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Subject: Howto use the Updater  
Posted by [kohait00](#) on Fri, 27 Nov 2009 09:02:26 GMT  
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has anyone a example package on how to use the Updater functionality? the infos in the Manual are somewhat slight.

[http://www.ultimatepp.org/srcdoc\\$CtrlLib\\$Updater\\$en-us.html](http://www.ultimatepp.org/srcdoc$CtrlLib$Updater$en-us.html)

as far as i got to know from forum, it cant support http/ftp connection for now.. should be extended.. it's a pretty important function.

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Subject: Re: Howto use the Updater  
Posted by [mirek](#) on Fri, 27 Nov 2009 22:36:00 GMT  
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kohait00 wrote on Fri, 27 November 2009 04:02has anyone a example package on how to use the Updater functionality? the infos in the Manual are somewhat slight.

[http://www.ultimatepp.org/srcdoc\\$CtrlLib\\$Updater\\$en-us.html](http://www.ultimatepp.org/srcdoc$CtrlLib$Updater$en-us.html)

as far as i got to know from forum, it cant support http/ftp connection for now.. should be extended.. it's a pretty important function.

Yep, it is intended for LAN usage in controlled enviroment...

I guess that updating over inet should be a little bit less heavyhanded.

Writing example package is tricky - because in fact, only code you need is "SelfUpdate" at the start of APP\_MAIN. The problem is configuration...

Mirek

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Subject: Re: Howto use the Updater  
Posted by [koldo](#) on Mon, 17 May 2010 08:41:33 GMT  
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Hello Uno

Could you give a more detailed explanation of Updater ?.

I could use it now but I do not understand how to use it.

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Subject: Re: Howto use the Updater  
Posted by [mirek](#) on Mon, 17 May 2010 13:17:29 GMT  
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I believe the link above is quite explaining...

It is no magic, update only makes sure you have actual files on local HD same as placent on LAN drive. SelfUpdate / Updater.exe do that for .exe itself, which is bit more tricky - you cannot overwrite running process. That is why Updater.exe is called by program, program is terminated, updater copies the actual version and then program is restarted.

Mirek

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Subject: Re: How to use the Updater  
Posted by [koldo](#) on Tue, 18 May 2010 07:54:02 GMT  
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Hello Mirek

Thank you for your support.

However I still cannot understand how it works.

Going here: [http://www.ultimatepp.org/srcdoc\\$CtrlLib\\$Updater\\$en-us.html](http://www.ultimatepp.org/srcdoc$CtrlLib$Updater$en-us.html) , it appears this sample code:

```
GUI_APP_MAIN
{
    SelfUpdate(); // SelfUpdate updates updater.exe first and then app itself
    Update("cs-cz.scd"); // Update czech spelling checker
    Update("logo.bmp"); // Update company logo to be used in reports
}
```

The first problem is that it seems Update() function does not exist.

We could consider that that function is really called UpdateFile(). Version used in example void UpdateFile(const char \*filename) not always can be used, as it reads data from an .ini file that is a readable text file.

Unfortunately SelfUpdate() calls UpdateFile("UPDATER.EXE"); and GetIniKey("UPDATE"), so it has the above problem.

In addition "updater.exe" name is hardcoded. It could be better to be changed by the programmer because now it is too clear the purpose of that program .

In summary, in actual implementation, although Update.cpp is in CtrlLib, it seems to require some changes to be adapted to programmer needs. It seems that with a very little bit of programming and documenting effort it would be more usable.

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Subject: Re: How to use the Updater  
Posted by [mirek](#) on Tue, 18 May 2010 15:17:43 GMT  
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koldo wrote on Tue, 18 May 2010 03:54Hello Mirek

Thank you for your support.

However I still cannot understand how it works.

Going here: [http://www.ultimatepp.org/srcdoc\\$CtrlLib\\$Updater\\$en-us.html](http://www.ultimatepp.org/srcdoc$CtrlLib$Updater$en-us.html) , it appears this sample code:

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The first problem is that it seems Update() function does not exist.

We could consider that that function is really called UpdateFile(). Version used in example void UpdateFile(const char \*filename) not always can be used, as it reads data from an .ini file that is a readable text file.

Ops, sorry. Old docs...

Quote:

Unfortunately SelfUpdate() calls UpdateFile("UPDATER.EXE"); and GetIniKey("UPDATE"), so it has the above problem.

Sure, it has to know where files are placed on LAN, right?

Quote:

In addition "updater.exe" name is hardcoded. It could be better to be changed by the programmer because now it is too clear the purpose of that program .

Not sure I am getting this point?

Quote:

In summary, in actual implementation, although Update.cpp is in CtrlLib, it seems to require some

changes to be adapted to programmer needs. It seems that with a very little bit of programming and documenting effort it would be more usable.

I have tried to improve docs a tiny bit.

Mirek

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Subject: Re: How to use the Updater  
Posted by [koldo](#) on Tue, 18 May 2010 15:56:03 GMT  
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Hello Mirek

Thank you for your support.

In addition I mean it is interesting to do:

- Now functions consider as only option that LAN folder is located in an .ini file. It would be interesting that network folder would be an argument.
  - Now program name "updater.exe" is hardcoded. It would be good to be in an argument (perhaps with "updater.exe" as a default value)
- 

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Subject: Re: How to use the Updater  
Posted by [mirek](#) on Thu, 20 May 2010 05:00:01 GMT  
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koldo wrote on Tue, 18 May 2010 11:56Hello Mirek

Thank you for your support.

In addition I mean it is interesting to do:

- Now functions consider as only option that LAN folder is located in an .ini file. It would be interesting that network folder would be an argument.

OK.

Quote:

- Now program name "updater.exe" is hardcoded. It would be good to be in an argument (perhaps with "updater.exe" as a default value)

Still not really getting this point. There is Updater package in uppsrc, what is the point of renaming

the application? The interfaces between the application and updater.exe is fixed, so can be the name IMO.

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Subject: Re: How to use the Updater  
Posted by [koldo](#) on Thu, 20 May 2010 06:18:36 GMT  
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Hello Mirek

Quote:Still not really getting this point. There is Updater package in uppsrc, what is the point of renaming the application? The interfaces between the application and updater.exe is fixed, so can be the name IMO.

As updater.exe has to be shipped with the application exe and files, somebody could consider for security to change updater.exe name to other name, let's say, more hidden for the final program user

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Subject: Re: How to use the Updater  
Posted by [andrei\\_natanael](#) on Thu, 20 May 2010 06:21:50 GMT  
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( Never mind, already answered by Koldo)

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Subject: Re: How to use the Updater  
Posted by [mirek](#) on Sun, 23 May 2010 07:53:53 GMT  
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Whatever...

```
void UpdateSetDir(const char *path);  
void UpdateSetUpdater(const char *exename);
```

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Subject: Re: How to use the Updater  
Posted by [mirek](#) on Sun, 23 May 2010 07:55:17 GMT  
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BTW, there is also "SelfUpdateSelf" where application itself serves as updater (no updater.exe needed in that case).

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Subject: Re: How to use the Updater  
Posted by [koldo](#) on Sun, 23 May 2010 13:13:52 GMT  
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luzr wrote on Sun, 23 May 2010 09:53Whatever...

```
void UpdateSetDir(const char *path);  
void UpdateSetUpdater(const char *exename);
```

It seems very well .

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