

Tutorial 1

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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.

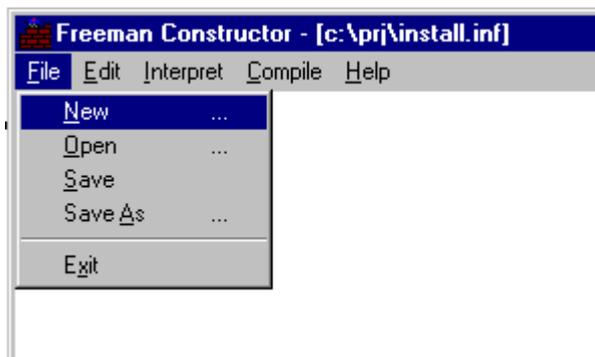
Step 2

Run Freeman Constructor.



Step 3

Choose File | New.

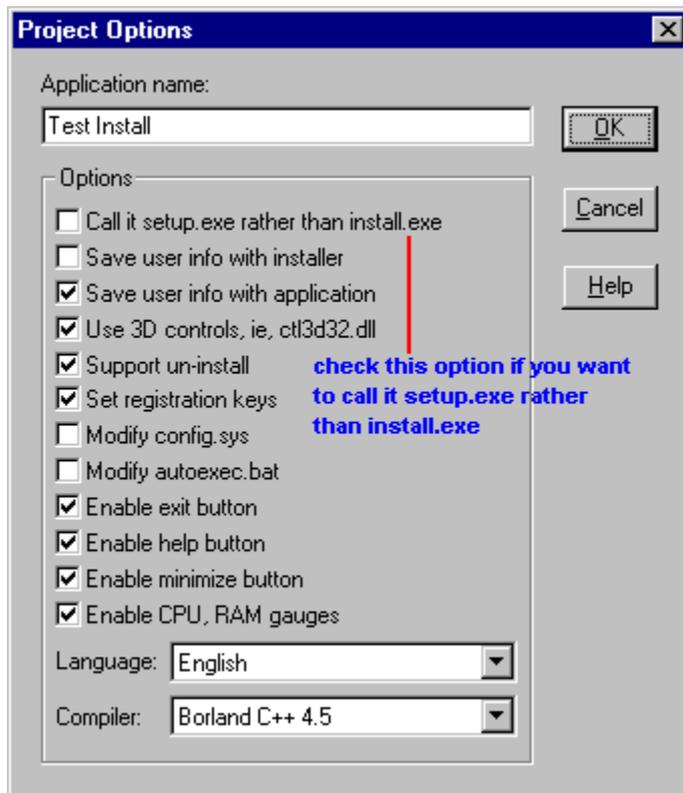


Step 4

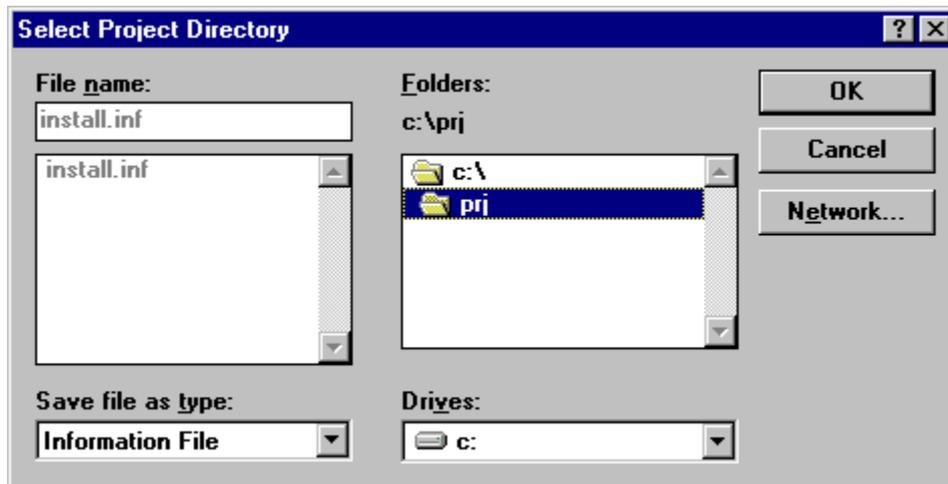
Enter "Test Install" as the application name and use defaults for all other options. (By the way, when you actually use Freeman Installer with your application it is recommended that you not enter an application name longer than 30 characters.) You should also check the first check box if you want to call it setup instead of install. Once you close this dialog there is NO way change this.

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.



