InWin Registration & Manual

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InWin 4.0 - Application/File Installer		
Per Application = **$99.95**	____	$_____
3 or more Apps. = **$299.95**	____	$_____
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Warning!

 InWin 4.0 or Brochure are <u>NOT</u> "Freeware" nor "Public Domain" software. Both programs are provided as "Shareware" - where you "try before you buy" and are mutually exclusive of each other. If you decide to to use either program, then you are required to pay a license fee to Softline. Otherwise pass this Shareware version of InWin, in whole, on to an interested friend or associate. By registering InWin or Brochure with Softline, you will receive the most recent update of the program you are registering, a printed manual, removal of pester screens if any, and telephone technical support.

 Editing and/or unlicensed use of InWin or Brochure is prohibited. The shareware version of Brochure is provided <u>only</u> as an example Windows application installation using InWin. This version of InWin is fully functional. You may test InWin with your particular application/files. That is the purpose of providing an abbreviated manual in this Windows Write file; to help you decide on InWin as your application installer. If you decide to use InWin as the installer for your application/files, you must pay the license fee for the software to Softline (see the Notepad file "Registration") before releasing your application/files with InWin. Failure to do so is against the law.

Introduction

 "There is a real need among shareware vendors for a universal Windows Application/File installer", says Thomas Bookhamer, President of Shareware Outlet Inc., a Bellevue, Washington based shareware vendor. "All too often our support calls revolve around customers trying to install Windows applications without a proper Windows installer. For this reason, along with the fact that we will be doing a service not only for our customers, but also the authors, we are customizing InWin 4.0 for each Windows application we decide to carry that does not come with a proper install routine.   Due to a lower customer frustration level the authors will see a higher registration rate, and we will be able to to free up a significant amount of time for product research. Everyone will win with InWin.**"**

 InWin 4.0 is a global installer for applications and files running under Windows versions 3.0 and 3.1 or DOS applications/files installing into the Windows environment. The ease in customizing the InWin script file for your application will save you valuable time in development work and post-sale support. The straightforward nature of the InWin dialog boxes channels decision making during installation. By creating certain default process decisions, the installation routine of your application is tremendously simplified for the end user. InWin eliminates any problems that even an inexperienced end-user may encounter. This equates to less anxieties from your customer, increased productivity, and a positive introduction to your product.
 Who can use InWin? Virtually anyone who needs files copied and/or decompressed quickly and easily from a source diskette to a target hard drive directory, and bring up the appropriate icons in the correct Program Group. These individuals are primarily composed of software developers, MIS departments, technical support staffs, and to a certain extent, VARS, dealers, and shareware vendors. InWin provides these groups with the vehicle to quickly, easily, and automatically install files by simply selecting File - Run in Windows Program Manager, and typing A:INSTALL. InWin takes the "mystery" out of the install process by providing a consistent and uniform approach to a Windows application/file installation process.
 This manual takes you through customizing InWin, in a step by step approach, to fit your specific needs . Read each section carefully, follow the instructions, trial run your final Test Master diskette, debug the process if necessary, and the end-user

should have no problems installing your application and files.

Product Description: Softline Brochure

  Advertising in the 90's!. A slide show program that talks with your own voice!.
Brochure is a commercial advertising tool for companies who want to communicate a
promotional message to the Windows market. Assemble your talking Brochure and
distribute it freely (no royalties) through tradeshows, mass mailers, hand outs, bundle
with hardware, etc.. Up to 100 picture and sound files in one show!.   Brochure
automatically accesses a Windows Write file from within the program for detailed,
written information (ie: product catalogue, pricing, service bulletins, new product
announcements, etc.). The person to whom you hand your computerized brochure
may print out your detailed information from within Windows Write. Includes INWIN:
Windows utility program for an easy end-user installation. You may customize INWIN
for your particular Brochure and distribute freely (only with your Brochure) or simply
run the program from the floppy drive. Penetrate those tough accounts with a Talking
Brochure!.

  "We used Brochure in a marketing campaign for our documentation services. Of
100
diskettes mailed to non-customers, we have already landed 1 large account and have
5 more solid prospective customers. I really noticed the advantage of Softline's
talking Brochure over the standard "junk mail" written brochure when I did follow up
calls. They immediately recognized Alta Copy as the "talking Brochure" printing
company. Brochure really helped us stand out from the competition.**"**
         Ramey Bell, Account Executive of Alta Copy & Print, Bellevue, Washington

Passed: Microsoft Compatibility Testing for Windows.
Requires: Microsoft Windows 3.1, Sound board, and microphone to create the sound
           files. Windows Paint or some other third party graphics creation software
           (save as .BMP files) to develop the picture files. Softline Brochure does not
           require any extra hardware to play back the sound files - operates through
           the PC internal speaker (Windows 3.0 or 3.1 / standard or enhanced
           modes) or installed sound device (Windows 3.1).

