



InstallWare

Version 4.2

By Bob Dolan

Notice: The syntax of the APPSETUP.INF file has changed. Previous users should check the Development History section for details of all changes and additions.

Information

Basics

Development History

How to Register

by Mail



through CompuServe

by Toll-Free Phone Call



Credits

Known Problems

How to Build an Installation

Single Disk

Multiple Disks

Using Compression

Non-English Versions

Required Files

CTL3D.DLL

APPSETUP.INF

README

Using Compression

This version of [InstallWare](#) handles the use of LZCOMPRESSED files differently than previous versions. The COMPRESS utility places an underscore character at the end of the compressed name. Unfortunately this will not work with some installations that have files with names that are unique except for the last character.

Now, the underscore character is not used by [InstallWare](#). Make all references to a filename using the actual name. Make sure that the files on your source disk do not have the underscore character. Admittedly, this will be somewhat of a pain, since you will have to manually rename the files, but it does afford more flexibility.

Finally, be sure to add the **Compressed, YES** line to the [Options](#) section of your [APPSETUP.INF](#) file. This will now be the indicator to [InstallWare](#) that you are using Microsoft compression.

The suggested way of dealing with compressed files is to use other compression methods (ZIP, LZH, ARJ, etc). When the **Compressed, NO Option** is used, the files are copied using a simple read/write method, and a per-file progress bar is shown to indicate the copying progress. Then use ExtCmds to decompress the files.

Non-English Versions

If you are distributing installations in German or French, you can use [InstallWare](#) just as easily as the English version. To do this, follow these steps:

rename **IW.EXE** to **IWE.EXE**

rename **IWG.EXE** to **IW.EXE** (for German)

OR

rename **IWF.EXE** to **IW.EXE** (for French)

The **IW.EXE** name is only necessary if you are doing multiple disk installations. For single disk, or hard drive based installations, you may name the appropriate file to whatever you wish (INSTALL.EXE, SETUP.EXE, GO.EXE, etc).

How to Build a Single Disk Installation

When building a single disk installation or an archived installation (like a ZIP file uploaded to online services), you must include certain InstallWare files. These files will take up about 60K, plus the size of your APPSETUP.INF file. The files to include are the following:

IW.EXE (you can name this INSTALL.EXE, SETUP.EXE, or whatever you need)

README

CTL3D.DLL

APPSETUP.INF

You can fill up the rest of the disk with your installation files.

How to Build a Multiple Disk Installation

The only complicated part of building an installation that involves more than one floppy is the job of deciding which of your application's files will go on which floppy. When you are planning this, be sure to allow space for the InstallWare files. These files will take up about 65K, plus the size of your APPSETUP.INF file. The files that you must include on Disk 1 are the following:

INSTALL.EXE (you can name this SETUP.EXE, or whatever you need)

README

IW.EXE

CTL3D.DLL

APPSETUP.INF

These files are required only on the first disk. You can fill up the rest of disk 1 with some of your installation files, and put the rest on the other disks.

README

This is a file that will be displayed to the user, who is installing your application. You can name this file anything (readme, readme.txt, readme.1st, etc.) you want to name it. You will be including the name of this file in the filename, section of the APPSETUP.INF file.

Basics

NOTICE: If you are upgrading from a previous version, please check the [Development History](#) section for any changes that may affect your INF file.

Thank you for trying [InstallWare](#). This is a small, easy to use application installation program. It costs nothing to use if you are distributing freeware. I wrote this system to distribute my software products because I couldn't find anything that met my requirements. Those requirements were:

- Small: I didn't want to add too much extra baggage to my distribution or upload packages.
- Cheap: I didn't mind paying a shareware type price but all I found were commercial type prices.
- Simple: It had to be easy for me to configure and easy for my customers to use.
- Attractive: It had to look good since it is the first impression your customers get of your product. In this case I used the [CTL3D.DLL](#) provided by Microsoft.

This code is based on some sample code that Microsoft made available in 1991. I have added a lot of functionality and cleaned up the code and dialogs.

As far as how to use this package...

A configuration file is read at start up. This file is called [APPSETUP.INF](#) and must be present with [InstallWare](#). The entire personality of [InstallWare](#) is defined within this program. Rather than go into a long discussion on how to do this, I have commented each section of this file with what I feel are rather descriptive hints on how to change things to suit your needs. Hey, I figured this out from the Microsoft stuff with no help and you're probably smarter than me. However, if you are lost, then contact me and I'll see if I can help.

Files that are compressed using Microsoft's COMPRESS utility, will be automatically decompressed by [InstallWare](#). When COMPRESS processes your uncompressed files it will put an underscore character into the filename. [InstallWare](#) requires that the filename not use this format. Use the actual name on the disk and when referencing it in the APPSETUP.INF file. It seems that the only version of this utility that works reliably is version 2.0 (1992).

