

Tutorial 4

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What to do?

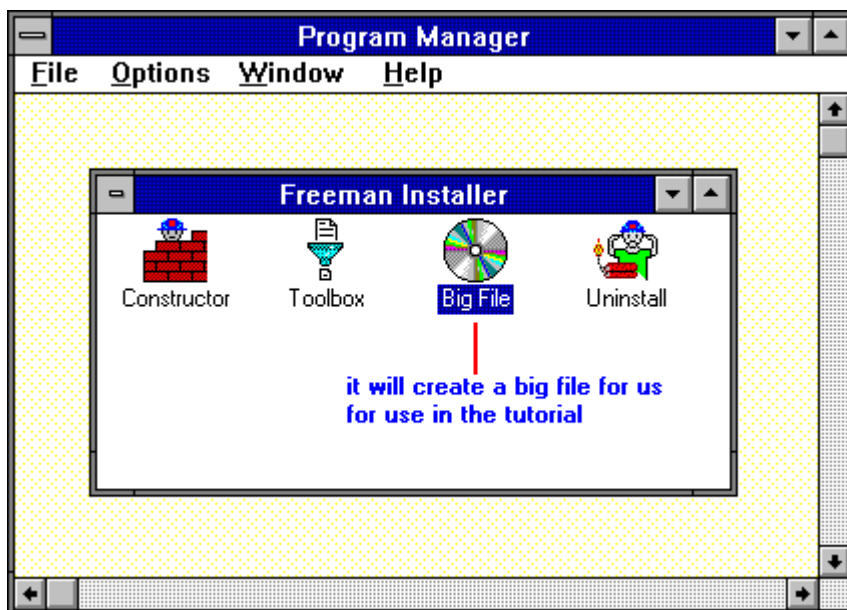
- Install an extra-ordinarily large file spanning across disks.
- Install true type fonts.
- Insert your own C++ code for simple customizations.

