

To obtain help from within an INF Maker dialog box, press **F1** when the dialog box is displayed.

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When you register for a license, we will send you the latest version of the package. It will not have the opening delay screen that you get with the evaluation version, plus it will support compression. You will also receive utilities to pack, unpack, and split your files.

### To order use the following form:

- [Order form](#)

### When ordering, please follow these simple guidelines:

- Print or type clearly. This is especially important for overseas orders, where it is more difficult to guess what a city or state might be. Do not assume we will know what city, state/province, or country you are in. If possible, international customers should include their country code, or at the very least make sure that the country is spelled using a full word. Do not use abbreviations such as UK, DN, or FR, or whatever else. It will avoid confusion and greatly accelerate your order.
- We can only accept credit cards (currently only VISA), US or Canadian checks, and international bank drafts or money orders. **No other method of payment can be accepted.**
- If you are sending a check or a bank draft, and this file is more than a year old, please make sure that the price has not changed before you order. Incorrect amounts will result in your order not being processed.
- If you send a bank draft, please do not have the bank send it automatically - **you must include an order form with the bank draft.** If you do not, your order not being processed.
- If you order by credit card, please make sure you include all the details, including the entire number (check those last digits), the expiry date, and the name on the card. **Do not send a fax/letter asking us to call you for the card number.** Call us if you do not want to include the card number.
- Although we will do our utmost to process your order, it can sometimes take up to 48 hours. Please consider this when you place a rush order.
- We cannot return international calls. Only US and Canadian calls will be returned. If you need to contact us from overseas, please call during regular business hours, send a fax, or send email.
- Finally, please note the time before you call. There is a 3 hour time difference from the east coast (i.e., 9 a.m. EST is 6 a.m. PST), and at least 8 hours from Europe (i.e., 4 p.m. in London is 8 a.m. PST).

These few guidelines will help assure that everyone gets what they want, as quickly as possible. We're sorry if some sound a bit harsh, but you wouldn't believe the amount of incomplete or incorrect orders we see around here. That costs us time and money, which ends up costing **every customer** time and money.



**SEE ALSO:**

[License, copyright, and disclaimer](#)  
[Upgrades](#)  
[Technical support](#)  
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**Send order form to:**  
EDI Install Pro

**Eschalon Development Inc. For:**

**NAME/CONTACT:** \_\_\_\_\_

**COMPANY:** \_\_\_\_\_

**STREET:** \_\_\_\_\_

**CITY:** \_\_\_\_\_ **STATE:** \_\_\_\_\_ **ZIP:** \_\_\_\_\_

**COUNTRY:** \_\_\_\_\_ **TEL:** \_\_\_\_\_ **FAX:** \_\_\_\_\_

**INTERNET:** \_\_\_\_\_ **COMPUSERVE:** \_\_\_\_\_

**\*\*\* Please note the differences in the two versions before you place your order \*\*\***

EDI Install Pro 3.x - Standard \$129.95 US (\$182.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

Upgrade from 2.x - Std. & Dev. \$24.95 US (\$35.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

Upgrade from 1.x \$49.95 US (\$70.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

EDI Install Pro 3.x - Developer \$179.95 US (\$252.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

Upgrade from 2.x - Developer \$24.95 US (\$35.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

Upgrade from 2.x - Standard \$74.95 US (\$104.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

Upgrade from 1.x \$99.95 US (\$140.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

Fast update plan - CompuServe \$29.95 US (\$42.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

US & Canada Air Mail \$59.95 US (\$84.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

Overseas Air Mail \$99.95 US (\$140.00 Cdn.)x \_\_\_ units = \$ \_\_\_\_\_

Canada shipping and handling (Air Mail \$5 Cdn., Rush \$10 Cdn.) \$ \_\_\_\_\_

United States shipping and handling (Air Mail \$5 US, Rush \$20 US) \$ \_\_\_\_\_

Overseas shipping and handling (Air Mail \$15 US, Rush \$50 US) \$ \_\_\_\_\_

**Sub-Total:** \$ \_\_\_\_\_

B.C. residents add 7% PST, Canada residents add 7% GST \$ \_\_\_\_\_

(We reserve the right to change prices without any prior notice.)

**Total:** \$ \_\_\_\_\_

VISA\*       US or Candian Check       US\$ Bank Draft

(\*We **cannot** accept MasterCard or AMEX at this time. **\*\*Please** do not send P.O.s without contacting us first!)

**VISA #:\***

**Expiration Date:**

---

**Name on Card:**

**Signature:**

---

**Please note that your order will be charged in Canadian dollars at the current US dollar exchange rate.**

We periodically provide bug fixes and upgrades for our products.

## Upgrade policy

Minor changes and bug fixes are free; major revisions carry an upgrade fee. If we release a new version within 15 days of your purchase, and it is similarly priced, we will provide the upgrade free of charge. Shipping and handling is always extra.

## Eschalon BBS

In the near future you will be able to download upgrades from our BBS. Whether or not this will require the *Fast update plan* has now yet been decided.

## Fast update plan

Since version 2.8, we have been offering a fast update plan, aimed at getting new versions in your hands as quickly and cheaply as possible.

- [Fast update plan](#)

## Upgrading to EDI Install Pro 3.x

If you already own a copy of EDI Install Pro versions 1.0 through 2.8, you may upgrade to *EDI Install Pro 3.x* or to the *EDI Install Pro 3.x Developer Package* for a discounted price. See the [order form](#) for details. Make sure you order under the same name and address as the original product, or advise us of the changes.



**SEE ALSO:**

[Ordering EDI Install Pro](#)  
[Technical support](#)  
[Address, phones, email, etc.](#)

Because we update EDI Install Pro so often, it is easy to fall behind a new feature or even, agh, a bug fix. To help our customers stay on top of things, we've decided to make a "fast update plan" available. The fast update plan allows subscribers to always have the latest version of EDI Install Pro.

## How the plan works

Major version upgrades usually represent a radical change in the product. For

example, in version 2.0 of EDI Install Pro we released INF Maker<sup>ior</sup> ↓ 2.81 ◊ Trin

which made [text](#) based [INF files](#) almost obsolete. Minor version upgrades usually involve the addition of one or more user features, such as the addition of a *working directory* for *Program Manager* items in version 2.2, as well as bug fixes that affect everyone, such as the Windows for Workgroups 3.11 32-bit file access fix in version 2.5. Trivial version upgrades occur when someone reports a problem that does not affect the majority of our users, such as a problem with a specific set of archaic video drivers.



The updates you receive with the plan are the minor version upgrades. Any version released as a minor upgrade will be shipped via air mail or CompuServe email within 2 weeks of the versions' release. Trivial version upgrades are not automatically shipped, but if you request one we will ship it to you. Major version upgrades are never covered by the plan, but the upgrade fees are always quite modest (for example \$24.95\* for next of kin, i.e., 1.4 to 2.0, and \$49.95\* for distant cousins, i.e., 1.4 to 2.8).

Let's look at an example of how the plan would apply to 3 different upgrades. If you started the plan with version 2.80, and we released version 2.81 (a trivial version



upgrade), you would not automatically receive it because it is unlikely to affect you (however, you could request it). If after 2.81, we released version 2.90 (a minor version upgrade), you'd receive it within 2 weeks of the release date. Finally, if we release version 3.x0 (a major version upgrade), you would have to pay an upgrade fee to receive it. This example assumes all upgrades occurred within your subscription period.

If you upgraded to version 3.x, your plan would be effective for the remainder of your subscription, for versions 3.x1 and up. If you didn't upgrade, you would still get any update between 2.90 and 3.x0 for the remainder of your subscription (mainly bug fixes, since it is unlikely we would add features to an "old" version after a major release).

## How much it costs

Don't worry, it's not expensive. The 12 month air mail plan costs \$59.95\* for US and Canadian customers, and \$99.95\* for overseas customers. The 12 month CompuServe plan costs \$29.95\*, regardless of your location.

With the air mail plan, all shipping costs (except VAT/TVA, duties, brokerage, etc.) are covered with your initial fee. With the CompuServe plan, you pay the cost of receiving each package via CompuServe email, which is automatically billed to your CompuServe account. The main advantage to the CompuServe plan is that most of time you'll get the upgrade within a few days of the release date instead of a few weeks.

## Why you should subscribe

There are three good reasons to subscribe to the fast update plan. First, it's cheaper than contacting us every couple of weeks to see if a new version is available. Second, ordering or downloading each version separately is much more costly since we can't handle your request "in bulk". And finally, you will be kept up to date on bug fixes or added features (that could save you a bundle), without having to worry about it.

\*All prices are in US dollars. Prices can change without prior notice.



**SEE ALSO:**

[Ordering EDI Install Pro Upgrades](#)  
[Technical support](#)  
[Address, phones, email, etc.](#)

## Before you contact us

In order to save everyone some time, we'd like you to do a few things before you contact us. We know the urge to call is great, but we'd appreciate it if you double check this list:

- Have you read the whole manual? All of it? Yes, we know you can't take it to the bathroom (just think of all the trees we're saving), but we assure you it won't take long to go through it.
- Have you re-read the manual? Yup, do it again.
- Have you used the search feature of the manual? You wouldn't believe how many people call us because they want to "modify resources in the installer". If only they'd tried using [search](#).
- Have you copied the **INSTALL.EXE**, **INSTALL.BIN**, **INSTALL.INF**, and (optionally) **EDI3D.BIN** files to your disk? How about the bitmap, readme, and custom DLL files?
- Have you copied the **EDI3D.DLL** file to your disk? If so, remove it. You're supposed to use **EDI3D.BIN**, otherwise you'll get read errors on multiple disk installations.
- Did you rename the **INSTALL.EXE** file? If so, did you do it properly? You must remember that **INSTALL.EXE** and **INSTALL.INF** must both have the same *base name*. That means that if you wanted to call the installer **SETUP.EXE**, you have to rename the INF file to **SETUP.INF**. The BIN file must be named **INSTALL.BIN**.
- Did you modify your **INSTALL.BIN**? If so, please try using the original. If that fixes the problem, then you changed something that you shouldn't have changed.
- Have you checked that all your program and data files are on the correct disks, and are properly named? Have you checked that the INF information matches your disk structure?
- Did you try our sample INF file (the one we use to copy EDI Install Pro to your system)? Does our installation work? If so, start looking at the differences and see where you went wrong.

If you've done all of the above, see if one of these applies:

- If you are having a video problem, save the bitmaps as normal **uncompressed** (non-RLE) files, or remove them completely. RLE (run-length encoded) files are handled by the video driver. Some video drivers have bugs that prevent them from saving or loading images properly. One way to guarantee 99% compatibility and still use RLE is to save your bitmap while you are using the standard Microsoft Windows VGA driver (there have been some reports that Microsoft's original VGA drivers have other problems relating to RLE compression, such as odd size bitmaps).
- If it's a custom DLL problem, remove the DLL. We recommend you consult your programming language with regards to DLL problems. We'll gladly help with interfacing issues, but we cannot help you write your DLL. One quick tip, make sure you have no **OutputDebugString** calls, they cause a "Cannot find AUX: device" message to be displayed on systems without *DBWin* or some other trapping mechanism.

Or:

- Try calling the BBS to see if a bug fix has been issued.

If you got this far, it's a tough one. Maybe it's time to tell us about your problem.