InWin 4.0 Functions and Capabilities

InWin offers the following functions and capabilities:
  >Determine system capabilities by analyzing whether the destination disk has
     enough **Free Space** to accept all files.
  >Display your custom **Headers**, **Footers**, **Title**, **Program Name**, and Final
     Dialog Box Instructions.
  >Point and Click end-user **Help** available within InWin.
  >End-user option to change **Default Pathing**.
  >Developer option to create a **continuing directory path** from the end-user
     pathing option.
  >Use your favorite DOS **Self-Extracting Executable** compression routine.
     InWin will automatically exit Windows to DOS, execute the self-extracting
     file, return to Windows, and continue the install.
  >**Copy/Decompress** files to a specific directory from the diskette.
  >End user option to **Overwrite**, **Overwrite All**, or **Skip** for copying existing
     files in the Target Directory.
  >End-user option to change the default **Program Manager Group** or install
     under an existing Group.
  >Install Windows application generated files, designate the files by a related
     Windows icon or your **custom icon**, and place the icon(s) in the
     destination Program Manager Group.

>Global directive option to install specific files to the **Windows Directory** or
   Windows System Directory
>Automatically append **Autoexec.BAT** and/or **Config.SYS**, and create a
   backup file for each appended file.
>Change/Add specific parameters within **System.INI** and /or **Win.INI**, and
   create a backup file for each.
>**Restart** Windows option with new System.INI and Win.INI settings.
>**Reboot** system option with the new Autoexec.BAT and Config.SYS settings.
>"**OK**" option to remain in Windows after installation is complete.
>Provide **error trapping** and **end-user informational messages** during the
   installation process.
>"**Gas Gauge**" indicator for current Percentage Complete of your install
   process.
>Up to a **10 diskette installation**.
>**Less than 50kb** diskette space required for InWin.
>**Quick and easy installation changes** through the INWIN.INF text file.

InWin and Brochure Files
  InWin is comprised of 3 separate files: Install.EXE, Inwin.SQU, and Inwin.INF. You will
need to have these 3 files on your master diskette, along with all of your application
files in order to effectively test the install routine. You MUST properly setup the INF
file in order for your customers to have a successful installation.
The 3 files which comprise InWin:

INSTALL.EXE: The "loader" or executable file that begins the installation
                 routine. INSTALL.EXE creates a directory on the hard drive called
                 INWIN, decompresses Inwin.SQU to Inwin.EXE, and places this file in
                 the INWIN directory. Copy this file from the original master diskette
                 to your Test Master Diskette. Do not attempt to alter or change
                 this file.

INWIN.SQU: A Softline custom-compressed version of the install
                 program. Simply copy this file from the directory area of your hard
                 drive where you installed Brochure, or from the original master
                 diskette, to your Test Master Diskette. Do not attempt to alter or
                 change this file.

INWIN.INF   This file carries your specific instructions for InWin to install
                 your application and related files to the destination hard drive. You
                 MUST properly setup this INF file in order for your end users to have
                 a successful installation.

  The following files comprise the Brochure program and are included only as an
example application installation. These files are not required by InWin for your
particular application and files. In accordance with the InWin license agreement, the
folowing files must NOT be distributed with your application or associated files,
without purchasing a licensed version of the product, Brochure. Only those files
associated with a licensed version of InWin (Install.EXE, Inwin.SQU, and Inwin.INF)
may be distributed as the installation procedure for your application.

SELFEXT.EXE: A self -extracting executable that includes the following
                 compressed files: Brochure.EXE, Brochure.INI, Brochure.WRI,
                 Brochure.HLP, Resound.DLL., all Brochure .BMP picture files, all
                 Brochure .WAV Sound files, Order.TXT, Readme.TXT, Vendor.DOC,
                 and Inwin.ICO and Manual.ICO - custom icons provided as examples

of a custom icon install.

   Throughout the remainder of this manual, the Brochure INWIN.INF file will be used as an example setup for you to follow. Simply access the custom icon titled "Inwin.INF", change the parameters to fit your needs, and save the file to a Test Master Diskette. Once all of the InWin files and your application files reside on the Test master Diskette, you are ready to trial run your installation routine.
   The goal here is to have your end-user simply type: A:INSTALL or B:INSTALL in Windows Program Manager or File Manager. The first InWin dialog box will appear showing all of your custom preset defaults. The user simply selects the "Install" button to begin the installation procedure for your application.
   If you did not change the Target Directory when you installed Brochure, then the following files currently reside under the C:\Brochure directory . Note the Action Required from you on each file in order to create an effective and functional installation procedure for your application and files:

		Action Required
"Loader" Program,	INSTALL.EXE	Copy to your Diskette
Compressed InWin,	INWIN.SQU	Copy to your Diskette
InWin Config. File,	INWIN.INF	Change & Copy to Diskette
	Your Application Files	Compress to a Self-Extracting Executable & Copy to your Test Master Diskette or...
		Simply Copy the files to the Test Master Diskette.

