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Introduction

EZinst is an easy, painless way to install MS-Windows software. The installation program itself is small (about 70k) and includes such features as source and destination directory entry, a percent completed status bar, and a very easy, customizable INSTALL.INI file format. The programmer or consultant (or other user) has only to make a very simple INSTALL.INI file with his/her favorite text editor.

The INSTALL.INI file

The INSTALL.INI file tells the EZinst installation program exactly how to install the program(s). The file format is simple and easy to use.

File format

Section #1: The EZinst version number. The @@VER@@ macro followed by = and the version number will help EZinst convert older .INI files. (Note: if this line is missing, version 1.1 will be assumed.) This line may also contain several macros. When Ezinst encounters a file with the same filename and extension as the one that it is installing, it will ask if you would like to overwrite the file. The @@OLD@@ macro will bypass this and automatically overwrite older files (and files with the same date/time). The @@NEW@@ macro will also bypass this and automatically overwrite newer files. The @@SIZE@@ macro followed by = and the minimum size of the destination drive in kilobytes will cause EZinst to check the destination drive to make sure that it has the specified space available.

Section #2: The title, background colors, font style, and background bitmap. The first line is the title, which will be displayed in the title bar and in large letters in the program window. The second line is the two background colors, any styles for the title text, and an optional background bitmap. The first color will start at the top of the window and will blend into the second color. The colors can be: BLACK, DARKBLUE, DARKGREEN, DARKCYAN, DARKRED, DARKMAGENTA, DARKYELLOW, DARKGRAY, GRAY, BLUE, GREEN, CYAN, RED, MAGENTA, YELLOW, and WHITE. The two colors may be followed by any of the following four style macros: @@ITA@@ will italicize the title, @@UND@@ will underline it, @@LRG@@ will display it in large text, and @@SML@@ will display it in small text. An optional background bitmap and various display options may also follow the colors. The @@BMP@@ macro followed by = and the name of the bitmap file (with or without .BMP) will cause a bitmap to be displayed during installation. The bitmap may be followed by any of six option macros: @@LFT@@ will display the bitmap on the left side of the window, @@RGT@@ will display the bitmap on the right side of the window, @@TOP@@ will display the bitmap at the top of the window, @@BOT@@ will display the bitmap at the bottom of the window, @@2X@@ will display the bitmap at double the original size, and @@4X@@ will display the bitmap at four times the original size. (Note: the bitmap file must reside on the first installation disk.)

Section #3: The default source and destination directories. The first line is the default source drive/directory. (Note: this can be the current directory. The @@CUR@@ macro will force the current directory to be used and will skip the Install from dialog-box.) The second line is the default destination drive/directory. If it already exists, the EZinst will prompt if it is to be used anyway. The @@OVR@@ macro will force the supplied directory and suppress the Install to dialog-box.

Section #4: The message to be displayed on the Status of Installation dialog-box while files are being copied. This message may be anything from a copyright notice to a reminder of registration. The @@NONE@@ macro will suppress the message.

Section #5: The files to install. The first line is the number of files to install. Make sure this number corresponds to the number of lines following it, not including any lines with the

@@DISK@@ macro. The next lines will consist of the actual files to install. They may be compressed by using Microsoft's COMPRESS.EXE. If the @@DISK@@ macro is put on a line, the user will be prompted to insert a new disk into the drive. Other possible macros include:

@@DIR@@, @@SUB@@, @@SYS@@, and @@WIN@@.

Section #6: The program group and program items to install. The first line is the program group. If it doesn't already exist, it will be created. The second line is the number of program items to install. Make sure this number corresponds to the number of lines following it. The following lines are the actual program items to install. The first part of an entry is the program to be run followed by command-line parameters. The second part of an entry is the title to be shown in the program group, and is separated by a comma. Possible macros include: @@DIR@@, @@SUB@@, @@SYS@@, and @@WIN@@.

Section #7: The INI entries to install. The first line is the number of INI entries to install. Make sure this number corresponds to the number of lines following it. The following lines are the actual INI entries to install. The format is as follows: section, entry, string[, file]. Possible macros include: @@DIR@@, @@SUB@@, @@SYS@@, and @@WIN@@.