## How to contact us

The preferred method of contacting us for technical support is on CompuServe, including through services such as MCI Mail, BIX, the Internet, etc. You can send any questions or problems to our CompuServe address. We are looking into obtaining a section on a vendor forum, but this has not yet been decided.

We currently offer free telephone support on an as-available basis, Monday through Friday usually from 9 a.m. to 6 p.m. Pacific standard time. Please note the time before you call. There is a 3 hour time difference from the east coast (i.e., 9 a.m. EST is 6 a.m. PST - we're still sleeping), and at least 8 hours from Europe (i.e., 4 p.m. in London is 8 a.m. PST - we're not sleeping, but we're not here yet). Sorry, we cannot return international calls (like Europe, Asia, Australia, you know, anything out of North America).

If you prefer, you can fax us any questions or problems you have. Please allow sufficient time for us to reply, and **please do not repeatedly send the same fax**. We won't get to it any faster just because there are 5 copies! Under no circumstance should you fax or email a copy of your INF file. We'll ask for it if we need it.

We are currently setting up a BBS. It has not yet been decided whether or not we will accept and reply to messages on it. However, you can use the BBS to download demos or upgrades, or even post your INF files and custom DLLs for others to try. Currently we can only handle downloading of demos.

Although there is currently no expiry date on free support, we reserve the right to restrict it to the first 90 days from the time of purchase, without prior notice.



### SEE ALSO:

[Upgrades](#)  
[Fast update plan](#)  
[Address, phones, email, etc.](#)

You can contact us through any of the following:



**Address:** Eschalon Development Inc.  
24-2979 Panorama Drive  
Coquitlam, BC  
V3E 2W8 Canada



**Telephone:** 604-945-3198  
**Fax:** 604-945-7602  
**BBS:** 604-945-7602



**CompuServe:** 76625,1320  
**Internet:** 76625.1320@compuserve.com

For other online services, such as BIX and MCI Mail, please see your manuals about contacting CompuServe, and use the address listed above.

**NOTE:** If you want to contact us for technical support, please read the [technical support](#) section first.

International customers who send a fax must include their **country code**, or at the very least **clearly specify what country they are calling from**. We cannot reply to ambiguous faxes.

Due to time differences we cannot return international calls. Only US and Canadian calls will be returned. If you need to contact us from overseas, please call during regular business hours (usually 9 a.m. PST to 6 p.m. PST), send a fax, or send e-mail (preferred).

Welcome to EDI Install Pro. This manual will guide you through the process of using and understanding EDI Install Pro, and how it can be of benefit to you.

## What it is

EDI Install Pro is a complete installation utility that you can use "right out of the box". It allows your users to easily copy and set up your application on their system. It presents users with a friendly, easy to use interface, that provides a simple and precise method of installing applications. This is especially important under Windows, a market so fierce that the user's first impression can make or break your product.

## What it does

EDI Install Pro can prompt the user for information, create the proper directories, copy the files to be installed, create the *Program Manager* group items, modify .ini files, display **README.TXT** files, and more. The user is always has control over the installation, yet never feels burdened by too much information. EDI Install Pro is easy to use by you and your customers, yet allows both of you great deal of latitude in customization.

EDI Install Pro reads the **INSTALL.INF** file (referred to as an **INF file** from now on), which contains the necessary information describing the layout of your files on the distribution disks, as well as a variety of settings and options. To customize your installation process you simply modify the INF file to suit your application.

## How it works

Unlike some other installers, there are no *scripts* to write nor new *languages* to learn. In fact, **no programming is required**. EDI Install Pro uses a simple utility, INF Maker, to create the INF file for you. INF Maker will scan your disks for files and allow you to enter components, INI file entries, *Program Manager* items, and more. If you prefer, you can manually create the INF file, using a simple [text editor](#). EDI Install Pro is so complete, and so customizable, that almost anything you need can be easily accomplished.

With EDI Install Pro you won't spend days writing scripts, and your users won't be infuriated trying to set up your product. Trust EDI Install Pro and your installation hassles will disappear.

EDI Install Pro is extremely easy to use. Your users will be asked a few simple questions and then the installation will begin. They will always have the choice to proceed or cancel the installation if they feel uneasy about an operation.

## User interaction

EDI Install Pro first asks the user for a destination directory, displays the minimum amount of free space required and advises the user if the selected drive doesn't have sufficient space. Optionally, it allows the user to select which components to install.

Throughout the installation EDI Install Pro displays when a file is copied or a *Program Manager* group is created. This allows the user to feel comfortable with the installation process and not worry about what is being done to their system. The only intervention required is when a new disk needs to be inserted. The user will be prompted for the disks and asked to continue the installation. The user has the option of changing the source path each time EDI Install Pro prompts for a new disk.

## Completing the installation

If the installation has been properly completed and the [INF file](#) specifies a *Program Manager* group, the user is asked whether or not it should be created. Finally, if a **README.TXT** file was specified, it will be displayed for the user to read.

After the ReadMe file has been displayed, the installation will notify the user that it has completed successfully or, if you have specified an end program, the end program will be run.

## Aborting the installation

The installation process can be aborted at any time by choosing **Exit Install**, **Cancel**, or **Abort** from any of the dialogs (varies depending on the situation). After confirming with the user, EDI Install Pro will report that the installation was not completed and that the application should not be used in this condition. The files that have been created will have to be manually deleted. This is done as a precaution, since most users would not like the installer to deleting files from their drive. Alternately you could use our uninstaller in the *Developer Package* (see [Ordering EDI Install Pro](#) for details).

If you own a previous version of EDI Install Pro there are some very important additions and changes you should know before proceeding. **Do not attempt to use EDI Install Pro 3.x without reading this information.**

Not all new features and changes are listed here, so we recommend you read this new manual very carefully. Due to these additions and changes, it is important that you do not delete your old version of EDI Install Pro until you have created a working [INF file](#) with version 3.x.

- [Changes and additions from 1.x to 2.5](#)
- [Changes and additions from 2.5 to 2.8, 3.x](#)

**These changes and additions apply to version 2.5, and are listed here for reference only. They apply to version 2.8 only when read with the next section, [Changes and additions from 2.5 to 2.8, 3.x.](#)**

## Changes

The most important change is the fact that the [INF file](#) format has changed drastically. In order to create INF Maker, we were forced to drop compatibility with previous versions. This is unfortunate, but we believe the advances gained through INF Maker more than make up for it.

We **strongly** recommend that you do not attempt to convert an old INF file. Using INF Maker, you should be able to recreate even the most complex installations in under a half hour. Most installations can be completed in minutes.

The second most important change is the new file format of both compressed and split files. You will have to recompress and resplit all your files using the new versions of **PACK.EXE** and **SPLIT.EXE**.

The following are some of the changes that have been made:

- **INSTALL.BIN** is now compressed using the standard Microsoft compression utility **COMPRESS.EXE** which is included with EDI Install Pro. Your installation files are still compressed using **PACK.EXE**.
- The INF file encoding method has changed. The utility **INFCOMP.EXE** has been replaced with INF Maker and **INFENCD.EXE**. **INFENCD.EXE** should only be used to encode [text files](#). Files saved with INF Maker are already encoded.
- The *Free Space* and *Files Total* fields have been removed.
- The *Components*, *Files*, and *INI Files* sections have been drastically changed.
- The *Components* entries no longer specify required amount of disk space.
- The *Windows Files* and *System Files* sections have been replaced by fields in each *Files* entry.
- The *INI Files* and *PM Group* sections have been renamed to *INI Items* and *PM Items*.

## Additions

The most important addition to the EDI Install Pro package is INF Maker. It is a powerful utility that allows you to scan your disks and create an [INF file](#) in a matter of minutes. There should be no reason for anyone to create an INF file by hand anymore, but you can still do so if you want to.

The following are some of the new features that have been added:

The most important addition to the EDI Install Pro package is INF Maker. It is a powerful utility that allows you to scan your disks and create an INF file in a matter of minutes. There should be no reason for anyone to create an INF file by hand anymore, but you can still do so if you want to.

The following are some of the new features that have been added:

- Automatic support for Pen Windows has been added.
- The packing utilities have been enhanced, as well as new ones added. See the **UTILS** directory for more details. You may distribute any of the unpacking utilities,



but not the packing utilities. Note that **UNPACK.EXE** is very large and requires Microsoft's **CTL3D.DLL** library. Due to its size, you might want to distribute **WUNPACK.EXE** or **DUNPACK.EXE**. These utilities are not required to be on the distribution disks for EDI Install Pro to function. They are 100% optional.

- A *Version* field has been added to the *Application* section. EDI Install Pro and INF Maker will only work with files of version 2.0.
- The destination directory dialog has been updated with a directory selection combo box.
- Disk space size and operating overhead specified for individual files.
- Required disk space is automatically calculated at run-time, based on selected files.
- Accurate reporting of percent completed, including for partial installations.
- User is given the option of closing a file that is currently in use, rather than terminate the installation.
- *Tiled* display of a background bitmap.
- Backup option for file version checking. Files are renamed with the extension **.OLD**.
- Component specific creation and modification of *INI Items*.
- Optionally running *Program Manager* if it isn't running.
- The *Program Manager* group creation dialog box now lists all available groups in a combo box.
- Under Windows 3.1, if a *Program Manager* item already exists, it will be replaced instead of a new one being added. This will not work under Windows 3.x or some third party shells.
- Configurable font for the *ReadMe* window.
- Resizable or fixed *ReadMe* window.
- A log file is now created during the installation. Each file installation, INI item modification, and PM Item creation is logged in **INSTALL.LOG** on the destination directory.

The log file is appended to, each time the user runs the installer. You or your users can use the log file as a guide for removing the application and restoring the system to its previous state.

## Version 2.5 additions

Version 2.5 introduced 2 important additions, as well as dropping support for an old standard.

- You can now specify a directory for a *Program Manager* item.
- The %% meta-variable has been replaced with %d for the destination directory, %s for the source directory, %w for the Windows directory, %y for the System directory, and %r for the first CD-ROM in the system. %% now specifies a single % sign.

The following are some of the changes and additions that have been made to version 2.8, since version 2.5:

- A completely new manual. Let us know what you think of it (and no, there are still no plans for a printed manual).
- A new INF Maker interface. Everything has been separated into separate dialogs.
- Version 2.8 introduces a high efficiency compression scheme, intelligent file splitting, and standard version resource checking. You will have to recompress and resplit all your files using the new **ARCHIVE.EXE** utility.
- **INSTALL.BIN** is now back to being compressed with our own utility, **ARCHIVE.EXE**.
- Confirmation dialogs have been added to almost every operation. The user can now choose to continue an installation if a file is locked or in use. They can also override the *insufficient space on the hard drive* message. This is useful for upgrades.
- As mentioned in the [2.5 changes](#), the %% meta-variable has been replaced with %d for the destination directory, %s for the source directory, %w for the Windows directory, %y for the System directory, and %r for the first CD-ROM in the system. %% now specifies a single % sign.
- All the old compression utilities have been dropped, only **ARCHIVE.EXE** and **EXTRACT.EXE** are available. You may ship **EXTRACT.EXE** with your installation, if you want your users to extract one file at a time. This is optional. **ARCHIVE.EXE** may **not** be shipped with your installation.
- The INF file format has changed slightly, and is now only supported in [text](#) format through the separate *INF Reference Manual*. This is the last version that will support a text based INF file.
- Some network support has been added for users who run Windows from a network installation. If the **/N** parameter is specified on the command line, all references to the System directory are replaced with the Windows directory. Also, you can now use the **NETSETUP.EXE** utility to allow remote mail based installations. See the [Running EDI Install Pro on a networked Windows system](#) and [Distributing installations using electronic mail](#) sections for more information.
- EDI Install Pro can now install Windows bitmap and TrueType fonts automatically.
- The *ReadMe* file can now be displayed before or after the installation.
- You can now specify a program to be run after a successful installation
- EDI Install Pro now supports Microsoft's standard "3-D" look. All you have to do is distribute **EDI3D.BIN** along with the other files. It will automatically be detected, expanded, and used by EDI Install Pro. If you don't want the 3-D look, don't include this file, it is optional.

