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Introduction

EZinst is an easy, painless way to install MS-Windows software. The installation program itself is small (about 60k) and includes such features as source and destination directory entry, a percent completed status bar, and a very easy, customizable INSTALL.INI file format. The programmer or consultant (or other user) has only to make a very simple INSTALL.INI file with his/her favorite text editor.

The INSTALL.INI file

The INSTALL.INI file tells the EZinst installation program exactly how to install the program(s). The file format is simple and easy to use.

File format:

Section #1 - The EZinst version number. The @@VER@@ macro followed by = and the version number will help EZinst convert older .INI files. (Note: if this line is missing, version 1.1 will be assumed.)

Section #2 - The title, background colors, and font style. The first line is the title, which will be displayed in the title bar and in large letters in the program window. The second line is the two background colors and any styles for the title text. The first color will start at the top of the window and will blend into the second color. The colors can be: BLACK, DARKBLUE, DARKGREEN, DARKCYAN, DARKRED, DARKMAGENTA, DARKYELLOW, DARKGRAY, GRAY, BLUE, GREEN, CYAN, RED, MAGENTA, YELLOW, and WHITE. The two colors may be followed by any of the following two style macros: @@ITA@@ will italicize the title and @@UND@@ will underline it.

Section #3 - The default source and destination directories. The first line is the default source drive/directory. (Note: this can be the current directory.) The second line is the default destination drive/directory. If it already exists, the EZinst will prompt if it is to be used anyway.

Section #4 - The files to install. The first line is the number of files to install. Make sure this number corresponds to the number of lines following it, not including any lines with the @@DISK@@ macro. The next lines will consist of the actual files to install. They may be compressed by using Microsoft's COMPRESS.EXE. If the @@DISK@@ macro is put on a line, the user will be prompted to insert a new disk into the drive. Other possible macros include: @@DIR@@, @@SUB@@, @@SYS@@, and @@WIN@@.

Section #5 - The program group and program items to install. The first line is the program group. If it doesn't already exist, it will be created. The second line is the number of program items to install. Make sure this number corresponds to the number of lines following it. The following lines are the actual program items to install. The first part of an entry is the program to be run followed by command-line parameters. The second part of an entry is the title to be shown in the program group, and is separated by a comma. Possible macros include: @@DIR@@, @@SUB@@, @@SYS@@, and @@WIN@@.

Section #6 - The INI entries to install. The first line is the number of INI entries to install. Make sure this number corresponds to the number of lines following it. The following lines are the actual INI entries to install. The format is as follows: section, entry, string[, file]. Possible macros include: @@DIR@@, @@SUB@@, @@SYS@@, and @@WIN@@.

Section #7 - The executions to perform. After all of the files, program items, and INI entries have been installed, one or more programs may be executed (such as pkunzip or notepad). The first line is the number of executions. Make sure this number corresponds to the number of lines following it. The following lines are the actual executions to perform. The format is simply a MS-DOS command line followed by an optional display macro separated by a comma: @@MAX@@ will maximize the program and @@MIN@@ will minimize it. Other possible macros include: @@DIR@@, @@SUB@@, @@SYS@@, and @@WIN@@.

Example:

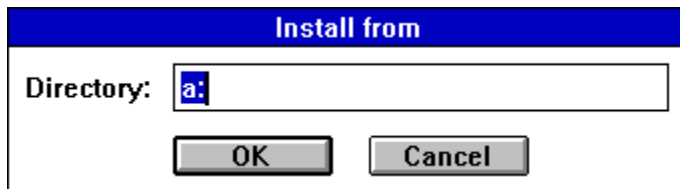
@@VER@@=1.2	Version number
Gengame Installation	Title to display during installation
YELLOW RED @@ITA@@	Background colors, yellow blending into red, with title in italics
a:	Default source drive/directory
c:\gengame	Default destination drive/directory
3	Number of files to install
gengame.ex_	Name of files (may be compressed or un-
gengame.hl_	compressed). Must be the exact name in
readme.tx_	the source drive/directory.
Games	Program (manager) group
2	Number of program items
@@DIR@@\gengame.exe,	Program items (The program itself)
Generic Game	(a help file)
winhelp @@DIR@@\	
gengame.hlp, Help	
1	Number of INI entries
Gengame, dir, @@DIR@@	The WIN.INI entry: [Gengame] dir=c:\gengame
1	Number of executions (programs run)
notepad @@DIR@@\	Notepad will be run and will display README.TXT
readme.txt, @@MAX@@	