Section #8: The executions to perform. After all of the files, program items, and INI entries have been installed, one or more programs may be executed (such as pkunzip or notepad). The first line is the number of executions. Make sure this number corresponds to the number of lines following it. The following lines are the actual executions to perform. The format is simply a MS-DOS command line followed by an optional display macro separated by a comma: @@MAX@@ will maximize the program and @@MIN@@ will minimize it. Other possible macros include: @@DIR@@, @@SUB@@, @@SYS@@, and @@WIN@@.

Example

<p>@@VER@@=1.3 Gengame Installation YELLOW RED @@ITA@@</p>	<p>Version number Title to display during installation Background colors, yellow blending into red, with title in italics</p>
<p>a: c:\gengame Remember to register! 3 gengame.ex_ gengame.hl_ readme.tx_ Games 2 @@DIR@@\gengame.exe, Generic</p>	<p>Default source drive/directory Default destination drive/directory Message text Number of files to install Name of files (may be compressed or un- compressed). Must be the exact name in the source drive/directory. Program (manager) group Number of program items Program items (The program itself)</p>
<p>Game winhelp @@DIR@@\gengame.hlp,</p>	<p>(a help file)</p>
<p>Help 1 Gengame, dir, @@DIR@@</p>	<p>Number of INI entries The WIN.INI entry: [Gengame] dir=c:\gengame</p>

1
notepad @@DIR@@\readme.txt,
@@MAX@@

Number of executions (programs run)
Notepad will be run and will display
README.TXT

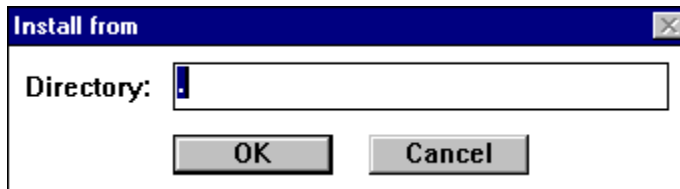
Note

There are two changes that significantly effect the INSTALL.INI format. First an entire section (messages) has been added right before the file list section. This new line must be added before any v1.3 file (@@VER@@=1.3) may be used. Also note that the current working directory during executions has been changed to the destination directory.

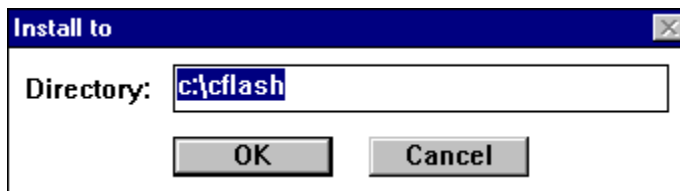
Directories

Two lines contain the default directories. These are the directories that the program will be installed to (and from), if the user hits enter without changing the directories. The first line is the default source directory and the second line is the default destination directory. These lines should contain valid MS-DOS drive/directories. Possible entries include: ., a:, c:\apl, d:\.test\install.

Source



Destination



Files

The first line contains the number of files to install. This number must correspond to the number of lines in the file list starting on the next line (not including any `@@DISK@@` macros). The file list must contain the files to be installed by the exact name found in the source directory. The following macros may be used: `@@DIR@@`, `@@SUB@@`, `@@SYS@@`, `@@WIN@@`, `@@SRC@@`, and `@@ROOT@@`.

Program items

The first line contains the name of the Program Manager group in which to put the program items. If the group already exists it will be selected, otherwise it will be created. The second line contains the number of program items to install into the program group. This number must correspond to the number of lines in the program item list starting on the next line. Program items must follow a specific syntax: program to execute, item title[, path of icon file, icon index]. The path of icon file and icon index parameters are optional. The path refers to the path of an .EXE, .DLL, or .ICO file that contains the desired icon to be displayed in the program manager. The icon index refers to the index of the icon in the icon file. If the first or only icon in the icon file is desired, this parameter may be left out. The following macros may be used: @@DIR@@, @@SUB@@, @@SYS@@, @@WIN@@, @@SRC@@, and @@ROOT@@.

INI entries

The first line contains the number of INI entries to install into .INI files. This number must correspond to the number of lines in the INI entry list starting the next line. INI entries must follow a specific syntax: section, entry, string[, INI file]. The last parameter represents the .INI file that will be modified, and is optional (WIN.INI is the default). The following macros may be used: @@DIR@@, @@SUB@@, @@SYS@@, @@WIN@@, @@SRC@@, and @@ROOT@@.