Note: Depending upon your application files and diskette format required (360kb, 1.2mb, 720kb, 1.44kb, etc.), you may decide not to compress part or all of your application files. Your installation will remain within the Windows environment by simply copying files as opposed to decompressing files.Take a moment to evaluate your application file sizes and compare to the diskette size on which you will ship your application. You may or may not need to utilize self-extracting compressed executable files on all or part of your files.

Building Your Install Routine

   The "Inwin.INF" script file is required by InWin in order to run the installation routine. It represents the heart of the install process. The information provided in the InWin.INF file dictates disks, files, directories, file updates, as well as the "look" of INWIN. If the INF file is not present in the same drive/directory as Inwin.SQU, an error will result, and the install will halt.
   The Inwin.INF file is in a TEXT format. In order to change the parameters of this file, you must load it into Windows NOTEPAD or some other text editor. The following procedure is a summary guideline for setting up your application to install with InWin:

Step #1:   If you have not already done so, install the Brochure example application to your hard drive (see "Installing Brochure and InWin" section).

Step #2:   Determine which files of your application will be installed to the user's hard drive.

Step #3:	If necessary, use a compression routine to create a Self-Extracting executable for any or all of your application files (Do not compress Install.EXE, Inwin.INF, or Inwin.SQU). Copy all application files to (Compressed and Uncompressed) to your Test Master Diskette.
Step #4:	Access the Program Group where Brochure resides, double click on the Notepad icon titled "Inwin.INF".
Step #5:	Change the INF parameters to meet your installation requirements.
Step #6:	Resave the file as Inwin.INF to your Test Master Diskette.
Step #7:	Copy the Install.EXE and Inwin.SQU files (located in the directory where you installed them on your hard drive) to the same Test Master Diskette. You can use Windows File Manager - File - Copy command.
Step #8:	Test your Inwin.INF file by executing the install process.(From Program Manager, Select **<u>F</u>ile** - **<u>R</u>un**, and type: **A:INSTALL** or **B:INSTALL**).

Inwin.INF File, Section-by-Section

  The following is a section by section example and instruction on the Inwin.INF file setup using the example INF file for Softline Brochure. The Inwin.INF file format must be strictly followed in each section in order for a successful install to occur.

[COMMENTS] - Optional Section
  This Comment Section is not required by InWin, but you may wish to make certain comments as to versions, application name, title, your name, date, etc.. Your comments may be placed in any section of Inwin.INF. All comments must be preceded with a semi-colon at the far left margin of each comment line.
Example:
;InWin Installation for XYZ Version X.X

[APPLICATION] - Required Section
  This section changes the information in both the first and last dialog boxes of InWin, as well as establishing certain defaults and error checking for the installation process.

The format for the [APPLICATION] section is as follows:

Keyname=data/variable

Note: Change only the right side of the = sign

[APPLICATION]
AppName=InWin 4.0 Install of Softline Brochure
ProgName=Softline Brochure
DefDir=C:\Brochure
SpaceNeeded=900
TotalFiles=4
DefPMGroup=InWin 4.0 with Brochure
Header1=Example Install of
Header2=Softline Brochure
Footer1=Softline, Inc.
Footer2=(206) 861-5463
OK=Y
Restart=N
Reboot=N
Instructions=Press the OK button to return to Windows.

Note: If you should decide to change AppName, ProgName, Headers, Footers, and/or Instructions, keep in mind that a few users of your Brochure may have a

different Windows System Font installed for their system. The default Windows system font for versions 3.0 and 3.1 is MS SAN SERIF 8 point. If the user changes the system font in the Win.INI, the new font will reflect as close to an 8 pt. size as possible. Since these Brochure parameters reflect the current system font, you may want to keep the character length of each near the All Caps maximum number.

AppName= (Max. # characters = 25 (All Caps) to 40) is placed in the Title Bar of the InWin window. (**Required Parameter**).

ProgName= (Max. # characters = 14 (All Caps) to 40) is placed in the last InWin dialog box, and in the Restart and Reboot dialog boxes. Generally, this constitutes the name of the your application (eg: Softline Brochure). (**Required Parameter**).

DefDir= (Max. # characters = 60) is the default path for the install. The user is capable of changing this to another path within InWin. Multiple paths are accepted. Note that the end of this default path marks the beginning of continued subdirectory pathing created by you in the [DIRS] section later. If the DefDir plus the [DIRS] section pathing is greater than 60 characters (drive designator, colon, and slashes included) an InWin error message will display. (**Required Parameter**).