## Version 3.x additions

Among all the additions, version 3.x introduces 3 very important changes.

- EDI Install Pro now requires Windows 3.1x. It will no longer work with Windows 3.x. We feel this is a reasonable requirement now that Windows 3.1x is well established in the market place.
- You can now brand disk sets with the users name and organization. This can act as a piracy detraction, but not as a prevention. As well, you can brand an .ini file

and use it to identify the user in your program (although that is best done from a configuration dialog **within** your program).

- EDI Install Pro now supports bulletin bitmaps. You can use these bulletins to inform your users of new features during the installation, or encourage them to send in the registration form.

There have been a number of other changes and additions, such as modifications to version checking, so it is recommended that you reread the manual and examine the new version of *INF Maker* to make sure you don't miss anything.

To top it off, even with all the new features, EDI Install Pro is still the same size as before!

## Display requirements

In order to properly view this manual you need at least an 800 x 600 video mode. If you use a smaller video mode you may have some of the pop-up windows display incorrectly. If this is a problem, please let us know and we will take it into consideration for future releases.

## Manual organization

This manual is organized into logical sections. You can either use [table of contents](#), the [map](#), or the [How do I...](#) section to move from section to section.

The [table of contents](#) provides a first level display of the available topics, the [map](#) provides a complete hierarchical display, and the **How do I...** section provides a connection between questions and solutions.

If you need to find a particular subject, use the [search](#) button.

There is also a glossary that provides small definitions and explanations of commonly used information.

## Writing conventions

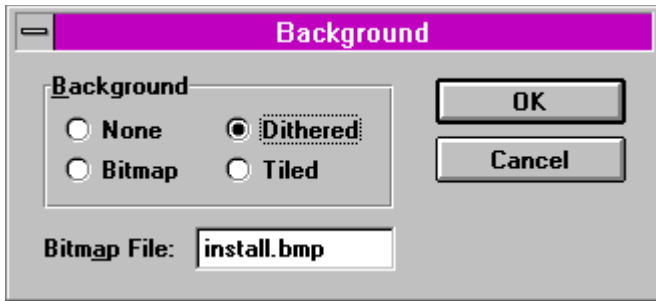
The manual is written with a few simple conventions:

- The names of applications or products are in italic letters (*Program Manager*).
- File names and directories are written in small, bold capital letters (**PROGMAN.EXE**).
- Special references such as sections, field references, dialog options, parameters, and points of interest, are in bold (**Application name**).
- Keyboard commands, menu, buttons, and other items requiring direct response are in bold, dark blue letters (**Close**).
- Examples for field values are in purple, italic letters (*Microsoft Word*), and examples for typed commands are in blue, small, "courier" font letters (`ARCHIVE /L:TEST.$00`).
- "Notes" are in blue letters (**NOTE: This is dangerous**).

Exceptions to the above convention can be found in any items that are highlighted as jumps or popups (see **Using help** for information on the help system).

## Pictures of dialogs

The manual is filled with pictures of the dialogs you will use in INF Maker. To get information on any field or button in the dialog, all you have to do is click on it. For example, click on the **Dithered** option button below. Now try the **OK** and **Cancel** buttons. You can do this with any dialog displayed in the manual. Go ahead, click everywhere!



## A simple installation

Follow these steps to quickly create an installation using INF Maker:

1. Copy on diskettes all the files that belong to your application. Place them in the same directory structure as you want them to appear on the user's system, starting with the root of the drive being equal to the destination directory (i.e., place the files that you want to go in **C:\MYAPP**, on **B:\**).
2. Copy **INSTALL.BIN**, **INSTALL.EXE**, and **EDI3D.BIN** to the diskette.
3. Start INF Maker and select **File|New** from the menu
4. Fill in the **Application Name**, **Application Title**, **Default Directory**, **Default PM Group**, and select **Run PM**.
5. Select **Section|Background...** from the menu and select **Dithered** as the type of background. Choose **OK**.
6. Select **File|Scan Disks...** from the menu and choose **OK**.
7. You will be presented with the **Insert Disk** dialog. Type in a description for the first diskette (i.e., *My Application - Disk 1*). Move to the next field and select drive A or B, depending on where the files are. Choose **Scan**.
8. Repeat step 7 until all the disks have been scanned. Once they have all been scanned, choose **Close**.
9. Select **File|Save As...** from the menu, select drive A or B, type in **INSTALL.INF** as the file name, and choose **OK**.
10. Using *Program Manager* or *File Manager* select **File|Run...** from the menu, type **B:\NSTALL.EXE** (or **A:\NSTALL.EXE**), and choose **OK**.

## Expanding the installation

You may expand the installation by using the following dialogs:

- [Background...](#)
- [ReadMe Viewer...](#)
- [Components...](#)
- [Files...](#)
- [INI Items...](#)
- [PM Items...](#)
- [Custom Processing...](#)

**Q. How do I make my first installation?**

**A.** See the [tutorial](#).

**Q. How do I layout my files on the disks?**

**A.** See the [Laying out files](#) section. Remember to follow the proper directory structure.

**Q. How do I compress my files to save disk space?**

**A.** See the [File compression and splitting](#) section.

**Q. How do I install a large file that doesn't fit on one disk, even when compressed?**

**A.** See the [Splitting files](#) section.

**Q. What files do I need on my installation disks?**

**A.** See the [Distribution](#) section. Don't forget that `INSTALL.BIN` file!

**Q. How do I tell INF Maker what files I need to install?**

**A.** See the [Scan Disks...](#) section.

**Q. How do I get that nice dithered blue background Microsoft always uses? And how do I change the *EDI Install Pro* text that appears at the top left hand corner?**

**A.** See the [Background...](#) section. To change the text, you must create and specify your own bitmap file in the **Background...** dialog.

**Q. How do I get my *readme.txt* file display?**

**A.** See the [ReadMe Viewer...](#) section. Remember to specify the path to the readme file using the [Meta-variables](#).

**Q. How do I change the disk labels I entered when scanning my disks?**

**A.** See the [Disk Labels...](#) section.

**Q. How do I create groups or sets of file for the user to choose during installation?**

**A.** See the [Components...](#) section.

**Q. How do I make sure an older file doesn't overwrite a newer file during the installation?**

**A.** See the [Files...](#) section.

**Q. How do I display notices and bulletins during the installation?**

**A.** See the [Files...](#) section.

**Q. How do I add a file association for my data files?**

**A.** See the [INI Items...](#) section.

**Q. How do I create a *Program Manager* icon for each of my files?**

**A.** See the [PM Items...](#) section.

**Q. How can I brand the disks so my users are dissuaded from pirating my software?**

**A.** See the [Branding...](#) section.

**Q. How do I add my own custom dialogs or processing?**

**A.** See the [Custom DLLs](#), [Custom Processing...](#) or [Modifying resources](#) sections.

**Q. How do I run a program at the end of the installation?**

**A.** See the [Custom Processing...](#) section.

**Q. How do I distribute an installation through e-mail, to everyone in my company?**

**A.** See the [Distributing installations using electronic mail](#) section.



INF Maker is a utility that simplifies the creation of [INF files](#) for EDI Install Pro.

EDI Install Pro reads the file INF file which contains the necessary information describing the layout of your files on the distribution disks, as well as a variety of settings and options. To customize your installation process you simply modify the INF file to suit your application.

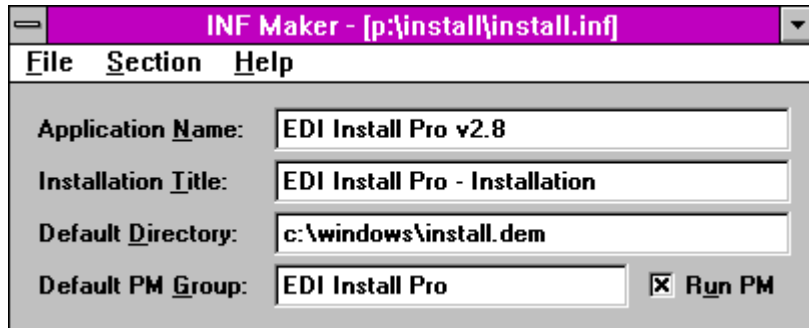
Unlike some other installers, there are no *scripts* to write nor new *languages* to learn. INF Maker takes care of all the details for you. INF Maker will scan your disks for files and allow you to enter components, INI file entries, *Program Manager* items, and more. However, if you prefer, you can manually create the INF file using a [text](#) editor such as *Notepad*.

INF Maker's main window allows you to open and save [INF files](#), scan your disks, and enter information specific to your installation.

The window itself contains the 4 main pieces of information required for an installation. The rest of the information can be entered through the **Section** menu.

To scan your disks for files, use the **File|Scan Disks...** menu item.

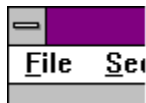
Click on an item for more information.



**SEE ALSO:**

[Menus](#)  
[Dialogs](#)

### **Control menu**



The control menu is the box at the top, left corner of the INF Maker window. It is used to close, minimize, and restore the window, as well as switch to other applications. You can double click on the control menu as a shortcut for closing INF Maker.

## **Title Bar**

**INF Maker - [p:\install\install.inf]**

The title bar displays the file name of the current INF file. If the file hasn't been saved yet, the title bar will say *INF Maker - [Untitled]*.

## **Minimize icon**



The minimize icon is the box at the top, right corner of the INF Maker window. It is used minimize the INF Maker window, and get it out of the way.

### **Application Name**

The name of your application.

Enter a descriptive name for your application. It will appear in various windows throughout the installation where a reference to the application is required.

Example: *Microsoft Word for Windows*

### **Installation Title**

The title of the installation.

Enter a descriptive title for your installation. It will appear as the caption for all the windows during the installation.

Example: *Microsoft Word for Windows - Installation*

## Default Directory

The default directory to use for the installation.

Enter the directory you would like your application to be installed to. Remember to specify both a drive and a directory, or the user might get some unexpected results. The user has the option to modify this (hence the term **default** directory), but you should present them with a logical choice.

Example: *c:\windows\word*

## **Default PM Group**

The name of the *Program Manager* group to create.

Enter the name for the *Program Manager* group you'd like to create.

The user has the option to modify this (hence the term **default** PM Group), but you should present them with a logical choice. If you do not specify a *Program Manager* group, none will be created.

Example: *Microsoft Word for Windows*



## **Run PM**

Option for running *Program Manager*.

Select this checkbox if you want *Program Manager* to be run before the group is created. This option guarantees that a group will get created, even if they are running a *shell* other than *Program Manager*. Of course, this assumes that *Program Manager* is somewhere on their drive.

