select files for the component. The Choose Files dialog box appears.

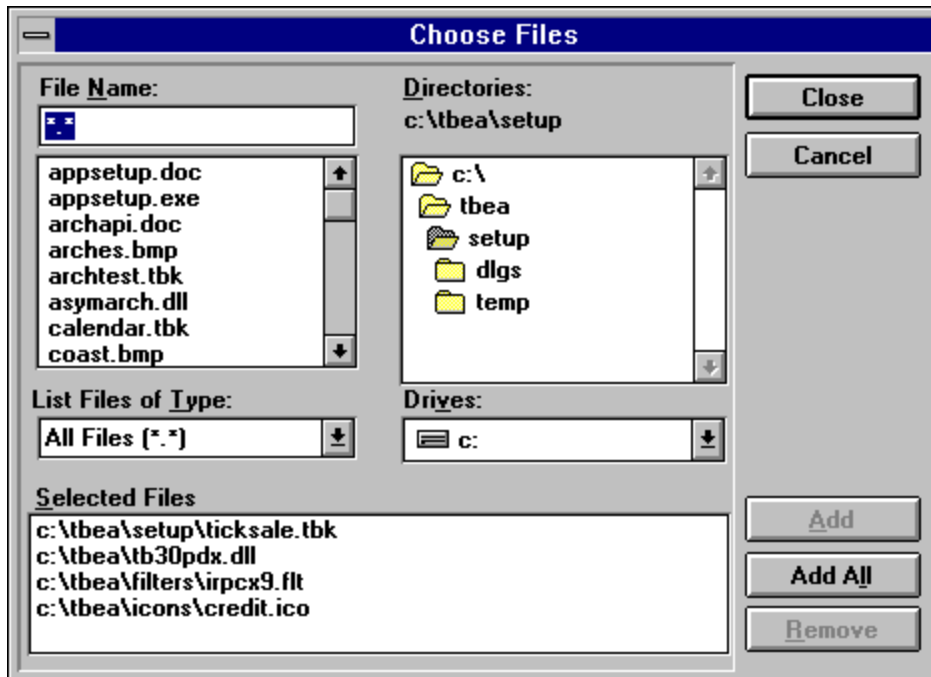
## Delete

To delete a file from the list for the component, click the file name, then click Delete.

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## Choose Files dialog box

Using SETUPMGR.EXE



## **File selection area**

Standard Windows directory and file lists, used for choosing the files you want to add to a component.

## **Selected Files**

The list of files selected for the current component.



## **Add**

Select a file from the File Name list, then click Add to add it to the Selected Files list.

## **Add All**

Select a directory in the Directories list, then click Add All to add all files in that directory to the Selected Files list.

