



## INNO SETUP SCRIPT - RESOURCE & ROOKIE

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# GIẢI THÍCH SCRIPT CHUNG

## Script copy với đường dẫn cụ thể

```
#define outputAnother GetEnv("ProgramW6432") + "\Common Files\Adobe\CEP\extensions\"
#define outputAnother86 GetEnv("ProgramFiles") + "\Common Files\Adobe\CEP\extensions\"

if not DirExists({#outputAnother86}) then ForceDirectories({#outputAnother86});
CopyFilesAndFolders(TempDir, '{#outputAnother86}', ConfigFileContent);
```

Với **ProgramW6432** là thư mục **Program Files**, **ProgramFiles** là thư mục **Program Files (x86)**

Hàm **if** để kiểm tra thư mục tồn tại, nếu không, tự tạo thư mục theo đường dẫn

Hàm **CopyFilesAndFolder**(Thư mục nguồn, Thư mục cuối, **ConfigContent**);

Với thư mục có thể là

- Biến:

**TempDir** được gán với địa chỉ **temp**

**OurDir** được gán với địa chỉ **AppData\Adobe\CEP\...**

```
OutDir := ExpandConstant('{userappdata}\Adobe\CEP\extensions');
if not DirExists(OutDir) then ForceDirectories(OutDir);
CopyFilesAndFolders(TempDir, OutDir, ConfigFileContent);
```

- Biến cố định:

```
#define outputAnother GetEnv("ProgramW6432") + "\Common Files\Adobe\CEP\extensions\"
#define outputAnother86 GetEnv("ProgramFiles") + "\Common Files\Adobe\CEP\extensions\"

if not DirExists({#outputAnother86}) then ForceDirectories({#outputAnother86});
CopyFilesAndFolders(TempDir, '{#outputAnother86}', ConfigFileContent);
```

**'{#outputAnother86}'** được định nghĩa là thư mục **Program Files\Common Files\Adobe\CEP\extension**

Script copy với đường dẫn có phiên bản (Adobe After Effects 2024, 2023, 2022)

```
//-----ADOBE VARIABLE FUNCTION-----//\
//1. File .atn C:\Program Files\Adobe\Adobe Photoshop [xxxx]\Presets\Actions | 2.
#define outputFolder GetEnv("ProgramW6432") + "\Adobe"
#define outputA "\Presets\Actions"
#define outputB "\Presets\Brushes"
#define appFolder "Adobe Photoshop"
Paths := GetDirectories('{#outputFolder}', '{#appFolder}');
try
    for i := 0 to Paths.Count - 1 do
    begin
        // Copy all files and folders from SourceDir to each destination in Paths
        CopyFilesAndFolders(TempADir, Paths[i] + '{#outputA}', ConfigFileContent);
        CopyFilesAndFolders(TempBDir, Paths[i] + '{#outputB}', ConfigFileContent);
    end;
finally
    Paths.Free;
end;
```

Hàm `CopyFilesAndFolder` tương tự

Đoạn code dùng để tìm kiếm các folder con có tên `appFolder` trong thư mục cha `outputFolder`

Sau đó lấy đường dẫn, copy từng file tới đường dẫn chính xác, `outputFolder + appFolder + outputA`

Ví dụ:

```
#define outputFolder GetEnv("ProgramW6432") + "\Adobe"
```

```
#define outputA "\Presets\Actions"
```

```
#define appFolder "Adobe Photoshop"
```

Giả dụ có 2 phiên bản 2023, 2024, các đường dẫn đích sẽ là

Program Files\Adobe\Adobe Photoshop 2023\Presets\Actions

Program Files\Adobe\Adobe Photoshop 2024\Presets\Actions

# CÁC TRƯỜNG HỢP CỦA SCRIPT

AppData\Roaming\Adobe\CEP\extensions

File: Extension\_AE\_Special\_v3.1

```
procedure CurStepChanged(CurStep: TSetupStep);
var
    TempDir: string;
    OutDir: string;
    Paths: TStringList;
    i: Integer;
    ConfigFileContent: TStringList;
begin
    if CurStep = ssPostInstall then
    begin
        TempDir := ExpandConstant('{tmp}');
        ConfigFileContent := TStringList.Create;

        //////////////////////////////////////[ Appdata ]////////////////////////////////////

        OutDir := ExpandConstant('{userappdata}\Adobe\CEP\extensions');
        if not DirExists(OutDir) then ForceDirectories(OutDir);
        CopyFilesAndFolders(TempDir, OutDir, ConfigFileContent);
```