SpaceNeeded=is the total kilobyte KB (UNCOMPRESSED) count of your files that will be installed, plus some buffer. InWin will compare this count with actual free space on the target drive before proceeding with the installation process. If free space is less than your SpaceNeeded, an error message will be displayed, recommending a new drive destination. (**Required Parameter**).

  Example: If the total uncompressed byte count of your files that will be installed equals 782,674, for example, then the SpaceNeeded parameter should equal approximately 850. This will provide an adequate 67,326 byte buffer.

TotalFiles= (Max. # Files = 140) Represents the total number of files that are listed in the [FILES] section of Inwin.INF. Simply count the number of files you list in the [FILES] section (self-extracting and Copy-only files). This parameter controls the % complete meter display during installation. If the TotalFiles= number is more than the actual number of files installed, the meter will not reach 100% by the time the last file is copied. If TotalFiles= number is less, the meter will reach 100% before the last file is copied or decompressed. (**Required Parameter**).

DefPMGroup=   (Max. # characters = 25) Type the name of the Program Group you want to appear in the Main InWin screen under Program Manager Group - (eg: "InWin 4.0 with Brochure"). InWin will save the group in the Windows directory under the first 8 characters of this entry, along with the .GRP file extension. (**Required Parameter**).

Header1 & 2=   (Max. # characters = 13 (All Caps) to 20) Appear at the top of the InWin dialog boxes. Headers are automatically centered. (**Optional Parameter**).

Footer1 & 2=   (Max. # characters = 18 (All Caps) to 35), appear at the bottom of the InWin dialog boxes. Footers are automatically centered. (**Optional Parameter**).

OK=   (Y or N) This parameter Activates/De-activates the OK button in the last InWin Dialog Box. Since Brochure does not require the user to Restart Windows or Reboot the system, Y is placed here to activate the OK button.

Restart= (Y or N) This parameter Activates/De-activates the Restart button in the last InWin Dialog Box. It is recommended you activate this button

Reboot= ONLY if your installation requires changes to certain Windows files (ie: Win.INI, System.INI, etc.). If so, then your users will need to Restart Windows.

Reboot= (Y or N) This parameter Activates/De-activates the Reboot button in the last InWin Dialog Box. It is recommended you activate this button ONLY if your installation requires changes to certain system files (ie: Autoexec.BAT or Config.SYS). If so, then your users will need to Reboot their system.

Instructions= (Max. # characters = 18 (All Caps) to 35), appear in the last InWin dialog box. Since Brochure does not require the user to Restart Windows or Reboot the system, the Instructions point the user to selecting the OK button. (**Required Parameter**).

[DIRS] - Required Section - Maximum Number of Directories = 21
  This section lists the directories that will be created in the destination drive. If files already exist in the destination directory, an InWin message box (Copy files only) will be displayed, giving the user an option to skip, overwrite individual or all of the existing files. Your self-extracting executable should also provide an overwrite option. This section merely sets up the structure for the [FILES] section.
You must adhere to the following format in the [DIRS] section:

Directory #=Directory Name

Note: No spaces are inserted between the parameters.

[DIRS]
;Comment - Directories that will be created and appended to DefDir=
1=.   *Root - Required for all installations
2=@WINDIR   *List up to 21 directories in this section.
3=@WINSYSDIR
etc...

IMPORTANT: In order to keep it simple, we recommend you DO NOT change anything in the [DIRS] section. All of your files will simply install to the Default Directory (DefDir= set in [APPLICATION] section). (eg: **DefDir=C:\Brochure**).
  If @WINDIR and/or @WINSYSDIR are unused, then you may delete both entries from the [DIRS] section.

The Root Directory
  Directory 1=. (ONE=PERIOD) designates the root or parent directory. This parameter (**1=.**) is **REQUIRED** for all installations whether or not any further directories are created. Any subsequent directories will tree under the default directory, as set up in the [APPLICATION] section DefDir=C:\Brochure). You must use a sequential number order (1, 2, 3, ... 21) when creating directories.
  If you want to create more directories, they will tree under the default directory. An example of a multiple directory setup in the [DIRS] section:
        1=.
        2=@WINDIR
        3=@WINSYSDIR
        4=INFO
        5=INFO\FILES
        6=INFO\FILES\COLOR
        7=WRITE
  Notice how the directory "INFO" must be created/copied first, before any subdirectories of INFO can be created. The subdirectory tree structure must be

assembled in this section one step at a time. InWin will give an error message if you attempt to create lower level directories before upper level directories.