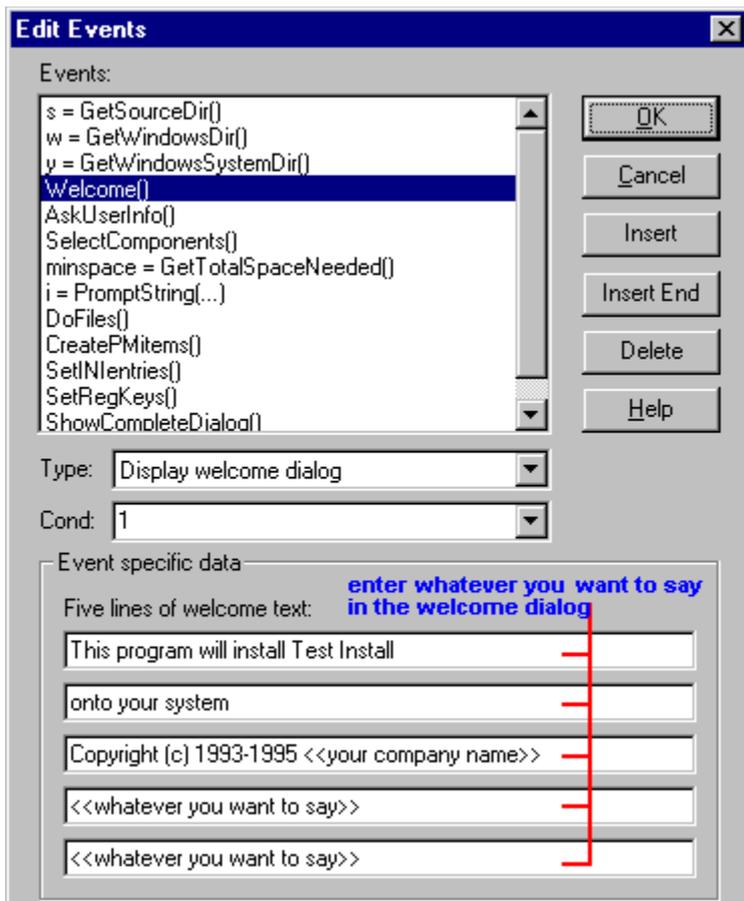
Click on "OK" button. Then you will be asked to choose a directory to hold the project. Choose c:\prj.



Click on "OK" button.

Step 5

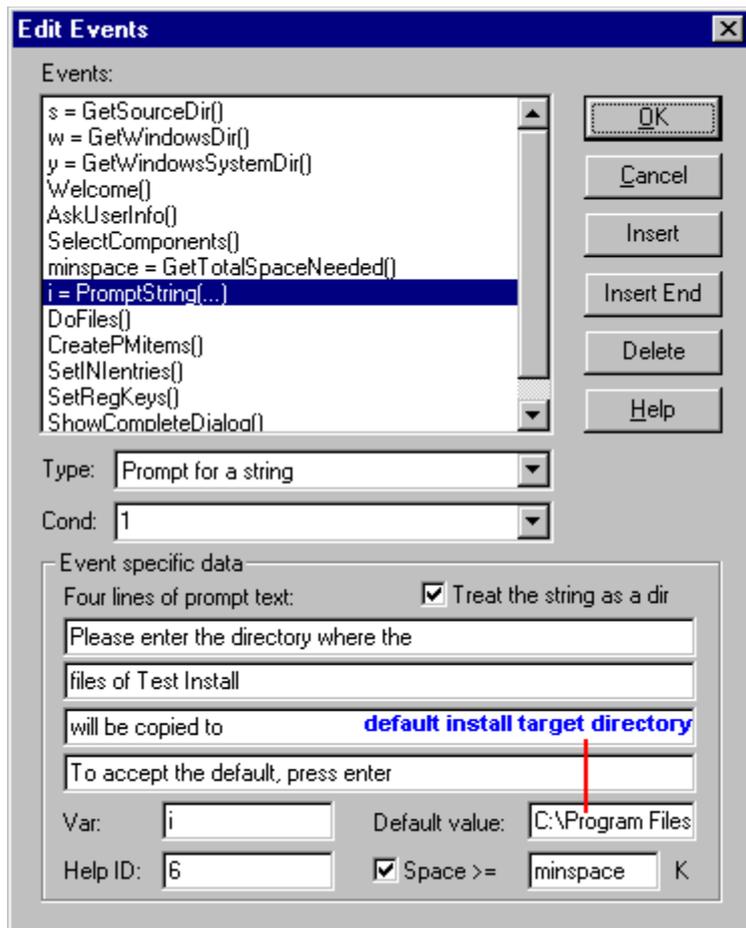
Choose Edit | Events. Select the "Welcome" event and enter the parameters as shown below:



Leave the dialog open!

