

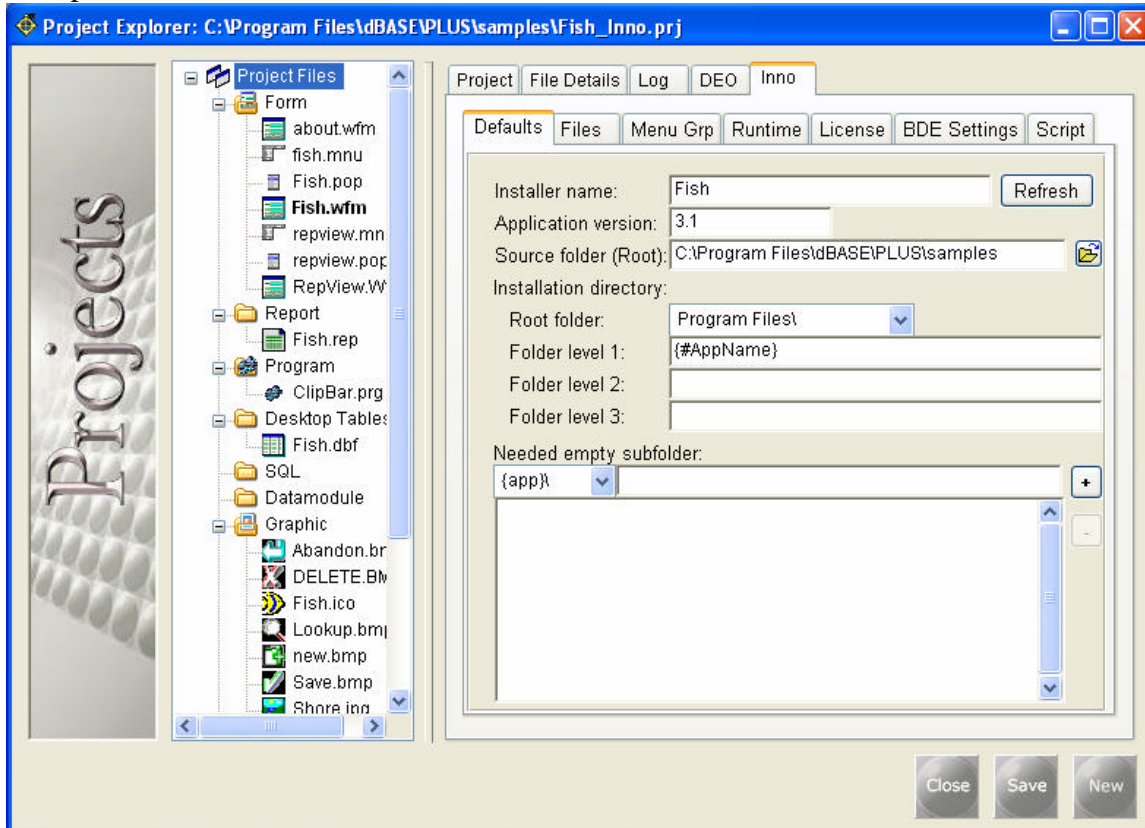
Documentation for Inno tab on the Project Explorer

Overview:

The Project Explorer allows you to compile and build a project. To make an installer for the created project, use the Inno tab on the Project Explorer to create an installation script. Using Inno Setup and ScriptMaker, the generated script can then be used to create the installer. Each part of the Inno tab setup is described below.