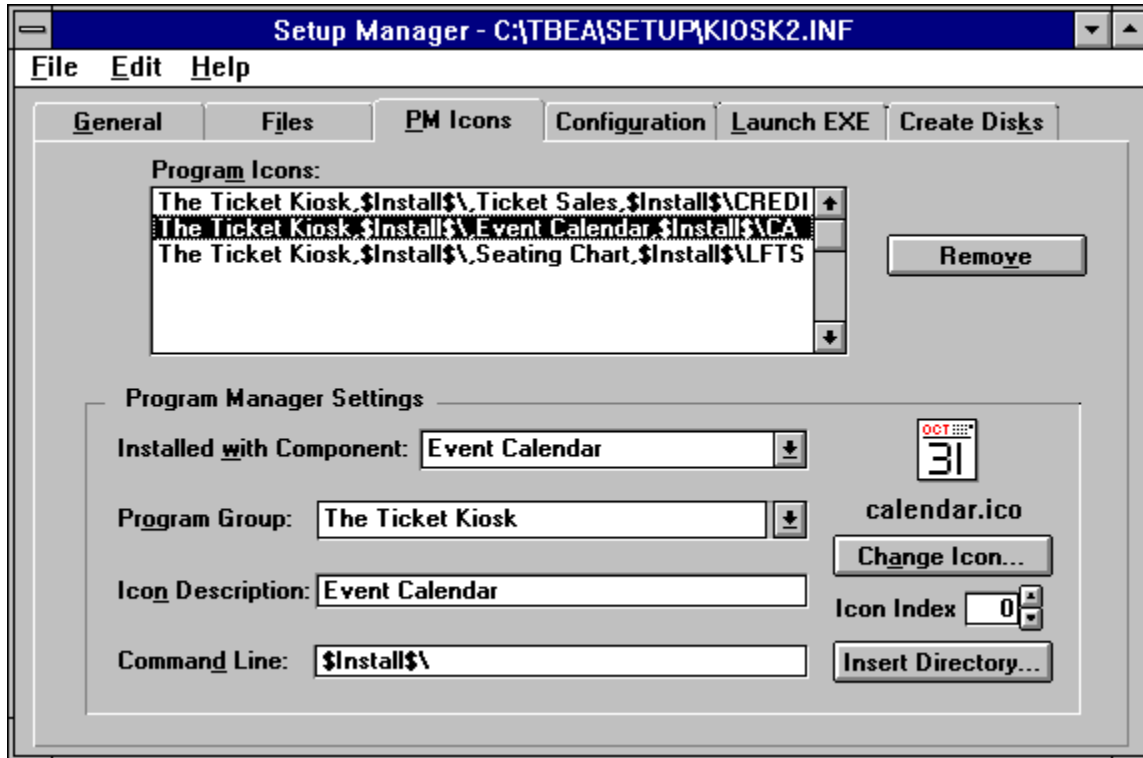
## **Remove**

To remove a file from the Selected Files list, click the file name, then click Remove.

## PM Icons tab

Using SETUPMGR.EXE

Use this tab to set up the Program Groups and Program Items that SETUP.EXE will create.



## Using SETUPMGR.EXE

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## Program Icons

Each line in this field contains the Program Group, description, and command line information entered in the fields below. To add a new program icon line, click below the lowest existing line and type the information in the fields in the bottom half of the window.

## **Installed with Component**

The name of the component for which this Program Group is created. If the user chooses not to install the component, the Program Group is not installed. Click the down arrow to see a list of the components that have been defined for the application.

## **Program Group**

The name that will appear in the title bar of the Program Group or under the group icon when the Program Group is minimized in the Windows Program Manager.



## Description

The name that will appear under the Program Item icon.

## **Command Line**

The command line associated with the Program Item, used to launch the application (and a specific file, if desired).

## Program Item icon

The Program Item icon that will appear in the Program Group. If you do not choose an icon, the Program Manager default icon appears:



## **Change Icon**

Click Change Icon to select an icon for the Program Item. The Change Icon dialog box appears.

## **Remove program icon**

Select a program icon and then click Remove program icon to delete it from the list.

## Icon index

If you choose an icon file that contains more than one icon, click the up or down arrow to set the index number for the icon you want (0 for the first one, 1 for the second one, and so on).

## Configuration tab

Using SETUPMGR.EXE

In this tab, you can specify changes that will be made to the user's AUTOEXEC.BAT, CONFIG.SYS, and .INI files during the installation process. Changes to .INI files are made automatically. Before making changes to AUTOEXEC.BAT and CONFIG.SYS files, SETUP.EXE asks users if they want to make the change.

The screenshot shows the 'Setup Manager - C:\TBEA\SETUP\KIOSK.INF' window with the 'Configuration' tab selected. The 'Configuration File Changes' list contains three entries: 'AUTOEXEC=set path=\$Install\$;%path;', 'INI=\$Install\$\mmfiles.ini,Sounds,Dir1,\$Install\$\media\audio', and 'INI=\$Install\$\mmfiles.ini,AVI,Dir1,\$Install\$\media\video'. A 'Remove' button is to the right. Below the list, three radio buttons are present: 'INI File' (selected), 'Autoexec.bat', and 'Config.sys'. The 'Installed with Component' dropdown is set to 'Event Calendar'. The 'File Name' field is '\$Install\$\mmfiles.ini', 'Section' is 'Sounds', 'Entry' is 'Dir1', and 'Value' is '\$Install\$\media\sounds'. An 'Insert Directory' button is to the right of the value field. At the bottom, there is an unchecked checkbox for 'Add To Comma-Separated List'.

