

How to customize the Marca installation package ?

For different OEM distributors Marca can show the corresponding logos for those customers. This is usually to be set in the “init.cfg” in the installation directory of Marca.

The entry “OEMRESOURCE: “ and the numerical value behind this token defines which logos are to be displayed.

The following numbers are reserved for different distributors:

OEMRESOURCE: 0	MACSA ID
----------------	----------

Any other value requires the presence of additional bitmap files (see later in this document) !

Up to now the entry in the “init.cfg” had to be changed manually after installation of the software unless a special installation package had been compiled by I+D for a dedicated distributor.

From Marca 5.6.8e on the installation setup can be customized this customers without the need to supply an extra compiled installation package for them.

How to do ?

In the installation package (setup.exe, setup0.bin,) is now a small text file “setup.ini” included. The content of this file is:

```
[INSTALL]
PATH=MACSA ID
OEMRESOURCE=0
TOOLSRESOURCE=0
```

This file needs to be customized for the distributors , i.e. they shall customize them for their needs. The three “variables” PATH, OEMRESOURCE and TOOLSRESOURCE can be customized.

PATH: defines the default path that will be presented to the user when the software is installed. Note that this path is automatically preceded by the system directory and the program's version name is usually attached. In the above example the default directory would expand to <C:\MACSA ID\Program5.6.8>

OEMRESOURCE: defines the number of the resource logo (see table above). If this number is set to a value > 0, the installer can provide two bitmap files that are used for displaying the logos in Marca and Marca's help documentation.

The two bitmap files has to be named “res0.bmp” and “res1.bmp” and must exist in the installation package (the same path where the “setup.exe” is).

The size of the bitmap files should be approximately

res0.bmp 800 x 400 pixels

res1.bmp 95 x 50 pixels

The installation program will install this two files into the \res folder of the installation directory. You can also change/add these bitmaps at any time after installation directly in the \res directory.

If no bitmap resources are provided the splash dialog will not display any logo.

TOOLSRESOURCE: a number from 0 to 2 defining the default colour of the tools in the Marca software (0: blue, 1: red, 2: black)

TOOLPOS: a number from 0 to 1 defining the position of the toolbar and properties (left/right, default 0).

GROUP: defines the folder name for the program in the desktop and in the 'Start Program' menu (default: Marca X.X.X)

APPNAME: the application name (default: Marca), registered by Windows.

APPEXENAME: the name of the executable to be installed (default: marca32e; name given without extension !)

BACKCOLOR: a hexadecimal number indicating the RGB value used for the scanfield's background color, given as BBGGRR. (default: EAEBFF).

DEFAULTSYSTEM: A string (ASCII-characteres recommended, no SPACES, dots, commas, etc..) that defines the initial default system name (default: SCANLINUX).

Changing the application's icon:

Just add your own icon (48x48 pixels) named 'res.ico' in the directory of the setup.exe binary before you execute the installation. Your 'res.ico' will automatically be merged into the program's executable.