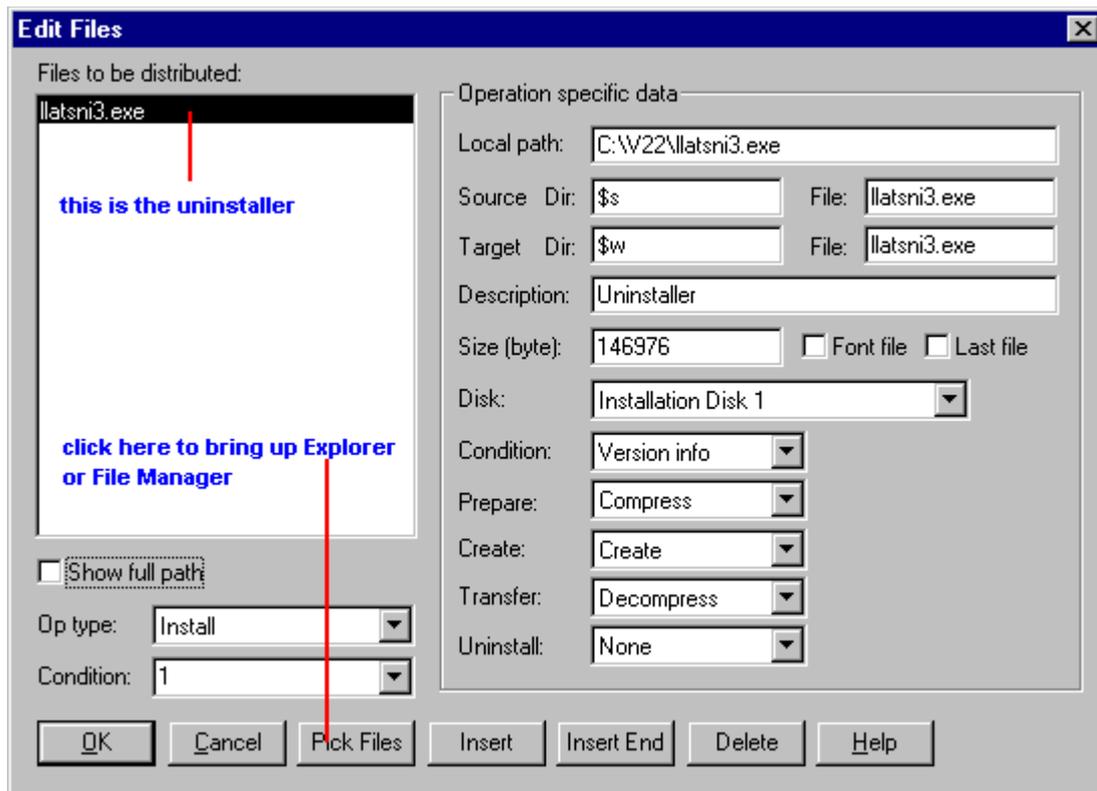
Step 6

Select the "i = PromptString()" event. You can enter the desired default install target directory in the "Default value" control. According to the MS software installation guideline, it should be C:\Program Files\your app, which in this case is c:\Program Files\Test Install.



