Collapse All Code: All Preactor API Documentation

Creating a Visual Studio deployment project

Send Feedback

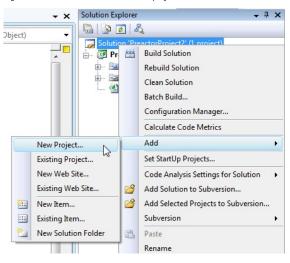
This method is by far the easiest way to deploy tools and rules to the customer.

☐ Creating a Deployment project

Mote

Setup projects are only available in Standard versions of Visual Studio or above.

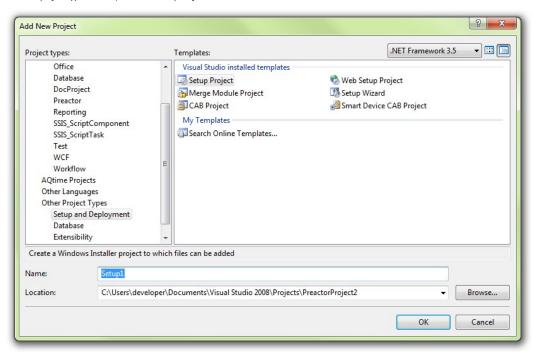
1. Right click on the solution and add a new project



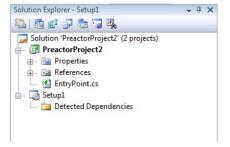
✓ Note

If the solution node is not visible change the Always show solution in the options window: Tools -> Options -> Projects and Solutions

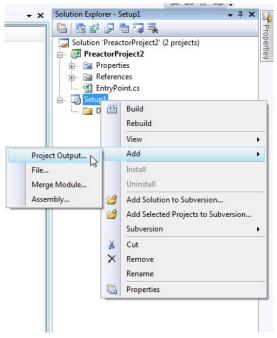
2. From the project types window, select the Setup Project. Give it a name and click OK



3. At this point the Solution should contain an empty Setup project

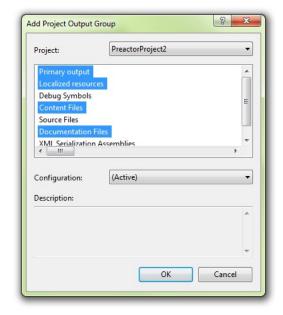


Right click on the Setup project and add a Project output



4. From the drop down select the project that is to be installed. Leave the selected configuration as Active, this will allow the setup to use the currently active configuration when building the installer.

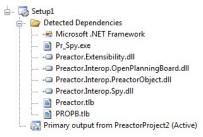
Select the items in the list box (using Ctrl + Click) that you wish to install on the end user's machine



It is important to at least highlight Primary output. The other items (as highlighted in the image above) are optional extras that you may already have created.

Now click OK

5. Visual Studio will automatically detect the dependencies required to run your tool so the Setup project may now look something like this.



≜ Caution

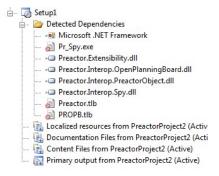
It is very important that you DO NOT install/ship the following files with the Setup project:

- preactor.tlb
- propb.tlb
- pr_spy.exe
- pesp.dll

• Preactor.Compatibility.EventScripts.dll

Right click on each of these files in the solution explorer and exclude them ⊟ Setup1 □ Detected Dependencies - Microsoft .NET Framework Pr_Spy Find in Editor - Preacto - Preacto 📑 Open pard.dll - Preacto Open With... - Preacto Subversion > Preacto PROPB Exclude W Localized Properties oject2 (Activ Document. Content Files from PreactorProject2 (Active) Primary output from PreactorProject2 (Active)

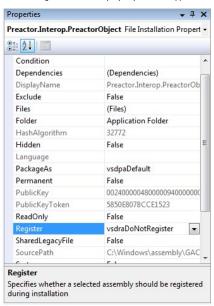
The setup project should now look like this.



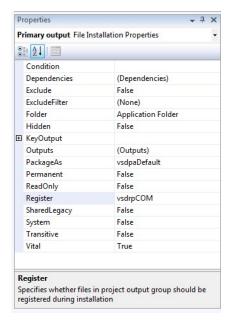
6. The next task is to check that none of the Interop assemblies are being registered or installed into the Global Assembly Cache (GAC). This is achieved by clicking on each Interop assembly:

---- Preactor.Interop.PreactorObject.dll

and checking that the Folder property is set to Application Folder and the Register property is set to Do Not Register.



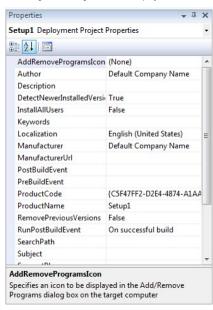
7. At this point, check that the primary output of your project is being registered for COM



8. Now that the important settings have been updated, you may now select the Setup Project



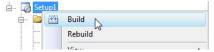
and change the settings for the entire project.



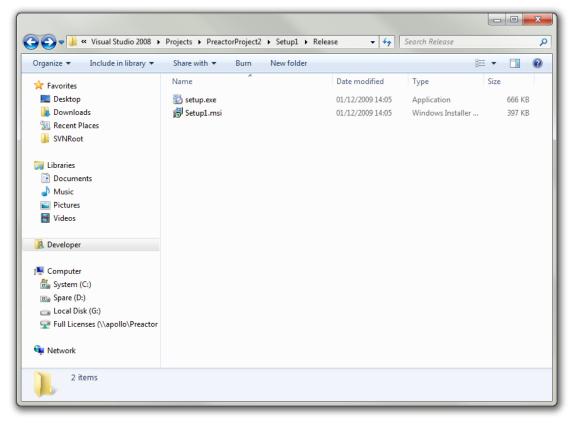
There are many settings to update, such as Author, Manufacturer and ProductName that all affect the text during the install and the location that it will be installed on the end users machine.

When changing the version number of your install it is important to accept the change to the product code but the upgrade code should never change. This permits tool installs to upgrade correctly without the need for the user to uninstall the previous version.

9. To build the install, right click on the Setup project and select build.



Navigate to the output folder and you will see two files; an .msi and an .exe.



Both files will install the tool, however the .exe will automatically install the .NET framework and any other pre-requisites, the .msi will only install the tool.

Send comments on this topic to $\underline{\text{support@preactor.com}}$