## Program Files\Common Files\Adobe\CEP\extensions

Extension\_AE\_v3.1

Extension\_PTS\_v3.1

Plugins\_AE-PR\_v3.1

Extension\_PR\_v3.1

Presets\_AE\_v3.1

Scripts\_AE-PR\_v3.1

```
procedure CurStepChanged(CurStep: TSetupStep);
var
  TempDir: string;
  OutDir: string;
  Paths: TStringList;
  i: Integer;
  ConfigFileContent: TStringList;
begin
  if CurStep = ssPostInstall then
  begin
    TempDir := ExpandConstant('{tmp}');
    ConfigFileContent := TStringList.Create;

    //////////////////////////////////////[ Extensions ]////////////////////////////////////

    //Both take the program file folder
    #define outputAnother GetEnv("ProgramW6432") + "\Common Files\Adobe\CEP\extensions\"
    #define outputAnother86 GetEnv("ProgramFiles") + "\Common Files\Adobe\CEP\extensions\"

    if not DirExists(OutDir) then ForceDirectories(OutDir);
    CopyFilesAndFolders(TempDir, '#{outputAnother86}', ConfigFileContent);
```

Note:

Nếu sử dụng `Program Files (x86)\Common Files\Adobe\CEP\extensions` thì thay đổi

```
CopyFilesAndFolders(TempDir, '#{outputAnother}', ConfigFileContent);
```

Nếu đường dẫn khác như: `Program Files\Adobe\Common\Plug-ins\7.0\MediaCore`

```
#define outputAnother86 GetEnv("ProgramFiles") + "Adobe\Common\Plug-ins\7.0\MediaCore"
```

## Program Files\Blackmagic Design\DaVinci Resolve {Phiên bản}\Fusion\Scripts\Utility

File: Extension\_Davinci\_v3.1

```
procedure CurStepChanged(CurStep: TSetupStep);
var
  TempDir: string;
  OutDir: string;
  Paths: TStringList;
  i: Integer;
  ConfigFileContent: TStringList;
begin
  if CurStep = ssPostInstall then
  begin
    TempDir := ExpandConstant('{tmp}');
    ConfigFileContent := TStringList.Create;

    //////////////////////////////////////[ Extensions ]////////////////////////////////////

    //Both take the program file folder
    #define outputFolder GetEnv("ProgramW6432") + "\Blackmagic Design"
    #define outputSubFolder "\Fusion\Scripts\Utility"
    #define appFolder "DaVinci Resolve"

    Paths := GetDirectories('{#outputFolder}', '{#appFolder}');
    try
      for i := 0 to Paths.Count - 1 do
      begin
        // Copy all files and folders from SourceDir to each destination in Paths
        CopyFilesAndFolders(TempDir, Paths[i] + '{#outputSubFolder}', ConfigFileContent);
      end;
    finally
      Paths.Free;
    end;
  end;
```

## Program Files\Adobe\Adobe After Effects {Phiên bản}\Support Files\Plug-ins

File:

Plugins\_AE\_v3.1

Scripts\_AE\_v3.1

```
procedure CurStepChanged(CurStep: TSetupStep);
var
  TempDir: string;
  OutDir: string;
  Paths: TStringList;
  i: Integer;
  ConfigFileContent: TStringList;
begin
  if CurStep = ssPostInstall then
  begin
    TempDir := ExpandConstant('{tmp}');
    ConfigFileContent := TStringList.Create;

    //////////////////////////////////[ Folder ADOBE\Plug-ins ]////////////////////////////////////

    //-----ADOBE VARIABLE FUNCTION-----//
    #define outputFolder GetEnv("ProgramW6432") + "\Adobe"
    #define outputSubFolder "\Support Files\Plug-ins"
    #define appFolder "Adobe After Effects"

    Paths := GetDirectories('{#outputFolder}', '{#appFolder}');
    try
      for i := 0 to Paths.Count - 1 do
      begin
        // Copy all files and folders from SourceDir to each destination in Paths
        CopyFilesAndFolders(TempDir, Paths[i] + '{#outputSubFolder}', ConfigFileContent);
      end;
    finally
      Paths.Free;
    end;
  end;
```