It is recommended that you select this option.

Click on an item for more information.

<b>File</b>	
<b>N</b> ew	Ctrl+N
<b>O</b> pen...	Ctrl+O
<b>S</b> ave	Ctrl+S
Save <b>a</b> s...	
Scan <b>D</b> isks...	
<b>I</b> mport...	
<b>E</b> xport...	
<b>E</b> xit	Alt+F4

<b>Section</b>
<b>B</b> ackground...
<b>R</b> eadMe Viewer...
<b>D</b> isk Labels...
<b>C</b> omponents...
<b>F</b> iles...
<b>I</b> NI Items...
<b>P</b> M Items...
<b>B</b> randing...
<b>E</b> ncryption...
<b>C</b> ustom Processing...

<b>Help</b>	
<b>H</b> elp	F1
<b>C</b> ontents	Shift+F1
<b>U</b> sing help	
<b>A</b> bout INF Maker...	



**SEE ALSO:**

[Main window](#)  
[Dialogs](#)

### **File|New**

Start a new [INF file](#).

If the file you are currently working on hasn't been saved since the last change was made to it, will be asked you if you want to save it.

## **File|Open...**

Open an existing [INF file](#).

The dialog displays a list of INF files (.INF extension) in the current document directory. If you select the "text" file type, the list is updated to show text files (.TXT extension).

Use the dialog to navigate your drive and select which file you want to open.

Because the evaluation version of INF Maker saves INF files as [text](#) files, you will have to use [File|Import...](#) and [File|Save As...](#) to convert them to real INF files, when you switch over to the registered version.

## **File|Save**

Save the current [INF file](#) to the name specified in the title bar.

The evaluation version of EDI Install Pro expects INF files to be in [text](#) format. Therefore, the evaluation version of INF Maker does not save files in the encoded INF format, instead all files are saved as text (although with an .INF extension)

## **File|Save As...**

Save the current [INF file](#) .

The dialog displays a list of INF files (.INF extension) in the current document directory. If you select the "text" file type, the list is updated to show text files (.TXT extension).

Use the dialog to navigate your drive and enter a name to save the file to.

The evaluation version of EDI Install Pro expects INF files to be in [text](#) format. Therefore, the evaluation version of INF Maker does not save files in the encoded INF format, instead all files are saved as text (although with an .INF extension)

**File|Scan Disks...**

- Scan Disks...
- Insert Disk...

### **File|Import...**

Import (open) an existing [text](#) file.

The dialog displays a list of text files (.TXT extension) in the current document directory. If you select the "INF" file type, the list is updated to show [INF files](#) (.INF extension).

Use the dialog to navigate your drive and select which file you want to import.

Because the evaluation version of INF Maker saves INF files as text files, you will have to use **File|Import** and [File|Save As...](#) to convert them to real INF files, when you switch over to the registered version.

### **File|Export...**

Export (save) the current file as a [text](#) file.

The dialog displays a list of text files (.TXT extension) in the current document directory. If you select the "INF" file type, the list is updated to show text files (.INF extension).

Use the dialog to navigate your drive and enter a name to export the file to.



## **File|Exit**

Exit INF Maker.

Selecting this command is the same as selecting Control menu|Close.

If the file you are currently working on hasn't been saved since the last change was made to it, will be asked you if you want to save it.

**Help|Help**

Display help for INF Maker's main window.

## **[Help|Contents](#)**

Display the contents page of the help file.

## **Help|Using Help**

Display instructions on how to use the Windows help system.

**Help|About INF Maker..**

Display copyright and version information about INF Maker.

Choose the topic you want help on.

- [Meta-variables](#)

Choose the dialog you want help on.

- [Scan Disks...](#)
- [Insert Disk...](#)
- [Background...](#)
- [ReadMe Viewer...](#)
- [Disk Labels...](#)
- [Components...](#)
- [Files...](#)
- [INI Items...](#)
- [PM Items...](#)
- [Branding...](#)
- [Custom Processing...](#)



**SEE ALSO:**

[Main window  
Menus](#)

EDI Install Pro supports a number of special *meta-variables* that allow you to specify values that will only be known during the installation. The following meta-variables are currently supported:

- %%** This gets replaced by a single % sign.
- %d** The destination directory.
- %s** The source directory.
- %w** The Windows directory.
- %y** The System directory. This will be the same as %w if **INSTALL.EXE** is passed the **/N** parameter.
- %r** The first CD-ROM on the system. If the user has multiple CD-ROM drives, and you want to specify your CD, this might not be the right one. If you run the installer from the CD, you'd be better off using the %s meta-variable. This variable is useful if you have a combination diskette/CD-ROM package.

For example, to specify the destination directory in the [PM Items...](#) dialog's *Command* field, and have the icon execute **C:\APPDIR\APP.EXE /D=C:\APPDIR**, where **C:\APPDIR** is the destination directory, you would use **%d\APP.EXE /D=%d**. The same applies for the other meta-variables. When specifying directories, don't forget the backslash (\) after the meta-variables.

The variables are currently supported in the following dialogs: [ReadMe Viewer...](#), [Files...](#), [INI Items...](#), [PM Items...](#), and [Custom Processing...](#). All the variables must be in lowercase or they will be ignored.

## Meta-variables

EDI Install Pro supports a number of special *meta-variables* that allow you to specify values that will only be known during the installation.

The following meta-variables are currently supported:

%%	This gets replaced by a single % sign.
%d	The destination directory.
%s	The source directory.
%w	The Windows directory.
%y	The System directory. This will be the same as %w if <b>INSTALL.EXE</b> is passed the <b>/N</b> parameter.
%r	The first CD-ROM on the system.



**SEE ALSO:**

[Meta-variables](#)

## OK or Close

Accept the changes, close the dialog, and continue.



## **Cancel**

Discard the changes, close the dialog, and abort.

Some dialogs do not allow you to discard the changes, in which case [Close](#) is the only option.

## Insert

Insert the item into the list box.

The inserted item will always get placed **before** the currently selected item. To place an item at the end of the list, you must select the last item, which is always blank.

## **Delete**

Delete the selected item from the list box.

Be careful, once you delete an item you cannot get it back.

## **Common dialog list box**

The operations required to operate the list box are common to most dialogs. Note that not all dialogs support all the operations.

### **Inserting, editing, and deleting items**

To insert a new item, press the **Enter** key or choose the **INSERT** button.

To edit an item, select it from the list and modify it with the available fields. Any changes you make will immediately take effect.

To delete a component, select an item from the list and choose the **DELETE** button.

### **Re-ordering items**

The list box in the [Components...](#), [Files...](#), [INI Items...](#), and [PM Items...](#) dialogs supports keyboard and mouse dragging of the selected item.

Using the keyboard, select an item from the list box, hold the shift key, and use the cursor keys to move the item up or down the list.

Using the mouse, click and hold the mouse button on the item you want to move, then drag the mouse up or down the list.

## **Component**

The component the file/item belongs to.

The file/item will only be copied/created if this component is selected by the user. Choosing «**Always create item**» ensures that the item will always be created, regardless what components the user selects.

The Scan Disks dialog allows you to choose the method you want to use during the disk scanning process.

Scanning your diskettes is a two stage process. First you select the scanning method you want INF Maker to use, and then you [insert and label](#) each diskette as it is requested.

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)  
[Insert Disk...](#)

### **Scan Method**

The scanning method to use during the disk scanning process.

You may select from the following methods:

**Update file list and scan for new files** Scan the disks, updating information on current files, and adding new files to the list. For a file to be updated it must reside in the same relative path; the disk is not important. If a listed file is not found on any of the disks, it is deleted from the list.

**Delete file list and scan for files** Delete the current files from the list, and scan the disks adding all files to the list.

**Update file list only** Scans the disks updating information on current files. For a file to be updated it must reside in the same relative path; the disk is not important. If a listed file is not found on any of the disks, it is deleted from the list.

### **Exclude EDI Install Pro files**

Excludes **INSTALL.EXE**, **INSTALL.BIN**, **INSTALL.INF**, **EDI3D.BIN**, the [bitmap file](#), and the [custom DLL](#) from the disk scanning process.

It is recommended that you set this option, otherwise all the installation files will get copied to the users machine.

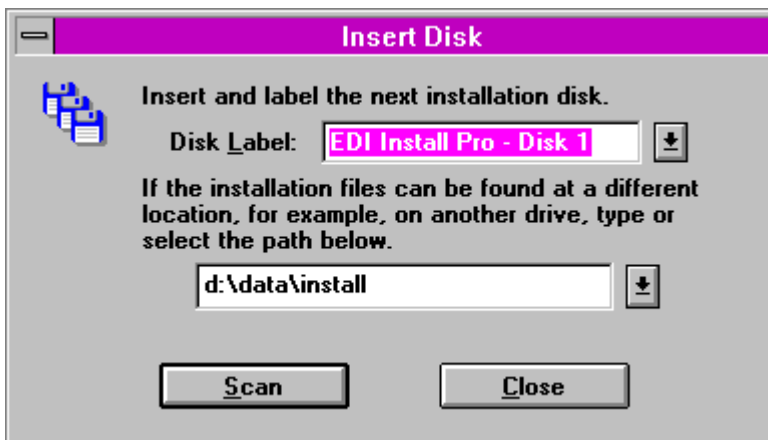
Once you select the [disk scanning](#) options, INF Maker will use the Insert Disk dialog to ask you to insert and label each disk successively.

First, type the label in the [Disk Label](#) field. Next, insert the proper disk in the drive and type the complete path or select it from the [directory drop down list](#).

To begin scanning choose **Scan**. When you are finished scanning all the disks, choose **Close**. Remember, once you start scanning you cannot abort the operation. If you selected **Update file list and scan for new files** or **Update file list only** as the [scanning method](#), and you choose **Close** before all the files have been rescanned, any files in the list that are not found will be deleted.

When scanning is completed, you may use the [file settings](#) dialog.

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)  
[Scan Disks...](#)

### **Disk Label**

The label you want to assign to the disk being scanned.

The disk label should be chosen so that it helps the user recognize which disk to insert. Preferably the label will be printed on the disk in such a way that the user can see it easily. It does not have to be the disks' MS-DOS label.

If you are rescanning a set of disks, INF Maker will automatically set the previous disk label for you. If you prefer a different label, you may select one from the drop down list or type it in yourself. You must specify a disk label before you can scan a disk.



## **Directory**

The directory you want to perform the scan on.

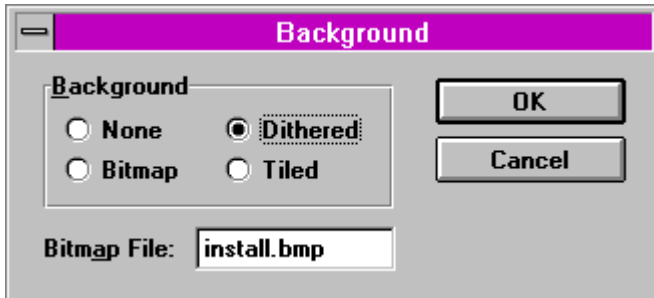
You may select any directory; you do not have to scan the actual diskettes themselves. For example, you might want to lay out your files on the hard drive just as they would appear on your disks. Then, when your application is finished, you would create the diskettes. This saves you a lot of time on large installations since scanning a hard drive is much faster than scanning diskettes.