To see what the system looks like, you can run IW.EXE right from this directory. You will see what a user of yours would see.

Remember to include the CTL3D.DLL file. I may be doing a version that tries to dynamically load this file. This will allow the program to continue if it is not found. When it is available, I will upload it. My shareware is usually found on CIS, GENie, AOL, Internet (CICA), and SDN.

The method that has been implemented for handling multiple floppies involves using 2 executables. The first one (INSTALL.EXE) is used to copy the actual installer (IW.EXE), the APPSETUP.INF, and CTL3D.DLL to the WINDOWS directory which is assumed to be in the PATH. CTL3D.DLL is only copied if there is not one there already. After these files are copied, IW.EXE is launched using WinExec. IW does all of the installing work and then deletes these files before exiting. IW.EXE knows whether it was copied from the floppy or not and will work properly in either case. The file 2DISK.INF has been included as an

example of a multiple disk installation. For more information on how to build multiple disk installations, [click here](#).

If your installation only uses one disk, then you don't need the loader file. Just rename IW.EXE to INSTALL.EXE (or SETUP.EXE, or anything) and go. The only time that IW.EXE must retain that name is in a multi-disk installation. The file APPSETUP.INF must retain its name and the README file must retain the name you have specified in the APPSETUP.INF file. Otherwise, all files can be renamed to whatever you require.

The main dialogs of the system have had an icon added to them. If you would like to have a version of [InstallWare](#) that uses your own icons, send them to me along with \$15 and I'll re-compile the system and send it back to you. If anyone has any code that loads an ICO file and places it in a dialog, I can add that functionality to the INF file to make the system that much more configurable.

The code seems robust and has worked with everything that quite a few people have thrown at it. Large apps with multiple disks should work. I'd be interested in hearing about your experiences. However, see the disclaimer.

Good Luck! and have fun!

CTL3D.DLL

A dynamic link library supplied by Microsoft that gives the program a sculpted appearance. This library **MUST** be included with your distribution floppy or upload file. [InstallWare](#) will crash without it.

Registration Form

To print this registration form, open the **File** menu and select **Print Topic**.

Mail to:

Bob Dolan
P. O. Box 16514
Rochester, New York 14616-0514

Please register me as a satisfied user of [InstallWare](#) (ver 4.2):

Amount Enclosed:

\$0 [] FreeWare Author Registration

\$35 [] Commercial Registration includes the InstallWiz INF file builder and FRAG, the large file splitter. In addition, the InstallWare copyright is not shown in the captions of each of the windows. You will be sent a disk containing the latest version of InstallWare and it's utilities. Registered users will get my undivided attention for support and requested customization, although I will try to help anyone who truly intends to register.

Application Name: _____

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone(optional): _____

AOL/GEIE/CompuServe/Internet mail address: _____

Where did you get [InstallWare](#)? This is important in that it helps us to distribute the product to places where you are more likely to see it.

Comments: _____

Registering InstallWare

InstallWare is copyright 1994, 1995 by Bob Dolan

If you are distributing Freeware with this system, then you are not obligated to send me money. However, I won't refuse any donations if you feel so inclined. **I do require that you register with me and send me a copy of what you are sending out with my program.** No money, just a disk.

If you are using InstallWare in any other way, **then you must register by sending \$35.** Make checks payable to Bob Dolan and send them to the address shown on the registration form.

Please print the registration form and fill in the requested information.

In addition, you may pay by credit card



or CompuServe SWREG 

You may reach me on at the following EMail addresses:

GENie: DOLAN

CompuServe: 102545,1673

Internet: 102545.1673@compuserve.com

Distribution

If you distribute InstallWare to friends, associates, or to a computer bulletin board system (BBS), you may only distribute the compressed file including the copyright and disclaimer.

Disclaimer

The Copyright Owner hereby disclaims all warranties relating to this software, whether express or implied, including without limitation any implied warranties of merchantability or fitness for a particular purpose. The Copyright Owner will not be liable for any special, incidental, consequential, indirect or similar damages due to loss of data or any other reason, even if The Copyright owner or an agent of The Copyright Owner has been advised of the possibility of such damages. In no event shall The Copyright Owner's liability for any damages ever exceed the price paid for the license to use the software, regardless of the form of the claim. The person using the software bears all risk as to the quality and performance of the software.

APPSETUP.INF

This file, APPSETUP.INF, contains information that [InstallWare](#) uses to install applications. This file must be in the same directory as the program files IW.EXE(if used) and INSTALL.EXE. The two files can be on a floppy disk, a hard disk, or a network disk drive.