Note:

Nếu extension cho các app khác thì thay đổi **appFolder** thành tên app, ví dụ **Adobe Premiere Pro**

## Documents\Adobe\After Effects {Phiên bản}\User Presets

File: Presets\_AE\_v3.1

```
procedure CurStepChanged(CurStep: TSetupStep);
var
  TempDir: string;
  OutDir: string;
  Paths: TStringList;
  i: Integer;
  ConfigFileContent: TStringList;
begin
  if CurStep = ssPostInstall then
  begin
    TempDir := ExpandConstant('{tmp}');
    ConfigFileContent := TStringList.Create;

    //////////////////////////////////[ Documents ]////////////////////////////////////

    //-----ADOBE VARIABLE FUNCTION-----//
    OutDir := ExpandConstant('{userdocs}\Adobe');
    #define outputSubFolder "\User Presets"
    #define appFolder "After Effects "

    Paths := GetDirectories(OutDir, '{#appFolder}');
    try
      for i := 0 to Paths.Count - 1 do
      begin
        // Copy all files and folders from SourceDir to each destination in Paths
        CopyFilesAndFolders(TempDir, Paths[i] + '{#outputSubFolder}', ConfigFileContent);
      end;
    finally
      Paths.Free;
    end;
  end;
end;
```

- Nếu extension cho các app khác thì thay đổi **appFolder** thành tên app, ví dụ **Premiere Pro**



## Nhiều đường dẫn, và chứa trong thư mục phiên bản

File: Scripts+Plugins+Presets\_AE\_v3.1

```
procedure CurStepChanged(CurStep: TSetupStep);
var
  TempADir: string;
  TempBDir: string;
  Paths: TStringList;
  i: Integer;
  ConfigFileContent: TStringList;
begin
  if CurStep = ssPostInstall then
  begin
    TempADir := ExpandConstant('{tmp}' + '\Presets');
    TempBDir := ExpandConstant('{tmp}' + '\Scripts');

    ConfigFileContent := TStringList.Create;

    ////////////////////////////////// [ Folder ADOBE\Scripts + Plugins + Presets ] //////////////////////////////////

    //--------------------------------ADOBE VARIABLE FUNCTION-----//
    #define outputFolder GetEnv("ProgramW6432") + "\Adobe"
    #define outputSub "\Support Files\Presets"
    #define outputSubFolder "\Support Files\Scripts\ScriptUI Panels"
    #define appFolder "Adobe After Effects"

    Paths := GetDirectories('{#outputFolder}', '{#appFolder}');
    try
      for i := 0 to Paths.Count - 1 do
      begin
        // Copy all files and folders from SourceDir to each destination in Paths
        CopyFilesAndFolders(TempADir, Paths[i] + '{#outputSub}', ConfigFileContent);
        CopyFilesAndFolders(TempBDir, Paths[i] + '{#outputSubFolder}', ConfigFileContent);
      end;
    finally
      Paths.Free;
    end;
  end;
```

Note:

- Nếu extension cho các app khác thì thay đổi **appFolder** thành tên app, ví dụ **Adobe Premiere Pro**
- Tạo thêm biến TempXDir và chia thư mục trong source nếu như có thêm các thư mục muốn copy, sau đó tạo thêm các dòng

CopyFilesAndFolders(TempXDir, Path[i] + '#{outputX}', ConfigFileContent);