This section shows the 'AUTOEXEC:' configuration. The text field contains 'set path=\$Install\$;%path;'. To the right is an 'Insert Directory...' button.

This section shows the 'CONFIG:' configuration. The text field is empty. To the right is an 'Insert Directory...' button.

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## Configuration File Changes

A list of file changes.

## **Installed with Component**

The name of the component with which a change is associated. If the user chooses not to install the component, the change is not made. Click the down arrow to see a list of the components that have been defined for the application.

## **File Name (.INI files only)**

The path and name of the .INI file to be changed. You can use [directory placeholders](#) in the path.

## Section (.INI files only)

The section of the .INI where the new line is to be added. If the section does not exist in the .INI file, SETUP.EXE creates it.

For example, in:

```
[User Information]  
Name=Fred J. Magruder
```

[User Information] is the section.

## **Entry (.INI files only)**

The item to be added to the .INI file.

For example, in:

```
[User Information]
```

```
  Name=Fred J. Magruder
```

Name is the entry.

## Value (.INI files only)

The value of the entry.

For example, in:

```
[User Information]
```

```
Name=Fred J. Magruder
```

Fred J. Magruder is the value.

## **File selection buttons**

Click the button for the type of file you want to change. The fields in the dialog box change according to the button you select.

### **Add to comma-separated list**

To add a new value to an existing entry in an .INI file, type the information in the fields above and then click this radio button. If the entry you specified exists in the .INI file, the value is added to the existing values. If the entry does not exist, it is added with the value you specified.



## **Remove configuration file change**

Choose a configuration file change, then click Remove to delete it from the list.

## AUTOEXEC

Type the line you want to add to the user's AUTOEXEC.BAT file. You can use a [directory placeholder](#) in the line.

## CONFIG

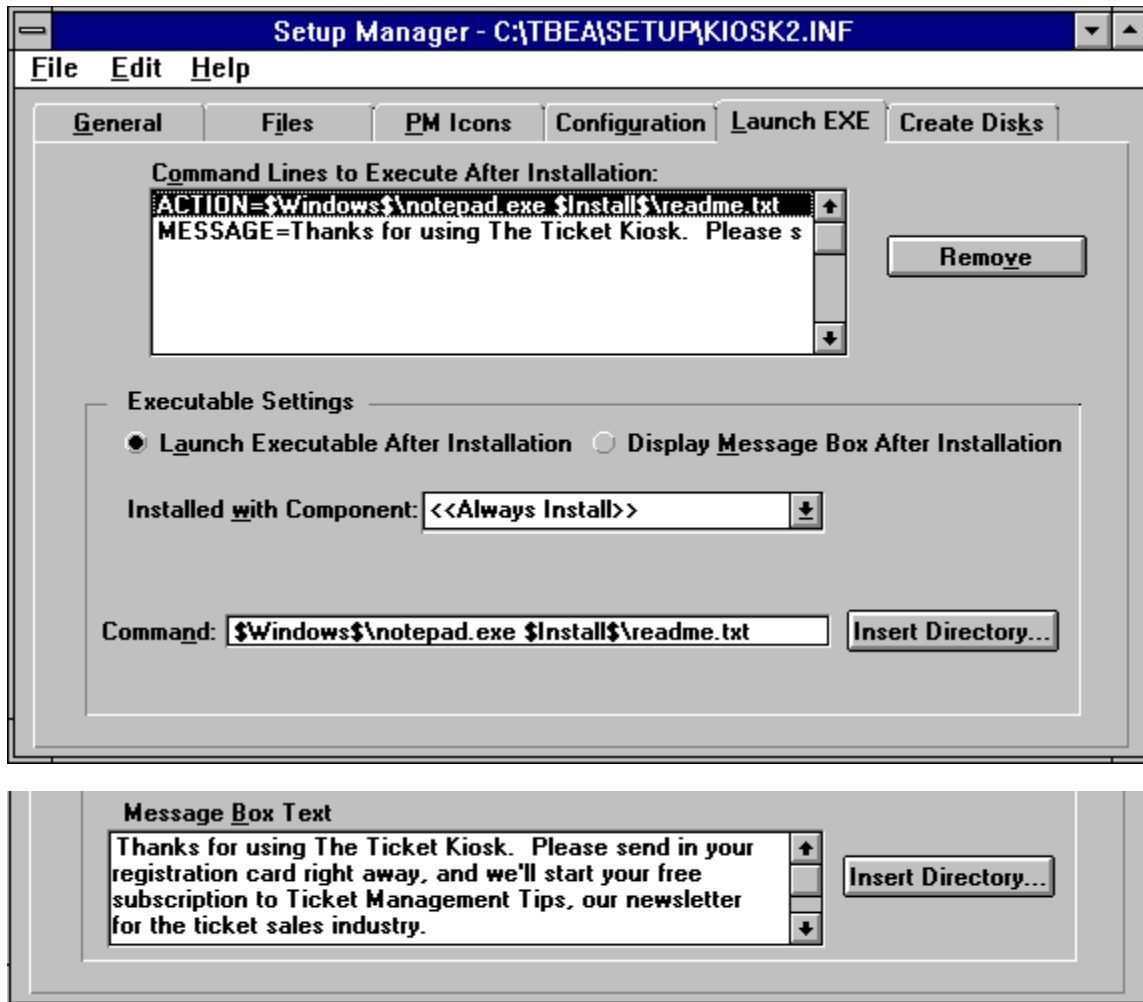
Type the line you want to add to the user's CONFIG.SYS file. You can use a [directory placeholder](#) in the line.