The information in this file determines:

- * The names of the disks and directories from which, and to which, [InstallWare](#) copies files.
- * The name of the group that [InstallWare](#) creates in Program Manager's window, and the names of program items that [InstallWare](#) adds to that group.

You can create your own [InstallWare](#) program by changing some of the information in this file.

The Parts of APPSETUP.INF

APPSETUP.INF is similar in format to a Windows initialization (.INI) file.

Sections: APPSETUP.INF is divided into sections. Each section is identified by a name enclosed in square brackets.

Most section names are "hard-coded". However, some section names are defined within other sections, and are therefore easily customizable.

Comments: A comment begins with a semicolon. You can include a comment on the same line as syntax, as long as it comes after the syntax.

Spaces: Spaces are ignored, except when between double quotes. Blank lines are also ignored.

Sections in This File

The rest of this file contains the actual sections and statements that make up the working file.

[infile]

```
filename, README
appname, SAMPLE APPL
exefile, "#W\notepad.exe #D\sub\readme."
message, "Do you want to view the readme file?"
```

[dialog]

```
caption, "Sample Installation"
Info, YES
DirSelect, YES
Registration, No
iconname, "TEST.ICO"
```

[data]

defdir, C:\SAMPLE

[disks]

1 =., "INSTALL"

[needed.space]

minspace, 40000

[dest.directories]

#app.main, 0:

#app.sub, 0:sub

#app.SETUPSYSDIR, 0:SETUPSYSDIR

#app.SETUPWINDIR, 0:SETUPWINDIR

[app.main]

1:APPSETUP.INF, "Application Configuration File"

[app.SETUPSYSDIR]

1:README, "Readme File"

[app.SETUPWINDIR]

1:INSTALL.TXT, "Installing Doc file"

[app.sub]

1:INSTALL.TXT, "INSTALL.TXT"

1:INSTALL.EXE, "INSTALL.EXE"

[progman.groups]

"Bob Dolan Shareware", BOBDOLAN.GRP

["Bob Dolan Shareware"]

"Install", #D\ SUB\INSTALL.EXE

[INIFiles]

WIN.INI, InstallWare, TestEntry1, TestString1

WIN.INI, InstallWare, TestEntry2, #D

SYSTEM.INI, InstallWare, TestEntry1, TestString1

CONTROL.INI, InstallWare, TestEntry2, #D\SUBDIR\FILENAME.EXT

BOB.INI, InstallWare, TestEntry1, "Bob wrote this!"

[ExtCmds]

#D\SUB\SFX.EXE, NO, NOTONTOP

"NOTEPAD.EXE #\V\BOOTLOG.TXT", NO, ONTOP

[Options]

Compressed, YES

Logging, Yes

DirChg, YES

OverWrite, NO

Restart, YES

Reboot, YES

RestartString

[Window]

Show, YES

Style, FULL

Color, RED

Message, "InstallWare 4.2!"

Caption, "This is the InstallWare Demo"

MessageLoc, TOP

Focus, NO

InitialBMP, "TEST2.BMP"

InitialBMPX, 50

InitialBMPY, 4

; In this case we are showing at 50, 4

DirChg

If this option is set to NO, the Install directory editbox will not be displayed. If it is set to YES, then it will be shown and the user may specify a path to use for the installation. This is typically used for installing screen savers or drivers that must reside in the WINDOWS directory.

OverWrite

This option determines what the default setting of the OverWrite radio buttons will be. The user will still be able to change this, but it allows the installer to suggest the mode.

ExtCmds

This section lists the files that will be executed to complete the installation. The user is not prompted as to whether they would like these files to be run. Common uses are running self-extracting archives or tutorials. The filename that is specified is assumed to be relative to the install path.

The DELETE FLAG parameter indicates whether the file is deleted after it has completed executing. All files run in succession, and processing of InstallWare is suspended until each file terminates.

The POSITION option indicates whether the window should be placed on top of all others or not. You should use ONTOP for this parameter for coammands such as a NOTEPAD readme file.

The format is as follows:

EXECUTABLE FILENAME, DELETE FLAG (YES/NO),POSITION (ONTOP/NOTONTOP)

[Options]

This section allows for the customization of several InstallWare functions.

The format is as follows:

OPTION, FLAG (YES/NO)

[INIFiles]

This section defines any INI file modifications that will be performed. The Installation Directory can be referenced by using the #D macro as is shown in the examples below. If you specify an INI file that does not exist, it will be created. If you do not specify a path, the WINDOWS directory is used. Be sure to use quotes around text that contains spaces (see example).