Defaults:

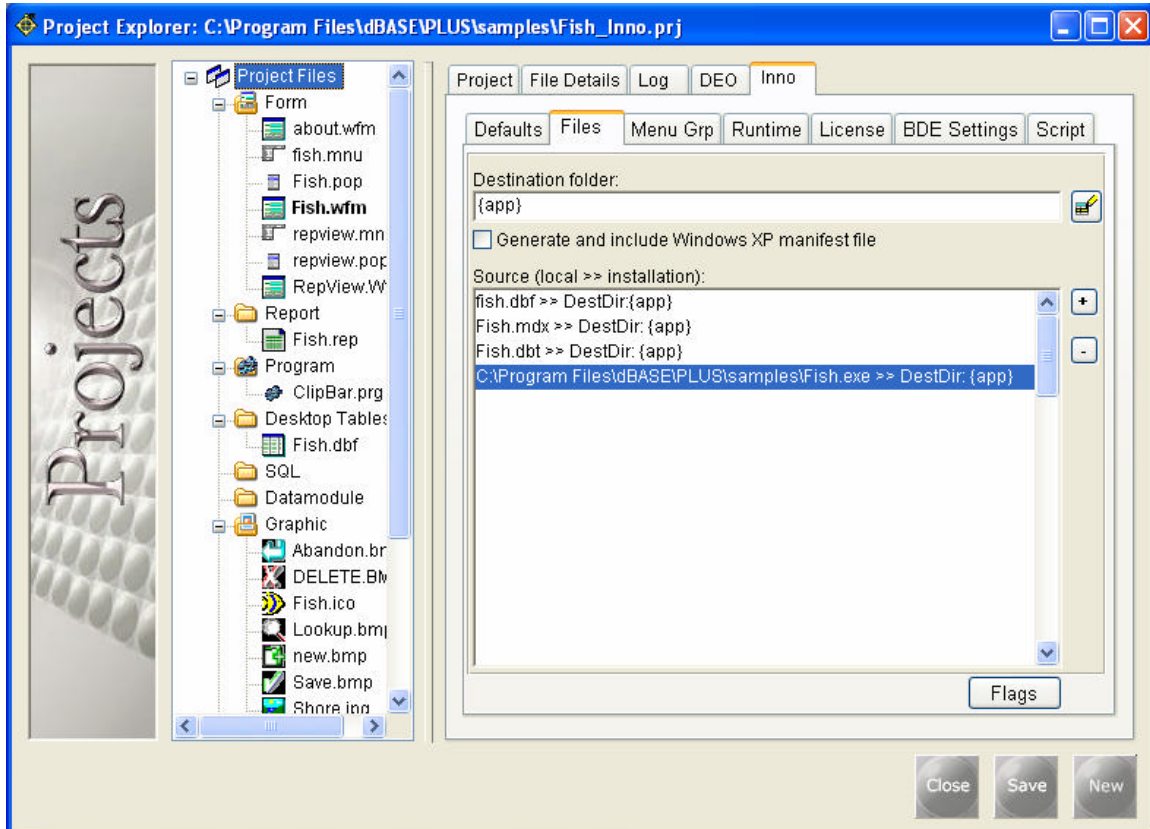
Set up the basic installer information.



1. **Installer name** - This field should automatically use the project name indicated under the Project tab. If the name has been changed, the Installer name field can be reset to the Project name by clicking on the Refresh button.
2. **Application version** - The version number of your project.
3. **Source folder** - The root location of the project files.
4. **Installation directory** - The location where the project files will be saved to during the installation process (<Root folder>\<Folder level 1>\<Folder level 2>\<Folder level 3>). Indicate {#AppName} to use the name of the application for a folder level. In the example above, the program will be installed to Program Files\Fish. Folder level 2 and 3 are optional.
5. **Needed empty subfolder** - Specify the name of any empty folders that will be needed within the destination folder when the program is installed. Click the plus sign to add a subfolder, and click the minus sign to remove one.