## **Scan**

Starts the scanning process on the specified disk.

The background dialog allows you to specify the type of background you want EDI Install Pro to use during the installation.

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

## **Background**

The type of background to use for the installation.

You may select from the following options:

- |                 |  |
|-----------------|--|
| <b>None</b>     | Do not display a background.   |
| <b>Bitmap</b>   | Display a centered bitmap as specified in the <a href="#">Bitmap File</a> field.   |
| <b>Dithered</b> | Display a dithered blue background, as seen in the Microsoft Windows installation. If a bitmap file is specified, it will be placed in the top left hand corner. |
| <b>Tiled</b>    | Display a tiled bitmap as specified in the <a href="#">Bitmap File</a> field. This effect is similar to Windows' <i>Control Panel</i> option for tiling bitmaps. |

## **Bitmap File**

The bitmap file to use for a background if **Dithered**, **Bitmap** or **Tiled** are specified for the [background](#).

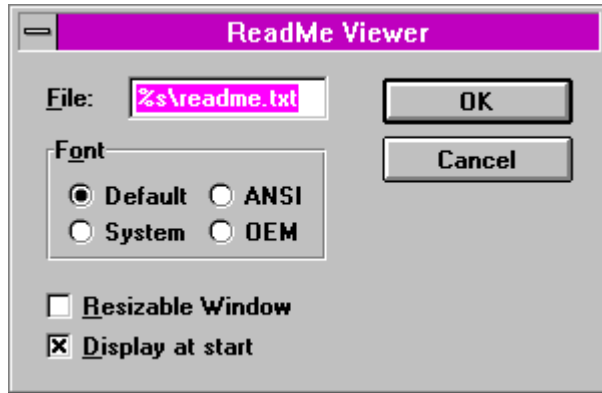
Example: *install.bmp*

If **Dithered** is specified for the background, then the bitmap file should be a 2 color (black and white) image to display at the top of the screen. The image is inversed so that the black becomes white and the white becomes invisible. A shadow is automatically added to the image.

If **Bitmap** or **Tiled** is specified for the background, then the bitmap file can be any 16 color image. It is a good idea to use run-length encoding when saving the file in order to save space. Be warned however, some device drivers do not save RLE files properly, and this can cause other drivers to crash. Always use the standard Windows VGA driver when saving bitmaps.

The ReadMe Viewer dialog allows you specify ReadMe file to display at the beginning or the end of the installation.

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

## **File**

The ReadMe text file to be displayed at the beginning or the end of the installation.

You can use the [meta-variables](#) to specify in which directory the ReadMe file can be found. If the file is to be displayed at the start of the installation, you should specify the source directory along with the file name.

Example: *%s\readme.txt*

If it is to be displayed after the installation has finished, you should specify the destination directory along with the file name.

Example: *%d\readme.txt*

Remember to copy the file over to the system if it is to be displayed after the installation is finished.

The file must be under 16 Kb in size. If you need a larger file, we recommend that you use a small ReadMe file here, and point to a larger one that you install as a *Program Manager* [item](#).

This field is optional.

## **Font**

The font to use in the ReadMe file viewer.

You may select a font from **Default**, **System**, **ANSI**, or **OEM**. Except for **Default**, all the fonts are monospaced. If you want to maintain a character aligned display select **ANSI**, **System**, or **OEM**. The **OEM** font will display special IBM PC characters (like MS-DOS uses).

## **Resizable Window**

Option to specify a resizable ReadMe file viewer window.

If this checkbox is set, the user can move and expand the window to view more of the file at a time. Unlike the standard viewer, a resizable window has no **Done** button. Closing it might be difficult or confusing for novice users.

### **Display at start**

Option to specify that the ReadMe file should be displayed at the start of the installation.



The Disk Labels dialog allows you to rename the labels identifying the installation disks.

These names are first obtained through the [Insert Disk...](#) dialog.

When EDI Install Pro cannot find a file on the currently inserted disk, it will prompt the user to insert the appropriate disk. It will use these labels to identify which disk the user should insert.

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

### **Disk Label**

The description for the disk.

The disk label should be chosen so that it helps the user recognize which disk to insert. Preferably the label will be printed on the disk in such a way that the user can see it easily. It does not have to be the disks' MS-DOS label.

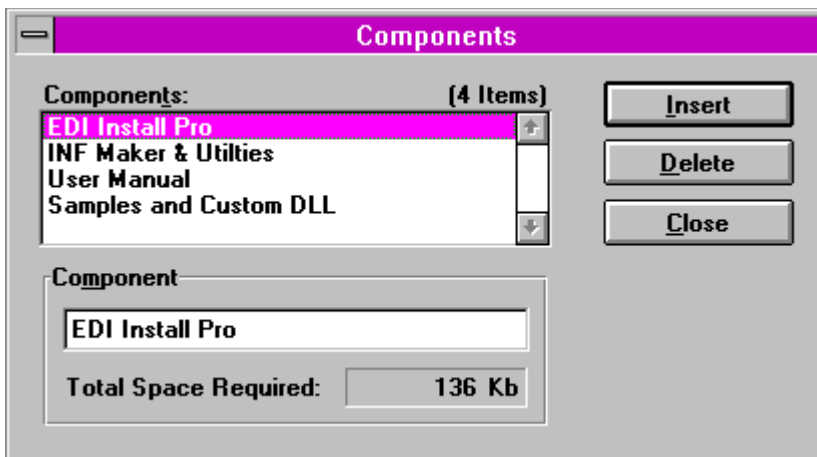
Example: *EDI Install Pro - Disk 1*

The Components dialog allows you to manage the components (sets or groups of files) that the user has the option of installing.

You do not need to create any components unless you want the user to be able to do a partial or selective installation. This is very practical with large applications, as the user can choose to install only what is absolutely necessary.

You can create up to 31 components. If you don't create any components the **Components** button of the main dialog is not displayed during the installation.

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

### **Component description**

The description for the component.

The component description should be chosen so that it helps the user recognize what that particular component does, and to differentiate it from the other components.

Example: *INF Maker and utilities*

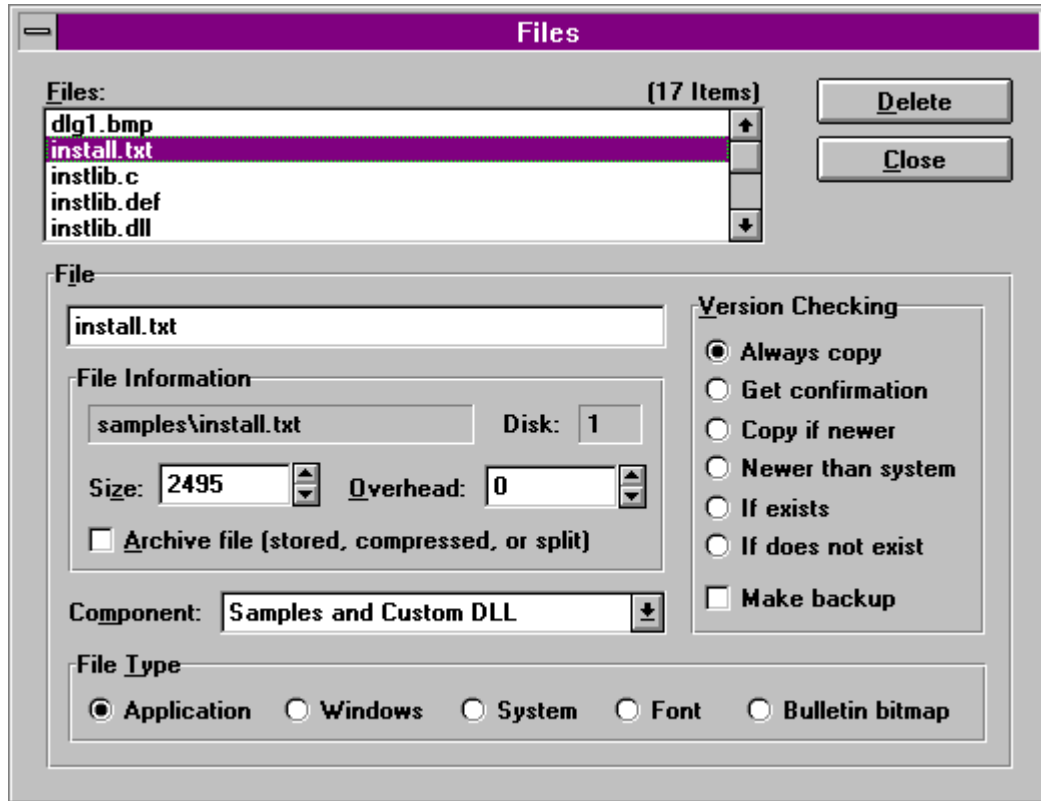
### **Total Space Required**

The total amount of disk space required by the files that belong to this component.

This field is a non-editable, descriptive field.

The Files section dialog allows you to manage the files that EDI Install Pro must copy to the user's drive.

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

### **File description**

The description for the file.

The description is displayed in the progress dialog box to indicate which file is currently being copied, as well as in the confirmation box for version checking.

Example: *INF Maker*

### **File location**

The relative path, file name, and disk of the file.

These fields are non-editable, descriptive fields.

## **Size**

The total uncompressed size of the file (in bytes).

This field is automatically set by INF Maker every time you scan the diskettes. There should be no need for you to modify it.

## **Overhead**

The amount of free disk space required by the file for proper operation (in bytes).

This amount does not include the file size.

This field is **not** automatically set by INF Maker, you must individually determine the amount required. For most files, this value will be zero.

## **Archive file**

Option to specify if the file is an [archive file](#).

An archive file is a compressed, split, or stored file. You may use the **ARCHIVE.EXE** utility to compress and split any file you want. See the [File compression and splitting](#) section for more details.

This field is automatically set by INF Maker every time you scan the diskettes. There should be no need for you to modify it.



### **File Type - Application**

An application specific file that belongs in the [installation directory](#).

### File Type - Windows

A system wide file that belongs in the user's **WINDOWS** directory.

### File Type - System

A system wide file that belongs in the user's **SYSTEM** directory. This will be the same as the **WINDOWS** directory if **INSTALL.EXE** is passed the **/N** parameter.

## **File Type - Font**

A system wide font that belongs in the user's **SYSTEM** directory. This will be the same as the **WINDOWS** directory if **INSTALL.EXE** is passed the **/N** parameter.

EDI Install Pro will automatically install a font file so it is available to other applications. For a **.FON** font, it adds the file [description](#) (used in *Control Panel*) and the file name to the **FONTS** section in **WIN.INI**. For a *TrueType* font, it will create the **.FOT** resource file, and then add file description and the **.FOT** file name to the **FONTS** section in **WIN.INI**.

\*This is a [Developer Package](#) feature only.

## **File Type - Bulletin**

A bulletin .bmp file to be displayed to the user during the installation. The file will be displayed in sequence with the rest of the files. You can also use the [component](#) to control whether or not this bulletin should be displayed.

The bitmap file can be any 16 color image. It is a good idea to use run-length encoding when saving the file in order to save space. Be warned however, some device drivers do not save RLE files properly, and this can cause other drivers to crash. Always use the standard Windows VGA driver when saving bitmaps.

\*This is a [Developer Package](#) feature only.

## Version Checking

The version checking method to use for the file.