  In the preceding example, if DefDir=C:\Brochure, then this directory tree will look like the following:

(Root Directory = DefDir)

	2nd Level	3rd Level	4th Level
BROCHURE			
	INFO		
		FILES	
		COLOR	
	WRITE		

  If the user changes the DefDir in the Target Directory area of the 1st InWin dialog box, then the levels of the subsequent tree structure may change. This depends upon how many subdirectories, if any, the user inputs in the Target Directory area. Should the Target Directory and Application Directories (set in [DIRS] section) be greater than 60 characters, InWin will prompt the user to shorten the Target Directory.

Installing From a Floppy Disk

  Your source disk(s) files (ie: floppy diskette) need not be arranged in the same directory tree structure that will be created in the target drive. However, all files in the source diskette must be located in the root (A:\) directory. The [FILES] section designates placement within a directory on the target drive.

Installing From the Hard Disk

  If your install is from hard drive to hard drive (eg: Drive C to D or Drive C to C, etc.) then the only requirement is for the entire contents of your master diskette(s) to remain under the same directory. It does not matter if this is your hard drive root directory or several directories deep. Simply open Windows File Manager, find the directory where your files reside, and double click on Install.EXE to proceed with the install process.

<div align="center">

The Windows Directory

</div>

  InWin provides a global directory command for finding and installing specific files in the Windows Directory. In the Brochure Inwin.INF [DIRS] section, this directory is designated as:

>**2=@WINDIR**

Any files listed in the [FILES] section with the directory designator 2, will be copied or decompressed to the Windows Directory. The @WINDIR directory may be designated as any directory number (1 - 21) listed in the [DIRS] section. Keep your directory creation in sequential order (1, 2, 3, ... 21). If unused, you may delete the @WINDIR entry from this section.

<div align="center">

The Windows System Directory

</div>

  InWin also provides a global directory command for finding and installing specific files in the Windows System Directory. In the Brochure Inwin.INF [DIRS] section, this directory is designated as:

>**3=@WINSYSDIR**

Any files listed in the [FILES] section with the directory designator 3, will be copied or decompressed to the Windows System Directory. The @WINSYSDIR directory may be designated as any directory number (1 - 21) listed in the [DIRS] section. Keep your directory creation in sequential order (1, 2, 3, ... 21). If unused, you may delete this @WINSYSDIR entry.

[FILES] - Required Section - Maximum Number of Entries = 140

The [FILES] section lists only those files, and their respective attributes, that will be copied or decompressed from the floppy diskette to the user's destination drive. You must strictly adhere to the layout format of this section. Otherwise, an error message occurs and the installation will abort. The format is as follows:

Description, Filename, Dir #, Diskette #, Compressed

IMPORTANT: Each parameter in the [FILES] section, except the last parameter, must be followed by a comma punctuation mark (,) and at least one space after the comma.

```
[FILES]
;Comment: description, Filename, dir #, diskette #, Compressed
Self-Extracting EXE File,  SELFEXT.EXE,           1, 1, Y
"Loader" Program,          INSTALL.EXE,           1, 1, N
InWin Config. File,        INWIN.INF,        1, 1, N
Compressed InWin File,     INWIN.SQU,        1, 1, N
```

Description - 	Describes the file that will be installed. Type at least 1 character and a maximum of 25 characters. Since the description is for your information only (not displayed within InWin), you may shortcut this entry by typing 1 alphanumeric character, followed by a comma. (**Required Parameter**).

Filename - 	Type the exact Filename (8 characters maximum) plus the Extension (eg: ALLFILES.EXE), followed by a comma. If your file does not have an extension (eg: Info) then follow the filename with a period then a comma mark (eg: Info.,). (**Required Parameter**).

Dir # - 	**Directory Number** - Type the Directory Number where this file will be installed, followed by a comma. These numbers are set up by you under the [DIRS] section. In this case, all files will be installed to the default directory #1. (**Required Parameter**).

Diskette # - Diskette Number - Type the diskette number where this file resides, followed by a comma. This number will prompt the user to insert the proper diskette where the file resides.   In this case, all files reside on diskette #1. Maximum 10 diskette install. (**Required Parameter**).

Compressed -   Type a **Y or N** (YES or NO) as to whether the file is a self-extracting executable or to simply Copy the file (no comma after this parameter). If **Y**, InWin will look for the self-extracting executable, exit to DOS, run the extraction file, return to Windows, and complete the install process. If **N**, InWin will simply copy the file to the destination drive while remaining in the Windows environment. (**Required Parameter**).