Files:

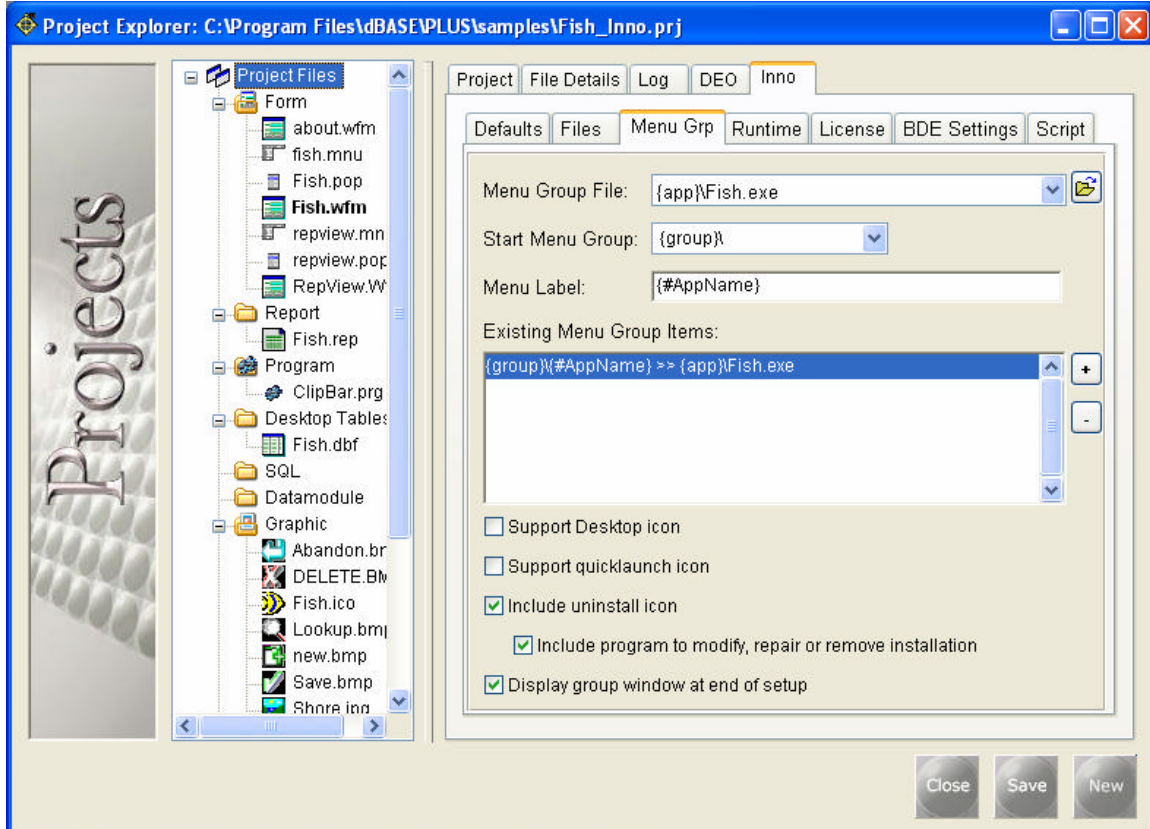
Set up the files to be included with the installer.



1. Destination folder – Set the installation location of the file that is chosen in the source list. Indicate {app} to use the installation directory from the Defaults tab. Click the button to the right of the field to update the source list.
2. Generate and include Windows XP manifest file – Selecting this option will automatically create a Windows XP manifest file when you generate a script. The manifest file will be installed in the runtime directory during the installation.
3. Source – The list of files that will be included in the installation, showing the local project file on the left and the installation path on the right.
4. Flags – Click this button to set various attributes for each file.

Menu Grp:

Specify how the program will appear in the Windows Start Menu.