Program executions

The first line contains the number of programs to execute. This number must correspond to the number of lines in the execution list starting the next line. INI entries must follow a specific syntax: program to execute[, display macro]. The last parameter represents the macro defining how the program will be displayed (normal is default). @@MAX@@ will maximize the program and @@MIN@@ will minimize it. The following macros may also be used: @@DIR@@, @@SUB@@, @@SYS@@, @@WIN@@, @@SRC@@, and @@ROOT@@.

Example

This example is the INSTALL.INI file for EZinst.

```
@@VER@@=1.3
EZinst Installation
YELLOW BLUE @@ITA@@
a:
c:\ezinst
Remember to send in the registration card.
13
install.exe
install.hlp
install.ini
compress.exe
makeini.exe
makeini.hlp
wndclass.h
install.h
install.cpp
install.rc
install.def
readme.txt
catalog.txt
Programming
4
@@DIR@@\install.exe, EZinst
@@DIR@@\makeini.exe, Makeini
@@WIN@@\notepad @@DIR@@\readme.txt, README.TXT
@@WIN@@\winhelp @@DIR@@\install.hlp, EZinst Help
@@NONE@@
1
notepad @@DIR@@\readme.txt, @@MAX@@
```

Macros

<code>@@2X@@</code>	This macro displays the bitmap at double the original size. Ex: <code>@@BMP@@=logo @@2X@@</code>
<code>@@4X@@</code>	This macro displays the bitmap at four times the original size. Ex: <code>@@BMP@@=logo @@4X@@</code>
<code>@@BOT@@</code>	This macro displays the bitmap at the bottom of the window. Ex: <code>@@BMP@@=logo @@BOT@@</code>
<code>@@BMP@@</code>	This macro specifies the bitmap (if any) to display in the background during the installation. Ex: <code>@@BMP@@=logo</code>
<code>@@CUR@@</code>	This macro is used in the source directory section to force the current directory to be used and suppress the Install from dialog-box. Ex: <code>@@CUR@@</code>
<code>@@DIR@@</code>	This macro is used to substitute the destination directory. It may only be used for files, program items, INI entries, and executions. Ex: <code>notepad @@DIR@@\readme.txt, README.TXT</code>
<code>@@DISK@@</code>	This macro is used only in the files section to indicate that the next disk is to be inserted. Ex: <code>@@DISK@@</code>
<code>@@ITA@@</code>	This macro is used on Line #3, after the background colors, to italicize the title. Ex: <code>BLUE RED @@ITA@@</code>
<code>@@LFT@@</code>	This macro displays the bitmap at the left side of the window. Ex: <code>@@BMP@@=logo @@LFT@@</code>
<code>@@MAX@@</code>	This macro is used to maximize an executed program. It may only be used for an execution. Ex: <code>notepad @@DIR@@\catalog.txt, @@MAX@@</code>
<code>@@MIN@@</code>	This macro is used to maximize an executed program. It may only be used for an execution. Ex: <code>@@DIR@@\wintsr, @@MIN@@</code>
<code>@@NEW@@</code>	This macro causes <code>EZinst</code> to automatically overwrite newer files.
<code>@@NONE@@</code>	This macro is used to inform the computer that a particular section is not to be installed. It can only be used for the number of files, program items, INI entries, executions, and group name. Ex: <code>@@NONE@@</code>
<code>@@OLD@@</code>	This macro causes <code>EZinst</code> to automatically overwrite older files (or files with the same date/time).
<code>@@OVR@@</code>	This macro is used in the destination directory section to force the supplied directory and suppress the Install to dialog-box. Ex: <code>@@OVR@@=c:\flash</code>
<code>@@RGT@@</code>	This macro displays the bitmap at the right side of the window. Ex: <code>@@BMP@@=logo @@RGT@@</code>
<code>@@ROOT@@</code>	This macro is used to substitute the root directory (of the destination drive). It may only be used for files, program items, INI entries, and executions. Ex: <code>notepad</code>