The typical [FILES] section, using the Brochure installation as an example, looks like the following:

Self-Extracting EXE File, SELFEXT.EXE,   1, 1, Y
"Loader" Program,   INSTALL.EXE,   1, 1, N
InWin Config. File,   NWIN.INF,   1, 1, N
Compressed InWin File,   INWIN.SQU,   1, 1, N

You DO NOT need to list any files in this section associated with InWin (INSTALL.EXE, INWIN.SQU, or INWIN.INF), for your application to properly run on the user's hard drive. If you are using the supplied Inwin.INF file from the "InWin 4.0 with Brochure" Program Group, then **Erase** the following entries from the [FILES] section:

"Loader" Program,   INSTALL.EXE,   1, 1, N
InWin Config. File,   INWIN.INF,   1, 1, N
Compressed InWin File,   INWIN.SQU,   1, 1, N

These 3 files were installed to your hard drive in order for your convenience to easily access them, change the Inwin.INF file, and copy all three to your Test Master Diskette. Replace the other entries under the [FILES] section with your own files to install.
  Make sure any file you list in the [FILES] section resides in the root directory of your Test Master Diskette.

[PM INFO] - Required Section - Maximum Number of Entries = 15
  The [PM INFO] ("Program Manager Information") section generates the icon associated with Brochure in the user-designated Program Group. This section will also associate specific files with Windows executable icons or your custom icon(s). If you have certain files associated with Windows Accessories or Main Program Group executables (eg: Inwin.INF for Notepad, Brochure.WRI for Write, Order.TXT), you can automatically call the executable icon associated with that file. The user simply double clicks the Windows icon and your custom file is automatically loaded into the Windows Accessory application.

How to Bring up Your Application Icon in Windows
  In order to properly bring up your application icon with InWin, you must have first created an icon, compiled it with your application or provided it as a separate file (eg: Colors.ICO). Generally, most compiled icons begin numbering at 0. See your resource editor for further details on this procedure.

Hint: If you do not have any extra files to associate with any Windows icons (eg: Info.WRI under the Write icon), and simply want your application icon to come

up in a Program Group, then delete the last 3 lines of [PM INFO] in the existing Inwin.INF file. Change the first entry under this section for your application executable. Save the INF to your Test Master Diskette and proceed to "Your Install Checklist" section.

 In order to bring up your application icon in a Program Group, you must strictly adhere
to the following format:

EXE File, *Label*, Icon Filename, *Assoc. File Dir #*, Dir # of EXE, *Dir # of Icon*

IMPORTANT: Each parameter in the [PM INFO] section, except the last parameter, must be followed by a comma punctuation mark (,) and at least one space after the comma.

Using the Brochure executable entry under [PM INFO] as an example of how to generate your application icon:

[PM INFO]
BROCHURE.EXE, Brochure, Brochure.EXE,   0, 1, 1

Executable File -   In this case BROCHURE.EXE. Replace this name with your application executable to call when the user double clicks your icon.

Label -   The name "Brochure" labels the icon in the Program Group. Replace this description with your application name.

Icon File -   The BROCHURE.EXE file contains the icon for the program. Replace this filename with the filename of your icon.

Assoc. File Dir. # -   **Associated File Directory Number** is considered only when installing Windows generated files (see next section "Installing Windows Generated Files"). For BROCHURE.EXE, this value is always 0 (Zero) (**DO NOT CHANGE**).

EXE Directory # -   **Directory Number of Executable File**. This number is determined by you in the [FILES] section. BROCHURE.EXE is placed in the Root Directory (1=.). Change this parameter only if your application executable will install under another directory number.

Icon Directory # -   **Icon Directory Number** is the directory number where the icon file will reside. In the case of Brochure, the Brochure.EXE file contains the icon. If you have a separate file (eg: Custom.ICO) for your icon then type the directory number here reflecting where the icon file will be installed.

Installing Windows-Generated Files

 If your install routine includes windows generated files (Write, Notepad, Paint, etc.), you may install the file under your Program Group, link it to a Windows Accessory icon or a custom icon provided by you. Double clicking on the icon will automatically execute the Windows Accessory application and load your file. In the InWin 4.0 with Brochure Program Group, for example, this is how the Write and Notepad icons are generated, as well as the custom icon (Inwin.ICO) substituted for the Notepad icon ("Inwin.INF").

You must strictly adhere to the following format:

Windows EXE File (Exclamation Point)Associated FileName, *Label,* Icon Filename,
        Associated File Directory #*, Windows EXE Directory #, *Icon Directory #

I**MPORTANT:**   Each parameter, except the last, must be followed by a COMMA punctuation mark (,) and at least one space after the comma.