Directories

Two lines contain the default directories. These are the directories that

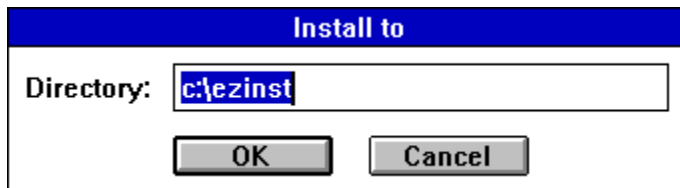
the program will be installed to (and from), if the user hits enter without changing the directories. The first line is the default source directory and the second line is the default destination directory. These lines should contain valid MS-DOS drive/directories. Possible entries include: ., a:, c:\apl, d:\.test\install.

Source:



A dialog box titled "Install from" with a blue header. It contains a text input field labeled "Directory:" with the text "a:" entered. Below the input field are two buttons: "OK" and "Cancel".

Destination:



A dialog box titled "Install to" with a blue header. It contains a text input field labeled "Directory:" with the text "c:\ezinst" entered. Below the input field are two buttons: "OK" and "Cancel".

Files

The first line contains the number of files to install. This number must correspond to the number of lines in the file list starting on the next line (not including any `@@DISK@@` macros). The file list must contain the files to be installed by the exact name found in the source directory. The following macros may be used: `@@DIR@@`, `@@SUB@@`, `@@SYS@@`, and `@@WIN@@`.

Program items

The first line contains the name of the Program Manager group in which to put the program items. If the group already exists it will be selected, otherwise it will be created. The second line contains the number of program items to install into the program group. This number must correspond to the number of lines in the program item list starting on the next line. Program items must follow a specific syntax: `program to execute, item title`. The following macros may be used: `@@DIR@@`, `@@SUB@@`, `@@SYS@@`, and `@@WIN@@`.

INI entries

The first line contains the number of INI entries to install into .INI files. This number must correspond to the number of lines in the INI entry list starting the next line. INI entries must follow a specific syntax: `section, entry, string[, INI file]`. The last parameter represents the .INI file that will be modified, and is optional (WIN.INI is the default). The following macros may be used: `@@DIR@@`, `@@SUB@@`, `@@SYS@@`, and `@@WIN@@`.

Program executions

The first line contains the number of programs to execute. This number must correspond to the number of lines in the execution list starting the next line. INI entries must follow a specific syntax: `program to execute` [, `display macro`]. The last parameter represents the macro defining how the program will be displayed (normal is default). `@@MAX@@` will maximize the program and `@@MIN@@` will minimize it. The following macros may also be used: `@@DIR@@`, `@@SUB@@`, `@@SYS@@`, and `@@WIN@@`.

Example

This example is the INSTALL.INI file for [EZinst](#).

```
@@VER@@=1.2
EZinst Installation
YELLOW BLUE @@ITA@@
a:
c:\ezinst
13
install.exe
install.hlp
install.ini
compress.exe
makeini.exe
makeini.hlp
wndclass.h
install.h
install.cpp
install.rc
install.def
readme.txt
catalog.txt
Programming
4
@@DIR@@\install.exe, EZinst
@@DIR@@\makeini.exe, Makeini
@@WIN@@\notepad @@DIR@@\readme.txt, README.TXT
@@WIN@@\winhelp @@DIR@@\install.hlp, EZinst Help
@@NONE@@
1
notepad @@DIR@@\readme.txt, @@MAX@@
```