Step 7

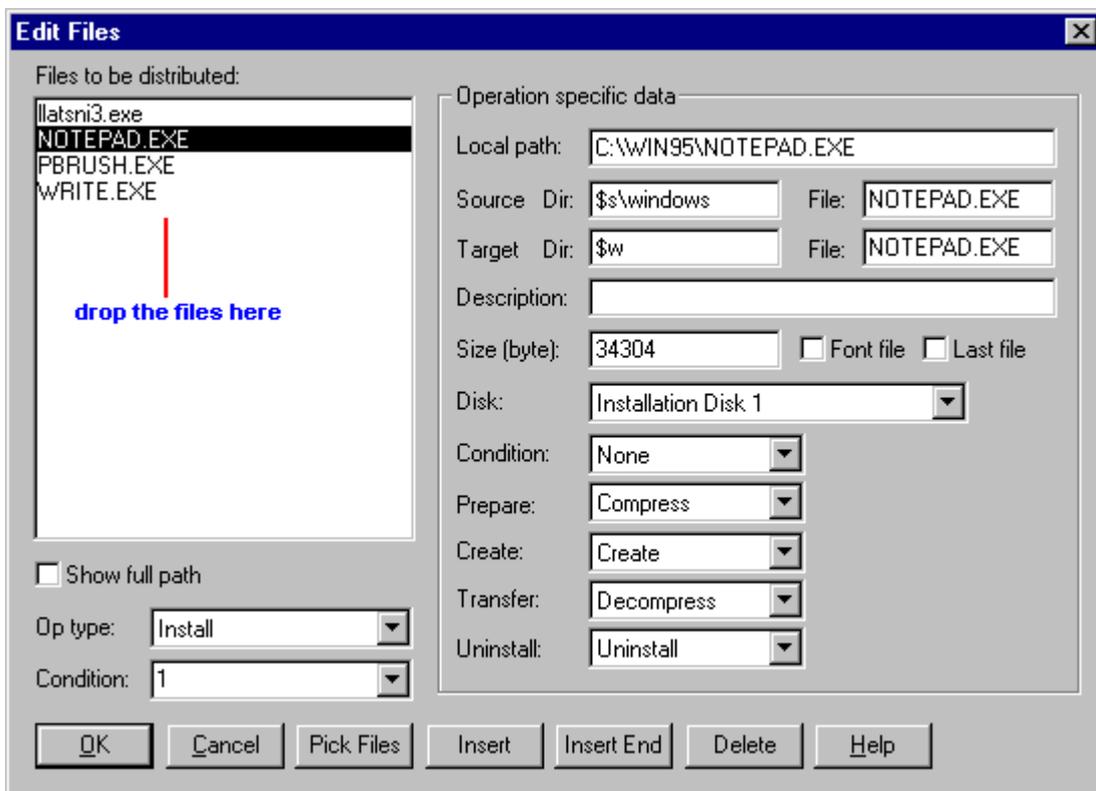
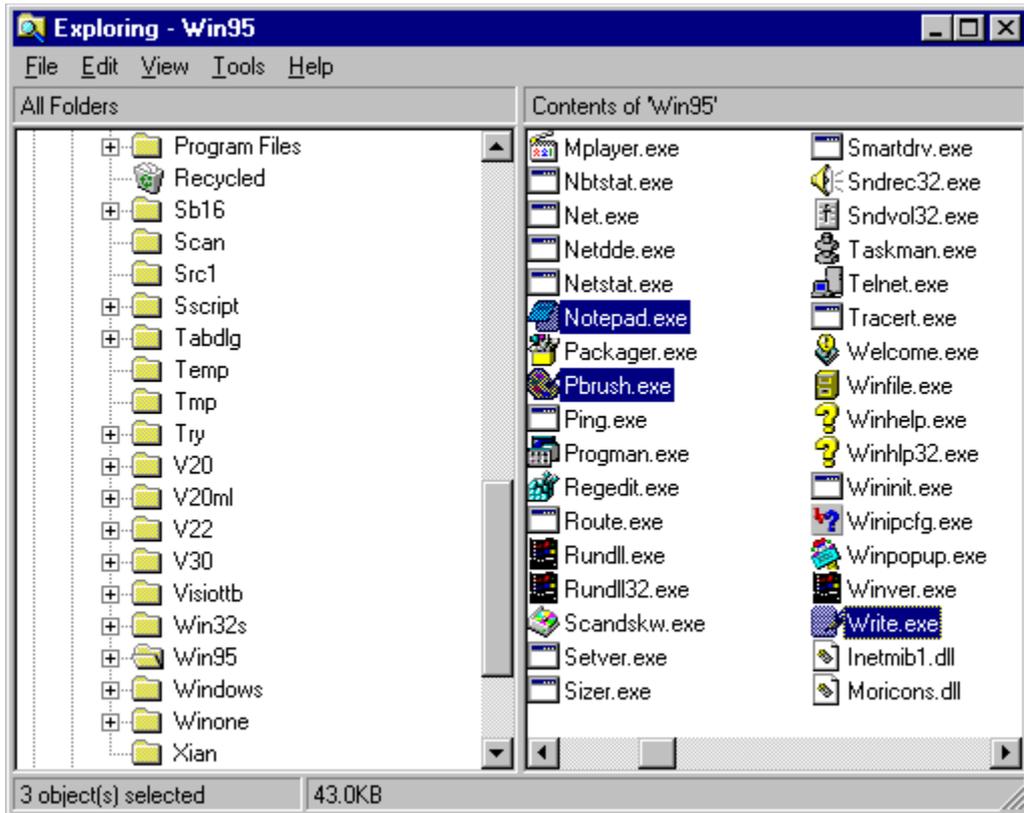
Choose Edit | Files to open the file dialog so that you can specify what files to install.



Here you already have an entry (the uninstaller) set up for us by the constructor. Click on "Pick Files" button to bring up the Explorer if you're running Win95 or NT with new shell. Otherwise File Manager will be started instead.

