Instructions for Installing the MakerAi Package in Delphi

Prerequisites

1. Delphi installed on your system
2. Internet connection to clone the repository
3. Optional: Git installed for repository cloning

Installation Steps

1. Download the MakerAi package

Option 1: Clone the repository using Git

1. Open a terminal or command prompt
2. Run the following command to clone the repository to your computer:

```
git clone https://github.com/gustavoeenriquez/MakerAi.git
```

3. This will create a folder named MakerAi with all necessary files

Option 2: Download the package as a ZIP file

1. Go to the repository page on GitHub: https://github.com/gustavoeenriquez/MakerAi
2. Click the green Code button and select Download ZIP
3. Extract the ZIP file contents to a folder on your computer

2. Open the Project in Delphi

1. Open Delphi
2. Go to File menu and select Open Project...
3. Navigate to the MakerAi\sources folder and select the MakerAi.dproj file. This is the main component package file

3. Compile the Package

1. In the Delphi IDE, ensure that MakerAi.dproj is open
2. Select Build from the top menu or press Ctrl+F9. This will compile the package
3. If no errors appear, the package will compile successfully and be ready for installation

4. Install the Package in Delphi

1. After compiling, go to Component menu and select Install Packages...
2. In the window that opens, click the Add... button
3. Navigate to the folder where the .bpl file was generated (usually inside the \Win32\Release or \Win64\Release folder, depending on your configuration)
4. Select the MakerAi.bpl file and click Open
5. Delphi will add the package to the list of installed components

5. Test the Components

1. Go to File menu and select Open Project...
2. Navigate to the MakerAi\demos folder and open one of the example projects
3. Run the project to ensure the components are working correctly

Additional Configuration Steps

1. Install the Package for All Platforms

When you install a package in Delphi, it's only registered for the design environment (IDE). To make it available on all platforms during compilation and execution, ensure you properly configure the project options:

a) Enable all platforms in the package project

1. Open the MakerAi.dproj file in Delphi
2. Go to Project > Build Configurations
3. Ensure all needed platforms (Win32, Win64, macOS, iOS, Android, Linux) are enabled
    - If not enabled, select Add Platform and add them manually

b) Compile the package for each platform

1. Switch to each platform in the IDE's Target Platforms list
2. Compile the package for each selected platform (Build option or Ctrl+F9)
    - This ensures necessary versions of .bpl or .so files are generated for corresponding platforms

2. Verify Library Paths in IDE

Library paths must include the package's source folder so applications using the component can find necessary units at compile time:

1. Go to Tools > Options
2. In Language > Delphi Options > Library, select each platform in the Selected Platform dropdown
3. Ensure the .\sources folder is included in Library Path and Browsing Path for each platform

3. Configure Design-Time Resource Files

If your package uses specific resource files or images, such as component icons (TAIGraph.bmp, etc.), verify they're accessible from the IDE:

1. Component icon .bmp files should be in the same folder as the .dpk file or defined in project paths
2. Ensure resources are properly compiled and registered:
    - The .rc file must be compiled into a .res for automatic inclusion in the package
    - Example in package code:

```
{$R MakerAI.res}
```

4. Register Components Correctly

Components must be registered in the IDE to be available in the component palette. This should already be implemented in the uMakerAi.Register.pas unit, but ensure the Register call includes all components:

```
delphi
Copy
procedure Register;
begin
  RegisterComponents('MakerAI', [TTAiGraph, TTAiGraphNode,
TTAiGraphLink]);
end;
```

5. Test the Installation

1. Once the package is installed, verify that components are available in the Component Palette under the corresponding category (e.g., "MakerAI")
2. Create a new project for each platform and test that you can add and use the components in design time and runtime

Conclusion

In summary, the only things you need to do in addition to the normal installation process are:

- Make sure to enable all platforms in the package project
- Compile the package for each platform
- Verify that library paths are configured for all platforms
- Test that components register correctly in the IDE and work at design time

Instructions for Uninstalling the MakerAi Package from Delphi

Uninstallation Steps

1. Close Active Projects

1. Close all projects that use MakerAi components
2. Save any pending changes in your projects
3. Close all MakerAi-related files open in the IDE

2. Uninstall the Package from IDE

1. Go to Component menu and select Install Packages...
2. In the Project Options window, locate the MakerAi package in the installed packages list
3. Select the MakerAi package
4. Click the Remove button to remove the package from the installed components list
5. Click OK to confirm the changes

3. Remove Compiled Files

1. Navigate to the folder where you installed the MakerAi package
2. Delete the following files (if they exist):
    - All generated .bpl files
    - All .dcp files
    - .lib files
    - .dcu files
    - Any other compiled files in Win32, Win64, and other platform folders

4. Clean Library Paths

1. Go to Tools > Options
2. In Language > Delphi Options > Library
3. For each platform in the Selected Platform dropdown:
    - Review the Library Path
    - Remove any references to MakerAi folders
    - Also review the Browsing Path and remove corresponding references

5. Clean System Registry (optional)

1. Close Delphi completely
2. Open Registry Editor (regedit)
3. Look for the following paths and remove MakerAi-related entries:
    - HKEY_CURRENT_USER\Software\Embarcadero\BDS[version]\Known Packages

- HKEY_CURRENT_USER\Software\Embarcadero\BDS[version]\Known IDE Packages

6. Remove Source Files

1. Once you've verified the uninstallation was successful, you can delete:
   - The complete MakerAi folder
   - Any backups you created during installation

7. Verify Uninstallation

1. Restart Delphi
2. Verify that:
   - MakerAi components no longer appear in the component palette
   - There are no error messages related to MakerAi when starting the IDE
   - Previous example projects using MakerAi no longer compile (this is expected)

Important Notes

- Before uninstalling, make sure you have backups of your projects that use MakerAi components
- If you plan to reinstall a different version, it's recommended to restart the system after uninstallation
- If some files cannot be deleted, verify they're not being used by any application
- If you encounter problems during uninstallation, you can try performing the process with Delphi in safe mode (starting it with the -SafeMode parameter)

Common Troubleshooting

If after uninstallation:

- Error messages appear when opening Delphi: Verify that all MakerAi-related library paths were removed
- Components still appear in the palette: Clean the IDE cache by deleting related .dcu and .dcp files
- Errors occur when compiling other projects: Check that no references to MakerAi remain in project options