1. Menu Group File – The installed file to show in the Start Menu. Indicate {app}\ before a file name to use the installation directory specified on the Defaults tab.
2. Start Menu Group – The section of the Start Menu to show the installed application in. In this example, the application will be shown in the Programs section by choosing {group}\.
3. Menu Label – Name of the Start Menu item. {#AppName} indicates the name of the application as specified on the Defaults tab.
4. Existing Menu Group Items – List of the current Start Menu items, with the Start Menu location on the right and actual file location on the right. For the example above, the following option will then appear in the Programs section of the Windows Start Menu:

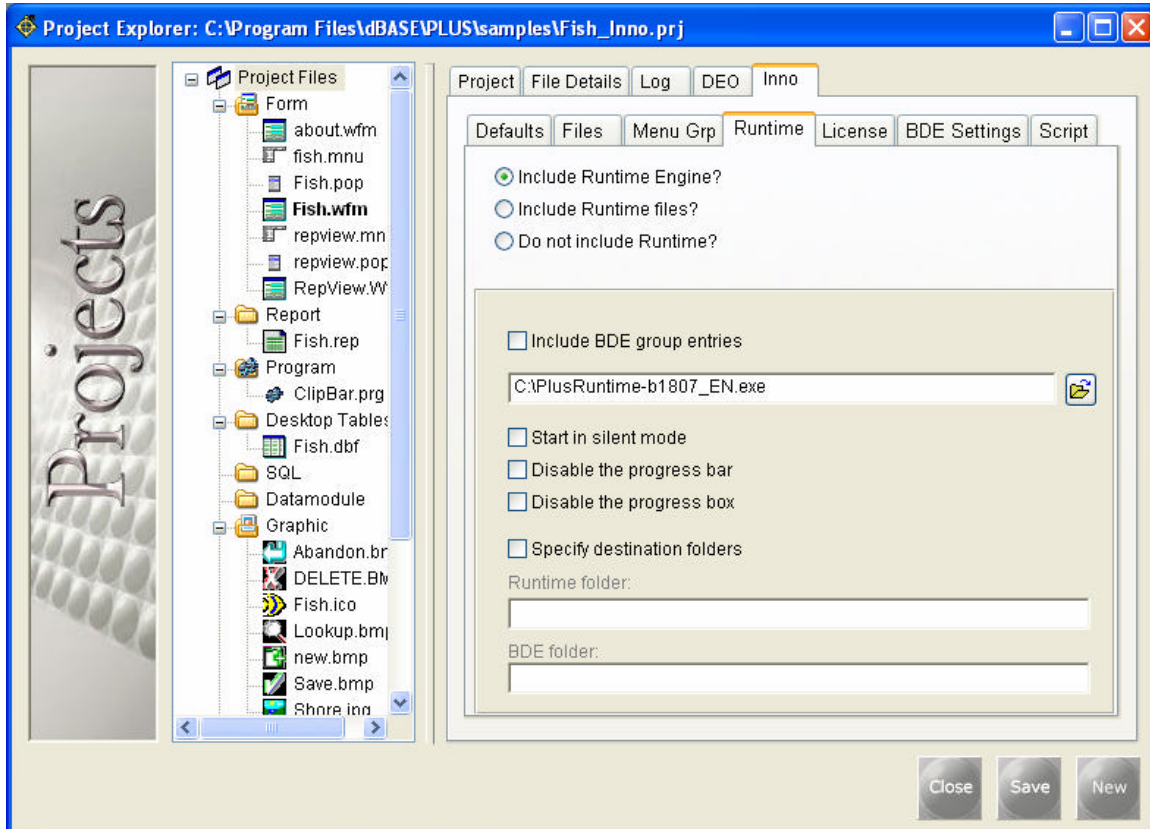


5. Support Desktop icon – During the installation, the user will be given the option to add a Desktop icon if this box is checked.
6. Support quicklaunch icon – If this option is selected, the user will be asked if a quicklaunch icon should be created during the installation.
7. Include uninstall icon – Indicate if the user should be able to uninstall the application from the Start Menu.

8. Include program to modify, repair or remove installation – When checked, a program maintenance application is installed and listed in the Start Menu that allows the user to modify, repair or remove the installation.
9. Display group window at end of setup – Choose this option to open the Start Menu folder when the installation completes.

