HJ-Install Reference version 1.0

Introduction

HJ-Install is a freeware installation program for Windows 95. It is primarily
meant for Internet distributed programs, but can also be used in other
situations. Check the www site http://www.freebyte.com/freew1.htm for updates
and other programs.
The current version (1.0) can create an install directory, copy files into it,
create a program group and items and interact with the end-user.
Future versions will have more possibilities, like changing the registry and
ini files, have an un-install option and a possibility for installation from
multiple floppies.

Use and Distribution

To make an installation procedure with HJ-Install all you basically need to do
is make a simple script. The default script file names the installer
recognizes is 'install.script' and 'install.scr'. If you pass one command-line
parameter, then that will be the script file name the program uses. The script
file is an ordinary ASCII file to be created with e.g. Notepad.
For distribution of your program files, you just need to add install.exe and
install.script to them. HJ-Install can also install files which are compressed
with the DOS Microsoft utility 'compress.exe' (also to be found also in this
package). The installation procedure is exactly the same as with uncompressed
files. HJ-Install will recognize this type of compressed files automatically.

New in version 1.2
1) The <run> script command which enables the script to start an arbitrary
   amount of programs which have to be in the same directory as the installer.
2) The user is now able to browse and create program groups when the command
   <create program group> is executed.
3) The user is now able to browse and create directories when the command
    <create directory> is executed.
4) The script file name HJ-Install recognizes can now be install.script as
    well as install.scr

Learning HJ-Install

This should not be difficult. There are only a few essential script commands.
It is advisable to look at the examples first and use the paragraph 'Script
commands' as a reference.
If things are not clear to you, or you believe the program is not functioning
as it should, do not hesitate to mail me (Henk Hagedoorn) at hjh@usa.net or
freeware@bigfoot.com.

A note of advice: always test your script with a variety of user-inputs before releasing it into the wild!

The Screen Objects

HJ-Install has several screen objects, like buttons, text-areas, input boxes, etc. which form the user interface. Most screen-objects can be set by corresponding script commands. They will all be explained in more detail in the section 'The Script Commands'.

1 The title. The big text on the top of the window.
<set title>
<hide title>

2 The multi-line message box directly below the title.
<set message>
<wait message>

3 The label, a single line title for the edit box.
<set label>
<hide label>

4 The single line edit box, in which the user can input or change text.
<set editbox>
<hide editbox>
<readonly editbox>

5 The 'Quit' button. No commands are associated with this object. With it the user can abort the installation procedure.

6 The 'Next' button.
<wait button>

The Script Commands

A script command is always on a separate line and between pointed brackets '<>', the same way as it appears in the script file. The script commands are NOT case sensitive. The lines following the command are the data-lines, like the names of directories to be created or texts to be displayed. Sometimes there are no data lines, sometimes as many as you like. It is advisable to look also at the example script files before creating one oneself. Each item in the following explanatory list of script commands has the following structure:

Name of the command (bold)

Explanation (italic)

Exact syntax (normal)

Set label

Sets the text of the label and makes it visible.

```
<set label>
The text to be displayed in the label
```

Hide label

Hides the label

```
<hide label>
```

Set Title

Sets the text of the title and makes it visible.

```
<set title>
The title to be displayed
```

Hide title

Hides the title

```
<hide title>
```

Set editbox

Sets the text to be displayed in the editbox and makes the editbox visible.
The editbox will automatically be made write enabled, that is: the user can
change the text.

```
<set editbox>
myEditText
```

Hide editbox

Hides the editbox

```
<hide editbox>
```

Readonly editbox

Makes the editbox read only if the next script-line is 'true', if the next
line is 'false' then editbox can be changed by the user.

```
<readonly editbox>
false
```

Set Message

Puts text into the big textarea.

```
<set message>
This is the message's first line.
This is the message's second line.
There can be many more message lines.
```

Wait Message

*Puts text into the big textarea
and waits for the button to be pressed.
Makes the button caption 'Next >>'.*

```
<wait message>
This is the message's first line.
This is the message's second line.
There can be many more message lines.
```

Wait button

*Waits for the button to be pressed
and puts the caption onto the button*

```
<wait button>
my caption
```

End

Ends the script and closes the installation program.

```
<end>
```

Create directory

*Does the following in consecutive order:
1) Puts the text 'Install directory:' in label.
2) Puts the directory name e.g. 'c:\program files\my directory' into the edit
box.
3) Waits for the user to press the button for confirmation.
4) Creates the directory displayed in the edit box (which might have been
changed by the user).*

```
<create directory>
c:\program files\my directory
```

Copy files

Copies the files from the directory in which the install program resides, to the install-directory (set by 'Create install directory'). Compressed files will be automatically uncompressed.

```
<copy files>
MyFile1, MyFile1Renamed
MyFile2, MyFile2Renamed
MyFile3, MyFile3Renamed
```

Create program group

Does the following in consecutive order:
1) Puts the text 'Program group:' in the label
2) Puts the program group name e.g. 'My Program Group' into the edit box
3) Waits for the user to press the button for confirmation
4) Creates the program group displayed in the edit box (which might have been changed by the user). If the program group already existed, the the program group is selected instead of created.

```
<create program group>
my program group
```

Create program items

This command creates program items in the above created or selected program group.
Important remarks:
1) Individual program items, like filenames and commandline parameters should all separately be enclosed in brackets. If you do not do this, a thing like c:\Program Files\HJ-Install 1.0\Install.exe could be interpreted as: "c:\Program" "Files\HJ-Install" "1.0\Install.exe". This means you want the program "c:\Program" to be executed with the two commandline parameters "Files\HJ-Install" and "1.0\Install.exe".
2) The description (Icon title) is not required to be between brackets.

```
<create program items>
"program24.exe" "parameter 1", Icon title of program 24
"myWhateverFile2.exe", Icon title of My WhateverFile2
"program23.exe" "parameter 1" "parameter 2", Icon title of program 23
```

Run (new in version 1.2)

With this command you can run any program which resides inside the same directory as the installer itself. The example below executes 3 programs at once.

<run>
"program1.exe" "parameter 1" "parameter 2"

```
"myeditor.exe" "example3.script"
"myutility.exe"
```