Installer Archive Specification

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Revision log

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1.03	2001/08/18	First version
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1 About CBEA file

CBEA file is a file which collected all files and information required for installation into one file.
It is the original format of BE-300.Compression is not given to this file.

Files needed to create the archive file for the installation

1. *.exe, *.dll and other such files needed for the configuration of the application
2. Different kinds of data file (icons, bitmaps, sound files etc.)
3. *.txt
4. Install.inf (the settings information file used when installing an application)
5. Un*.inf (the settings information file used when uninstalling an application)
6. native.ina
7. InsResetFlag.txt（after installation “¥Windows¥InsResetFlag.txt” If there is this file, it will be reset after installation. A 0 byte file is possible.

   Ex) Install.inf

   [CopyFiles]

   "¥Windows¥InsResetFlag.txt" , "InsResetFlag.txt", COPYFLG_REPLACEONLY

Tools needed to create the archive file for the installation

A. MkInaCE.exe
B. MkArch.exe

Step for creating *.cbea file

a. Create a folder in which to store the files indicated in items 1 to 6.

b. Copy the *.exe, *.dll and other files needed for the configuration of the application to the folder you have created.
   (also copy all *.bmp, *.html and other help files)

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c. Copy “native.ina” in the same folder.
d. Create “*.txt” in the same folder
e. Create “Install.inf” and “Un*.inf” in the same folder
f. Group the above files together in a single folder
g. Create “*.cbea” file by archiving the files using MkArch.exe

If you use "ArchGene.exe", this document do not need.

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2 Copy “native.ina”

The native.ina, known as a native architecture information file, is a file containing information about the machine to which the application is installed. This file is an essential requirement of the installation.
It provides like a tool besides this time.

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3 Create “*.txt”

“* . txt” file describes various information at the time of making it display on the button of TOP MENU, when application is installed in a card.
Therefore, it is not required when not installing in a card.
(When it is described as Destination = MAINMEM_ONLY in an Install.inf file)
“* . txt” file makes for every “*.exe” file.

Note: the * portion of the “*.txt” file must be the same string as the * portion of the “*.exe” file.

3.1 Types of tag

menu:
Describes whether to incorporate (display) the EXE file in the card side of the TOP MENU.
Select "no" if you do not want the EXE to allow the user to execute the program using a secondary role EXE.
If, in other words, the same application contains more than one EXE, select "no" as the value for EXEs other than that run when the application starts.

appname:
The application name displayed on the button. If the menu: tag is set to "no", the application name is not displayed
and this button is not required.

commandline:
The argument when the EXE is started. Not required if there are no arguments.

uninstl:
A flag that determines whether the uninstall is permitted. Select "no" for applications that you do not wish to allow to be deleted.
The descriptor is not required if the menu: tag is set to "no".

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unloadfile:

Specifies the path of the Un*.inf file needed when uninstalling.

The descriptor is not required if the menu: tag is set to "no".

Cautions 1: Please be sure to place a Un*.inf file directly under "Storage Card¥Program Files."

Cautions 2: Please do not become the same as that of the name of the "Un*.inf" file of an application

*The data to be read runs from "after the return on lines with tags" to "the next return".

Always therefore make sure that the final line of data also includes a return.

In the following example, do not make the end of the last

“Storage Card¥Program Files¥UnMoviePlayer.inf”

an EOF, but make sure instead that the file ends after a return.

3.2 Sample *.txt file

1) PhotoViewer.txt

[Movie Player]

menu:

yes

appname:

Movie Player

uninstl:

yes

unloadfile:

Storage Card¥Program Files¥UnMoviePlayer.inf

2) MobileCamera.txt

[Mobile Camera]

menu:

no

Note: the * portion of the “*.txt” file must be the same string as the * portion of the “*.exe” file.

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4 Create “Install.inf” and “Un*.inf”

4.1 "INF" file format

Tasks such as the copying of files and logging of registries, performed when adding and uninstalling applications or downloading data, are carried out on the basis of information described in "INF" files. "INF" files are made up of the sections shown below.

[App Information] Describes the basic registry items for the added application.
[Uninstall Information] Describes information relating to the application being uninstalled.
[Make Dirs] Lists the names of newly created directories.
[Delete Dirs] Lists the names of deleted directories.
[Copy Files] Describes information on files to be copied.
[Setup Data-Files] Describes information on data files to be added.
[Delete Files] Lists the names of files to be deleted.
[Add Registry] Describes the registry information to be recorded.
[Delete Registry] Lists the registry keys and registry items to be deleted.
[Ex-Install Information] Describes information on the program to be executed in the case of an ex-install pattern.

Please refer to "BE-300 Installer INF.doc" for details.

<Notes>

1. “Un*.inf” An installation place must be directly under "?Drive?¥Program Files."
   This specification is performed in **[Copy Files]** and **[Add Registry]**
   (refer to the following example).
2. “?Drive?” is the special account method transposed to a suitable folder name for every installation place.
   It is replaced as follows.
   When installing in a main memory -> ?Drive? = Nand Disk
   When installing in a Storage card -> ?Drive? = Storage Card

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3. %INSTALL_DIR% is the special account method transposed to the character sequence of InstallDir which **[App Information]** defined.
4. ?Drive specification is performed at
   [Make Dirs], [Copy Files], **[Add Registry].**
5. %INSTALL_DIR% specification is performed at
   [Make Dirs], [Copy Files].