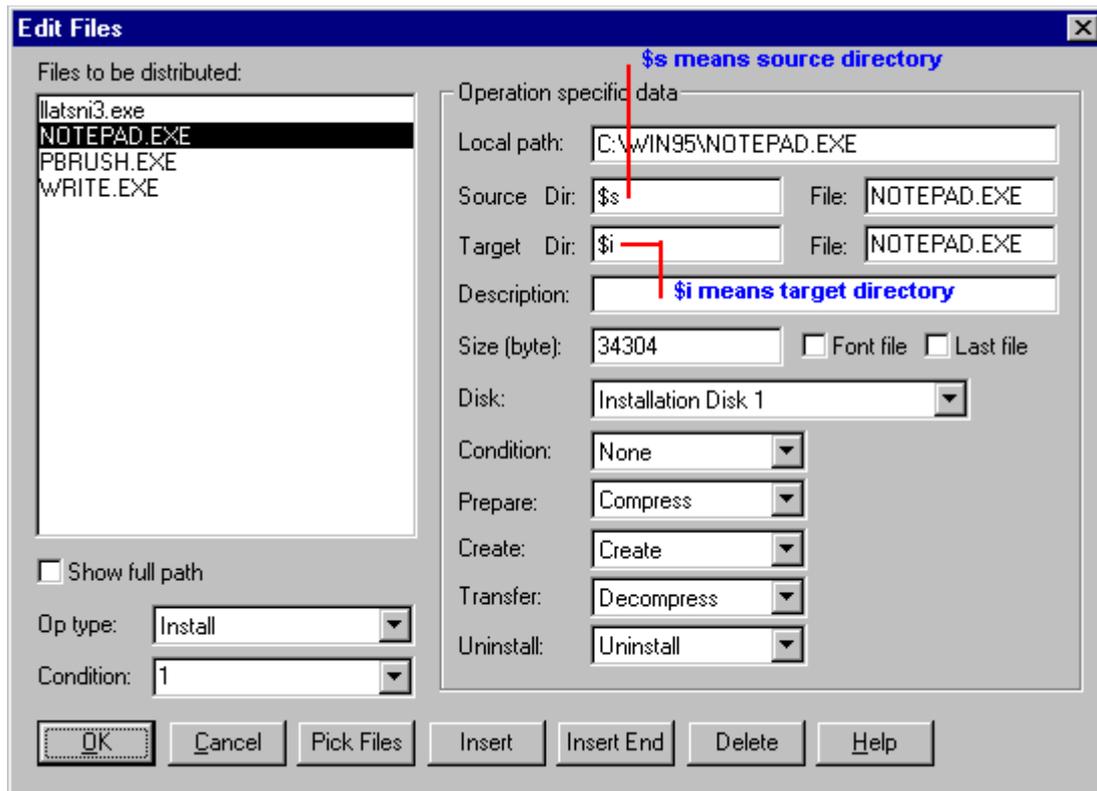
Step 8

In the Explorer (or File Manager), you should first go to View | Options and make sure the "Show all files" flag is checked, otherwise you may not be able to find some files you need. Then 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 and drop them into the list box in the file dialog. Of course, this means that you will have to have both the Explorer and Freeman Constructor open and visible on the screen at once, which may require you rearrange/resize the windows/dialogs.



Note that currently the "source dir" is set to "\$s\windows" and the "target dir" to "\$w". This is because notepad.exe is in the Windows directory on your own machine and in light of this the constructor goes ahead to assume that notepad.exe will be installed into the Windows

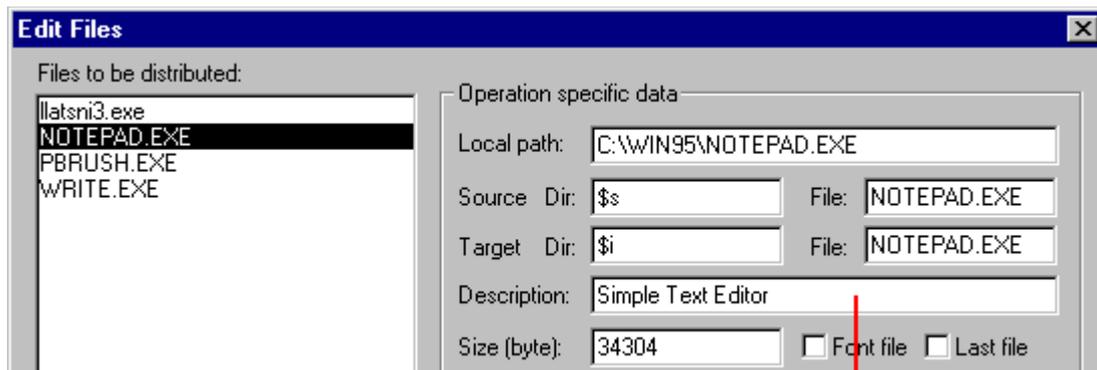
directory, i.e., \$w, on the user's machine too. It also assumes that notepad.exe will be put into a:\windows\ on your distribution disk. As good as this assumption is, it is incorrect in this case since you want to install files into the target directory entered by the user (rather than any other directories or any sub-directories of it). Therefore, you should enter \$i in the "target dir" 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. Also, since you want to put the files into a:\, you should enter \$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:\).