## Launch EXE tab

Using SETUPMGR.EXE

Use this tab to specify commands that will be executed once installation is complete. For example, you could add a command to open a README file. Commands can be associated with components, so that the command is executed only if the user chooses to install the component.

You can specify any number of commands to be executed after installation (up to a total of 1000 characters in the command lines). The first command is executed as soon as the installation is complete. Each subsequent command is executed as soon as the user finishes with the previous one.



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## Command Lines to Execute After Installation

A list of the command lines to be executed. Command lines are executed in the order listed. To change the order, click a command line and drag it to a new position in the list.

## Command

Type the command you want to execute. You can use a [directory placeholder](#) in the line.

## Action after installation

Click a radio button to indicate whether the following command launches an executable or displays a message box.



## **Remove command line**

Choose a command line and then click Remove to delete it from the list.

## **Installed with component**

Specifies when the action command line should be executed. If you choose Always Install, the command is executed in every case, no matter what components the user installs. If you choose a specific component, the command is executed only if that component is installed.

## **Message box text**

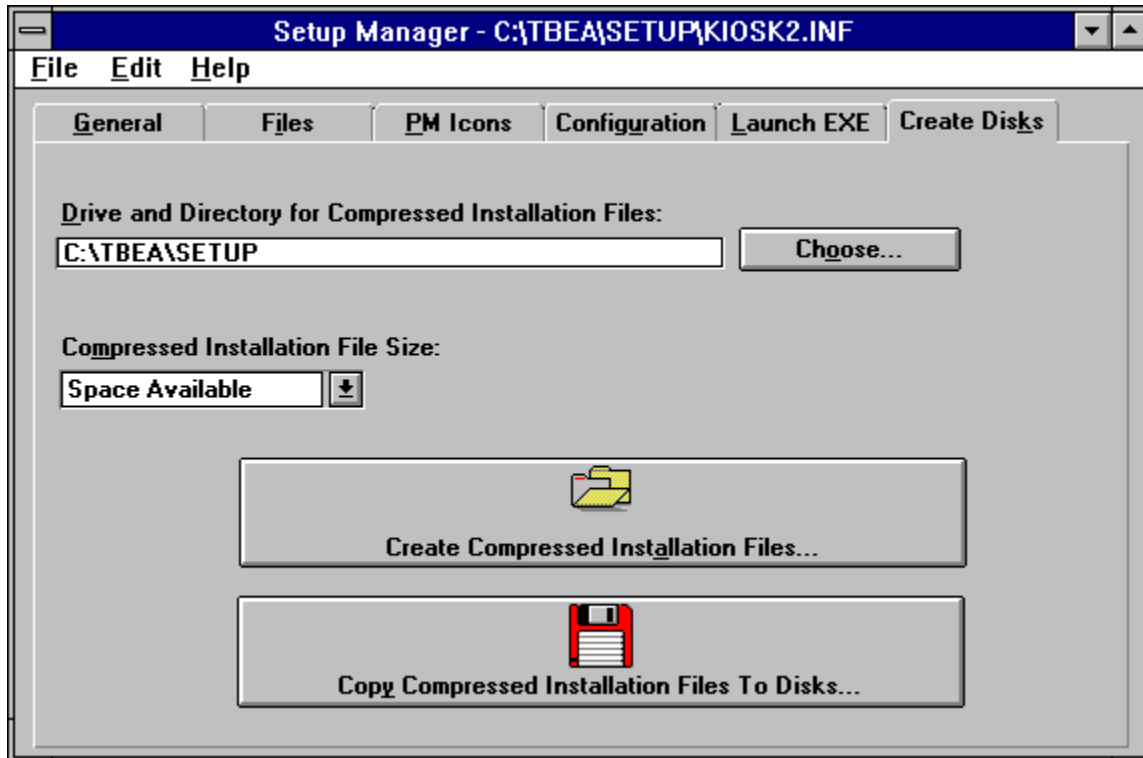
Type the text to appear in the message box. The message can be up to 32K characters long.

