Subject: Re: Updater package
Posted by mdelfede on Tue, 25 Jan 2011 22:19:58 GMT
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Well, finally the Updater is running ok on both Linux and Windows.
It should work from Xp to Windows7 and in most Linux flavours.
Here a sample code :

```
GUI_APP_MAIN
{
 Updater updater;
 updater
  // accept 1.6 as maximum downloadable version
  .SetMaxVersion(1.6)

  // setup web root for program downloads
  .SetWebRoot("www.timberstruct.com/webupdater/updatertest")

  // ask for updates on launch
  .UpdateManual()

  // program menu goes in "Office" cathegory
  // (Linux only by now, no harm on windows)
  .SetCathegory("Office")

  // helper comment for application
  // (shows in associated files properties)
  .SetComment("A sample test program")

  // associates .xxx and .yyy extensions to this application
  // and sets application icons for this files
  .SetExtensions(Vector<String>() << "*.xxx" << "*.yyy")

  // setup the icon for application
  // (here Updater default icon)
  .SetIcon(updater.DefaultIcon())

  // we want a desktop icon too
  .DesktopIcon();

 // run updater -- DON'T change this !
 if(!updater.Run())
  return;

 // run the default prompts -- see Updater source code
 // if you need some fine-grained control
 if(!updater.DefaultPrompts())
```

```
  return;

 // here the rest of your application.....
 PromptOK("App version is 1.0");

}
```

As you can see, the Installer/Updater is completely transparent to your code; it's enough to add above lines just after GUI_APP_MAIN and setup a web repository (instruction on first post)...
That's all. Once run your application will install itself and on each run will check the webserver for updates, installing them on requests.
It handles file associations, icons and menu items, uninstaller (windows) and does a complete system cleanup on uninstall.

It would be trivial to add installation of data files if requested, but for now it's enough

Ciao

Max