Using the Brochure Inwin.INF file [PM INFO] section as an example of how to associate files
and bring up Windows Accessories and custom icons for Windows executables:

[PM INFO]
NOTEPAD.EXE !Order.TXT, Order Form, Notepad.EXE, 1, 0, 0
NOTEPAD.EXE !InWin.INF, InWin.INF, Inwin.ICO, 1, 0, 1
WRITE.EXE !Brochure.WRI, Manual, Manual.ICO, 1, 0, 1

Using the first entry of [PM INFO] as an example:
NOTEPAD.EXE !Order.TXT, Order Form, Notepad.EXE, 1, 0, 0

Executable File -   NOTEPAD.EXE calls the windows Notepad executable. The Order.TXT file "attaches" to the Notepad executable.

The format is important here:
                Windows EXE File (Exclamation Point)Associated FileName,

Exclamation Mark -   ! Insert a space after the Executable FileName, then type an Exclamation Mark (!).

Assoc. FileName -   Associated FileName is your file to associate with the particular Windows executable. This file should have been created within the Windows executable to which it will be associated. In this example: Order.TXT was created under Windows Write.

Note: If your file does not have an extension (eg: INFO file created under NOTEPAD), then your the entry for the Associated Filename MUST have a period (.) entered after the filename. For example: **Info.**

Label -   The name "Order Form" labels the icon in the Program Manager Group.
Icon File -   Notepad .EXE contains the icon for Windows Notepad.
Assoc. File Dir. # -   **Associated File Diectory Number** is the directory number where your custom file will be installed. See your listing in the [FILES] section. In the example above, Order.TXT is installed to the Root directory, which equals 1 in the [FILES] section.
EXE File Directory # -   **Directory Number of Windows Executable**. Generally, Windows utilities/applications are in directory 0 (Zero). (**DO NOT CHANGE**).

Icon File Directory # - **Directory Number of Icon File.** If you are **not** installing a custom icon for Windows Write, Paint, Notepad, etc. file, then this directory number will always equal 0 (Zero) - the directory number of the Windows executable (eg: Notepad.EXE, Paint.EXE, Write.EXE, etc.). If you are installing a custom icon file that will represent your Windows executable, then type the directory number here that will contain the custom icon. This number should match the directory number set up by you in the [FILES] section.

Remember: Automatically calling windows executables like NOTEPAD and WRITE, and inserting their respective icons in your Program Group, assumes the end user has not deleted the executables from the system. If NOTEPAD and WRITE do not reside on the user's system, the appropriate icon may not appear. A blank or DOS icon will appear instead, unless you are installing a custom icon. A Windows error message box will appear.

Don't Forget: Delete the two NOTEPAD entries here for Brochure.INI and InWin.INF. This is not information your application users will be concerned about. If you have your own Notepad file to associate with the Windows Notepad icon, then simply substitute your filename in this entry. Remember to also change the Label, icon entries, etc., for your file.

[WININI] - Optional Section
The Win.INI file contains settings that will alter your Windows environment according to your needs and preferences. If your application files require a change in the Windows Win.INI file, those changes are made in this section. Any lines entered under this section will update existing parameters or append sections with new information. Subsequently, a file called Winini.OLD is automatically created at the end of the install process whenever you instruct any change in the Win.INI. Changes to the Win.INI file are made in the following format:

Section Name,Keyname,value/data

The section name (brackets used in Win.INI section [Section Name], followed by a comma, the keyname title under the appropriate section, followed by a comma, then type the value or data associated with the keyname. If you still have a copy of Windows 3.0 running, see the NOTEPAD files Winini.TXT and Winini2.TXT for further information on the sections and parameters of the Win.INI file.
Let's say you have a font called Casual (Casual.FON) to add to Win.INI. The Inwin.INF
entry under [WININI] would be:

Fonts,Casual Font,Casual.FON

The Win.INI file update under the [Fonts] section will look like the following:

>   **[Fonts]**
>   **Casual Font=Casual.FON**

Remember: Since the Win.INI generally reflects personal preferences in the Windows environment, changes you make may not be

appreciated or understood by all of your customers. Any mistakes in updating the Win.INI can lead to unexpected and undesirable effects in Windows. Test your Inwin.INF.

[SYSINI] - Optional Section
  The System.INI file primarily contains settings that allow you to customize Windows to meet your system's hardware needs. If your application files require a change in the Windows System.INI file, these changes are made in this section. Any lines entered under this section will update existing parameters, append sections, or create a new section. Subsequently, a file called Sysini.OLD is automatically created whenever you instruct any change to the System.INI through InWin.

IMPORTANT: Since the System.INI file is primarily concerned with customizing Windows to meet specific hardware needs, be careful with any changes you make to this file. What works for one type of hardware configuration may disable another type of configuration.

