

TWEAKFS OPEN INSTALLER - HELP

• Introduction

The TweakFS Open Installer is designed to run and create open, Zip-based installations which allow the end-user to view the contents of the package and decide which files are overwritten. Users can even add or remove files from the installation if they wish.

It can be used by developers who normally release their creations as Zip files but who want to automate the process. Simmers in general can also use it to compile a personal collection of add-ons which makes re-installation a breeze.

• Overview

The TweakFS Open Installer is really a two-part application:

1. **Install** - For the end-user, by default it opens to the install wizard page which automates the installation of aircraft, scenery and other add-ons to Flight Simulator. An installation file (*.ini) can be either loaded manually by the user or preloaded for them; there is an autoloader feature that will remove one step for the end-user by automatically loading the installation (See heading "Create - Setup Info").
2. **Create** - For the add-on creator or experienced simmer it sports an editor with the ability to create and compile install projects. It will copy the output to a specified folder which can then be zipped and distributed to file libraries. The saved Install Project file (*.proj) keeps track of all the files, screenshots, documentation and options that are part of the installation.

Because it is **freeware** and has a relatively small file size (about 850 KB when compressed) the tweakfs_install.exe can be freely distributed to help to take some of the guesswork out of installing add-ons for those not accustomed to doing things manually.

• File Structure - Installation

The following is a description of the files that are generated and copied to the output folder after compiling an Install Project:

- **tweakfs_install.exe** - Installer makes copy of itself.
- **tweakfs_install.ini** - If the Generate AutoLoad File option is selected this file will be created.
- ***.jpg/*.bmp** - The screenshot file that is to be loaded by the installer.
- ***.txt/*.pdf/*.doc/*.htm/*.chm** - The Readme/Help file (5 formats supported).
- **desc.txt** - The description file you saved.
- ***.zip** - File group Zips, one generated for each group.

Note: It is usually best to select a new, empty folder for the output, perhaps on the desktop or one level below the project folder.

• File Structure - Project

The Install Project files should be saved to a dedicated folder which will contain at least 2 files:

- ***.proj** - The saved project file.
- **desc.txt** - The program description file.
- ***.*** - All other files (e.g. screenshot, readme) can be anywhere else on the system as the full path to the files is saved in the *.proj file. You can also save them within the project folder, probably a good idea.

• Installing - Step By Step

Running an installation is a simple process:

1. Place all the files in the same temporary folder (or desktop)
2. Run the tweakfs_install.exe file

3. Click "Load Setup" and select the add-on *.ini file[#]
4. Select the desired "Install Options"
5. Set the "Install to Folder" entry
6. Click the "Install Add-on" button!

[#] If the add-on creator included the AutoLoad option this step will not be needed

• Creating an Installation - Step By Step

To create an install project follow these steps in this order:

1) Create - Setup Info page

- Enter Add-on Name, Version, Developer, Support URL and Email
- Select the Readme, Output folder and Screenshot
- Select AutoLoad option if desired
- Click "Save Project" button

2) Create - Add Files page

- Click "Add Group" button
- Select or highlight the Group in the list
- Drag 'n' drop files onto the "Files In Group" box
- Set the Relative Path for the files
- Assign a Desktop Shortcut to a file if needed
- Click the "Save Group" button

Note 1: Repeat these steps for each file group

Note 2: For the "Use Zip Folder Paths" option see the relevant note under the section "Create - Add Files" below

3) Create - Compose page

- Edit and save the Program Description
- Edit and save the Readme.txt file[#]

[#]This can be skipped if you have specified another type of file

4) Create - Compile page

- Check no missing items on Pre-Compile Checklist
- Click Compile!

You will be able to see the files being created in the Output folder viewer during the compile process. You can also drag files to this list if you are adding anything else to the installation. From here all files can be copied to another location or zipped using your regular method.

• Install - Setup Info Page

Program Info - This box contains the main details that describe the installation such as:

- Add-on Name
- Version Number
- Team or Developer Name

It also has three clickable hyperlinks:

- Tech Support URL

- Contact Email
- Readme or Help file

Program Description - This contains a description of the add-on, it can be as short as one line or as long as several paragraphs. Instructions such as suggested installation folder, min system specs, required files and other details can be included here.

Screenshot - Displays a small screenshot for the product. It can be a full-screen shot of a panel/aircraft, a company logo or perhaps an attractive product splash screen.

Install Options - Various selectable options, such as confirming before overwriting files (on by default), launch the Help file or go to the Tech Support URL after install.