## Create Disks tab

Using SETUPMGR.EXE

Use this tab to set up, create, and copy the installation files to disks.

The first compressed installation file is given the name of the .INF file with the extension .001. If more than one .INF file is created, subsequent files have the same name with extensions .002, .003, and so on. For example, if the .INF file is named TICKETS.INF, the first compressed installation file will be named TICKETS.001, the second will be TICKETS.002, and so on. These are not the names that will be used for the application files when they are decompressed and written to the user's disk.



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## **Drive and Directory for Installation Files**

Type the path and name of the directory where you want SETUPMGR.EXE to place the installation files.

## **Compressed Installation file size**

Select the size for the installation files (usually the same as the size of the distribution media). The default is Space Available, which means that SETUPMGR.EXE writes until the destination disk is full, then requests another disk if necessary. If you choose a specific size, SETUPMGR.EXE limits all files to that size.

If you plan to distribute your application on CD-ROM, choose Space Available and use a hard disk (with enough empty space) as the destination drive. SETUPMGR.EXE will create one large file, which you can then use for mastering CD-ROM disks.

## **Create compressed installation files**

Click this button to create the installation files. SETUPMGR.EXE compresses the files in the installation components and writes them to the destination directory you specified.



## **Copy a set of compressed installation files to disks**

Click this button to copy a set of installation files, including SETUP.EXE, the .INF file, and installation bitmaps, to floppy disks. The system requests additional disks as necessary.

## **Choose drive and directory button**

Click Choose drive and directory to open a dialog box in which you can select a drive and directory for the installation files.

## **Component**

A part of the application that the user can choose to install or not install. If the user chooses not to install a component, the components that are installed should function normally without it.

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## Tips for distributing Multimedia ToolBook Runtime with your applications

Introducing the Asymetrix Setup Utility

♦

For best results when distributing Multimedia ToolBook Runtime with your applications, follow these guidelines:

- ♦ Use the standard Multimedia ToolBook Runtime component installed in a common directory, which assures that your ToolBook application will work with other Multimedia ToolBook Runtime applications that your end users have installed. This also avoids installing redundant copies of Multimedia ToolBook Runtime, saving space on your users' systems.
- ♦ When you use the standard Multimedia ToolBook Runtime component, use all of the standard .INI file modifications that come with it, which further assures that your ToolBook application will work correctly with other ToolBook applications.
- ♦ Do not change the value of `startupSysBooks` in the MTB30.INI file, because you can cause other ToolBook-based applications to stop working correctly. If your application depends on particular system books, push them onto the `sysBooks` property in an `enterApplication` handler.

**Using SETUPMGR.EXE**

[Adding the Multimedia ToolBook Runtime component](#)

[Installing Multimedia ToolBook Runtime \(common\)](#)

