

Welcome to MeshInstall

Thank you for trying MeshInstall! MeshInstall is the easiest way for content creators such as artists, designers and musicians to package and deliver their work to customers. It is designed from the ground up for artists, and not programmers. With the easy to use MeshInstall Express, you are stepped through the process of turning a collection of files into a deliverable installer. Switch to Expert Mode and customize every aspect of what your customer sees, including your own graphical branding and password protection!

Note: This document is a work in progress. It will change with every release of MeshInstall, up to the final 1.0 release of the product. Please ensure you are using the most up-to-date documentation.

Introduction

If you have not already done so, please review the End User License Agreement and the Read Me file included with this software. Any use of the software confirms your agreement with the End User License Agreement. The Read Me file contains very specific information about the current release of the software.

Getting Started with MeshInstall

This chapter steps you through everything you need to know to get started with MeshInstall.

RECOMMENDED HARDWARE AND SYSTEM REQUIREMENTS

MeshInstall may run under differing configurations. The following are the minimum recommended hardware and software system requirements for installing and using MeshInstall:

Windows Version 2000/ME/XP/XP Pro

Intel Pentium 3 1 ghz or compatible processor.

500 MB RAM

20 MB hard disk space

CD ROM Drive (if you received the software on a CD)

Installing MeshInstall

Ready to get started with MeshInstall? Use the following steps to install MeshInstall on your computer.

1. On your installation media (CDROM, etc) or after downloading the file, locate the MeshInstall.exe and double-click it.
2. You will be presented with a series of screens, including the End User License Agreement. Read the EULA carefully. Completing the installation process confirms your agreement with it.
3. MeshInstall will prompt you to locate a directory for MeshInstall on your computer. Use the default selection that MeshInstall chooses or select another one.

The MeshInstall installer placed a folder with several sub folders on your computer. These folders are required to remain in the MeshInstall folder for MeshInstall to function correctly. You can move your MeshInstall installation without trouble only if you move the MeshInstall folder and its subdirectories with its existing structure intact.

Ordering and Registering MeshInstall

MeshInstall uses an Authorization Code and Serial Number combination. When you purchase MeshInstall from anyone other than Meshbox Design or IconPeople, you will receive an authorization code. Visit the IconPeople website (<http://www.iconpeople.com>) website to register and activate your product.

Tip: Make sure you use an email address that you use often. Your MeshInstall serial number will be emailed to this email address.

Internet Access and MeshInstall

Some functionality in MeshInstall may require internet access to operate. These features will clearly indicate this, such a hotlink in a dialog to connect to a website. If you need to authorize your software by telephone, you can do so through the parent company of IconPeople.com and Meshbox Design, Proactive International, LLC.

Getting Support for MeshInstall

If you purchased MeshInstall from an authorized distributor, please contact your local distributor for support. You can also visit the MeshInstall support forum on Meshbox Forums located at <http://www.meshbox.com>.

Getting Started with MeshInstall (b1)

This section assumes you are working with a beta version of MeshInstall. The final documentation will go into greater detail.

Starting MeshInstall for the First Time

When you start MeshInstall for the first time, you will see some screens that will not intrude on start up after you have licensed the software.

1. Double-click MeshInstall.

The Register Your Software dialog appears. If you are ready to purchase MeshInstall, you will need to enter your activation code and final serial number here.

2. If you are not ready to register MeshInstall, click the Cancel button.

The Register Your Software dialog disappears. The Company Profile dialog appears. This is where MeshInstall collects information about your company for use in your installers. MeshInstall doesn't share this information with anyone, except if you explicitly specify to do so in one of the editors.

3. Enter any information about your company in the Company Profile dialog, then click Save.

The Company Profile dialog disappears. Now you see the MeshInstall Express window. You can begin creating installers right away from MeshInstall Express, or, if you want to have a customized installer, select the Expert Mode button.

Building an Installer with MeshInstall Express

If all you need to accomplish is to create an installer for some typical locations, such as the MyPictures Directory on Microsoft Windows (but also allows the user to choose an alternative location) you can create an installer in just a few steps using MeshInstall Express. Here is how you would install a set of password protected pictures into your user's MyPictures Folder.

1. From the MeshInstall Express screen, click the Photos/Video button and select the "Install to MyPictures" option.

A dialog with a Destination folder appears. If you think you've made a mistake, you can click the Exit button to exit from MeshInstall.