Install to Folder (and associated icons) - The selected path to which the add-on will be installed. Generally speaking the add-on creator will indicate what this setting will be and in most cases will probably be the root FS9 folder.

There are two icons associated with this box, on the right the folder-shaped icon will allow the selection or creation of a specific folder, the FS9 icon on the left will automatically read and insert the FS9 folder location as reported by the Windows registry.

Load Setup Button - Load an Install file (*.ini).

Install Add-on - Begin installing the currently loaded add-on.

• Install - View Files Page

File Groups - Displays the various file groups that make up the installation. Each group corresponds to the associated Zip file that is part of the install package.

Zip File Viewer - When a File Group is clicked on the files in that group will be displayed here and are being read directly from the Zip File. This Zip viewer has some advanced information for each file such as compressed/uncompressed size, CRC and compression ratio.

The Viewer will also display the folder structure of the files in a tree menu format if the Zip archives have path information saved within them (See the note regarding the option "Use Zip Folder Paths" under the heading "Create - Add Files").

File Group Install Path - When a File Group item is selected in the list and a relative folder path for this group of files has been defined by the add-on developer, it will be displayed here. If you have already entered the installation folder on the Install - Program Info page then the full installation path will be displayed.

• Create - Setup Info Page

Add-on Name - Enter the name/title of the add-on.

Version Number - Enter the version number of the add-on.

Team/Developer - Enter the name of the add-on developer or team.

Technical Support (URL) - Enter the full URL to the online support forum or the main website.

Contact Email - Fairly self-explanatory.

Readme/Help File - Select the file you want folks to consult regarding installation and/or operation of the add-on. Can be in the following formats:

- TXT (ASCII Text)
- PDF (Adobe Reader)
- DOC (Word)

- HTM (Web page)
- CHM (Compiled HTML)

Default Output Folder - The folder where you want the compiled install package to be copied.

Screenshot - Select a screenshot to accompany the installation. It is displayed at 250x180 pixels but the source file can be larger. As long as the file is a full-colour JPG or BMP it will be smoothly resized down to the available display size using an advanced Lanczos stretch filter, however it may be best to keep it at 250x180 to reduce file size.

Project File - This box displays the currently loaded or recently saved project file (*.proj).

Other Options - Generate AutoLoad File - Creates a config file (tweakfs_install.ini) which is read by the tweakfs_install.exe file on startup. If you would like your installation to automatically load into the installer when the end-user executes it then select this option, otherwise the user will need to load the install file themselves.

Load Project Button - Load a previously saved install project file (*.proj).

Save Project Button - After making any changes on this Create - Setup page, use this button to save your changes. If you are saving the project for the first time it is advisable to save it to a dedicated folder.

• Create - Add Files Page

The heart of the installation are the file groups. Each group of files can be assigned a different relative installation path. If the add-on is simple and has only one folder to which the files will be copied then only one file group will be needed. More complex add-ons with various files in different folders will require several file groups.

If you prefer to use only one Zip file with folder paths included in the archive please see the note on "Use Zip Folder Paths" below.

Note: The procedure for creating a new file group is as follows:

1. Click the Add Group button
2. Select it in the File Groups box
3. Drag & Drop files to the Files In Group list
4. Set the relative path for the file group
5. Click the Save Group button!

This above-mentioned procedure **must be followed exactly** for the initial creation of each group. On initial creation of a file group, if any other File Group is clicked before saving any changes will be lost!

File Groups/Add Group Button - This is where you create the file groups. To create a group click the Add Group button and enter the name (e.g. texture files). After a file group has been saved clicking on any items in this list will display the files associated with this group. Selecting each File Group will also check for any missing files and give you the option of removing them from the list, a good idea before a compile.

Files In Group - After creating the file group name, select it and then drag and drop the files onto this list. To remove files highlight them and press the DEL key, or right click on the file(s) and select the remove option from the menu. This box does not contain the actual files but simply displays the full path to the files on your system.

File Group Relative Path - Set the relative path for the selected File Group.

For example if you wanted to install an aircraft there would be about 6 file groups:

1. Aircraft Files
2. Model Files
3. Panel Files
4. Texture Files
5. Sound Files
6. Gauge Files

The corresponding paths would need to be saved as follows (in blue), assuming you will instruct the end-user to install to the root FS9 folder:

1. [aircraft\my_aircraft](#) (aircraft.cfg, checklist, etc)
2. [aircraft\my_aircraft\model](#) (MDL & model.cfg file)
3. [aircraft\my_aircraft\panel](#) (Panel.cfg, panel BMPs)
4. [aircraft\my_aircraft\texture](#) (Aircraft textures)
5. [aircraft\my_aircraft\sound](#) (WAV sound files)
6. [gauges](#) (Panel gauge files)

Note: Do not add any slashes at the beginning or end of the relative path, they will be removed in any case.

