



OCT v1.0-stable

Creating Installers

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Mars 09, 2015

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catalogue ouvert du cinéma



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Windows

To create an installer for Windows, we use the software Inno Setup Compiler. Inno Setup Compiler is a software program released under a free license. it works on several versions of Windows (from Windows 2000 to Windows 8) 32 and 64 bits. It manages the installation, uninstallation, and custom installations (Full Compact, Custom,...) and creates shortcuts and multilingual management.

Download link:

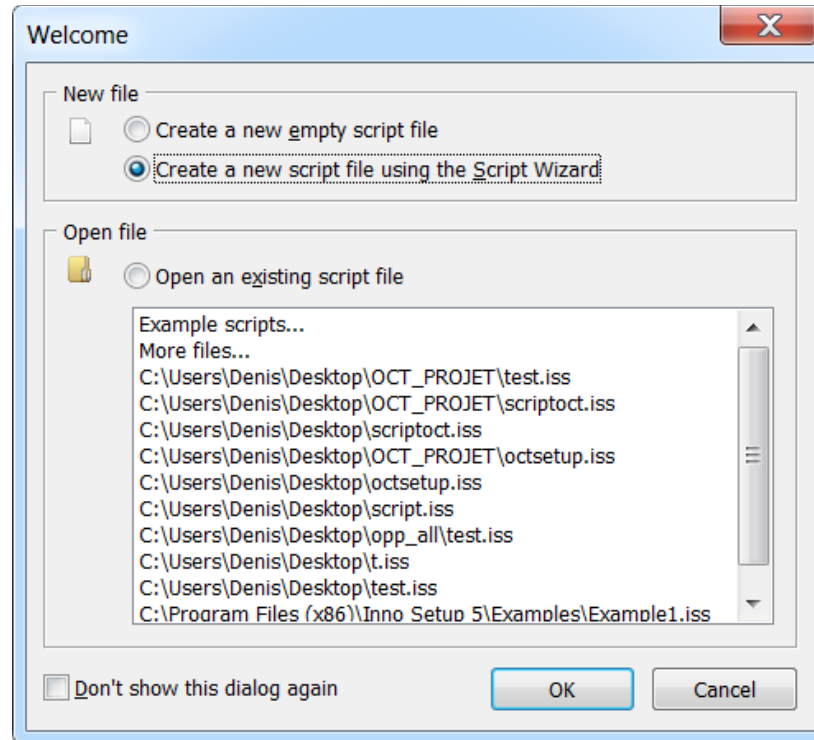
<http://www.jrsoftware.org/isdl.php>

Requirements:

You must compile OCT in release mode, retrieve the adequate dll for Qt and QtAV.