Step 1

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

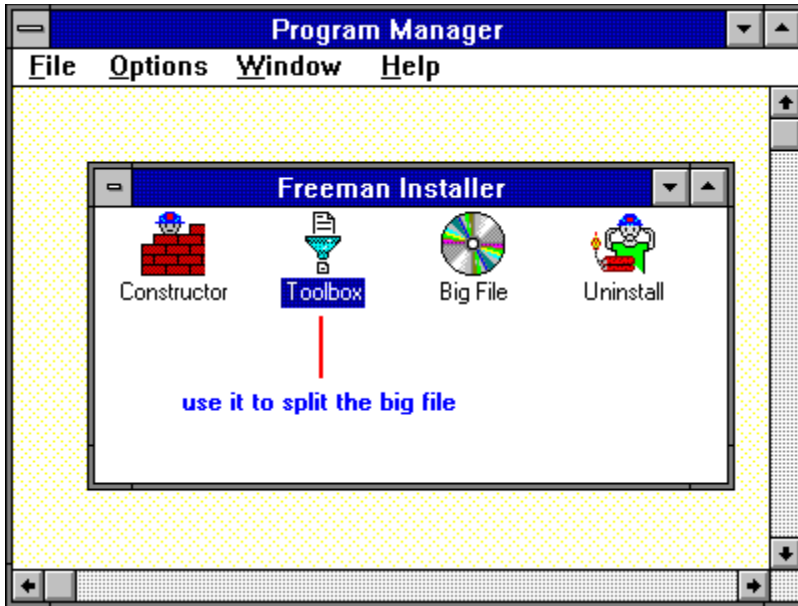
Step 2

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

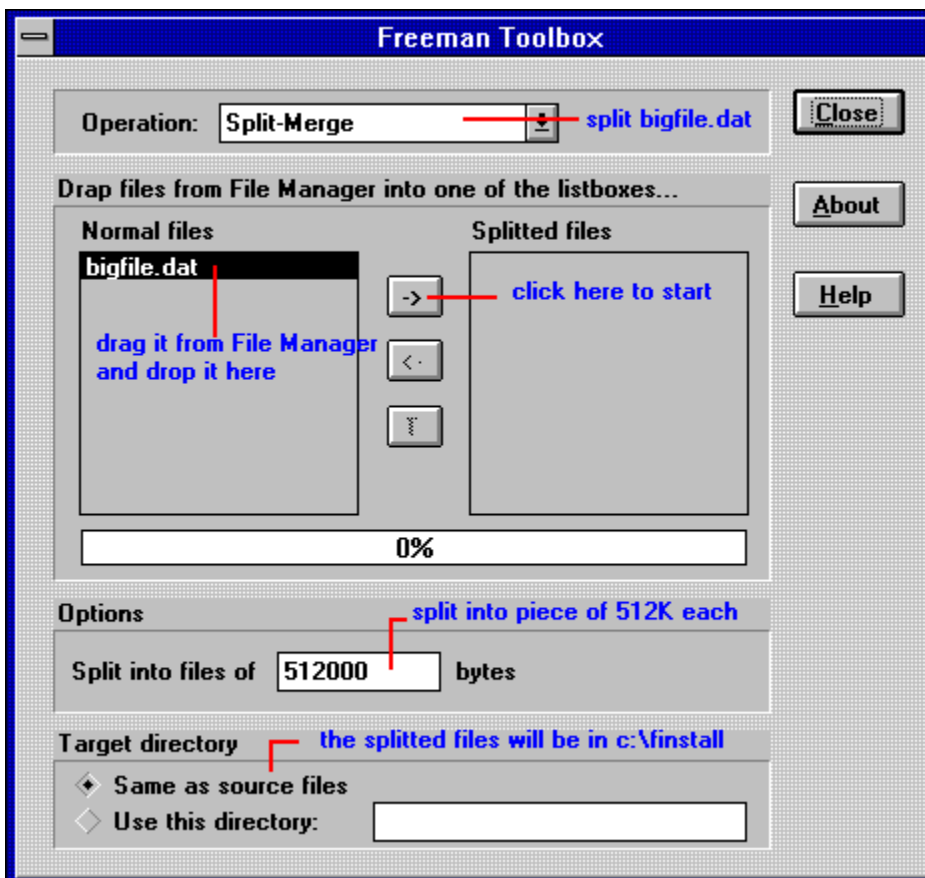


Step 3

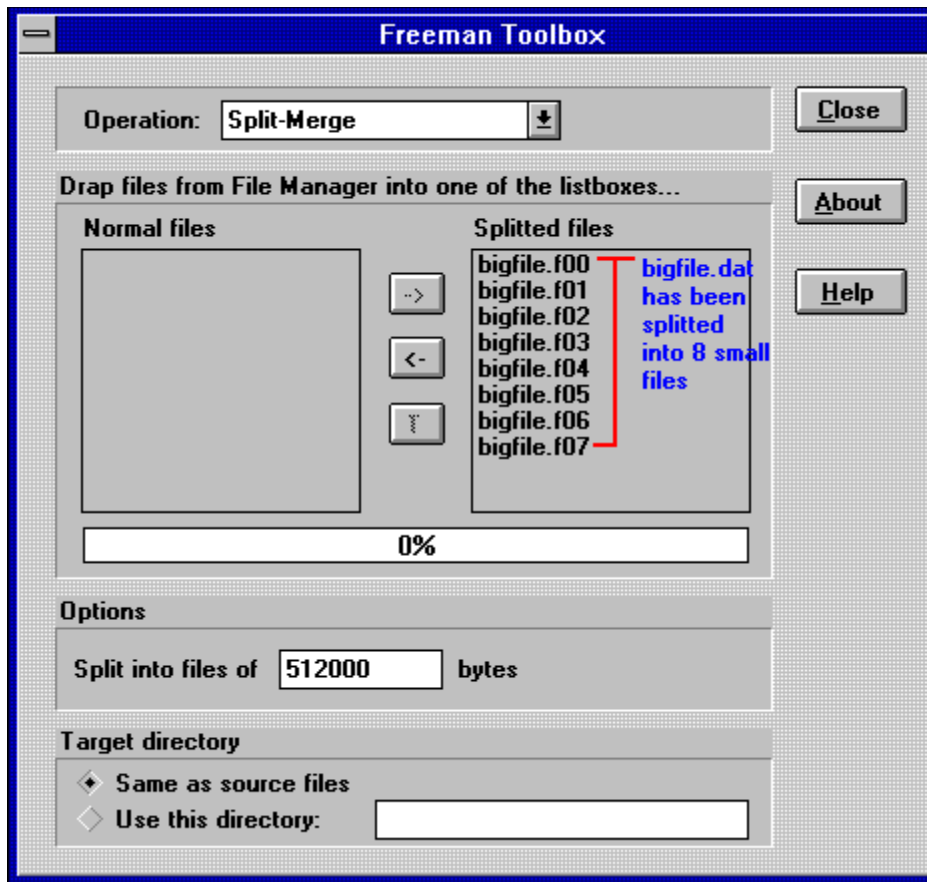
Run Freeman Toolbox:



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:

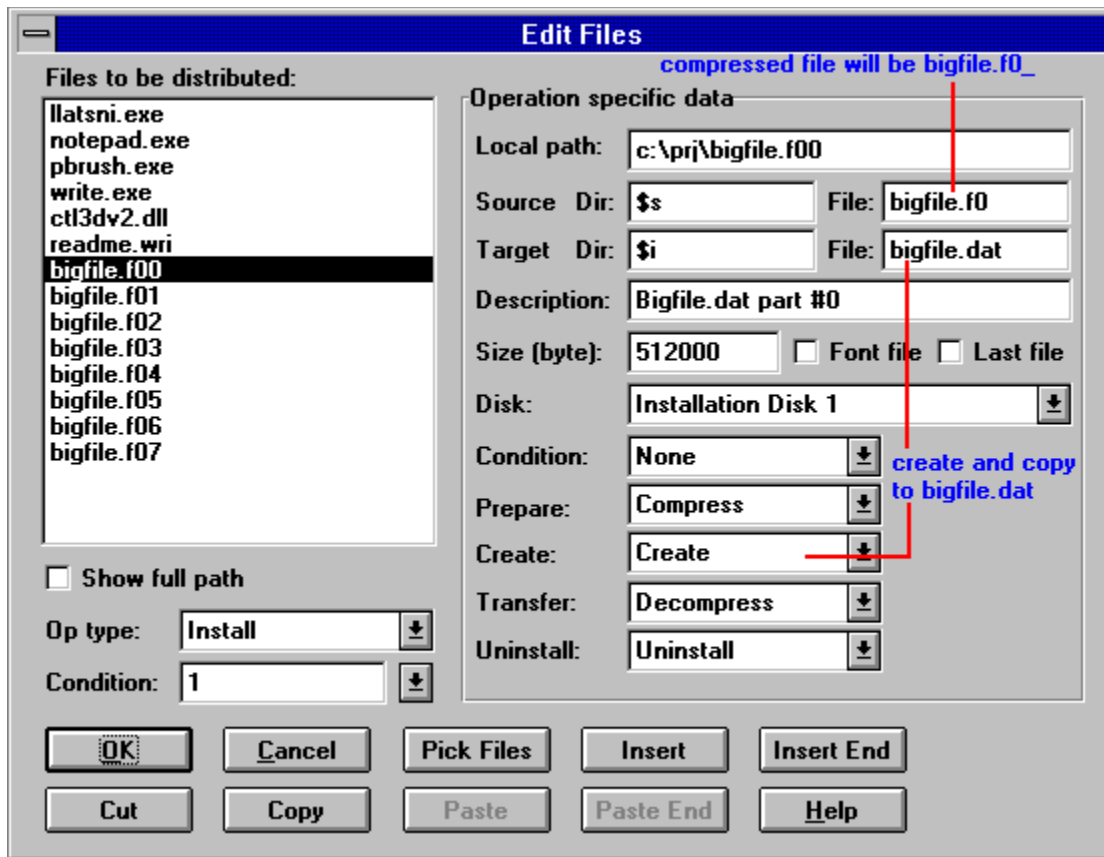


Click on "Close" button to exit Freeman Toolbox.

