

Gorin's Sprinter Setup for Windows

v1.00

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Gorin's Sprinter Setup is a full featured installation program for Microsoft Windows 3.1 and later. Sprinter provides facilities to copy and expand files to a user-specified directory, to view a readme file, to create Program Manager icons and, if required, to run an external program after installation. Upto 500 files split over upto 9999 disks are potentially catered for.

This program is Shareware

Gorin's Sprinter Setup is a shareware product. Unregistered copies must not be distributed without all relevant files. If you are going to use Sprinter to install a program or application, you must purchase a registered version - see REGISTER.WRI.

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The installation program

The installation program consists of four files, SETUP.EXE, SPRSETUP.EX_, CTL3D.DL_ and SETUP.INI. These are the only files from the Sprinter disk set which you need to put on your distribution disk. Please use the version of CTL3D.DLL supplied with this program, v2.05, or a later copy (Do NOT use a renamed CTL3DV2.DLL). If your user already has a copy of CTL3D.DLL (any version) in their WINDOWS or WINDOWS\SYSTEM directory, Setup does not install it's own. However, if your user doesn't have such a file, a copy of CTL3D.DLL is expanded to their Windows directory.

SETUP.EXE is a tiny boot-strap program to start the main installer contained in SPRSETUP.EX_. As Sprinter potentially can handle more than one disk, it is essential that the main SPRSETUP program is executed from the hard disk, to avoid an error when disks are changed. Hence, whenever you run SETUP, there is a short pause which the main Sprinter program is copied to the hard disk.

Some assumptions... if you are reading this, you probably want to use Sprinter to install a program, most likely your program. To program for Windows, you need to know a fair bit about PC's and will probably be familiar with the DOS prompt. The rest of these instructions assume that this is the case.

Firstly, run the SETUP program. A sample SETUP.INI file and some dummy files have been

provided to demonstrate this. You should then see approximately how Sprinter works.

If you provide a README.TXT file with your program, Install enables the user to view this file. The *View Readme* button will be disabled if no README.TXT file is sensed.

Format of SETUP.INI

The SETUP.INI file is fairly simple. Beneath the first line identifying the file, are a number of lines of comments. You can place comments anywhere in the file by simply starting lines with a semicolon. After the comments, seven lines of text are used as follows:

1st line: Welcome phrase. This text is displayed when the install program is run.

2nd line: Default destination directory.

3rd line: Minimum space required on destination drive. This figure is in bytes.

4th line: This text is displayed at the bottom of the install window. Can be used to specify that a program is shareware or registered, for example.

5th line: This specifies the number of disks in your installation set (1 to 9999)

6th line: This text is shown in a message box when the installation program has finished. If you do not want this text to be shown, simply type NONE on this line.

7th line: A program to be run immediately after installation. If you want your application to automatically start after installation, place the program name here. The current directory when this program is run will be the directory into which files have been installed. If you do not want any program to run, type NONE on this line.

[MUST_COPY] section

Between this section and the COPY_IF_EXISTS section, up to 500 files may be copied.

The format of this section is:

SOURCE_FILE DESTINATION_FILE COMMENT

for example:

SAMPLE.EX_ SAMPLE.EXE Sample Application

The first file name may or may not be compressed with COMPRESS.EXE (supplied). If the file is compressed, it will be expanded into the destination directory using the second file name, otherwise it will be copied using the second name. The comment will be displayed by Install whilst the file in question is being copied.

If, in this example, Install cannot find SAMPLE.EX_ in the source directory/disk, the user will be informed and the install program terminated.

[COPY_IF_EXISTS] section

This section takes the same format as the previous section, but files will only be copied if they exist on the installation disk. No error will be reported if these files do not exist. See multi-disk notes below.

[PROGRAM_MANAGER_ICONS] section

After the comments, the first line in this section defines the group name. Subsequent lines specify individual icons to be created. The format is as follows:

[Filename.Ext] Icon label

Up to 10 Program Manager icons may be created in this way. A percent % symbol may be used within the filename section - this will be expanded to a full path when the icon is created. For example:

[WRITE %SAMPLE.WRI] Documentation for program

If the user installs files into a directory J:\WINAPPS\SWARE\SAMPLE, this icon will be created in Program Manager with the command:

WRITE J:\WINAPPS\SWARE\SAMPLE\SAMPLE.WRI

and the caption "Documentation for program". Program Manager automatically sets the working directory to J:\WINAPPS\SWARE\SAMPLES\ in this case. Similarly, an entry for a main program icon could be:

[%SAMPLE.EXE] Sample Application

NOTE: At the time of writing, it is believed that although future versions of Windows (i.e. Windows 95) will not have Program Manager as a shell, the new system will emulate the Program Manager calls to enable icons to be placed upon the desktop. Provided this is the case, Sprinter Setup will successfully provide icons for all versions of Windows 3.1 through 95.

Multiple disks

You will notice that except for specifying that there will be a particular number of disks in the set, you do not tell Sprinter which disk each file is on. Sprinter is intelligent enough to work out that if a file hasn't yet been installed, it is either on a later disk or missing. Therefore, to make up your disks, simply copy the files onto each disk in turn and place a tiny (1 byte will do) file on each disk with the name "DISKn", for example DISK2 or DISK9. No extension should be included on this file. Due to the way Sprinter works, it is necessary to have at least one file which MUST be copied from the last disk, as otherwise Sprinter will realise that all MUST_COPY files have been processed, and end without touching this (or even previous) COPY_IF_EXISTS disks.

Registration and support

If you have not already registered, please print REGISTER.WRI for a registration form.

Registered versions differ from the shareware release in that the initial "bootstrap" SETUP.EXE is branded with your company (or selected) name rather than saying "Shareware", and that you hold a printed licence permitting you to distribute the files, whilst detailing the level of registration (i.e. number of developers) the software is licenced for. A sample of this licence is available on request.

If you require any help using this program, or discover problems with its implementation, please contact me, Neil Gorin, either at 4 Rookwood Drive, Stevenage, Hertfordshire, SG2 8PJ, or

telephone (01438) 362671. I can also be reached via the internet as neil.gorin@nildram.com, and the latest copy of this program will always be available from the Shareware Support BBS on 01442 891109.