You should do the same thing for pbrush and write. BUT NOT NOW!!! You will do it some time later.

Step 9

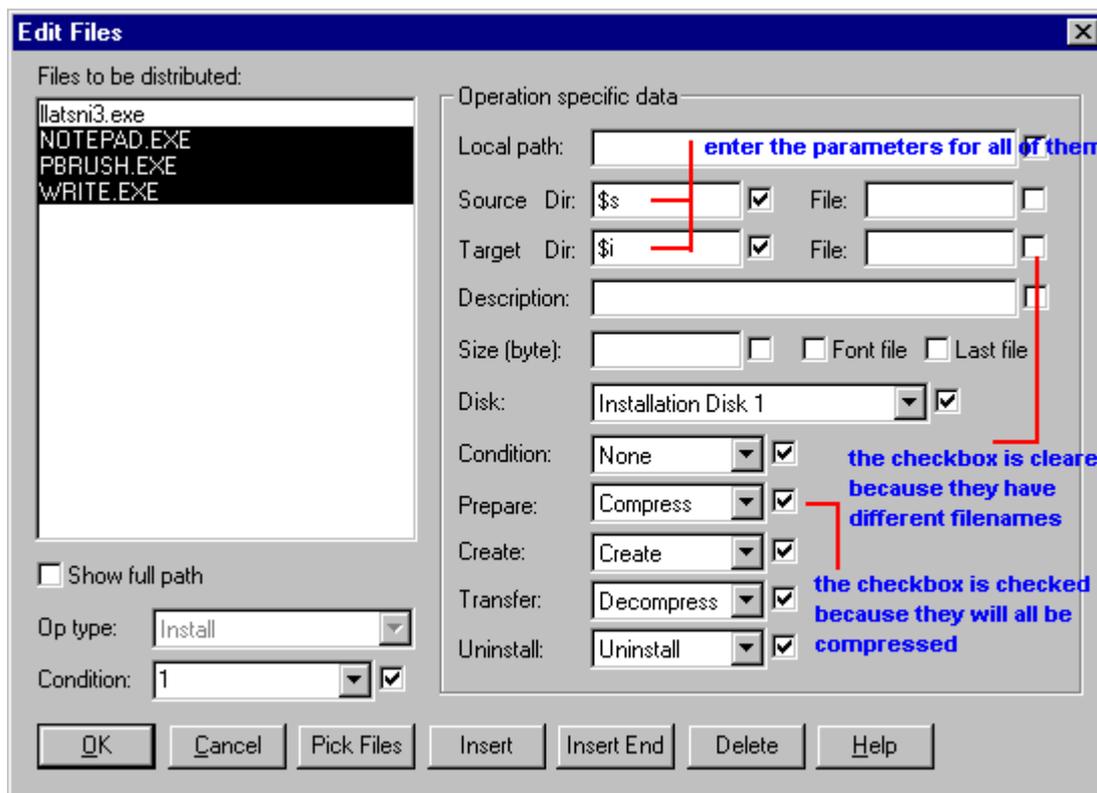
Select notepad.exe in the list box and then enter "Simple Text Editor" in the "Description" edit control as shown below:



describe 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. Select the three files at the same time and enter the "source dir" and "target dir" fields for all of them at once:



Click on "OK" to close the dialog.