InstallWare uses the Windows API function WritePrivateProfileString. This gives a bit of flexibility, but has limitations. Specifically, Setting DEVICE entries in SYSTEM.INI will only accomplish overwriting the first DEVICE entry in the file. Also, extending existing lines such as the LOAD and RUN entries in WIN.INI is not possible since the API function replaces the entire entry.

The format is as follows:

INIFILENAME, INI SectionName, Entry Label, Actual Text to be added

filename,

The FILENAME label indicates the name of the text file that is shown to the user when [InstallWare](#) starts up.

appname,

The APPNAME label is used to refer to the name of the application being installed.

defdir,

This section defines the default directory. This directory is placed in the [InstallWare](#) location editbox when the program starts. If the user does not change it, then this will be the base directory of the installation.

minspace,

This section tells [InstallWare](#) how much space is needed on the target disk to do a successful installation. The user will get an error message if they try to install to a disk that has less space.

[app.SETUPSYSDIR]
1:README, "Readme File"

[app.SETUPSYSDIR]

This is the file list for the \WINDOWS\SYSTEM directory. The format is as follows:

[Disk Number]:[File Name], "Descriptive text to display"

[app.SETUPWINDIR]
1:INSTALL.TXT, "Install Doc File"

[app.SETUPWINDIR]

This is the file list for the \WINDOWS directory. The format is as follows:

[Disk Number]:[File Name], "Descriptive text to display"

Development History

4.2 Some bug fixes and functional additions

- The multi disk bug is gone! This ugly critter manifest itself by not recognizing a floppy disk change on some systems. This has been corrected, and all such systems now run installations reliably.
- The syntax of the APPSETUP.INF file has been cleaned up. The occasional use of the '=' character in certain options has been changed to be consistent with the majority of options which use a comma. Check the APPSETUP.INF file in this archive for guidance on this change.
- The DeleteIW command has been eliminated. The potential SHARE problems that were caused by IW deleting itself have been cleared up.
- File copy progress bar has been added to the Progress Dialog when running in non-compressed mode.
- Removed the "Press F3 to exit" message and it's related functionality.
- A problem with installing to a compound directory as specified by the user has been fixed.
- Compressed files are no longer specified with an '_' character. The actual name is used instead.
- Any programs EXEed by InstallWare are set to the top of the Z-Order, so that they won't drop behind the backdrop if the user clicks on the backdrop.
- ExtCmds set to be deleted after execution were not if they had parameters. This is fixed.
- The MessageLoc command now works correctly.
- Any specified Program Group name will now be used when the group file is created. Previously a default name was used and the specified name was ignored.
- You can now display bitmaps in the backdrop window for your users to look at during the installation.
- The default icon that is shown in the InstallWare dialogs can now be replaced.
- The program is now compiled in large model.
- You can now specify a working directory when creating icons.
- Semicolons can now be used in quoted strings without causing problems.

4.1 Some bug fixes and functional additions

- The copy routines have been completely re-written to improve performance.
- A new macro has been added. The #X macro indicates the installation source path.
- The Focus option has been added to the Window section of the INF file.

- The Info switch in the Dialog section did not work properly, now it does.
- A version of the installer (IW.EXE) is now available in German text.
- You may now register using a toll free phone call and a credit card through PsL.

4.01 Bug Fix

Fixed a couple of old bugs that occurred in some configurations. Since it finally happened to me, they have been eliminated. The first bug situation was caused by the default directory being set to the WINDOWS directory when the first file is about to be copied from the source. An error dialog would appear making the user think that there was something wrong with the install disks. This should no longer occur. The other problem involved using a filename for the initial readme file that matched a filename present in the PATH. The PATH version would be used. This would obviously cause some user confusion and is related to the first problem.

4.0 Major Upgrade

Well, InstallWare has now gone shareware. The fact that I have had to provide more support than I expected, coupled with the significant enhancements in this version have prompted this move. Freeware developers can still use the program at no cost. Registration codes are only available to registered users, however.

- InstallWare now has a backdrop screen, just like the big boys! This is optional, since some users liked the old way of doing things. There are several other options available with this feature. See the Window section of the INF file.
- The entire installation is now logged to a file named INSTALL.LOG, located in the installation directory. This is very helpful for debugging the INF script and users can now see where all the files were actually installed.
- The Introductory window and the directory prompt dialog can now be skipped. This allows for installations that require no interaction from the user.
- The additional utility InstallWiz is now available to make building INF files practically automatic. Registration brings even more tools to help with multi disk installs and large file management.
- There were several minor bug fixes and more than a little bit of code improvement.