2. Drag files or folders of files into the Destination folder.

The files and folders of files appear in the Destination folder. Keep adding items until you have added all the items you want to install.

3. Click the Next button, then select one of the three serial number options.

To create a password protected archive, select the Exact Serial Number option, and then type in the password in the box. When your user runs your installer, the installer will prompt them to enter the password. If they do not enter the password, the installer will not install your pictures.

4. Click the Next button and then to build the installer, click the Just Build the Installer... button. Then select the destination folder for your installer.

After you select a destination folder for the installer, MeshInstall will build your custom installer and place the result in the destination folder.

HOW IT WORKS

When you fill out the information in different screens of MeshInstall, MeshInstall assembles a set of information profiles about your project.

Tip: Some information is stored inside a project file, while other information can be stored externally for reuse. This is explained in greater detail in Building Installers with Expert Mode.

When MeshInstall builds an installer, it collects all of the materials required from your hard-drive and creates a project folder. This may create duplicates of some files on your computer. However, this also allows you to go into the folders and make changes to the things you include without having to rebuild your project. After MeshInstall collects all materials, it bundles the materials into an archive which is then encrypted.

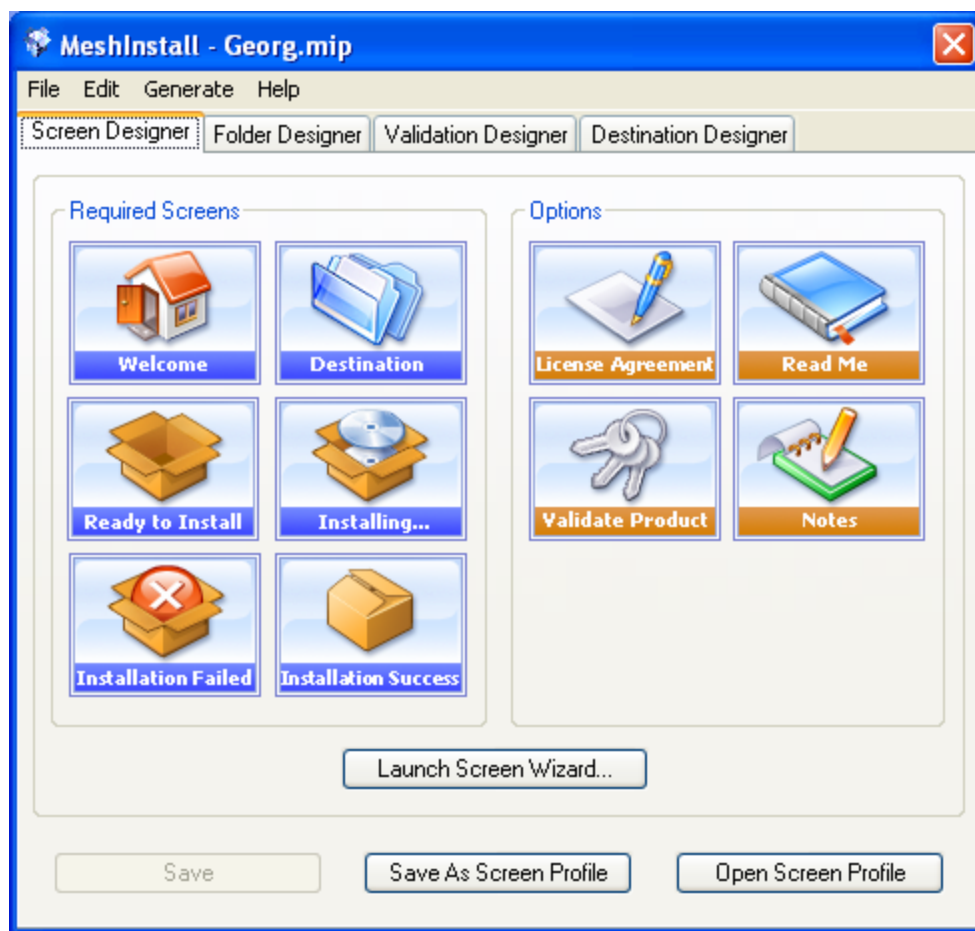
Building Installers in Expert Mode

While you can quickly create installers using MeshInstall Express, you can't create truly customized or highly branded installers. This is where Expert Mode comes in. With Expert Mode, you can open up every possible screen in your installer, customize text, background graphics and behavior.