Macros

<code>@@DIR@@</code>	This macro is used to substitute the destination directory. It may only be used for files, program items, INI entries, and executions. Ex: notepad @@DIR@@\readme.txt, README.TXT
<code>@@DISK@@</code>	This macro is used only in the files section to indicate that the next disk is to be inserted. Ex: @@DISK@@
<code>@@ITA@@</code>	This macro is used on Line #3, after the background colors, to italicize the title. Ex: BLUE RED @@ITA@@
<code>@@MAX@@</code>	This macro is used to maximize an executed program. It may only be used for an execution. Ex: notepad @@DIR@@\catalog.txt, @@MAX@@
<code>@@MIN@@</code>	This macro is used to maximize an executed program. It may only be used for an execution. Ex: @@DIR@@\wintsr, @@MIN@@
<code>@@NONE@@</code>	This macro is used to inform the computer that a particular section is not to be installed. It can only be used for the number of files, program items, INI entries, executions, and group name. Ex: @@NONE@@
<code>@@STOP@@</code>	This macro stops the installation. It can only be at the following points: number of files, program items, INI entries, executions, and group name. Ex: @@STOP@@
<code>@@SUB@@</code>	This macro is used to create (and copy to) subdirectories of the destination directory. It may only be used for files, program items, INI entries, and executions. Ex: @@SUB@@\bmp\car.bmp
<code>@@SYS@@</code>	This macro is used to substitute the Windows system directory. It may only be used for files, program items, INI entries, and executions. Ex: notepad @@DIR@@\readme.txt, README.TXT
<code>@@UND@@</code>	This macro is used on Line #3, after the background colors, to underline the title.
<code>@@VER@@</code>	This macro is used to inform <u>EZinst</u> of the version number of the INSTALL.INI file. Ex: @@VER@@=1.2
<code>@@WIN@@</code>	This macro is used to substitute the Windows

directory. It may only be used for files, program items, INI entries, and executions. **Ex:**
**@@WIN@@\notepad @@DIR@@\readme.txt,
README.TXT**

Compression

The file `compress.exe` is included in the [EZinst](#) package. This file can be used to compress distribution files in the [file](#) list. [EZinst](#) will automatically uncompress the files when it installs them. To compress a file use the following syntax: `compress [-r] filename1.ext [filename2.ext]`. If the optional `-r` switch automatically renames the compressed file with the character `_` in place of the original last character.

Registration

EZinst is a shareware program that has a 30 day evaluation period after which a payment of \$22 is required. As shareware, EZinst was distributed freely in order to allow people to "test drive" it. The try-before-you-buy concept allows users to find out which programs are useful before purchasing (registering) them. If a shareware program is useful or entertaining, please support it through registration. The registration fee for EZinst is only \$22. These twenty-two dollars entitle you to the newest version of the program, a utility (MAKEINI) to help create the INSTALL.INI file, a printed manual, customer support (through the mail, CompuServe, or our BBS), source code (for Borland C++ 4.0, ask about Microsoft Visual C++), an unlimited distribution license, and information (and discounts) on other offerings from Burnham Park Software, Inc. To register, go to the Registration Form page and use the File-Print Topic menu command. (Note: the old registration fee was \$12. Any orders received before 11/1/94 will be accepted at the old fee of \$12.) Fill out the resulting form and send to:

Burnham Park Software, Inc.
P.O. Box #814
Chicago, IL 60690-0814

Phone: (312) 922-6313
BBS: (312) 922-2839
CompuServe: 71532,3271
AOL: J null B
Delphi: MARBRO
GEnie: XRG36978
Internet: snlmhb@hawk.depaul.edu

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Registration form

Name: _____

Street: _____

City: _____ State: _____ Zip code: _____

Country: _____

Phone: _____

Program registering: _____

Type of disk: 3 1/2: _____ 5 1/4: _____

Computer: _____

On-line services or bulletin boards: _____

Where did you get the program: _____

Amount enclosed: _____

* Add \$1.00 shipping to Canada and Mexico. Add \$3.00 shipping to anywhere outside of North America.

Send to:

Burnham Park Software, Inc.
P.O. Box #814
Chicago, IL 60690-0814