3.51 Maintenance release

- In version 3.5, I upgraded the CTL3D.DLL file to the latest version. This caused problems on machines that did not have the same version of the DLL located in it's SYSTEM directory (a warning dialog would appear). This behavior is totally unnecessary and Microsoft really goofed on this. Anyway, I have put the previous version of the DLL back into the release package. The installation process temporarily places the DLL into the WINDOWS directory for the duration of the installation (unless it is there already), and then deletes it (if it put it there). If this doesn't make sense, don't worry. Just use this version (3.51) and your users will thank you!
- A sporadic GPF caused by answering No to the reboot prompt messagebox on some machines has been fixed and verified to be gone.
- An early abort in the installation process left some InstallWare files on the host system. This no longer happens.

3.5 Some bug fixes and functional additions

- Major overhaul of macro processing. Macros can be specified in any string, and the literal #W can be used in the form ##W. Several other useful macros have been added. See the [macro](#) section. for details.
- The system can be rebooted or restarted when the process completes. The message that is displayed to the user at this point can be specified in the INF file.
- When the directory change function is disabled in the Options section, the install dialog is reconfigured to show where the installation will occur.
- In multi-disk installations, the deletion of the IW.EXE file can be skipped. This causes SHARE violations in some applications. (we're looking into it!)
- User requested aborts did not work properly, now they do.

3.2 Some bug fixes and functional additions:

- Spaces now work correctly in Program Group specifications. You need to put the text in quotes to enable this. See the INF file for an example of how to do this.
- The static text field indicating the title string has been enlarged to accomodate long app names.
- The Default Directory specification can now reference the user's WINDOWS directory by using the #W [macro](#) as part of the path name.
- INI files can now be created and modified. The actual installation directory can now be referenced (in this section only) by using the #D macro as part of a text string. See the [INIFiles](#) section in the APPSETUP.INF file.
- Files can now be executed after all files have been copied. This is mainly intended for running self-extracting archives but can be used for demos or tutorials, although this has not been tested. There is a self-extracting archive (SFX.EXE) included to demonstrate this capability. You can see it work by running the included APPSETUP.INF file as part of a test install. See the [ExtCmds](#) section for details.
- The behavior of the user setup dialog can now be controlled by setting flags in the [Options](#) section.

3.1 Some bug fixes and functional additions:

- Under certain conditions, the size and location of the ProgMan window would be reset.
- Specifying a non-embedded icon to use in the program group did not work.
- Program icons are now replaced, rather than duplicated in the group.
- Cleaned up all dialogs. Better button sizes and spacing.
- The INSTALL launcher would not run IW.EXE if the launch point was a hard drive.

3.0 Major Changes including the following:

- Fixed some grammatical errors in the displayed text.
- The handling of Compressed files is discussed.
- Multiple disks are supported.
- The [app.copy.appstuff] section name has been changed to [dest.directories] because that is what it is. I don't know why it was named the former!
- A user specified executable can be run once the installation is complete.

- Added huge amounts of comments to the sample APPSETUP.INF file to help with setting it up.
- The contents of an existing Program Group are no longer erased when [InstallWare](#) adds an icon to it. (ouch!)

2.0 Added the capability to place icon executables in directories other than the base directory.

```
[infofile]
  filename, README
  appname, SAMPLE APPL
  exefile, "#W\notepad.exe #D\sub\readme."
  message, "Do you want to view the readme file?"
```

[infofile]

The [infofile] section describes various miscellaneous aspects of the installation. Within [infofile], the labels available are:

- filename
- appname
- exefile
- message

exefile,

The EXEFILE label is used to tell InstallWare that you would like to run a file after the installation is complete. This is useful for showing a readme file, unpacking some archives, or just starting up the program that was just installed. In the example below, note that the filename starts with a backslash. This indicates that the program is in the PATH.

Otherwise, it is assumed to be located relative to the installation directory. You can also use macros to indicate directories. The MESSAGE label denotes the text that will be displayed in the message box that prompts the user just before the EXEFILE is run. If there is no MESSAGE, then the EXEFILE is run without prompting the user.

message,

The MESSAGE label denotes the text that will be displayed in the message box that prompts the user just before the EXEFILE is run. If there is no MESSAGE, then the EXEFILE is run without prompting the user.

[dialog]

The [dialog] section is used to define the control parameters for the dialogs that are shown.

Caption: Sets the string that will be shown in the windows that appear in the InstallWare program. Note that the caption parameter is only effective in the registered version of the program. The shareware version displays a copyright message.

Info: Determines whether the introductory dialog will be displayed. NO hides it, YES shows it. If the field is not present or is commented out, the dialog is shown.

DirSelect: Determines whether the directory prompt window will be displayed. NO hides it, YES shows it. If the field is not present or is commented out, the dialog is shown. This is useful for installing applications where no input is required by the user.