Using Screen Wizard

Screen Wizard is a handy way to step you through all of the required screens in MeshInstall. The reason to use Screen Wizard is that it steps you through every one of the Required Screens. After you make modifications in Screen Wizard, the Required Screen buttons will change to show that the Required Screen contents were modified.

Let's create a simple set of screens to install "Georg's Song".

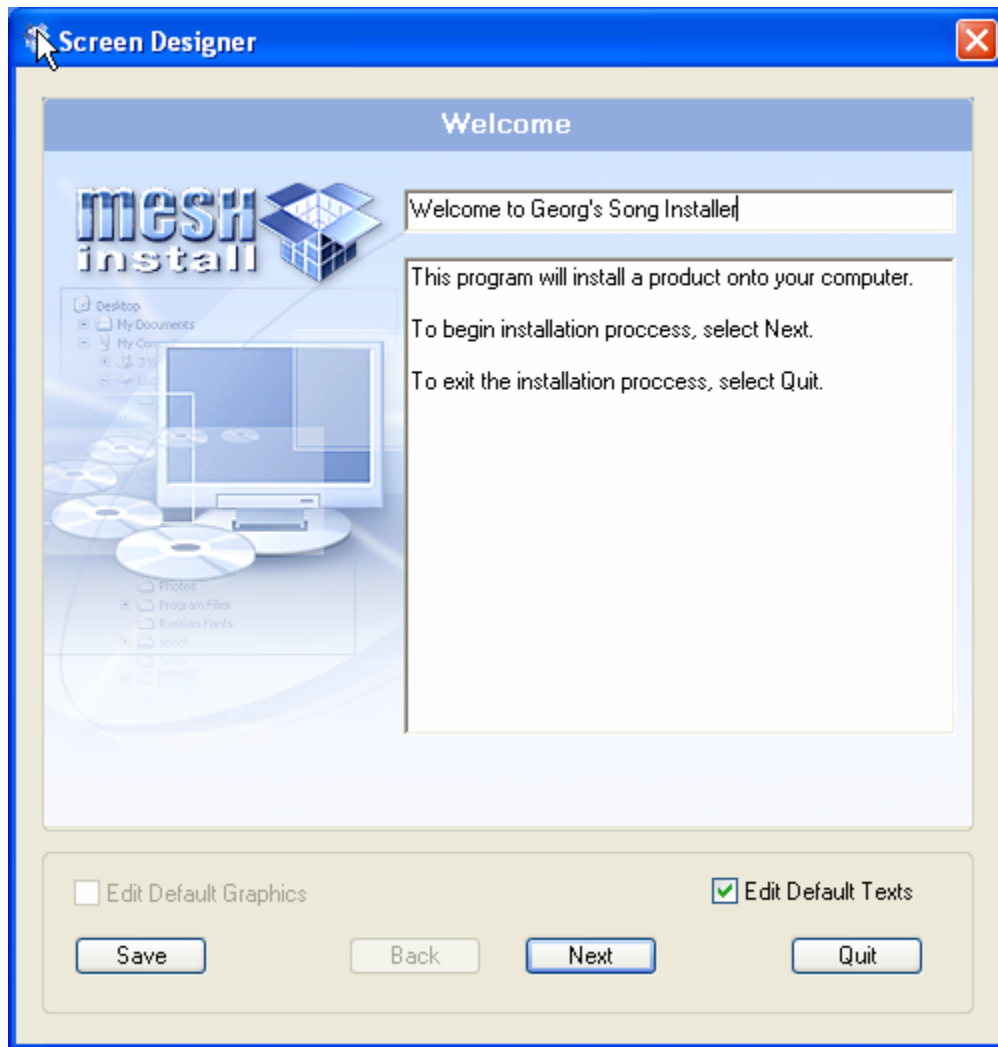


Now let's go ahead and step through using Screen Wizard.

1. From the Screen Designer Tab, click the Launch Screen Wizard button.

The Welcome Screen appears. The Welcome Screen is the first screen your user will see when they run your installer. Notice that there are two fields here, both pre-filled with default text.