	@@ROOT@@\config.sys, CONFIG.SYS
@@SRC@@	This macro is used to substitute the source directory and copy from subdirectories of the source drive/directory. It may only be used for files, program items, INI entries, and executions. Ex: @@SRC@@\bmp\car.bmp @@SUB@@\bmp\car.bmp
@@STOP@@	This macro stops the installation. It can only be at the following points: number of files, program items, INI entries, executions, and group name. Ex: @@STOP@@
@@SUB@@	This macro is used to create (and copy to) subdirectories of the destination directory. It may only be used for files, program items, INI entries, and executions. Ex: @@SUB@@\bmp\car.bmp
@@SYS@@	This macro is used to substitute the Windows system directory. It may only be used for files, program items, INI entries, and executions. Ex: notepad @@DIR@@\readme.txt, README.TXT
@@TOP@@	This macro displays the bitmap at the top of the window. Ex: @@BMP@@=logo @@TOP@@
@@UND@@	This macro is used on Line #3, after the background colors, to underline the title.
@@VER@@	This macro is used to inform <u>EZinst</u> of the version number of the INSTALL.INI file. Ex: @@VER@@=1.2
@@WIN@@	This macro is used to substitute the Windows directory. It may only be used for files, program items, INI entries, and executions. Ex: @@WIN@@\notepad @@DIR@@\readme.txt, README.TXT

Compression

The file compress.exe is included in the EZinst package. This file can be used to compress distribution files in the file list. EZinst will automatically uncompress the files when it installs them. To compress a file use the following syntax: compress [-r] filename1.ext [filename2.ext]. If the optional -r switch automatically renames the compressed file with the character _ in place of the original last character.

Questions and answers

Question: Are @@DISK@@ lines included in the total file count?

Answer: No. The file count should only include actual files, all @@DISK@@ macros should be ignored for the count.

Question: Listing a lot of files in the file list takes a long time. Is there any way around this?

Answer: One way to simplify this task is to initially create the INSTALL.INI file using the MS-DOS directory command (dir /w > INSTALL.INI) then editing the file from there. The MakeINI utility (included with the registered version) has the command **File-Process** that will easily accomplish the same thing without the need for extensive editing.

Question: How do I install a separate icon (in an .ICO or similar icon file) for a program item?

Answer: Give the path of the icon file as the third parameter for the program item. **Ex:** @@DIR@@\train.hlp, Train, @@DIR@@\train.hlp

Question: Why wont MS-DOS commands like del or copy work in the executions section?

Answer: The executions section uses the *WinExec* function which doesnt recognize internal MS-DOS commands. The best way to get around this is to create a batch file with the internal MS-DOS commands, and execute the batch file instead.

Question: Sometimes I get strange errors during multiple disk installations. Why does this happen?

Answer: Windows sometimes needs the original INSTALL.EXE file for that files resources. We have created the file SETUP.EXE (included with the registered version) for multiple disk installations to counter this problem. Put SETUP.EXE on the first installation disk and run it instead of INSTALL.EXE. SETUP.EXE will copy INSTALL.EXE to the destination disk and will then run INSTALL.EXE. When the installation is complete, INSTALL.EXE will be deleted.

Registration

EZinst is a shareware program that has a 30 day evaluation period after which a payment of \$22 is required. As shareware, EZinst was distributed freely in order to allow people to "test drive" it. The try-before-you-buy concept allows users to find out which programs are useful before purchasing (registering) them. If a shareware program is useful or entertaining, please support it through registration. The registration fee for EZinst is only \$22. These twenty-two dollars entitle you to the newest version of the program, a utility (MakeINI) to help create the INSTALL.INI file, a printed manual, customer support (through the mail, our BBS, CompuServe, AOL or the Internet), source code (for Borland C++, ask about Microsoft Visual C++), an unlimited distribution license, and information (and discounts) on other offerings from Burnham Park Software, Inc. To register, go to the Registration Form page and use the File-Print Topic menu command. Fill out the resulting form and send to:

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Registration form

EZinst v1.3

Name: _____

Street: _____

City: _____ State: _____ Zip code: _____

Country: _____

Phone: _____

Program registering: _____

Type of disk: 3 1/2: _____ 5 1/4: _____

Computer: _____

On-line services or bulletin boards: _____

Where did you get the program: _____

Amount enclosed: _____

* Add \$1.00 shipping to Canada and Mexico. Add \$3.00 shipping to anywhere outside of North America.

Send to:

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