Use Zip Folder Paths - This is an advanced option for folks who create or modify the zip files themselves by adding folder paths. If this option is selected the paths within the Zip archive **will be added** to any relative path if present. So the two options you have are:

1. Allow the TweakFS Open Installer to use the File Group Relative Path setting to manage where to put the files.
2. Leave the File Group Relative Path entry blank and utilize the folder paths you have added within the Zip by selecting the Use Zip Folder Paths option.

When creating the Zip files during the project compile process the TweakFS Open Installer will not add any folder paths to the Zip archive itself, but will use the File Group Relative Path setting to determine where to install the files on the end-users machine.

Create Desktop Shortcut for Selected File - To create a Desktop Icon do the following:

1. Select one of the files in the "Files In Group" list
2. Enable this option by ticking the box
3. Enter a Shortcut Popup Hint
4. Click the small Save Icon

Only one file per File Group can have a Desktop Shortcut assigned to it. The file can be an EXE, a Readme or any other file to which you want the end-user to have quick access.

Desktop Icons should be used sparingly but if for any reason you need more than one Desktop icon to files from within the same Group (i.e. files that will be installed to the same folder), you will need to create a new Group just for that second file. Here is how to do it:

1. Remove the file from the Group that already has a Shortcut
2. Create a new File Group
3. Add the file to the new Group
4. Add the same Relative Path
5. Assign the Desktop Shortcut and Save

Note: After steps 1 & 4 remember to click the "Save Group" button!

If a Shortcut is already assigned to a file from within the same Group it will be detected and you will be given the option to overwrite the assigned Shortcut.

Clicking on the file that has the assigned Desktop Shortcut will activate the "Create Desktop" box. To remove a Desktop Shortcut from a file click on the file, then de-select the option by un-checking the box.

The Shortcut will normally take on the same name and icon as the file being referenced (e.g. "My App Readme.htm" will be displayed as "My App Readme" and will have the default system icon for HTML files). The Popup Hint is displayed when the user hovers with the mouse over the icon.

Save Group Button - As the button says. Click each time changes are made to any File Group and before selecting a different group in the list!

• Create - Compose Page

Edit Program Description - This text editor is for creating and saving the program description that will be displayed on the initial page of the installer. Use it to describe your add-on in a little more detail, list system requirements or other installation instructions.

Edit Readme/Help File - If you plan to use a Reame.txt file in ASCII format you can create one here. This file will be accessed via the clickable link in the Program Info box. If you are planning to use any other supported format then you will need to create the document in that file's editor (e.g. Adobe Acrobat 7 or MS FrontPage).

• Create - Compile Page

Pre-Compile Checklist - This is a closed-loop, non-clickable checklist which keeps a track of what items have been completed on the Create - Setup Info page. If any items were omitted this list will remind you.

Post-Compile Info - Lists some information regarding the install after compiling such as the number of files in the output folder, the combined size of the files and the number of Zip archives that were generated.

Output Folder - Displays the full path to the folder selected on the Create - Setup Info page. The file list box below displays the contents of the folder and is fully Drag & Drop enabled so you can add and remove files just as you would in the Windows Explorer. The default Windows Context Menu is also enabled when right-clicking a file.

Project Compile Progress - Displays the current progress during the install compile process.

Compile Button - No prizes for guessing! :)

Important: Before proceeding with the compile process it is strongly recommended that you go to the Add Files page and click on each File Group in the list as this will not only display the files on the right but will also check for any missing files which may be more of an issue when compiling a previously created install project.

• Web Links

TweakFS - Links to the TweakFS News page via the built-in browser.

AVSIM - Opens the default browser to the AVSIM File Library.

FlightSim - Opens the default browser to the FlightSim.com upload page.

Custom - A configurable link, if none is found it allows you to create it, the setting is saved in the tweakfs_install.ini file and can be manually edited if required.

• Conclusion/Disclaimer

This program is released as freeware by TweakFS and can be distributed without restriction on any FS website and as part of any add-on package. We welcome feedback regarding bugs or feature requests, but being freeware please be realistic in your expectations.

As freeware this program has been tested to a reasonable degree on various systems but no responsibility will be accepted in the unlikely event that any system damage is caused due to the failure or improper use of this software. There is no expressed or implied warranty on this program and TweakFS will not be liable for any configuration problems or otherwise that this software may cause.