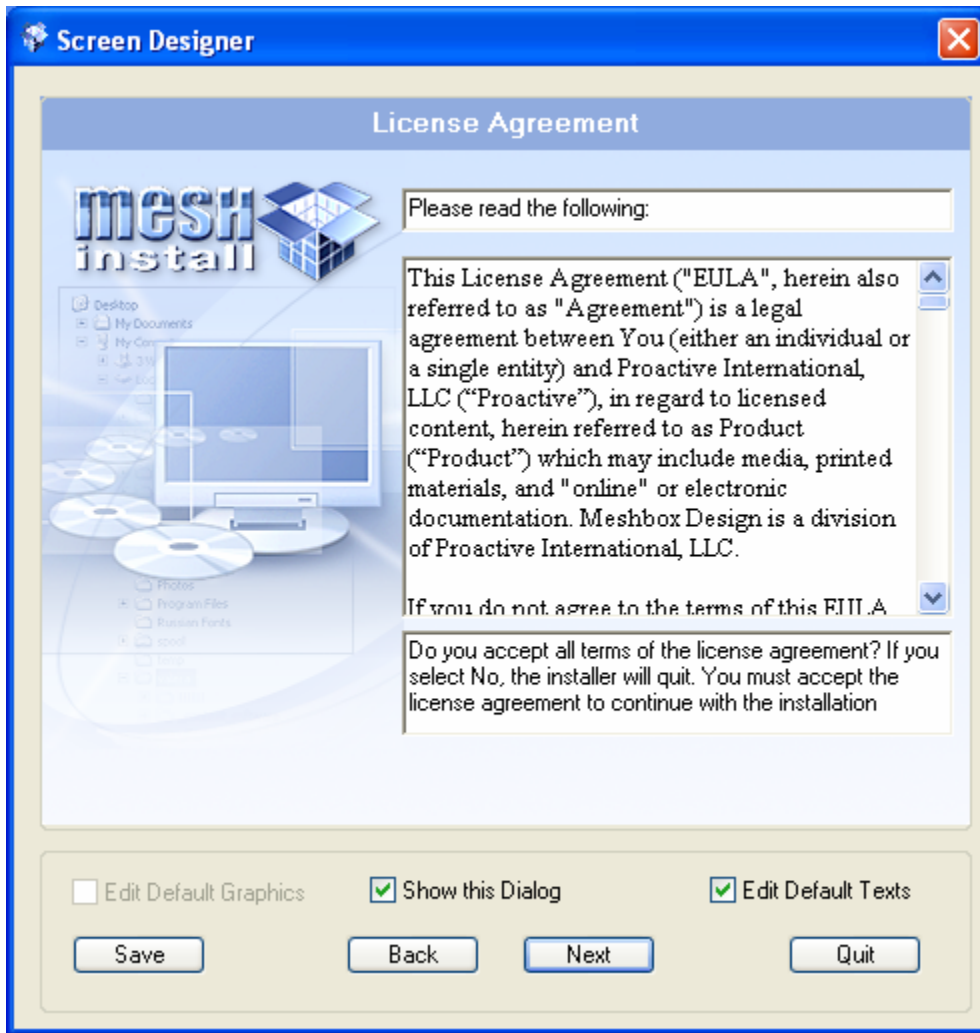
2. Locate the Edit Default Text check box and select it. Then, we type in “Welcome to Georg’s Song Installer” in the title box. Then, click the Next Button.



On any of the screens, if you see an Edit Default Texts option, it means any white text box on the current screen can be edited if the option is selected.

Tip: There is also a Save button on this screen. If you click the Save button, it will save your modifications to your MeshInstall project.