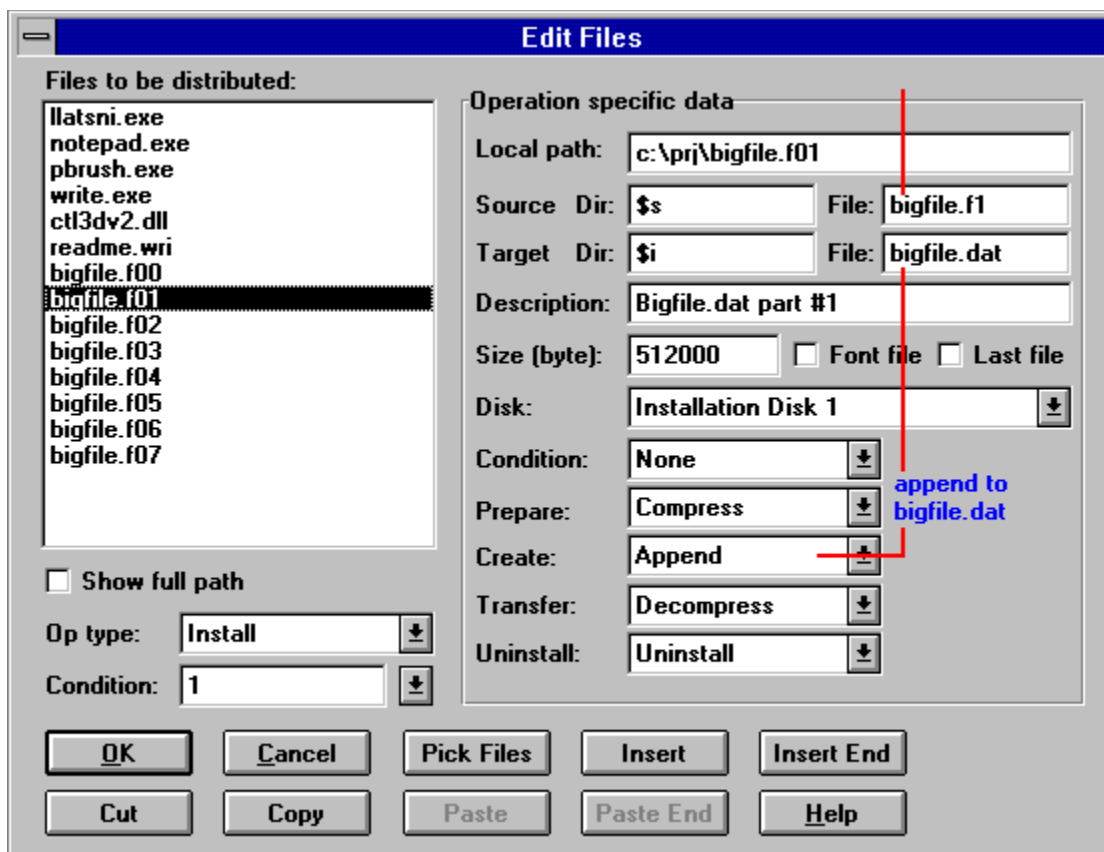
Then we can delete c:\install\bigfile.dat to save disk space.

Step 4

Go to the file list and add the splitted files (bigfile.f00, bigfile.f01, ..., bigfile.f07) to it. If we 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, we 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`, we use the create mode to create `bigfile.dat` on the user's system. For all other parts, we will use append mode to append the `bigfile.dat` created by `bigfile.f00`.



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

Click on "OK" button.