6. * . txt Only file *.inf The extension is changed, in case a file is installed, since it is carried out and installed (see the following example and the section of **[Copy Files]**).

7. ; (Semicolon) The line which has started is a comment.

4.2 Sample Install.inf

```
; Movie Player
[App Information]
Maker = CASIO
Program = MoviePlayer
Version = 1.0
InstallDir = "?Drive?¥Program Files¥MoviePlayer"
ExeFile = "¥Program Disk¥MoviePlayer¥MoviePlayer.exe"
Destination = ALTERNATIVE
Unload = 1
Uninstall = "UnMoviePlayer.inf"
Caption = "Movie Player"

[Make Dirs]
"%INSTALL_DIR%¥images"

[Copy Files]
"?Drive?¥Program Files¥UnMoviePlayer.inf" , "UnMoviePlayer.inf", COPYFLG_REPLACEONLY
"%INSTALL_DIR%¥MoviePlayer.inf" , "MoviePlayer.txt", COPYFLG_REPLACEONLY
"%INSTALL_DIR%¥MoviePlayer.exe" , "MoviePlayer.exe", COPYFLG_REPLACEONLY
```


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"%INSTALL_DIR%¥cpeg64k.dll" , "cpeg64k.dll", COPYFLG_REPLACEONLY
"%INSTALL_DIR%¥jconv.dll" , "jconv.dll", COPYFLG_REPLACEONLY
"%INSTALL_DIR%¥movie.dll" , "movie.dll", COPYFLG_REPLACEONLY
"%INSTALL_DIR%¥images¥image.bmp" , "images¥images.bmp", COPYFLG_REPLACEONLY

[Add Registry]
HKEY_LOCAL_MACHINE, SOFTWARE¥CASIOMovieDrivers¥cpeg, Ver, REG_SZ, FLG_ADDREG_REPLACEONLY, "1.05"
HKEY_LOCAL_MACHINE, SOFTWARE¥CASIOMovieDrivers¥cpeg, Dll, REG_SZ, FLG_ADDREG_REPLACEONLY, "cpeg64k.dll"
HKEY_LOCAL_MACHINE, SOFTWARE¥CASIOMovieDrivers¥cpeg, FriendlyName, REG_SZ, FLG_ADDREG_REPLACEONLY, "CMF files(*.cmf)"
HKEY_LOCAL_MACHINE, SOFTWARE¥CASIOMovieDrivers¥cpeg, ExtensionVideo, REG_SZ, FLG_ADDREG_REPLACEONLY, "cmf"

;end file

4.3 Sample Un*.inf (UnMoviePlayer.inf)

;MoviePlayer
[Uninstall Information]
Maker = CASIO
Program = MoviePlayer

[Delete Files]
"?Drive?¥Program Files¥UnMoviePlayer.inf"

[Delete Dirs]
"?Drive?¥Program Files¥MoviePlayer"

[Delete Registry]
HKEY_LOCAL_MACHINE, SOFTWARE¥CASIOMovieDrivers¥cpeg

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5 Create “*.cbea” file

“MkArch.exe” is a program for combining a number of files into an archive file.

5.1 Instructions for use

MkArch DIRECTORY [ARCHIVE] [-p MASK] [-o MASK] [-c MASK]

a. **DIRECTORY** : specification of the directory where the files being installed are stored (required)
Specifies the directory where the following files have been stored.

1. Native architecture information file (Native.ina file)
(the file created by running MkInaCE on the target machine)
2. Installation information files (Install.inf files etc.)
3. Program files (EXE, DLL files etc.)
4. Other data files (BMP, WAV files etc.)

The archive file is created on the basis of the files in the specified directory. The directory is nestable (meaning that the directory is allowed to contain subdirectories), but you must ensure that there are no files with the same name.

b. **ARCHIVE**: archive file name specification (optional)
Specifies the name of the archive file to be created.

If the specification is omitted, a number of different checks are run without the archive file being created.

c. **-p MASK**: Specifies the mask enabled for platform information (optional)
Hexadecimally specifies the upper 2 bytes of the mask value set for "Mask enabled for platform information" in the archive information block (the default is -p E000).

Hexadecimal notation does not require prefixes such as 0, but 4 digits must always be used. The

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characters A to F or a to f are used for each of the respective numerical values between 10 and 15 (upper and lower case characters may be used in combination).

d. **-o MASK**: Specifies the mask enabled for OS version information (optional)
Hexadecimally specifies the upper 2 bytes of the mask value set for "Mask enabled for OS version information" in the archive information block (the default is -o F800).

Hexadecimal notation is as per item c.

e. **-c MASK**: Specifies the mask enabled for CPU type information (optional)
Hexadecimally specifies the upper 2 bytes of the mask value set for "Mask enabled for CPU type information" in the archive information block (the default is -c FFC0).

Hexadecimal notation is as per item c.

Note: please ensure that the options indicated in c., d. and e. are implemented using the following values.
-p 0000 -o c000 -c 0000

5.2 Sample use

MkArch Movieinf Movie0713.cbea -p 0000 -o c000 -c 0000

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