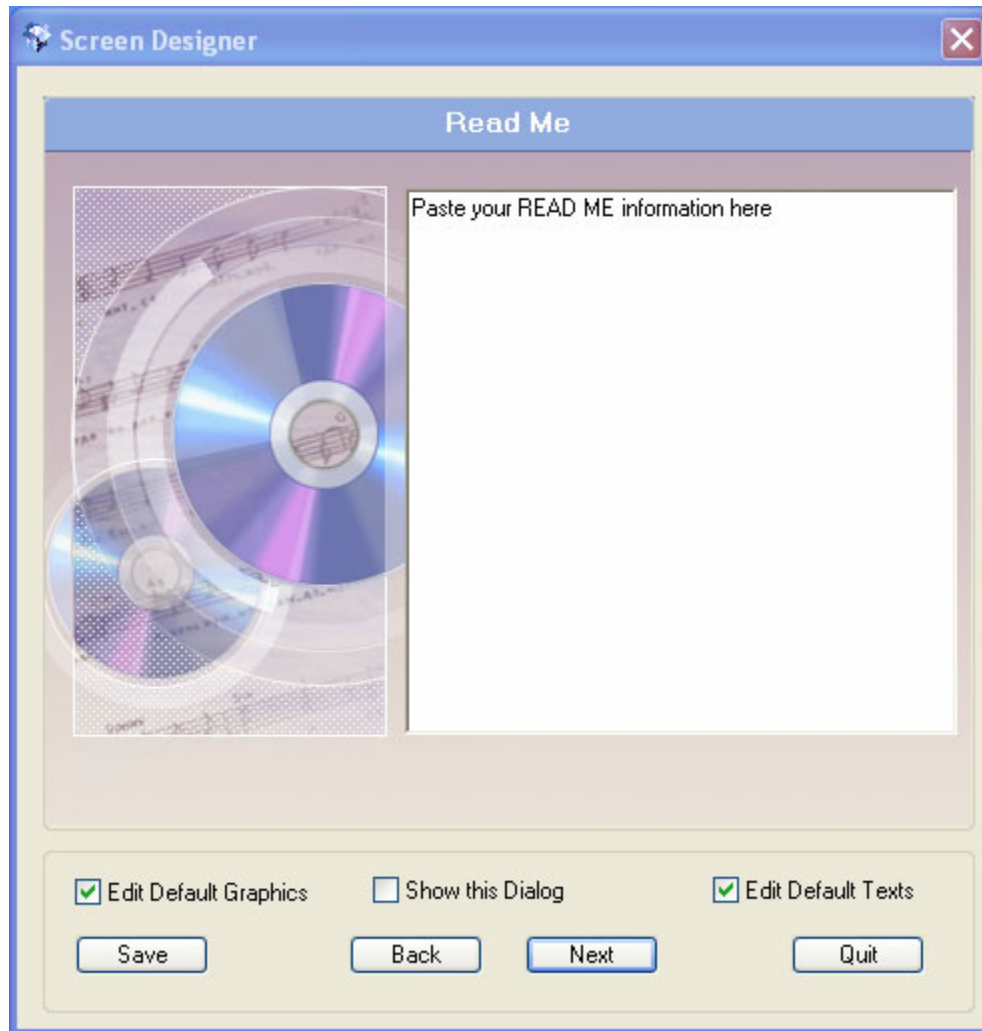
3. Now you see the License Agreement Screen, which is an optional screen. This is where you paste an End User License Agreement. Select the Edit Default Texts option and the Show this Dialog option, then paste in your EULA.



After you are finished making modifications, click the Next button. The Read Me Screen appears.

Note: If you did not click the Save button, you will be prompted to save any changes you made on this screen.

4. We've decided that Georg's Song doesn't need any additional notes. However, we'd like to make the Georg's Song installer attractive and musical looking. Locate the templates folder where you installed MeshInstall and drag an attractive image into the screen.