Registration: This line is where you will enter the code that will be sent to you upon registration. When this line exists in the INF file, the Caption field (described above) will be shown in each of the dialogs that appear during use. The unregistered version shows an InstallWare copyright message instead. This is the only limitation you will encounter when using this version.

iconname: The filename that is shown here will be used as the icon to be displayed in all of the InstallWare dialogs. Be sure to include this icon in the same place as the INSTALL.EXE file. It will be copied to the root of the C drive, and will be deleted after the installation completes.

```
[data]
  defdir, C:\SAMPLE
```

[data]

The [data] section defines the default directory. This directory is placed in the [InstallWare](#) location editbox when [InstallWare](#) starts. If the user does not change it, then this will be the base directory of the installation. To reference the WINDOWS directory on the user's system, use the [#W macro](#).

```
[disks]
  1 =., "INSTALL"
```

[disks]

The [disks] section defines the distribution disks that contain the application files. [InstallWare](#) uses this information to tell the user to insert the correct disk.

Elsewhere within this .INF file, the distribution disks are normally referred to by a single-character disk ID. This section defines those disk IDs, and includes information about the disk to which each disk ID refers.

The disk ID '0' is reserved; it represents the installation directory, the directory in which the user is installing the application.

The format of each disk definition is:

```
n = path, title
```

where

n is the disk ID (a single character from 1-9 or A-Z).

path

The path of the source directory from which [InstallWare](#) should copy the files to the disk. The path can be relative to the source directory (see examples below).

title

Title is a descriptive name for the disk. The title should match the disk's printed or written label exactly.

The following statements would define two distribution disks.

```
1 =., "Demo Application Disk 1"
2 =.\files, "Demo Application Disk 2"
```

The first statement tells [InstallWare](#) to refer to Disk 1 as "Demo Application Disk 1". Because the period (.) denotes the current directory, the files on that disk will be copied from the root directory of the distribution disk.

The second statement tells [InstallWare](#) to refer to Disk 2 as "Demo Application Disk 2"; the files that Disk 2 contains will be copied from the \FILES directory of the distribution disk.

You can include as many disk-definition statements as necessary. Every distribution disk should have a corresponding disk-definition statement; otherwise, [InstallWare](#) cannot tell the user to insert the appropriate disk.

```
[needed.space]  
  minspace, 40000
```

[needed.space]

This section tells [InstallWare](#) how much space is needed on the target disk to do a successful installation. The user will get an error message if they try to install to a disk that has less space.

```
[dest.directories]
#app.main,    0:
#app.sub,     0:sub
#app.SETUPSYSDIR,  0:SETUPSYSDIR
#app.SETUPWINDIR,  0:SETUPWINDIR
```

[dest.directories]

The [dest.directories] section contains section-definition statements. Each statement defines a section that lists application files to be copied as part of installation. The sections are organized by file destination; you should define a separate section for each destination directory.

Each section definition has the following form:

```
#section_name, 0:dest_pathname
```

where

`#section_name`
defines the name of the .INF section that lists the files to be copied.

`0`
0 is the disk ID that represents the installation directory. (0 is a reserved disk ID, and always represents the installation directory, the directory the user specified when asked where to install the application.)

`dest_pathname`
Is the pathname of the destination directory, relative to the installation directory. For example, "0:FILES" represents the FILES subdirectory of the installation directory.

In the example above, the first two entries define application specific directories. The `#app.main` directory will be the base directory defined by the user (or the default as described above). The `#app.sub` directory will cause a directory called sub to be created off of the base directory.

The third and fourth entries refer to the two Windows specific directories: \WINDOWS and \WINDOWS\SYSTEM. [InstallWare](#) will find these directories and copy the specified files into them.

```
[app.main]
  1:APPSETUP.INF,    "Application Configuration File"
```

[app.main]

This section is a user-defined section that lists files to be copied to a particular destination directory. The [\[dest.directories\]](#) section defines the name of this section and the destination directory of the files.

In each section like this one, you should list all files that you want copied to the same destination. (For example, all the files in this section, [app.user], will be copied to the installation directory.)

[InstallWare](#) copies the files listed in this section in the order in which they are listed.

The syntax of each file listing is

```
N:FILENAME, "Description"
```

where

N:

Is the disk ID of the disk that contains the file. (Disk IDs are defined in the [disks] section.) If the specified disk is not in the disk drive, [InstallWare](#) prompts the user to insert it.

FILENAME

Is the name of the file, including any filename extension.

Description

Is descriptive text that [InstallWare](#) displays as it is copying the file or group of files. If you leave the description blank, [InstallWare](#) will continue displaying the descriptive text from the previous file. This lets you use a general name for a group of files.