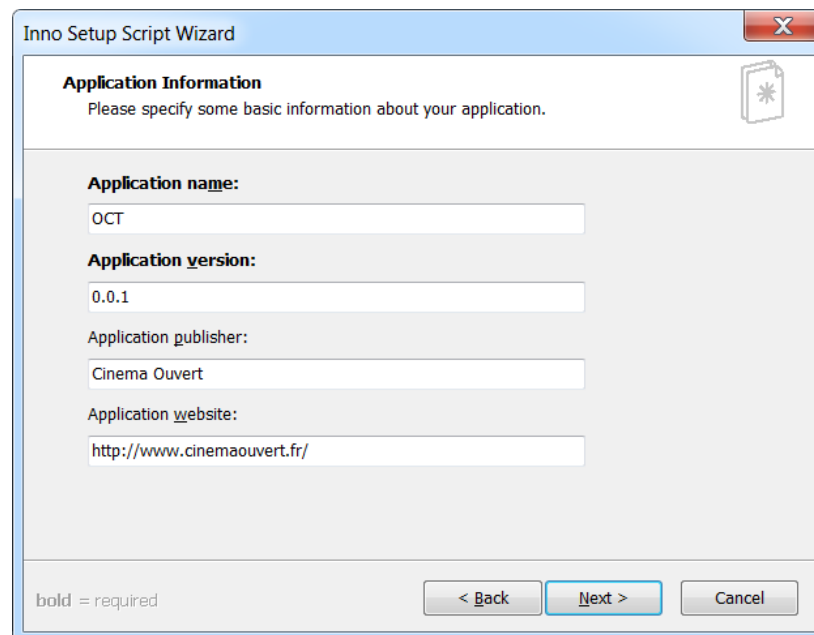
Nom	Modifié le	Type	Taille
ffmpeg-20150129-git-4155f2d-win64-static	03/03/2015 10:17	Dossier de fichiers	
mkvtoolnix	03/03/2015 10:18	Dossier de fichiers	
avcodec-56.dll	15/12/2014 16:19	Extension de l'app...	8 072 Ko
avdevice-56.dll	15/12/2014 16:19	Extension de l'app...	127 Ko
avfilter-5.dll	15/12/2014 16:19	Extension de l'app...	1 112 Ko
avformat-56.dll	15/12/2014 16:19	Extension de l'app...	1 416 Ko
avresample-2.dll	15/12/2014 16:18	Extension de l'app...	162 Ko
avutil-54.dll	15/12/2014 16:18	Extension de l'app...	418 Ko
icudt52.dll	15/01/2014 09:37	Extension de l'app...	22 993 Ko
icuin52.dll	15/01/2014 09:36	Extension de l'app...	3 269 Ko
icuuc52.dll	15/01/2014 09:36	Extension de l'app...	1 946 Ko
libwinpthread-1.dll	07/03/2014 19:56	Extension de l'app...	48 Ko
logo_oct	03/03/2015 10:28	Icône	41 Ko
mktorrent	16/12/2014 14:33	Application	165 Ko
OCT	18/12/2014 16:23	Executable Jar File	25 Ko
OCT_Project	03/03/2015 10:05	Application	12 362 Ko
postproc-53.dll	15/12/2014 16:18	Extension de l'app...	124 Ko
Qt5Cored.dll	01/10/2014 09:04	Extension de l'app...	75 614 Ko
Qt5Guid.dll	11/09/2014 15:44	Extension de l'app...	137 158 Ko
Qt5Networkd.dll	11/09/2014 15:38	Extension de l'app...	33 005 Ko
Qt5OpenGLd.dll	11/09/2014 15:56	Extension de l'app...	11 791 Ko
Qt5Widgets.dll	11/09/2014 15:54	Extension de l'app...	139 315 Ko
Qt5Xmld.dll	11/09/2014 15:36	Extension de l'app...	1 381 Ko
Qt5XmlPatterns.dll	11/09/2014 16:07	Extension de l'app...	3 534 Ko
Qt5XmlPatterns.dll	11/09/2014 16:12	Extension de l'app...	138 123 Ko
QtAVd1.dll	18/12/2014 14:14	Extension de l'app...	26 427 Ko
swresample-1.dll	15/12/2014 16:18	Extension de l'app...	110 Ko
swscale-3.dll	15/12/2014 16:18	Extension de l'app...	475 Ko

Your installation folder is ready, you can start "Inno Setup Compiler". You must choose "Create



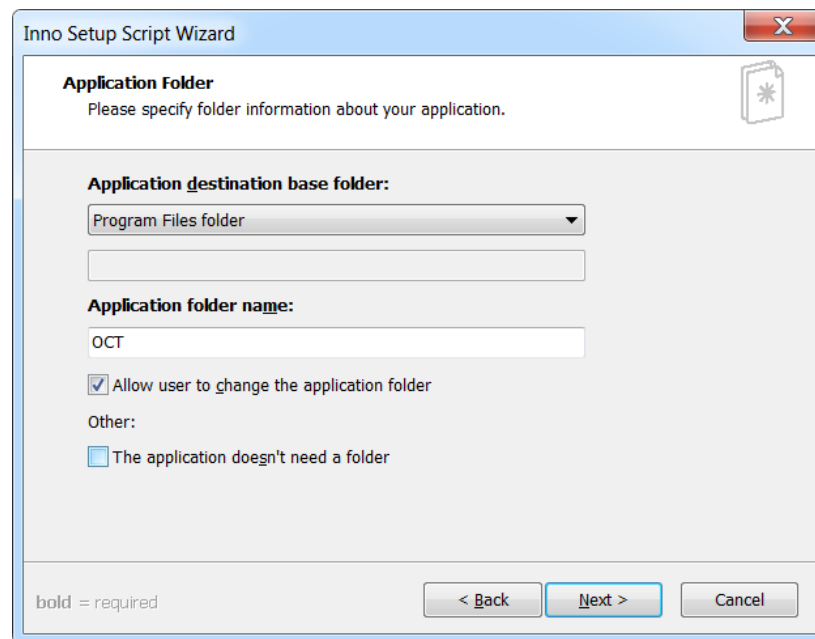
a new script file using the Script Wizard" and press OK then "NEXT".

