
Subject: Windows setup appends files
Posted by [Shire](#) on Wed, 21 Apr 2010 09:07:06 GMT
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When installing IDE in existing directory, it appends files instead of replace.

Subject: Re: Windows setup appends files
Posted by [cbpporter](#) on Wed, 21 Apr 2010 11:12:16 GMT
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When installing in an existing directory, the Setup should offer to remove the previous version and if you choose to not remove it, it should abort the install.

Did it behave differently?

Subject: Re: Windows setup appends files
Posted by [Shire](#) on Wed, 21 Apr 2010 11:37:31 GMT
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Revision 2272. If there is no theide.exe, setup do not owerwrite files in destination directory, but appends. For example, Tutorial/Gui01/main.cpp:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN {  
    PromptOK("Hello world");  
}
```

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN {  
    PromptOK("Hello world");  
}
```

Subject: Re: Windows setup appends files
Posted by [koldo](#) on Wed, 21 Apr 2010 14:14:19 GMT
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Hello Shire/cbpporter

I think that windows installer package is uppbox/WinInstaller2.

This package checks if there is an older install just by checking if theide.exe exists. If it is deleted, install will continue (see file Install.cpp, function BOOL CALLBACK Proc(), line 32)

In addition, when copying files, for any reason the installer appends the files instead of copying over existing files as it uses FileAppend instead of FileOut (see file 7zMain.c, function void LZMAExtract(), line 95).

These would explain the problems reported by Shire.