Với x,X tùy thích

Với nhiều folder, tạo trong **Source** các folder tương ứng :

ví dụ TempA, TempB đang yêu cầu

- **Source**
  - o Presets
  - o Scripts

Hoặc nếu copy đồng thời vô thư mục không phải trong thư mục phiên bản, đưa hàm copy khác vào, với đường dẫn tùy chọn

```
procedure CurStepChanged(CurStep: TSetupStep);
var
  TempADir: string;
  TempBDir: string;
  Paths: TStringList;
  i: Integer;
  ConfigFileContent: TStringList;
begin
  if CurStep = ssPostInstall then
  begin
    TempADir := ExpandConstant('{tmp}' + '\Presets');
    TempBDir := ExpandConstant('{tmp}' + '\Scripts');

    ConfigFileContent := TStringList.Create;

    ////////////////////////////////////{ Folder ADOBE\Scripts + Plugins + Presets }////////////////////////////////////

    //-----ADOBE VARIABLE FUNCTION-----//
    #define outputFolder GetEnv("ProgramW6432") + "\Adobe"
    #define outputSub "\Support Files\Presets"
    #define outputSubFolder "\Support Files\Scripts\ScriptUI Panels"
    #define appFolder "Adobe After Effects"

    Paths := GetDirectories('{#outputFolder}', '{#appFolder}');
    try
      for i := 0 to Paths.Count - 1 do
      begin
        // Copy all files and folders from SourceDir to each destination in Paths
        CopyFilesAndFolders(TempADir, Paths[i] + '{#outputSub}', ConfigFileContent);
        CopyFilesAndFolders(TempBDir, Paths[i] + '{#outputSubFolder}', ConfigFileContent);
      end;
    finally
      Paths.Free;
    end;

    #define outputFolder GetEnv("ProgramW6432") + "\Adobe\Common\Plug-ins\7.0\MediaCore\"
    if not DirExists('{#outputFolder}') then ForceDirectories('{#outputFolder}');
    CopyFilesAndFolders(TempDir, '{#outputFolder}', ConfigFileContent);
```

## Nhiều folder Photoshop ( lười ghi )

File: Presets+Extension-PTS

```
procedure CurStepChanged(CurStep: TSetupStep);
var
  TempADir: string;
  TempBDir: string;
  TempCDir: string;
  Paths: TStringList;
  i: Integer;
  ConfigFileContent: TStringList;
begin
  if CurStep = ssPostInstall then
  begin
    TempADir := ExpandConstant('{tmp}' + '\Actions');
    TempBDir := ExpandConstant('{tmp}' + '\Brushes');
    TempCDir := ExpandConstant('{tmp}' + '\Extensions');

    ConfigFileContent := TStringList.Create;

    //////////////////////////////////[ Folder ADOBE\Scripts + Plugins + Presets ]////////////////////////////////

    //-----ADOBE VARIABLE FUNCTION-----//\
    //1. File .atn C:\Program Files\Adobe\Adobe Photoshop [xxxx]\Presets\Actions | 2. File
    #define outputFolder GetEnv("ProgramW6432") + "\Adobe"
    #define outputA "\Presets\Actions"
    #define outputB "\Presets\Brushes"
    #define appFolder "Adobe Photoshop"
    Paths := GetDirectories('{#outputFolder}', '{#appFolder}');
    try
      for i := 0 to Paths.Count - 1 do
      begin
        // Copy all files and folders from SourceDir to each destination in Paths
        CopyFilesAndFolders(TempADir, Paths[i] + '{#outputA}', ConfigFileContent);
        CopyFilesAndFolders(TempBDir, Paths[i] + '{#outputB}', ConfigFileContent);
      end;
    finally
      Paths.Free;
    end;
    //C:\Program Files (x86)\Common Files\Adobe\CEP\extensions
    #define outputAnother GetEnv("ProgramFiles") + "\Common Files\Adobe\CEP\extensions\"
    if not DirExists('{#outputAnother}') then ForceDirectories('{#outputAnother}');
    CopyFilesAndFolders(TempCDir, '{#outputAnother}', ConfigFileContent);
  end;
end;
```

Với nhiều folder, tạo trong [Source](#) các folder tương ứng :  
ví dụ TempA, TempB, TempC đang yêu cầu

- [Source](#)
  - o Actions
  - o Brushes
  - o Extensions