Updating the System.INI file is accomplished using the same format as in the [WININI] section of Inwin.INF:

Section Name,Keyname,value/data

The section name (brackets used in System.INI section [Section Name]), followed by a
comma, the keyname title under the appropriate section, followed by a comma, then type
the value or data associated with the keyname. See the Windows 3.0 NOTEPAD files Sysini.TXT, Sysini2.TXT, and Sysini3.TXT for further information on the Sytem.INI file. An example update of the System.INI file might be an application that requires a Token
Ring Network:

386Enh,TokenRingSearch,True

The System.INI file update under the [386Enh] section will look like the following:
        [386Enh]
        TokenRingSearch=True
Upon restarting Windows, a search will be conducted for a token ring network adapter on
machines with IBM PC/AT (R) architecture.

[AUTOEXEC] - Optional Section
  If your application requires changes to the Autoexec.BAT file, those changes are made in this section [AUTOEXEC]. Changes listed in this section of InWin.INF will append to the end of current .BAT and a backup (original Config.SYS) file called Autoexec.OLD is created.   Existing information in the Autoexec.BAT will not change. The end-user does not have the option of cancelling any changes you input under this section heading. Autoexec.BAT file changes generally will require the end-user to reboot the system in order to initialize the changes. The Reboot dialog box will not appear unless you have activated the REBOOT button ([APPLICATION] section of Inwin.INF). The end-user has the option to cancel the system Reboot in this dialog box.
  The data format for this section is non-specific. Simply type the .BAT appends as they would appear in the Autoexec.BAT.

[CONFIGSYS] - Optional Section
   If your application requires changes to the Config.SYS file, those changes are made
in this section [CONFIGSYS]. Any such changes listed in this section of the InWin.INF
file will append to the current Config.SYS and a backup (original Config.SYS) file
called Configsys.OLD is automatically created. The end-user does not have the
option of cancelling any changes you input under this section heading. Config.SYS
file changes generally will require the end-user to reboot the system in order to
initialize the changes. The Reboot dialog box will not appear unless you have
activated the REBOOT button ([APPLICATION] section of Inwin.INF). The end-user has
the option to cancel the system Reboot in this dialog box .
   The data format for this section is non-specific. Simply type the .SYS appends as
they
would appear in the Config.SYS file.

[END] - Required Section
   The [END] section is required in order to tell InWin that all installation tasks have
been
completed. There are no parameters for this section.

INWIN.INF Summary
   The following is a blueprint for you to follow in checking your INWIN.INF file. If you
have trouble with installing your application , then it is strongly suggested you follow
this INWIN.INF summary:

[COMMENTS]

[APPLICATION]
AppName=(The Install Application Name Here - 25 to 40 Characters)
ProgName=(Your Program Name Here - 14 to 40 Characters)
DefDir=C:\Brochure (Your Default Drive\Directory Here)
SpaceNeeded=(Note: Total your file KB count and type the # here)
TotalFiles=(Note: Total your files listed in the [FILES] section)
DefPMGroup=(Your Default Program Manager Group - 1 to 25 Chars.)
Header1=(Your First Header - 13 to 20 Characters)
Header2=(Your Second Header - 13 to 20 Characters)
Footer1=(Your First Footer - 18 to 35 Characters)
Footer2=(Your Second Footer - 18 to 35 Characters)
OK=Y
Restart=N
Reboot=N
Instructions=(Your Instructions Here - 18 to 35 Characters)

[**DIRS**] - Maximum allowable directories to create is 21
1=.   (Root directory 1=. is required for all installations)

[FILES] - Maximum allowable files listed in this section is 140
(List your files designated to install here.... for example)
Self-Extracting EXE File, SELFEXT.EXE, 1, 1, Y
        (Note: 1 to 25 characters required for file description and commas after each
        parameter, except for the last entry of each line.)

[PM INFO] - Maximum allowable PM INFO entries is 15
(List your Icon generating files designated to install here.... example:)
BROCHURE.EXE, Brochure, Brochure.EXE, 0, 1, 1
        (Note: Remember to type commas after each parameter, except for the last

entry of each line.)
[END]

Your Install Checklist
Step #1:   Assemble your application files.
Step #2:   Determine which files, if any, will be compressed and create a self-extracting executable.
Step #3:   Open the file titled InWin.INF in the "InWin 4.0 with Brochure" Program Group.
Step #4:   Change the INF parameters to meet your application installation requirements.
Step #5:   Save your new INWIN.INF file to your Test Master Diskette.
Step #6:   Copy INSTALL.EXE and INWIN.SQU from the Brochure directory to your Test Master Diskette.
Step #7:   Copy your compressed and uncompressed application files to your Test Master Diskette.
Step #8:   Test your application installation.
Step #9:   If any problems exist, they usually reside in your punctuation (eg: commas, exclamation marks), or lack of, in certain sections of the INWIN.INF file. If the problem(s) persist, then see the section "Error Checking and Debugging INWIN.INF" in the licensed version manual.