DESKTOP BITMAPS

If you would like to display bitmaps on the backdrop desktop during the installation, this is the place to specify them. Just add them to the list of files in the spot where you would like them to pop up. Any previously displayed bitmap will be erased.

The format for the bitmap specification is as follows:

```
1:TEST.BMP@XXXYYY
```

The first part of the format is the disk ID of the disk that contains the file. (Disk IDs are defined in the [disks] section.). Next comes the name of the bitmap. After that is the @ character, which is used as a flag to [InstallWare](#) to indicate that this is not a file to be copied. Finally the XXXYYY is the relative screen co-ordinates which indicate where to display the bitmap. These values are in percent of the full screen, and must be zero filled. To specify a bitmap to be displayed at the right edge, halfway down use the following: 100050.

With this release, the size of the bitmap is limited. The exact size is not known at this time. If the bitmap does not display, try a smaller size or less colors. This will be fixed in a later version.

To display a bitmap at the start of the installation you may specify it in the Window section.

```
[progman.groups]
  " Bob Dolan Shareware", BOBDOLAN.GRP
```

[progman.groups]

The [progman.groups] section (optional) tells [InstallWare](#) to create Program Manager groups for your application. ([InstallWare](#) then uses DDE to communicate with Program Manager.)

The section lists the names of the groups you want to create. You then define additional sections in this file; those sections list the program items you want in each group.

The syntax for each group name is:

```
groupname, [groupfile.grp]
```

where

groupname

Is the title you want Program Manager to display under the icon that represents the group. (The groupname will also be the name of the section that defines the contents of the group.)

groupfile.grp

Is the filename of the file in which Program Manager will save information about the group. (You must include the .GRP filename extension.) This parameter is optional; if you omit it, [InstallWare](#) uses a default name for the group file.

The above group-definition statement tells [InstallWare](#) to create a group named "Bob Dolan Shareware", and store its information in a file named BOBDOLAN.GRP. Be sure to use quotes to enclose a string that contains spaces in any reference to that string.


```
["Bob Dolan Shareware"]  
  "Install", SUB\INSTALL.EXE
```

["Bob Dolan Shareware"]

This section describes the Program Item Icon to add to the Program Group defined in the section heading.

In each section like this one, you should list all items that you want [InstallWare](#) to add to the group.

The syntax for item-definition statements is:

```
"Description", APPFILE.EXE, [ICONFILE.EXE[, N[,C:\DIR]]]
```

where

Description

Is the text that will appear below the program icon when displayed in the Program Manager group. Be sure to use quotes to enclose a string that contains spaces in any reference to that string.

APPFILE.EXE

Is the command line that starts the application.

ICONFILE.EXE

Is the application file that contains the icon you want to represent the application. Typically, this is the executable application file, but it could be a different file. (You can also specify a .ICO file, created using the SDKPaint tool.) This parameter is optional; if you omit it, [InstallWare](#) will use the first icon it finds in APPFILE.EXE.

N

Is the offset of the icon you want to use within the file ICONFILE.EXE. This parameter is optional; if you omit it, [InstallWare](#) uses the first icon it finds in ICONFILE.EXE. You must include this parameter if the file you specify contains more than one icon, and you want to use an icon other than the first icon. To use the Nth icon, specify the number N-1. For example, to use the third icon, specify 2.

C:\DIR

Is the working directory for the application. This parameter is optional. If you omit it, Program Manager will use the base of the APPFILE.EXE path specification. Some shell programs ignore this parameter altogether. For most installations it is not important.

In the above example, the following item-definition statement tells [InstallWare](#) to add an item titled "Install" to Program Manager. The application command line is a file named INSTALL.EXE which is located in the SUB subdirectory off of the installation directory.

```
[app.sub]
  1:INSTALL.TXT,    "INSTALL.TXT"
  1:INSTALL.EXE,   "INSTALL.EXE"
```

[app.sub]

This is the file list for the sub directory located off of the base directory.

Credits

I would like to thank the following people for making this product all that it is today. A development tool of this type must handle many unusual and unexpected uses, and these folks put [InstallWare](#) in those situations for me, and then worked with me until each issue was resolved. I am very grateful.

In particular:

Todd Peirce - Who has continued to work with me through the most difficult bugs for no apparent reason. I am very grateful for the enthusiasm and support.

Dennis Fischer - Built the original help file.

Robert Wooldridge
Jim Koontz
Timothy Campbell
William Mann
Mike Craven
Birk Binnard
Ira Lund

And thanks to all of the developers who have registered with me. I have enjoyed seeing how you have made use of [InstallWare](#). Your adoption of this installation solution should make other potential users of this utility more confident in going with [InstallWare](#).