Runtime:

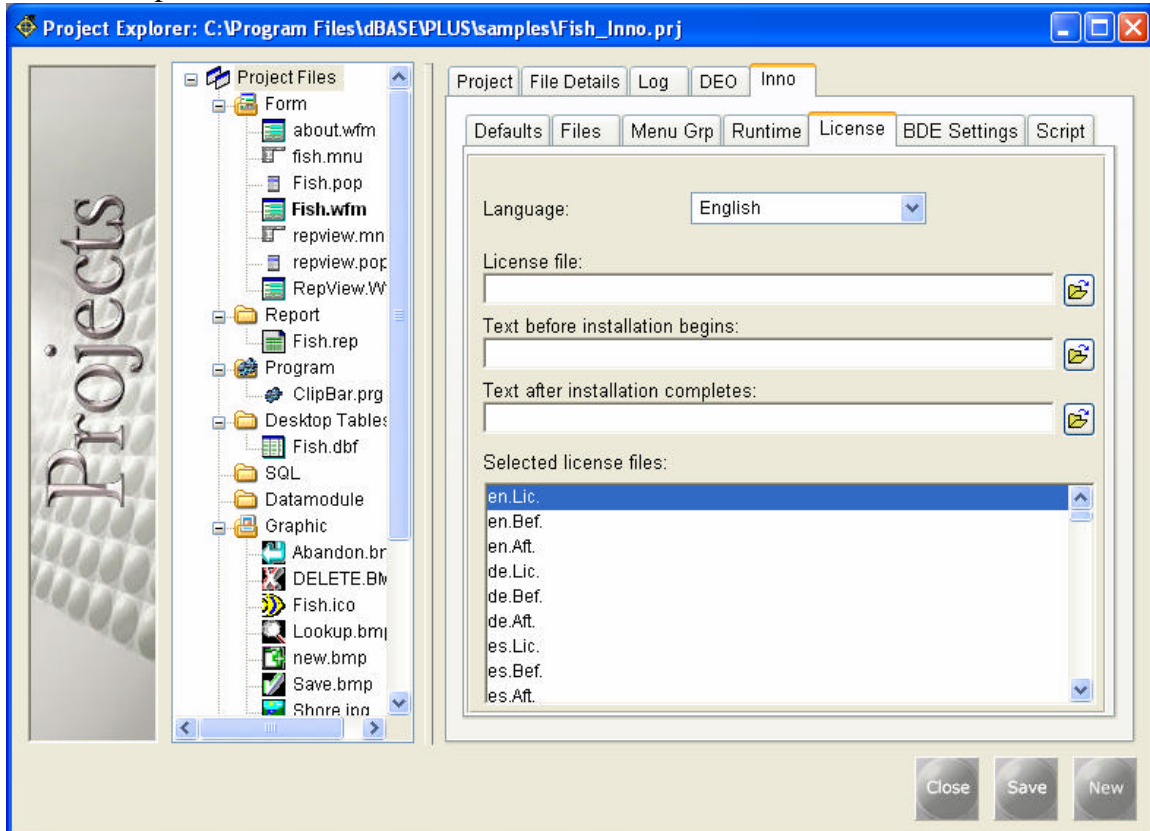
Indicate if the dBASE Runtime should be included with the installation.



1. Include Runtime Engine: Includes the specified dBASE Runtime Engine in the installation. Options such as progress indicators and destination folder can be set up in this section.
2. Include Runtime Files: Use this option if an update to the application is being made, not requiring the entire Runtime Engine to be included. Indicate the language and destination folder for the Runtime files.
3. Do not include runtime: When selected, the dBASE Runtime will not be included in the installation.