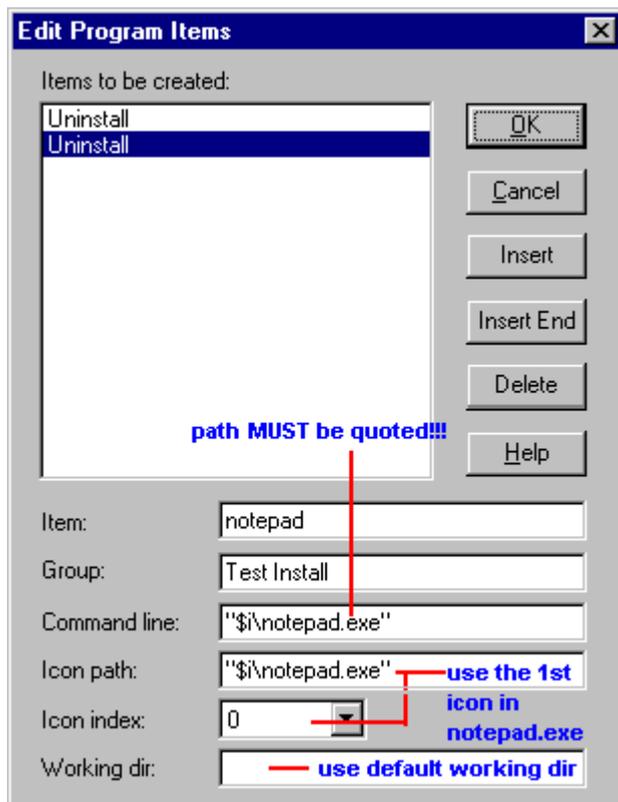
Step 10

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:



Note that you MUST quote the individual paths on the command line (do NOT quote the whole command line unless the command line itself is a single path!!!). In this case it is \$i\notepad.exe which happens to be the only path on the command line. This is because paths may contain spaces. For example, if the user accepts the default then the command line will be C:\Program Files\Test Install\notepad.exe. If you don't quote the path to the EXE, Win95 will have no way to figure out whether the EXE is "C:\Program", "C:\Program Files\Test", or "C:\Program Files\Test Install\notepad.exe". The result is, when the user double clicks the icon Win95 will start searching for the EXE file. Theoretically this problem shouldn't exist for the "icon path" and "working dir" since they must contain exactly a single path. However, at the time of release the NT 3.51 new shell does require the icon path and working directory be quoted.

In summary:

1. You MUST quote the the individual paths on the command line that may contain spaces.
2. The program specified on the command line MUST accept quoted paths.
3. You may leave the icon path and working directory unspecified.
4. If you specify the icon path or working directory, you should quote it.

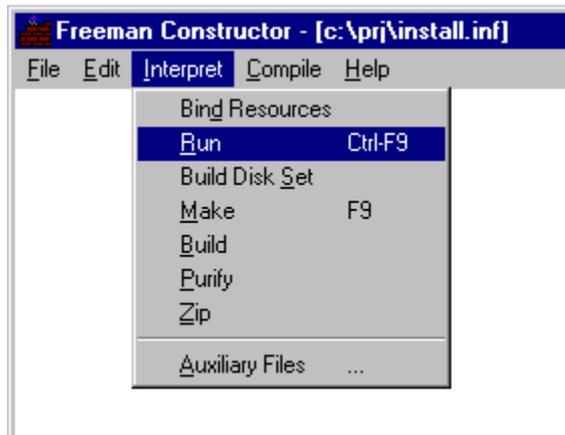
Next you will create two more items for pbrush.exe and write.exe. Select the entry for notepad.exe, press (do NOT release it!!!) the control key and drag the entry to the position below it, then drop it there. Then you will have an identical entry which can be modified for pbrush.exe and write.exe easily.

Click on "OK" button.

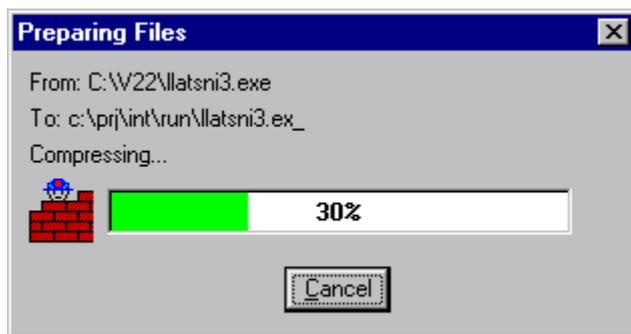
Step 11

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.