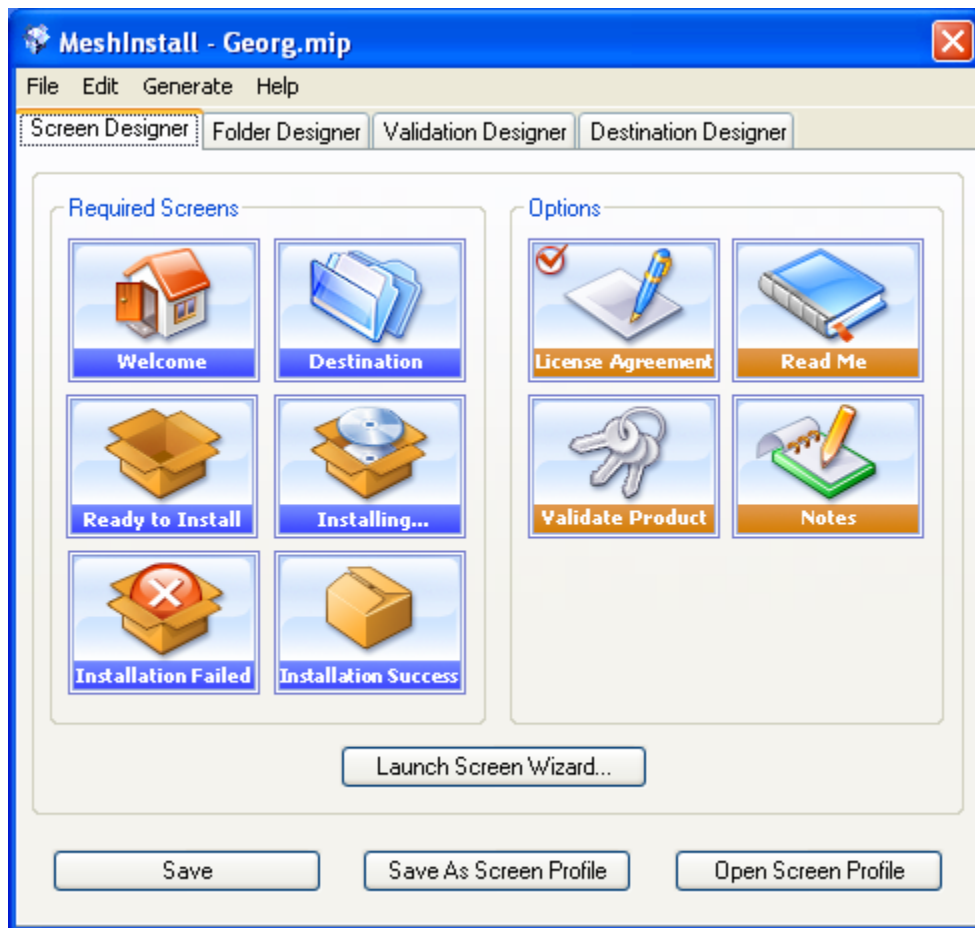


That looks much more like a music installer! You should go ahead and click the Save button, or, when you click the Next button, save your work.

Note: Edit Default Graphics is selected when you drag a graphic into an installer. If you deselect this option, the installer will revert to the default MeshInstall installer graphic.

5. Since this is a simple installer and we do not want to require a serial number (Validation Screen) and the rest of the default screen messages fit our needs, click Quit.

Screen Wizard exits and returns you to Screen Designer.



Now that you are back in Screen Designer, notice that a checkmark appears now on the License Agreement button. That means that the License Agreement Screen has been explicitly included in the installer.

Glossary

SCREEN, OPTIONAL. An optional screen is an installer screen that does not have to be included when you build your installer. Optional screens include: License Agreement Screen, Read Me Screen, Validate Product Screen and Notes Screen.

SCREEN, REQUIRED. A required screen is a screen that must appear in your installer. Most of these screens must appear in an installer, but you can leave out some using options. Required Screens include: Welcome Screen, Destination Screen, Ready to Install Screen, Installing Screen, Installation Failed Screen, Installation Success Screen.

SCREEN, WELCOME. A required screen, this is the first screen that your user sees when he starts your installer.

SCREEN, DESTINATION. A required screen, this is the screen that your user sees and may or may not be able to use in order to determine where your installer installs files.

SCREEN, READY TO INSTALL. A required screen, this is the screen that your users sees so that they understand that the next step is actual installation on their computer.

SCREEN, INSTALLING. A required screen, this is the screen your user sees while your installer is busy installing files on your users computer.

SCREEN, INSTALLATION FAILED. A required screen, this is what your user sees when something goes wrong during the installation process or they fail to enter information required for installation to succeed.

SCREEN, INSTALLATION SUCCESS. A required screen, this is what your user sees when installation completes and all files have been installed on their computer.

SCREEN, LICENSE AGREEMENT. An optional screen, this is where you can paste your own license agreement into your installer.

SCREEN, READ ME. An optional screen, this is where you can paste in any special read me notes.

SCREEN, VALIDATE PRODUCT. An optional screen, this is where you designate how a customer can activate or serialize the installer.

SCREEN, NOTES. An optional screen, this is where you paste any notes you would like the user to see last, just prior to finishing the installation process.

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August 27, 2005

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Meshbox Design Division

6107 SW Murray Blvd #151

Beaverton, Oregon 97008

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