License:

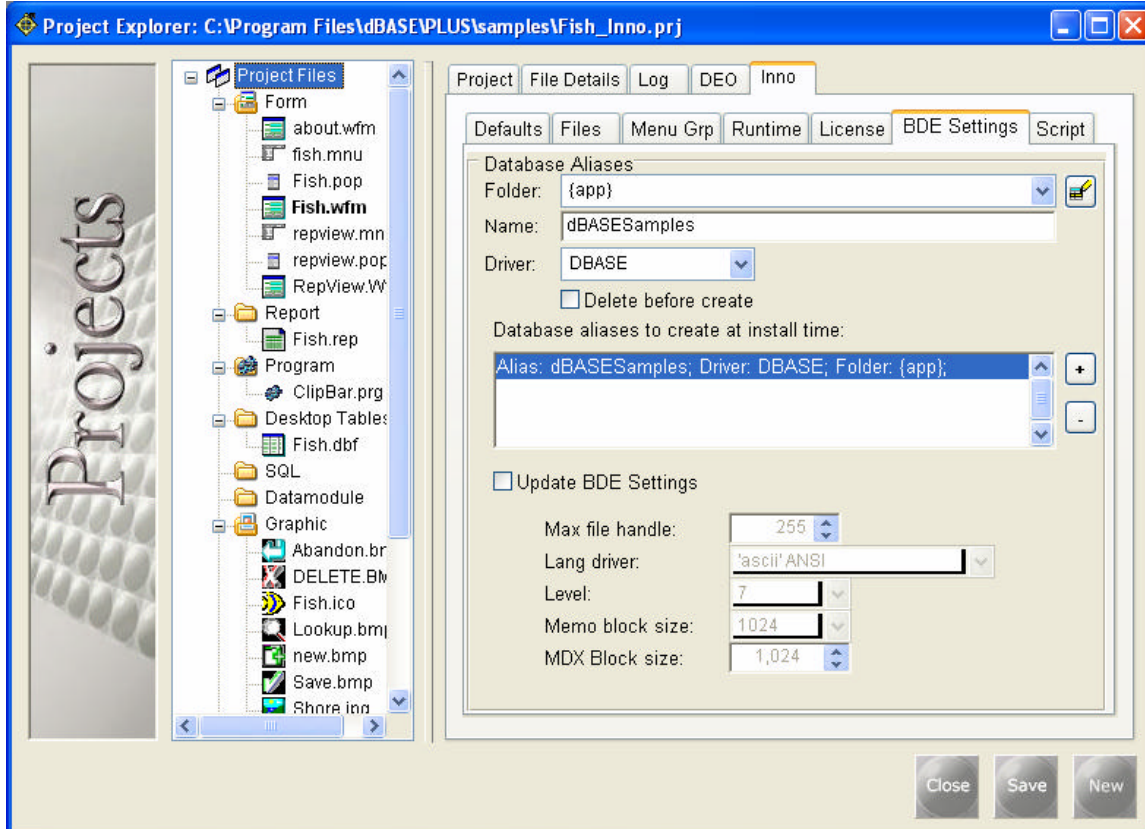
Set up the license agreement and other important text that should show during the installation process.



1. Language – Select a language for the text files. Files can be set for multiple languages.
2. License file – Choose a text file that contains the License Agreement.
3. Text before installation begins – Choose a text file that contains any text or messages that should display in the installation window before the installation begins.
4. Text after installation completes – Choose a text file that contains any text or messages that should display in the installation window after the installation completes.
5. Selected license files – Lists the files that are currently set for the license and other text during the installation.

BDE Settings:

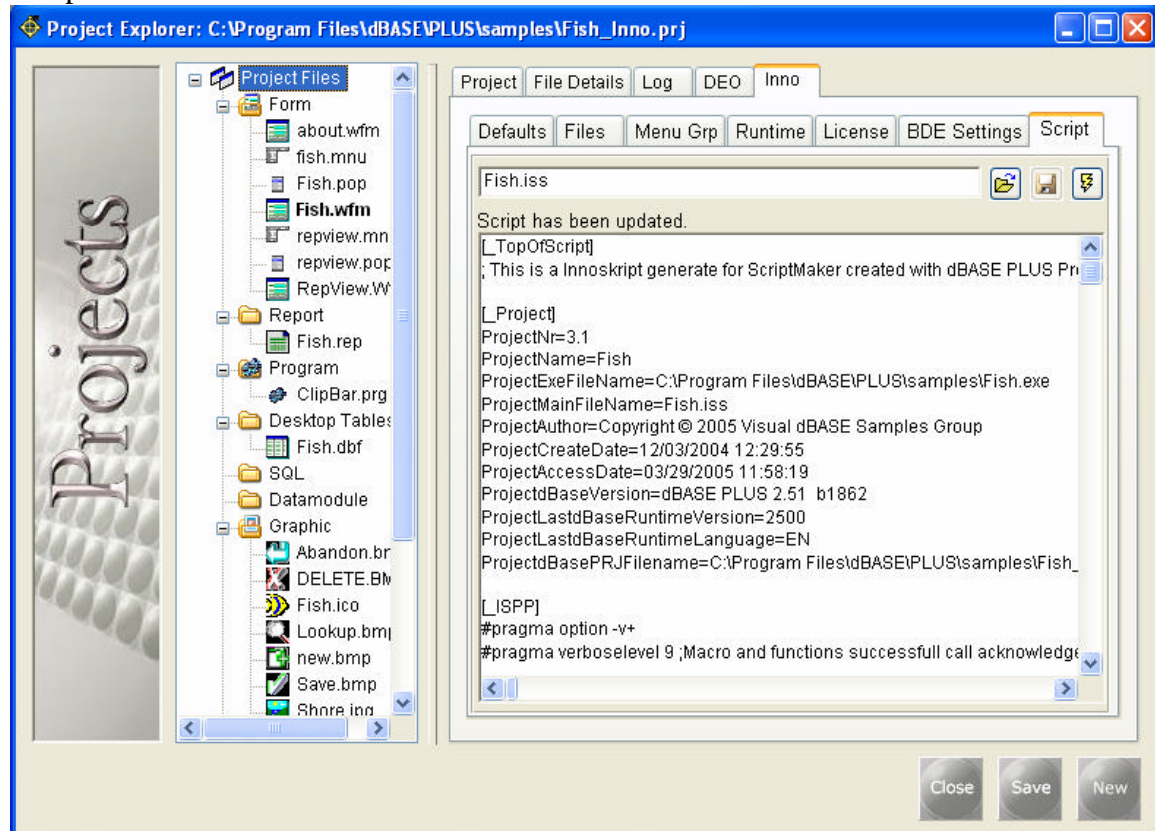
In this area, the installer can be set up to include the BDE and any required aliases.



1. Folder – The root folder in the installation where the database alias should link to. Choose {app} in the dropdown to use the installation directory specified on the Defaults tab. If a subfolder is needed, choose {app}\<sub_folder>.
2. Name – The name of the alias that will be created.
3. Driver – The database driver that should be used.
4. Delete before create – If checked, an existing alias with the specified name will be removed before setting up the new database alias.
5. Database aliases to create at install time – The list of aliases that will be created during the installation. To add an alias, click the plus sign; to remove an alias, click the minus sign.
6. Update BDE Settings – This option determines if the remaining fields will be used to set the BDE driver properties. The fields are initially set to the default BDE dBASE driver values.

Script:

Indicate a name for the script and then generate it. This script will be used by Inno Setup to create the installer.



1. To specify the name of the script, click on the folder icon. The script should have an .iss extension.
2. To generate and save the script, click on the disk icon. The script can then be seen in the large box below the icons. The text line above the script will indicate if the script is current with the latest settings or not.
3. Once the script and project exe are generated, the installer can be created by launching ScriptMaker with the lightning bolt icon. Once ScriptMaker is open, create the installer by clicking on the Inno button under compile. By default, the installer will be in a folder called Output, located in the source directory.