In order to determine which file is newer, EDI Install Pro uses the version resource information stored in the files. If **either** file is missing a version resource, it will use each file's date.

The possible options are:

- |                          |  |
|--------------------------|--|
| <b>Always copy</b>       | Always copy the source file to the destination.  |
| <b>Get confirmation</b>  | If the destination file doesn't exist, copy the source file. Otherwise, ask the user for confirmation before overwriting it.   |
| <b>Copy if newer</b>     | Copy the source file only if it is newer than the destination file.  |
| <b>Newer than system</b> | Search for the file in the users path, <b>WINDOWS</b> directory, <b>SYSTEM</b> directory, and in the destination directory. If the file is found and the source file is newer, the file is replaced wherever it was located. |
| <b>If exists</b>         | Copy the source file only if the destination file already exists.  |
| <b>If does not exist</b> | Copy the source file only if the destination file doesn't exist.   |

### **Make backup**

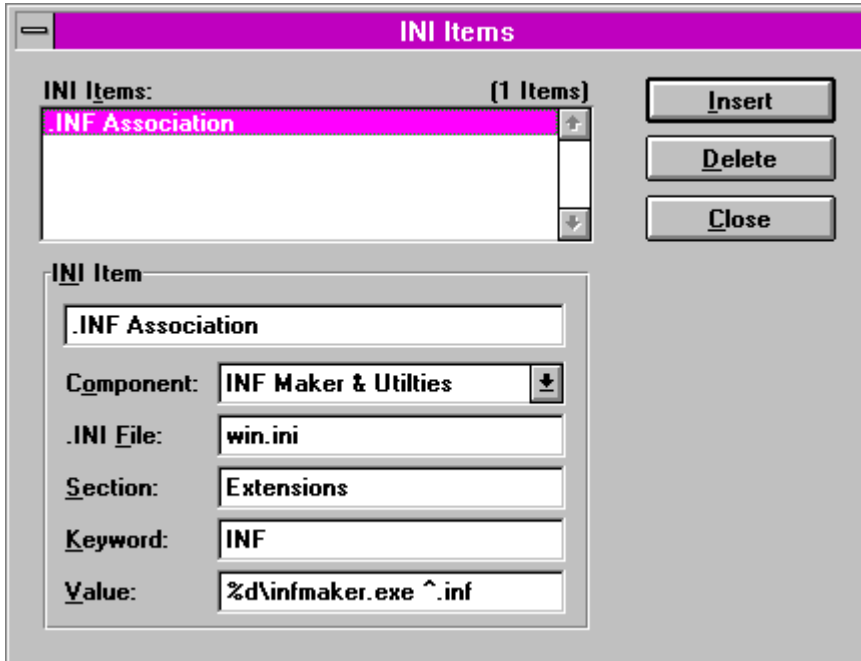
If the destination file exists, and [version checking](#) allows the file to be copied, a backup will be made using **.Bxx** as the extension (ex., **FILENAME.EXE > FILENAME.B00, FILENAME.TXT > FILENAME.B01**).

The INI Items dialog allows you to manage the .INI file items EDI Install Pro creates or modifies on the user's system.

For more information see your development system's reference manual with regards to *profile strings* and *.ini files*.

- [Deleting .INI items](#)

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

### **INI Item description**

The description for the INI item.

The user never sees this description, it is used only to reference the item in the list box.

Example: *Create user reference in win.ini*



## **INI File**

The .ini file to modify.

If the **Section**, **Keyword**, and **Value** fields are empty, the specified file will be deleted.

You can use any of the supported [meta-variables](#) in this field.

Example: *%d/winword.ini*

## **Section**

The section to modify.

If the **Keyword** and **Value** fields are empty, the specified section will be deleted.

You can use any of the supported [meta-variables](#) in this field.

Example: *User Information*

## **Keyword**

The keyword to modify.

If the **Value** field is empty, the specified keyword will be deleted.

You can use any of the supported [meta-variables](#) in this field.

Example: *Company*

## **Value**

The value to assign in the **Keyword** field.

You can use any of the supported [meta-variables](#) in this field.

Example: *Eschalon Development Inc.*

If you leave a field empty, the previous field will be deleted from the .INI file.

For example, to delete the keyword **APP EXE** from the **NEW APP** section of the **WIN.INI** file, you would specify **WIN.INI** in **.INI File**, **NEW APP** in **Section**, and **APP EXE** in **Keyword**. The **Value** field would be left empty.

If you wanted to delete the whole **NEW APP** section, you would specify **WIN.INI** in **INI File**, **NEW APP** in **Section**, and leave the **Keyword**, and **Value** fields empty.

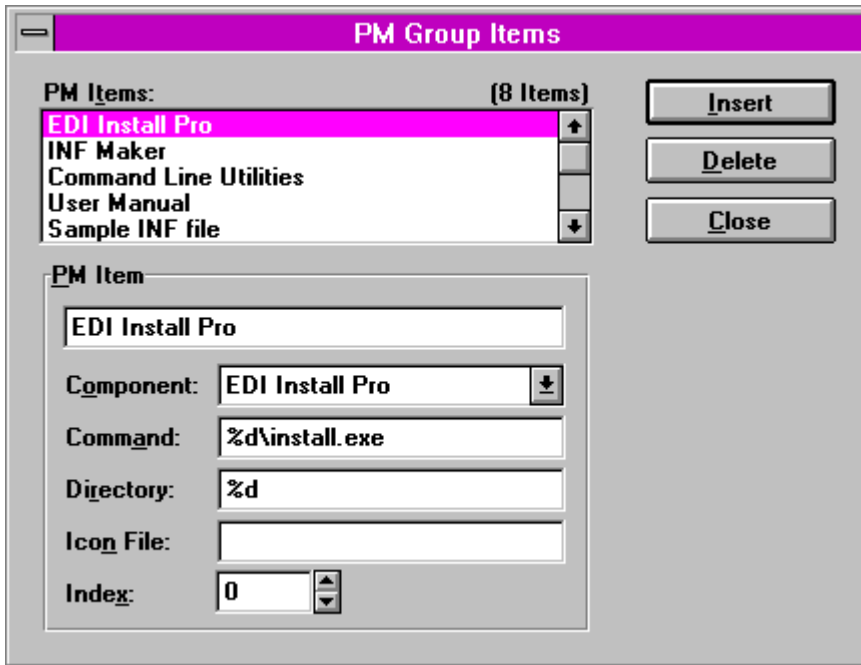
Finally, to delete the **WIN.INI** file itself, you would specify **WIN.INI** in **INI File** and leave the **Section**, **Keyword** and **Value** fields empty.

**NOTE:** This is a very powerful feature. You should use it with **extreme caution**, as deleting entries or files on a user's system is a very dangerous thing to do.

The *PM Items* dialog allows you to manage the *Program Manager* items that EDI Install Pro creates on the user's system.

If you don't want a *Program Manager* group, you don't have to create any items. Make sure you leave the *PM Group* field empty in the [main window](#).

Click on an item for more information.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

### **PM Item description**

The description of the item to create in the specified *Program Manager* group.

If the item refers to a program, you should use the program's proper name.

Example: *Microsoft Word*

If it refers to a data file, you should use a description that implies the use or type of the file.

Example: *Word User Manual* or *Super Macros for Excel*

## **Command**

The item's associated file and parameters.

It should specify a program or a data file that you want *Program Manager* to execute when the user double-click's on the icon.

File names should include the relative path to the file. For example, to create an item for **PROGHELP.EXE** located in the **PROGRAM** sub-directory of the destination directory, you would use **%d\PROGRAM\PROGHELP.EXE**.

Generally, the only time that you won't need to specify what directory to use, is if the program can be located on the user's path, the **WINDOWS** directory, or **SYSTEM** directory.

You can use any of the supported [meta-variables](#) in this field.

Example: *%d\winword.exe /n* or *%d\winword.exe %d\macros.doc*

## **Directory**

The *working directory* you want to assign to the item.

Usually you will use the same directory that you assigned to the [command](#) field. If you leave this field blank, INF Maker will assign it for you.

You can use any of the supported [meta-variables](#) in this field.

Example: *%d\utility*



## **Icon File**

The selected item's associated icon file.

This field signals *Program Manager* to use an icon in the specified file instead of the program file in the [Command](#) field. Usually, this field should be left blank.

You can use any of the supported [meta-variables](#) in this field.

Example: *%d\manual.ico*

## **Index**

The icon file's icon index.

The index starts at 0, so if you wanted to use the fourth icon in a file, you would specify 3 as the index. This field is optional, and requires the [Icon File](#) field to be specified.

The Branding dialog allows you to specify whether EDI Install Pro should ask for the users name and organization, and if so, what should be done with the information. Branding is optional.

Click on an item for more information.



\*This is a [Developer Package](#) feature only.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

### **Brand source disk**

Option to specify whether EDI Install Pro should ask for the users name and organization.

The information will be embedded within the current INF file, in encoded format. The only way to remove this information is with INF Maker (opening and saving the INF file will clear the information from the INF file).

### **Brand destination .ini file**

Option to specify whether EDI Install Pro should ask for the users name and organization.

The information will be stored in the specified .ini file, under the specified section, as keywords **User Name** and **User Organization**. For example, using:

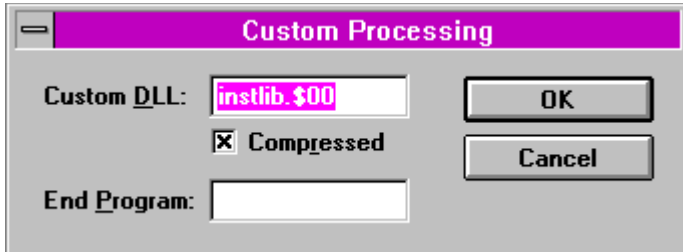
.ini File: *myapp.ini*  
Section: *User Data*

would result in the **MYAPP.INI** containing the following section:

```
[User Data]
User Name=Joe Blow
User Organization=The Blow Institute of Aeronautics
```

The Custom Processing dialog allows you to specify what custom DLL EDI Install Pro should call during the installation, as well as what program should be run upon a successful installation. Both are optional.

Click on an item for more information.



The image shows a dialog box titled "Custom Processing" with a purple header bar. It contains the following elements:

- A text input field labeled "Custom DLL:" containing the text "instlib.\$00".
- A checked checkbox labeled "Compressed".
- A text input field labeled "End Program:" which is currently empty.
- Two buttons: "OK" and "Cancel".

\*This is a [Developer Package](#) feature only.



**SEE ALSO:**

[Main window](#)  
[Menus](#)  
[Dialogs](#)

## **Custom DLL**

The file name of the custom DLL you want to use.

If you have compressed your custom DLL with **ARCHIVE.EXE**, you must specify the file name as it appears on the diskette.

Example: *instlib.dll* or *instlib.\$00* for a compressed DLL.

### **Compressed**

Option to specify whether the custom DLL is compressed or not.

Select this if you have compressed your custom DLL with [ARCHIVE.EXE](#).  
We recommend that you compress the custom DLL in order to save space on your diskettes.



### **End Program**

The file name of the program you want EDI Install Pro to execute once the installation has successfully completed.

If an end program is specified and the installation is successful, the user will not be notified. If the installation fails for any reason, the end program will not be run, but the user will be notified of the failure.

