

Dough Boy Install Help Index

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Overview

Dough Boy Install is a program that will automatically create a customized INSTALL program for your software. Simply edit the options under the Settings menu, and select Build Master Disks when you are satisfied that the settings are correct. Dough Boy Install will proceed to create a master disk set, optimally placing files to reduce the number of disks required.

Disclaimer

This software program comes with no warranty of any kind, either expressed or implied. It is your responsibility to determine if it meets your needs, and whether or not it is suited for a particular purpose. Neither NeoPoint Technologies, or the author of Dough Boy Install shall be held liable for any damages, either direct or indirect, incurred through the use of this software; including, but is not limited to, loss of income, loss of life, loss of fertility, causing your dog to bite you, etc.

It is our intention at NeoPoint Technologies to provide software that is free of errors, and of high quality. However, as any software programmer can verify, bugs tend to creep into the process at times. If you find an abnormality in this program, please contact us.

Related Topics:

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Features of Dough Boy Install v1.0 for Windows:

- 1) High speed file compression.
- 2) Automatically builds disk sets.
- 3) Display of BMP graphic file during the INSTALL process.
- 4) Automatically creates Program Manager File Group on end-user's computer.
- 5) Automatically adds your main program to the Program Manager Group.
- 6) Graphical status gauge shows percentage of INSTALL completion.
- 7) Ability to install the program from floppy disks or a fixed disk subdirectory. (ie. Suitable for BBS distributed software, as well as software distributed on floppies)
- 8) Ability to restrict installation to a particular subdirectory, or allow the user to specify the destination.
- 9) Simple to use: Make sure that your program exists on your hard drive, exactly how you want it to be on the end user's hard drive. This can include up to 20 subdirectories. Simply specify the main subdirectory where your program exists, and Dough Boy Install will create an exact copy of these files, preserving subdirectory file placement.

Requirements

In order to correctly use this program, you will need a minimum of a 80286 based computer running Windows 3.0, a hard disk drive, a floppy disk drive, a mouse, and a Windows supported display adapter. (Basically a standard computer setup)

Note that you may have to install the program SHARE, which comes with DOS, if you find that Dough Boy Install is not writing the support data files correctly to your floppy disks. At present, no explanation has been found for this occurrence, however it seems to disappear when SHARE is being used. It is recommended that you use this program if you experience any difficulties with missing files, or discover files with size 0 bytes appearing on your master disk set.

Registration

Dough Boy Install is NOT free software, nor is it in the public domain. You are granted a limited license to evaluate this software and determine if it meets your needs. Under no circumstance may any disk set that was created using this evaluation version be distributed in any manner. Copywrited files belonging to NeoPoint Technologies are written to the master disk set (such as INSTALL.EXE), and as such are restricted from distribution.

Upon receipt of your registration fee, you will be sent the most recent version of Dough Boy Install for Windows, which omits the shareware screens from INSTALL.EXE, DOUGHBOY.EXE and any mention to the end-user that your installation program was created by Dough Boy Install. You will receive a license permitting unlimited royalty free distribution of any disk set created by Dough Boy Install. Upgrades to future versions will be offered at a substantially reduced price.

To register, send a cheque or money order for \$45 Canadian Funds to:

NeoPoint Technologies
93 Summerfield Way
Winnipeg, Manitoba
R2G 2B2

Canadian residents, please include 7% GST.
Manitoba residents, please include 7% PST.
Prices include all shipping and handling costs.

Upcoming Features

Dough Boy Install will continue to be evolved, and implemented on a variety of operating platforms. It is our intention to provide a simple, economical, and elegant method for the distribution of computer software. Far too many computer programs come with no INSTALL program whatsoever. This may unintentionally frustrates the novice user, who may not give your software a proper evaluation.

Planned features of future versions:

- 1) Support for splitting large files across multiple diskettes.
- 2) Tighter file compression.
- 3) Automatic display of README and similar files.
- 4) Ability to add multiple files to the Program Manager Group.
- 5) Correction to the SHARE problem. (See Requirements)
- 6) Versions for OS/2 2.0, and DOS are planned in that order.