Restart

If this option is set to YES, the user will be prompted to restart Windows. If set to NO, it will just happen (The developer should warn about this at the beginning of the install). If the field is not present, then no restart will occur.

Reboot

If this option is set to YES, the user will be prompted to reboot the system. If set to NO, it will just happen (the developer should warn about this at the beginning of the install). If the field is not present, then no reboot will occur.

RestartString

This field MUST be present if you use either of the reboot/restart fields. It will be displayed in a MessageBox along with Yes/No buttons.

Macros

Any String that you define in this file can include one of the following macros to enable defining directory locations that would be impossible otherwise. Simply place the desired macro in the string where you would normally use a pathspec.

Supported Macros in this Version

- #W The user's WINDOWS directory
- #S The user's SYSTEM directory
- #D The directory in which the installation actually occurred
- #V The DRIVE on which the installation occurred, such as C: (no backslash)
- #X The path that the installation originated from.

If you need to specify any of these letter combinations and do not want the macro expansion to take place, just precede the combination with an extra #, as in the following:
"The ##Workplace ##Solution"

Show

If set to YES, the backdrop window is shown. Otherwise, it is not and all other variables in this section are ignored.

Style

If set to FULL, no caption is displayed. A full screen background, with no window components is shown.

Color

This is the color of the background area when a Window is shown. Available options are gradients of RED, GREEN, and BLUE (which is the default)

Message

This message is shown in the window in a large shadowed font.

Caption

This message is shown in the caption of the window if it is not set to FULL

MessageLoc

Location of the Message string: TOP or BOTTOM

[Window]

This section allows for describing the InstallWare backdrop window. The format is different for each field.

Logging

The installation process is written to a file named INSTALL.LOG, which is located in the user defined installation directory. This occurs if the Logging option is set to YES. No file is written if it is set to NO.

Focus

If set to YES, the window stays on top, keeping the user focused on the installation. This means that Alt-Tab will not work until the Installation is completed or stopped.

Known Problems

- With this release, the size of the desktop bitmaps is limited. The exact size is not known at this time. If the bitmap does not display, try a smaller size or less colors. This will be fixed in a later version.
- The readme file specified [infofile]:filename section will be read from the first match found that is in the PATH. To avoid this problem, use an unusual name.

Register though Compuserve's SWREG

■

If you have a Compuserve account, you may register instantly by using the SWREG service online. Payments made through this channel are subject to a handling fee. As always, you can register by check or money order through our PO Box. This new service has been added to accommodate the needs of some of our customers. We hope you find this helpful and convenient.

InstallWare prices using this payment method:

US: \$37

Canada \$38

Non-US: \$40

Be sure to mention that you are registering Product Number 7507

To access this system, logon to Compuserve and enter "GO SWREG". Select Register Shareware. Then enter the information requested. They will add the fee to your bill and notify us. We will then email a confirmation that will include your registration code. A complete registration package will arrive by mail within a week.

Credit Card Payment

■

We now have a new credit card payment option available. This is accessible through a toll-free phone line. In addition, you can access this service by mail, CompuServe or Fax. Payments made through this channel are subject to a \$5.00 handling fee. As always, you can register by check or money order through our PO Box. This new service has been added to accommodate the needs of some of our customers. We hope you find this helpful and convenient.

InstallWare prices using this payment method:

US: \$40

Non-US: \$43

You can order with MC, Visa, Amex, or Discover from Public (software) Library by calling: **1-800-2424-PsL or 713-524-6394** between the hours of 7AM to 6PM CST (Monday-Thursday) and 7AM to 12:30PM CST (Friday)

Be sure to mention that you are registering Product Number 11800

By FAX to 713-524-6398

By CIS Email to 71355,470.

You can mail credit card orders to:
PsL
at P.O.Box 35705, Houston, TX 77235-5705.

THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY.
THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.

Compressed

If set to YES, then the LZ copy routines will be used and will automatically decompress any files that are compressed using the Microsoft COMPRESS utility. However, only a job progress bar will be shown since the LZ routines do not update the application during file copies. If this option is set to NO, then DOS read and write routines will be used and no file decompression will occur. However, two progress bars will be used: one to show the job progress and the other will show file progress. This is most useful for installations that will be moving very large files, in that it lets the user know that the setup is still alive.

Specifies the name of the bitmap to show at startup. With this release, the size of the bitmap is limited. The exact size is not known at this time. If the bitmap does not display, try a smaller size or less colors. This will be fixed in a later version.

Specifies the X or horizontal location to show the initial bitmap at. This value is in percent of the entire screen.

Specifies the Y or vertical location to show the initial bitmap at. This value is in percent of the entire screen.