Example: *vidsetup.exe*

EDI Install Pro supports a quick and compact compression method. It also supports file splitting to allow you to place large files across multiple disks. File compression and splitting is an integral part of EDI Install Pro, and is therefore very easy to use.

- [Compressing files](#)
- [Decompressing files](#)
- [Splitting files \(Developer Package only\)](#)
- [ARCHIVE.EXE](#)

**NOTE:** The evaluation version of EDI Install Pro **does not** contain the compression and decompression utilities. Only the registered version has the necessary tools to support compression.

## Command line syntax

The command line syntax for compressing a file is:

```
ARCHIVE.EXE /P[:DESTINATION] Files
```

where **DESTINATION** is the directory or file name you want to place the compressed files, and **FILES** is one or more files you want to compress.

You may use wild cards for either parameter. If you use wild cards for the **DESTINATION**, the compressed files will be named in a similar convention as the DOS **RENAME** command.

Examples:

```
ARCHIVE /P TEST.EXE
ARCHIVE /P:TEST.PAK TEST.EXE
ARCHIVE /P:C:\FILES C:\TEMP\*.*
```

## Compressing a file

To compress a file using the **ARCHIVE.EXE** utility you would type:

```
ARCHIVE /P TEST.EXE
```

This would compress the **TEST.EXE** file to an automatically generated name. When you compress a file and you don't specify a destination, a name is automatically generated. The base name (i.e., **TEST** in **TEST.EXE**) is kept, and an extension of **.\$--** is added, where "--" is the next available slot (from \$00 to \$99). For example, if **TEST.EXE** was the first file you compressed, the generated name would be **TEST.\$00**. If you then compressed **TEST.TXT**, the generated name would be **TEST.\$01**. You can have a maximum of 100 files using the same base name. If you prefer, you can specify your own destination name, like this:

```
ARCHIVE /P:TEST.PKD TEST.EXE
```

The compressed file would be named **TEST.PKD**. The original name is stored in the file. When you install the application, the real name is extracted and used for the creation of the new file.

You can also use this feature to specify a destination directory. For example, to compress all the files in the current directory to a diskette, you would type:

```
ARCHIVE /P:B:\ *.*
```

You may specify wild cards for either the destination or the files.

Before you start compressing files, it is a good idea to make sure you have delete the ones. Unless you specify a specific destination name, do not compress new files over old ones. The automatic name generation will mean the old files will not be overwritten, and you'll be installing both the new and the old files. Be careful.

## Storing a file

Storing a file is handled the same way as compressing one, except you use the **/A** command instead. A stored file preserves its name, size, attributes, etc., but it is not compressed. This is useful in situations where you need to preserve this information, but compression is not effective and would yield a larger file (i.e., a highly compressed JPEG file). You will want to do this if you are installing from a CD-ROM and you want the file to preserve its *read-only* attribute, or if you are installing from a CD-ROM **through** a network, and **don't** want the *read-only* attribute preserved.

Storing files also allows you to have files with the same name on a diskette. For example, suppose you had two versions of a the same file, and you wanted each installed with a different component. You would first store each version to it's own archive file, like this:

```
ARCHIVE /A:TEST.$00 T:\DEMO\TEST.EXE
ARCHIVE /A:TEST.$01 T:\ORIGINAL\TEST.EXE
```

Now you'd be able to assign **TEST.\$00** to one component and **TEST.\$01** to another. During the installation only the file the user selects would get copied to **TEST.EXE!**

## Advantages and disadvantage of compression

Compressed files require less space on the disk and generally take less time to copy, since the CPU usually decompresses faster than the disk drive can transfer the original file. This allows you to use fewer disks, especially if you have a lot of large data files, and decreases the installation time.

Compression has one big disadvantage - the files may not be manually copied to the drive, as they are useless until decompressed. Sometimes your users are going to want, or need, to extract only a few files. We include the **EXTRACT.EXE** utility just for that purpose. You may distribute it with your installation, but it is **not required**.

**NOTE:** The evaluation version of EDI Install Pro **does not** contain the compression and decompression utilities. Only the registered version has the necessary tools to support compression.



### SEE ALSO:

[Decompressing files](#)  
[Splitting files](#)  
[ARCHIVE.EXE](#)  
[Laying out files](#)  
[Distribution](#)

## Command line syntax

The command line syntax for decompressing a file is:

```
ARCHIVE.EXE /U[:DESTINATION] Files
```

where **DESTINATION** is the directory or file name you want to place the uncompressed files, and **FILES** is one or more files you want to uncompress.

You may use wildcards for either parameter. If you use wild cards for the **DESTINATION**, the extracted files will be named in a similar convention as the DOS **RENAME** command.

Examples:

```
ARCHIVE /U TEST.$00
ARCHIVE /U:TEST.EXE TEST.$00
ARCHIVE /U:C:\WINDOWS\APPDIR B:\*.*
```

## Decompressing a file

To decompress or extract a file using the [ARCHIVE.EXE](#) (or **EXTRACT.EXE**) utility you would type:

```
ARCHIVE /U TEST.$00
```

This would extract the file stored in **TEST.\$00** to its original name, attributes, file date, etc. If you prefer, you can specify your own destination name, like this:

```
ARCHIVE /U:TEST.NEW TEST.$00
```

The decompressed file would be named **TEST.NEW**.

You can also use this feature to specify a destination directory. For example, to decompress all the files on a diskette to a specific directory, you would type:

```
ARCHIVE /U:C:\WINDOWS\APPDIR B:\*.*
```

You may specify wildcards for either the destination or the files.

**NOTE:** The evaluation version of EDI Install Pro **does not** contain the compression and decompression utilities. Only the registered version has the necessary tools to support compression.



#### SEE ALSO:

[Compressing files](#)  
[Splitting files](#)  
[ARCHIVE.EXE](#)  
[Laying out files](#)  
[Distribution](#)

If you have a file that will not fit on one disk, you don't usually have many options. You can use a larger disk, but that still limits you to 1.44 Mb with a high-density 3½" disk. EDI Install Pro allows you to split files across multiple disks, thereby removing the limit on file sizes.

## Command line syntax

The command line syntax for splitting a file is:

```
ARCHIVE.EXE /S:ARCHIVE X:Y
```

where **ARCHIVE** is the [archive file](#) you want to split, **X** is the size in kilobytes of the first chunk, and **Y** is the size in kilobytes of the remaining chunks. All chunks are rounded to the nearest 4 Kb.

The chunk files are placed in the current directory, using the automatic naming convention discussed below.

Example:

```
ARCHIVE /S:TEST.$00 76:720
```

## Splitting an archive file

To split or extract a file using the **ARCHIVE.EXE** utility you would type:

```
ARCHIVE /S:TEST.$00 100:100
```

This would split the **TEST.\$00** file into equal parts of 100 Kb (rounded to the nearest 4

Kb block). Usually, you'll specify a different size for the first chunk so it will fit nicely into the current disk. For example, if all your other files occupy 640 Kb of a 720 Kb diskette, you'd want to make the first chunk of your split file approximately 80 Kb in size. To be on the safe side, let's make it 76 for the first block, and 720 for the remainder.

```
ARCHIVE /S:TEST.$00 76:720
```

Due to rounding, the first chunk would be 77 894 bytes, chunks 1 through 5 would be 737 296 bytes, and chunk 6 would be 237 088 (because it's the last one).

When you split a file, a destination name is automatically generated. The base name (i.e., **TEST** in **TEST.EXE**) is kept, and an extension of **.@--** is added, where "--" is the current chunk number (from @00 to @99). For example, if you split **TEST.\$00** into 3 pieces, the names would be **TEST.@00**, **TEST.@01**, and **TEST.@02**. You can have a maximum of 100 chunks for each base name. Note that you cannot have more than one file using the same base name. Therefore, if you compress **TEST.TXT** and **TEST.EXE** into **TEST.\$00** and **TEST.\$01**, you'll have to rename one of them before you could split it (i.e., **TEST.\$01** to **TEST1.\$00**), otherwise they would overwrite each other.

Before you start splitting files, it is a good idea to make sure you have delete the ones. The automatic name generation will mean the old files will not be overwritten, and you'll be installing both the new and the old files. Be careful.

## Preparing files to be split

The file you specify **must** be an [archive file](#). If you don't want to compress the file, you must still [store it in an archive](#) before you can split it. For example, to store and split a file you would type:

```
ARCHIVE /A:TEST.$00 TEST.EXE
```

followed by:

```
ARCHIVE /S:TEST.$00 100:100
```

## Placing split files

Once you have split the file to the necessary chunks, you must place each chunk on a separate disk. The disks must be consecutive for EDI Install Pro to properly prompt the user for the next disk.

## Unsplitting a file

Split files are automatically joined, and if necessary uncompressed, during the installation. If you need to do it manually, follow the instructions for [uncompressing a file](#). You will automatically prompted to insert the correct disks. If the files are on the same directory, just press return.

\*This is a [Developer Package](#) feature only.

**NOTE:** The evaluation version of EDI Install Pro **does not** contain the compression and decompression utilities. Only the registered version has the necessary tools to support compression.



**SEE ALSO:**

[Compressing files](#)

[Decompressing files](#)  
[ARCHIVE.EXE](#)  
[Laying out files](#)  
[Distribution](#)

The **ARCHIVE.EXE** utility can be found in the **UTILS** directory. It is used to compress, split, store, and extract files. **ARCHIVE.EXE** is a DOS based program, and needs to be run from a [DOS prompt](#).

This utility is very easy to use. This is a "dump" of its run-time usage display. Click on a command for more information.

```
Archive v1.xx - (C) Copyright 1994 Robert Salesas  
File archiving utility - Eschalon Development Inc.
```

```
USAGE:  ARCHIVE Command [X:Y][Files]
```

Command	Description
<a href="#">/A[:DESTINATION]</a>	Add files without packing.
<a href="#">/P[:DESTINATION]</a>	Pack files to destination.
<a href="#">/U[:DESTINATION]</a>	Unpack files to destination.
<a href="#">/S:ARCHIVE</a>	Split archive file into chunks. First chunk will be "X" Kb, other chunks will be "Y" Kb (rounded to 4 Kb).
/T:ARCHIVES	Test file integrity.
/L:ARCHIVE	List files in archive.
/Q	Quiet mode - only error messages are displayed.
/?	Display this message.

```
Wildcards are permitted. Brackets, "[ ]", specify optional items.  
Please read the manual before using this command. Search for "ARCHIVE.EXE".
```

The first argument you pass should be the command you want to perform, with the optional destination or [archive file](#). The second and third arguments depend on the first.

There is also a similar utility, **EXTRACT.EXE**, that can be freely distributed so your users can extract files one at a time. Distribution of this file is optional.



**SEE ALSO:**

[Compressing files](#)  
[Decompressing files](#)  
[Splitting files](#)  
[Laying out files](#)  
[Distribution](#)

## Preparing your diskettes for INF Maker

Before you can use INF Maker to [scan your disks](#), you must prepare them in the exact structure you want your destination directory to appear.