File Menu

The File Menu is grouped into five section called:

New

Open

Save

Save As

Exit

Settings Menu

The Settings Menu is grouped into four sections called:

Source

Destination

Names

Logo

Build Menu

The Build Menu consists of one option called:
Master Disks

Build Master Disks

Selecting Master Disks from the Build Menu will start the process of building the disk set. Follow the prompts for instructions on inserting disks.

Source Settings

Selecting Source from the Settings menu will bring up a dialog box that allows you to enter information relating to the location of the files for which you wish to create an Install program.

Path to Source Files: Type in the full path and directory name. This is the path to the files that you wish to create an installation program for.

Path to Store Temporary Files: Type in the full path and directory name. This is where Dough Boy Install will write intermediate data files, and (if enabled) the compressed source files.

Include Subdirs: Check this box if you wish to include the files that exist in the first level of subdirectories in the "Path to Source Files" directory. The default is on.

Compress Files: Check this box if you wish to enable compression of the source files. The default is on.

Destination Settings

Selecting Destination from the Settings menu will bring up a dialog box that allows you to enter information about which disk drive to output the destination files to, as well as the disk size that you wish to build a disk set for.

Diskette Type: Select the capacity of the disk that you wish to create a disk set for. The options consist of 360k, 720k, 1.2M, and 1.44M. The default is 1.44M.

Destination Drive: Select which floppy drive will be used to store the output files. The options are Drive A, and Drive B. The default is Drive A.

Names Settings

Selecting Names from the Settings menu will bring up a dialog box that allows you to enter information that will be used by the Install program, to customize Install for your program.

Program Title: Enter the name of the software program that you are creating an INSTALL program for. This will be displayed to the end-user in the introduction screen of the INSTALL.

Group Title: If "AutoCreate Group" is selected, the name that you enter here will be used for the name of the Program Manager Group that will be created on the end-user's computer.

Main EXE: If "AutoCreate Group" is selected, this is the name (including extension) of the file that will be added to the Program Manager Group created above.

Sug User's Dir: Enter the full path name of the directory that you wish the end-user to store your program in. This directory will be displayed to the end-user as the suggested directory to install the program to.

AutoCreate Group: Check this box if you wish the INSTALL program to automatically create a Windows Presentation Manager Group (using the name selected above) and add the file specified as "Main EXE" to this group. Default is off.

Lock User's Directory: Check this box if you do not want to let the end-user change the suggested directory to store the program in. Default is off.

Logo Settings

Selecting Logo from the Settings menu will bring up a dialog box that allows you to enter information pertaining to the display of a graphic picture that will be displayed during the INSTALL. Usually this will be a company logo, or similar picture.

Display a Logo: Check this box if you wish INSTALL to display a BMP during the install process.

BMP File: Enter the name of the BMP file, including extension, that you wish to have displayed. This file must be located in the same directory that you specified as the "Path to Source Files" from the Source Settings menu.

Display Method: Select whether you want INSTALL to preserve the size of BMP file when it is displayed, or to BitBlt (Expand) the picture to fill the entire background of the end-users screen. Note that resizing the image may take a few moments on slower computers. The default is Preserve Size.

Display Length: Select whether the BMP file should be displayed for the Duration of the installation process, or if it should be displayed for a "short" time (approximately 5 seconds). Short Display is most appropriate if you have a small image, and "Preserve Size" is selected. The default is Duration.

New File

Selecting New from the File Menu, will reset Dough Boy to its built in defaults. You will be given a chance to save any changes that you have made into a Dough Boy Script file, which can be restored at a later time.

Related Topics:

[Open](#)

[Save](#)

Open File

Selecting Open from the File Menu, will allow you to restore Dough Boy's settings to the values stored in a Dough Boy Script file.

Related Topics:

Save

Save As

Save File

Selecting Save from the File Menu, will allow you to store Dough Boy's present settings into a script file with the same name as specified in the latest call to Save As...

Related Topics:

[Save As](#)

[Open](#)

Save File As...

Selecting Save As... from the File Menu, will invoke a dialog which will prompt you for a name under which Dough Boy's present settings will be stored.

Related Topics:

[Save](#)

[Open](#)

Exit Dough Boy

Selecting Exit from the File Menu will terminate your Dough Boy session. You will be given a chance to save any changes that you may have made.

Related Topics:

[Save](#)