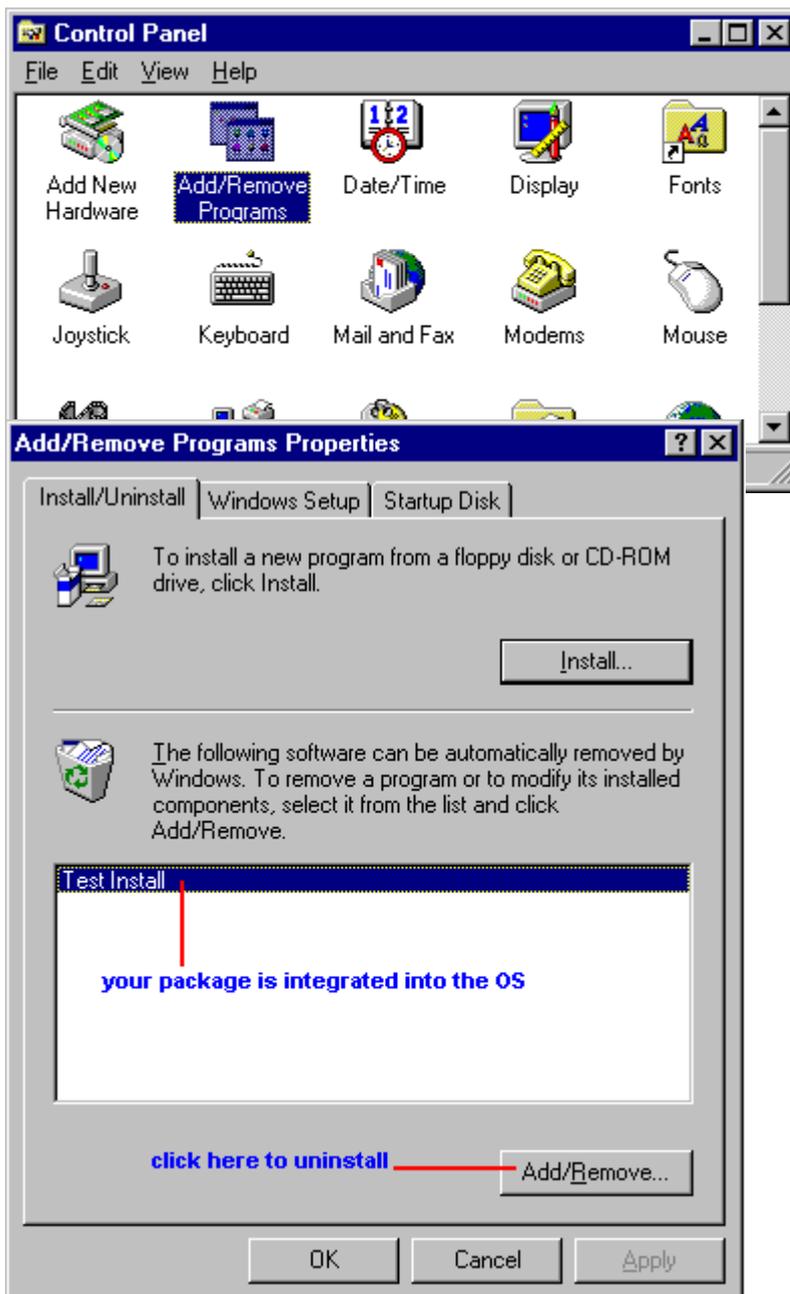
Step 12

When the install finishes, you will have a new folder (i.e., 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.

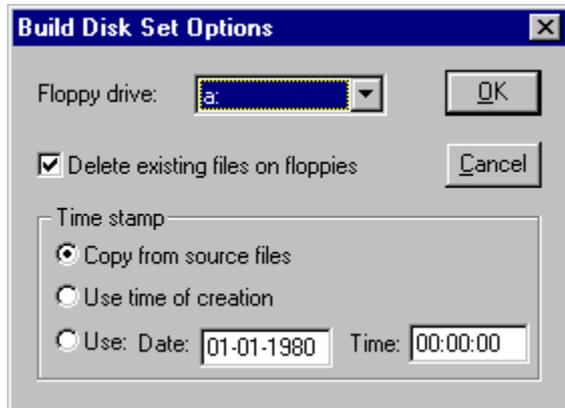
Now, you should uninstall the package either by double clicking the "Uninstall" icon or go to Control Panel as shown below:



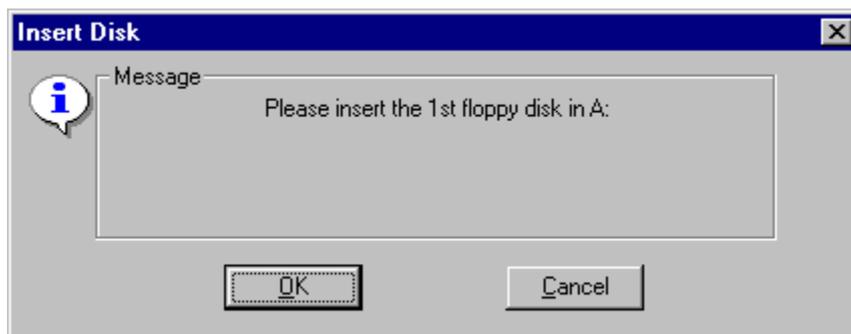
Before you move on to build the disk set, you should test-run it until you are totally satisfied with the install.

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.

If the "source dir" of any file in your package is a sub-directory of \$s, then you must use -d option to unzip the file:

```
pkunzip -d test
```

Otherwise, i.e., if the "source dir" of all your files are \$s, then you can pkunzip it like:

```
pkunzip test
```

Congratulations! You have finished tutorial 1.