Starting with the root of the diskette, you must match the root (or base) of the destination directory. For example, if your destination directory is **C:\WINDOWS\MYAPP**, and you are placing your files on drive B, then **C:\WINDOWS\MYAPP** is equal to **B:\.** The same applies to any subdirectories. Here are some examples:

C:\WINDOWS\MYAPP = B:\  
C:\WINDOWS\MYAPP\UTILS = B:\UTILS  
C:\WINDOWS\MYAPP\SAMPLES = B:\SAMPLES  
C:\WINDOWS\MYAPP\SAMPLES\C++ = B:\SAMPLES\C++

If you need to place files in the Windows or System directory, or if your file is a font, you must place the files in the root of the diskette. Here are some other examples:

C:\WINDOWS = B:\  
C:\WINDOWS\SYSTEM = B:\  
C:\WINDOWS\SYSTEM\DRIVERS = B:\DRIVERS  
A font file: C:\WINDOWS\SYSTEM = B:\

You can place files in normal, compressed, stored, or split format. INF Maker will detect the type of file automatically, as will EDI Install Pro. You must do this **before** you scan your disks.

If you change or move any file (compress it or make it bigger or smaller), you **must** re-scan your disks. If you don't, you'll have incorrect information for the installation.

## Ordering files on the disks

Files on the distribution disks should be placed in such a way as to minimize disk swapping. If you use split files, you will want to reorder them after INF Maker scans your disks. Do not leave them in such a way that the user must swap back and forth between disks, to access normal files between split files.

Note that an INF file for low density disks will not be the same as one for high density disks. Since the high density disks can hold more files, you won't need as many disks. Keep this in mind when planning the INF file.

**NOTE:** The evaluation version of EDI Install Pro **does not** contain the compression and decompression utilities. Only the registered version has the necessary tools to support compression.



### SEE ALSO:

[Compressing files](#)  
[Decompressing files](#)  
[Splitting files](#)  
[ARCHIVE.EXE](#)  
[Distribution](#)

## Required distribution files

When you have completed the INF file and you have created your distribution disks, you will need to copy **INSTALL.EXE**, **INSTALL.BIN**, your **INSTALL.INF**, and optionally **EDI3D.BIN** and **EXTRACT.EXE**, to the first disk in your package.

**EDI3D.BIN** adds the standard Microsoft 3D look to EDI Install Pro (as well as any dialogs you display in a custom DLL). You **must not** include the **EDI3D.DLL** file, as it will cause disk reading errors when you run the installer.

**EXTRACT.EXE** allows your users to extract a compressed file without using EDI Install



Pro. This files is **not required** for EDI Install Pro to work. It is provided as a means of allowing your users to extract files in case of an emergency, such as a single corrupted file. You do not need to distribute this file if you don't want to.

You **may not** place any other file on your distribution diskette. Doing so is a violation our [license agreement](#) and of Canadian, US, and international copyright laws.

## Identifying the installer

The first disk should be clearly identified so the user can locate it quickly. You might also consider writing a message similar to this, on the label:

INSERT DISK AND RUN **INSTALL** FROM WINDOWS.

## Minimal Readme file

It is a good idea to include last minute, or very important, information that the user must be aware of before using your application. Depending on your settings, the ReadMe file will be displayed at the beginning of the installation instead of at the end.

At the very least, if you include the **EXTRACT.EXE** utility we suggest you add a **README.TXT** file to your disk and include something like the following passage, to let customers know about the compressed files:

The executable and library files in this package are compressed. If you don't use the installation program or you need to copy one of the original files onto your hard disk, use the EXTRACT.EXE utility located on the diskette.

**NOTE:** The evaluation version of EDI Install Pro **does not** contain the compression and decompression utilities. Only the registered version has the necessary tools to support compression.



### SEE ALSO:

[Compressing files](#)  
[Decompressing files](#)  
[Splitting files](#)  
[ARCHIVE.EXE](#)  
[Distribution](#)

EDI Install Pro supports execution from a networked Windows system. That is, a system who uses a shared copy of Windows, where only user files are kept on the client station. Because the server contains all the shared files, the **SYSTEM** directory is *read-only*. This prevents one user from overwriting the system for all other users. However, this presents a problem when you need to install files to the system directory. On shared installations, these files should go in the user's **WINDOWS** directory. To force EDI Install Pro to do that, you must use the **/N** parameter. For example:

```
INSTALL.EXE /N
```

When this parameter is issued, and reference to the **SYSTEM** will be replaced by the **WINDOWS** directory (i.e., using %s\myapp.exe or %w\myapp.exe is equivalent).



EDI Install Pro includes a special utility, **NETSETUP.EXE**, to allow installations through e-mail. This will work with any e-mail system that supports file attachments. The only requirement is that all the client stations use the same path to the server. For example, if the client stations access the server through the DOS drive letter S, and you store the installation files in a subdirectory **MYAPP**, then you would set the source path for **NETSETUP.EXE** to **S:\MYAPP**. If each client uses a different letter/path combination you will not be able to use **NETSETUP.EXE**.

## Using **NETSETUP.EXE** to install files

First, you create your installation as you normally would. Then, you set the source path as specified below. Finally, you e-mail the modified **NETSETUP.EXE** file, as an attachment, to everyone who needs to run the installation.

When they receive the message all they have to do is run **NETSETUP.EXE**, which will in turn run specified installation.

## Setting the source path

To set the source path and the installation file name, run **NETSETUP.EXE**, with the **/S:PATH\INSTALLER** parameter, where **PATH** is the path from the client station to the server, and **INSTALLER** is the file name of the installer. For example:

```
NETSETUP.EXE /S:S:\MYAPP\INSTALL.EXE
```

This would make the source path from each client station equal to **S:\MYAPP**, and the installer equal to **INSTALL.EXE**.

Because the **/S** parameter changes the actual **NETSETUP.EXE** file, you will want to make sure you reset it every time you e-mail a new installation. If you want to see what the current setting is, use the **/S** parameter without any path or executable. For example:

```
NETSETUP.EXE /S
```

Of course, you can always make as many copies of the file as you want, each with its own path and executable. You can then store them in the installation source directory, and e-mail them when necessary.

\*This is a [Developer Package](#) feature only.

If you prefer to name the installer something else, such as **SETUP.EXE**, you can do so using the DOS **RENAME** command or with Windows' *File Manager*.

For example, to change the installer to **SETUP.EXE**, you would rename the files **INSTALL.EXE** and **INSTALL.INF**, to **SETUP.EXE** and **SETUP.INF**. The installer, **INSTALL.BIN**, stays the same.

Remember, you must rename both files, or the installer won't be able to locate the INF file. Also, note that the extensions must remain the same, only the base names can change.

EDI Install Pro supports custom DLLs to expand its capabilities and to tailor itself to almost any installation's needs. By creating routines to handle special parts of your installation (such as extra setup information or copying specially encoded files), you can completely customize EDI Install Pro without having to write your own installer.

Using DLLs, there's very little that EDI Install Pro can't handle. Custom DLLs expand your possibilities and personalize your installation. Plus, since the DLL can be written in almost any language, you don't have to learn to program in some strange new *script language*, as with many other installation utilities.

For more information on creating a custom DLL, see the **INSTLIB.PAS** and **INSTLIB.C** files. The example files are in *Borland Pascal for Windows* and *Borland's C++*, but a DLL can be written in any language that supports creation of DLLs, such as *Visual C++*, *Symantec C++*, *GFA Basic*, etc..

\*This is a [Developer Package](#) feature only.

The main ED Install Pro file, **INSTALL.BIN**, may be modified using a resource editor such as Borland's excellent *Resource Workshop* or Whitewater's *Resource Toolkit*.

You'll be able to change any of the strings, the fonts used in the dialogs, and even the dialog layouts themselves. The only thing you are not allowed to change, is the special *About* dialog box and copyright labels. The *About* dialog is a "secret" dialog box that only appears if you press **Alt-I** at the main dialog (it's secret in that the user never gets to see it).

## How to modify INSTALL.BIN

Before modifying any file, make sure you have a backup of the original. You must never modify the original file, or you won't have anything to revert to if you make a mistake

To modify **INSTALL.BIN**, follow these instructions:

1. Make a backup of the original **INSTALL.BIN** file. This is **very** important. If you are having problems with an installation, and you don't have the original file, we will not be able to provide technical support.
2. Using **ARCHIVE.EXE** (included with the **registered** version of EDI Install Pro), uncompress **INSTALL.BIN** to a separate temporary directory as **INSTALL.EXE**. Don't confuse this with the smaller file of the same name (the "loader"). To not overwrite the loader, you must uncompress **INSTALL.BIN** to a different directory.
3. Modify the resources using the resource editor of your choice. We recommend Borland's *Resource Workshop* or Symantec's *Resource Toolkit*.
4. Using **ARCHIVE.EXE**, compress the new **INSTALL.EXE** file as **INSTALL.BIN**.
5. Finally replace the old **INSTALL.BIN** with the new one.

You could use this technique to create French, Spanish, German or Japanese installers for your different international markets, or simply to change the look and feel to match your product.

## Debugging after modifying INSTALL.BIN

If you are having a problem with the installer, please restore the original **INSTALL.BIN** before you contact us. If the problem still persists with the original file, you may contact us.

**NOTE:** You can only modify the resources in the **registered** version of EDI Install Pro.

Currently, text based INF files are only supported through a separate *INF Reference Manual*. You may request a copy of this manual through us, or you can obtain it from our BBS.

This is likely to be the last version that will support a text based INF file. However, we might allow certain parts, such as the file list, to be imported into *INF Maker*. Please let us know how you feel about this proposal.

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## About EDI Install Pro - User Manual

### EDI Install Pro v3.1 - User Manual

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**Fax:** 604-945-7602

**BBS:** 604-945-7602

**CompuServe:** 76625,1320

**Internet:** 76625.1320@compuserve.com

For other online services, such as BIX and MCI Mail, please see your manuals about contacting CompuServe, and use the address listed above.

### **INF files**

An INF file is stored in a special encoded and compressed format required by EDI Install Pro. The format is version specific, so you will not be able to load a 1.4, 2.0, or 2.5 file into EDI Install Pro/INF Maker 3.x.

## **Text files**

A text file is stored as a plain Windows ANSI format file. It can be read with any text or word processor, such as *Notepad* or *Word for Windows*. This format is required in the evaluation version of EDI Install Pro/INF Maker, and is very useful when you want to see what the [INF file](#) "looks like".

### **DOS prompt**

A DOS prompt is a MS-DOS session started as a separate task under Windows. This allows you to use the DOS command line at the same time as you run other Windows programs. You can start a DOS prompt by using the *Program Manager*. Select the **File|Run** menu item, and type **COMMAND.COM** then choose **OK**.

See your Windows manual for information on how to start DOS prompt.

### **Archive file**

In version 3.x of EDI Install Pro, an archive file refers to a file that has been compressed, stored, or split using the ARCHIVE.EXE program. You cannot store more than one file inside an archive file.

## **Developer Package**

The **Developer Package** is the advanced version of EDI Install Pro. It includes EDI UnInstall, as well as many extra features not included in the [Standard Package](#).

EDI UnInstall will allow you to remove and clean up your application from the users system. With todays complex Windows applications, this is a worthwhile addition for you customers.

The extra features include disk branding, font installation, bulletin bitmaps, file splitting, network distribution (using **NETSETUP.EXE**), custom DLL support, and end program execution.



## **Standard Package**

The **Standard Package** is the basic version of EDI Install Pro.

This version **does not** include many of the extra features included in the [Developer Version](#), such as disk branding, font installation, bulletin bitmaps, file splitting, network distribution (using **NETSETUP.EXE**), custom DLL support, and end program execution.