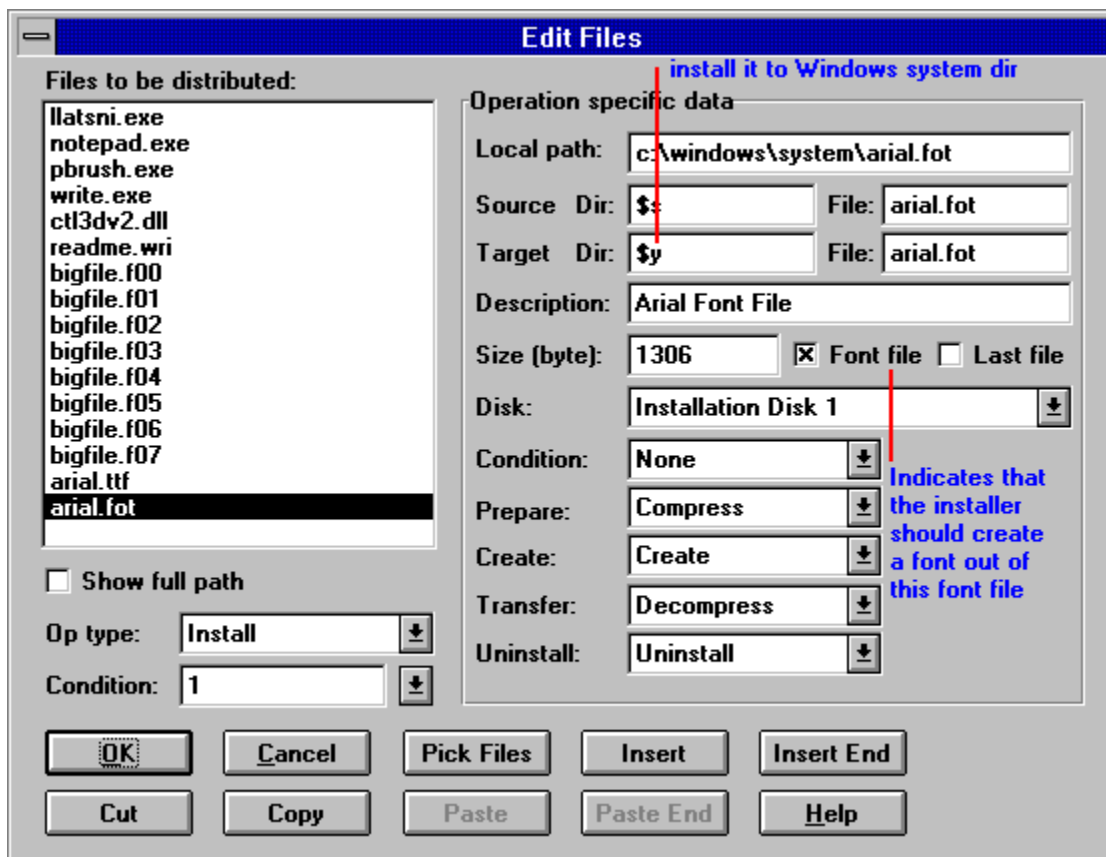
Step 5

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

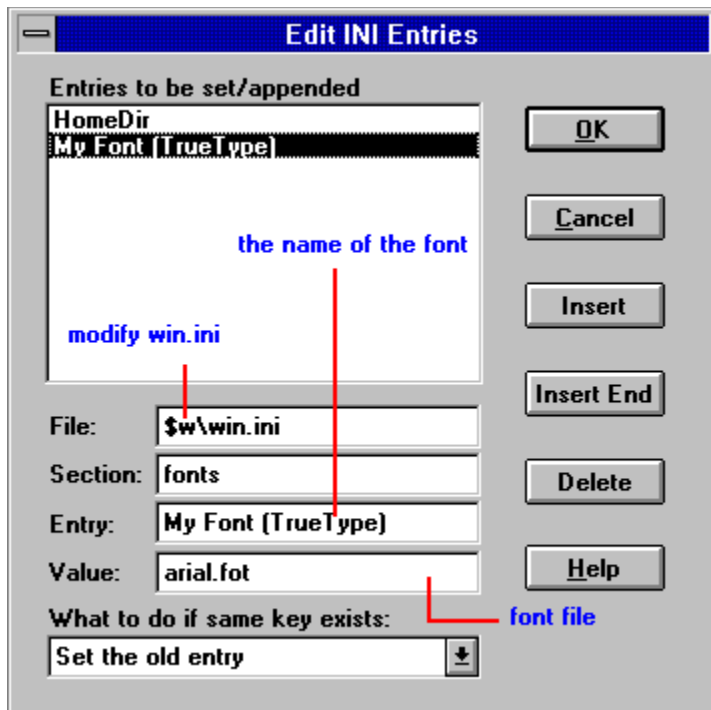
Now we are going to install a true type font. Here let's suppose that the font being installed is Arial.

Go to the file list and add c:\windows\system\arial.ttf and c:\windows\system\arial.fot to the list. Install them to the Windows system dir. Check the "font file" checkbox for arial.fot as shown below:



Step 7

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



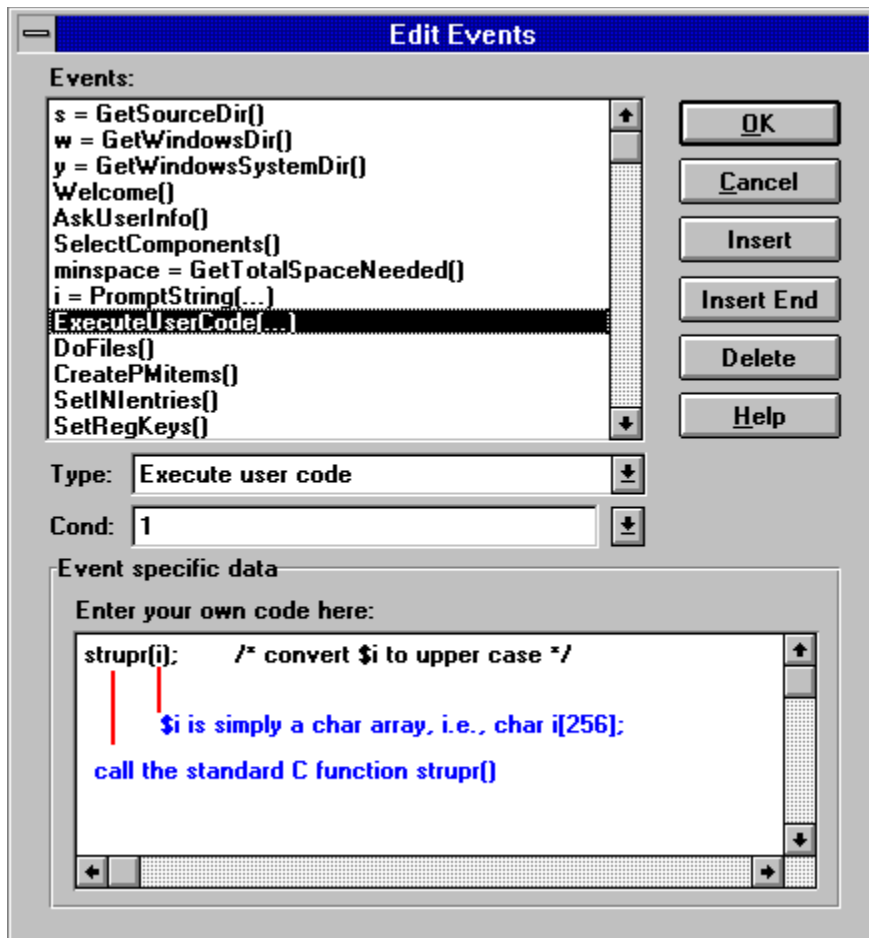
Step 8

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

Step 9

Now, we 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`.

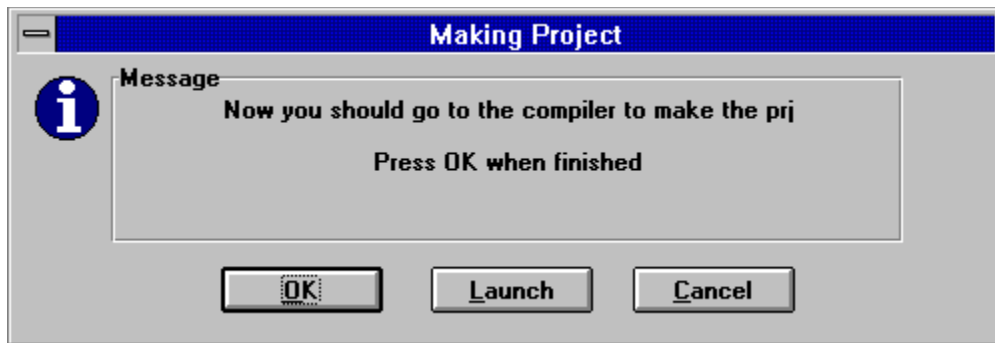
Step 11

We are ready to 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 feedback. "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. 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.

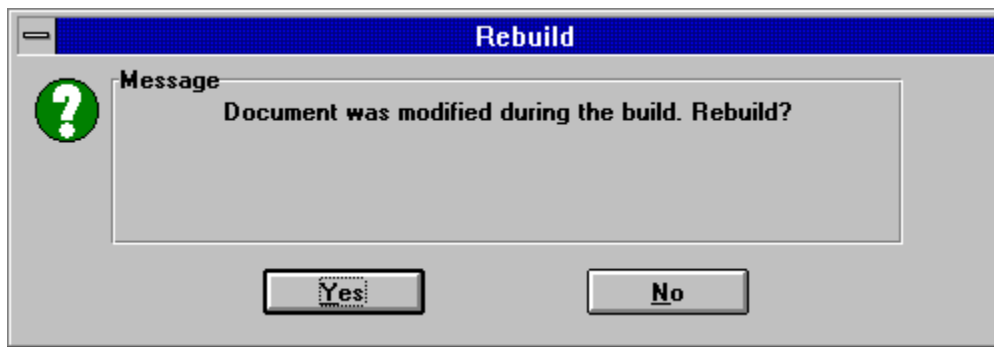
When the disk set building is finished, you will see a message box shown below:



This is because the package spans across multiple disks but we 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, we need to rebuild the package. Click on "Yes" to start the rebuild.

Congratulations! You have finished tutorial 4.