In the following window, you can fill the application name, its version and the name of the



organization. Then press "NEXT".

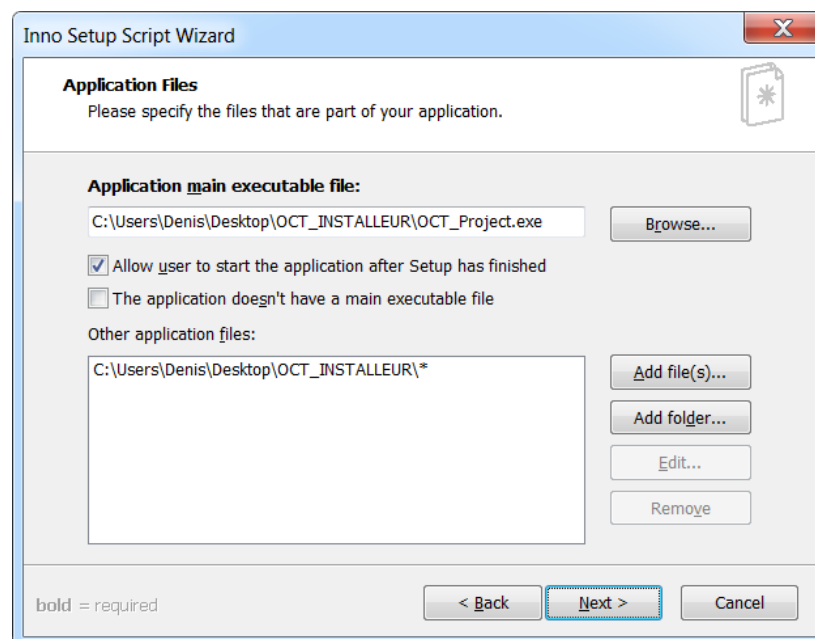
In the following window, you have to choose the installation folder of OCT (Default: Program



The image shows the 'Application Folder' step of the Inno Setup Script Wizard. The window title is 'Inno Setup Script Wizard'. The main heading is 'Application Folder' with a sub-instruction 'Please specify folder information about your application.' Below this, there is a section for 'Application destination base folder:' with a dropdown menu currently set to 'Program Files folder'. Underneath is an empty text box. The next section is 'Application folder name:' with a text box containing 'OCT'. There are two checkboxes: 'Allow user to change the application folder' (checked) and 'The application doesn't need a folder' (unchecked). At the bottom, there is a legend 'bold = required', navigation buttons '< Back', 'Next >', and 'Cancel'.

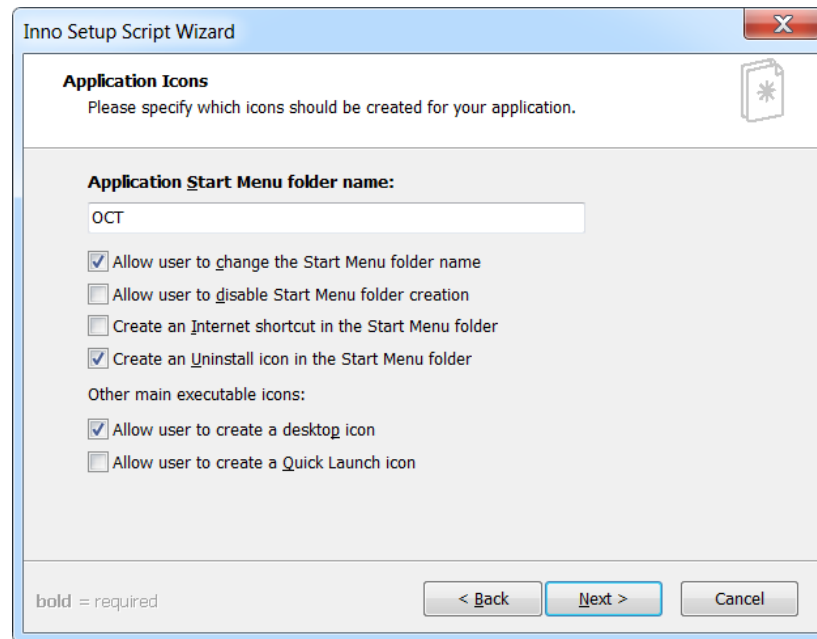
Files). Then press "NEXT".

In the following window, choose the executable OCT then add the folder with DLLs that you have prepared. Then press "NEXT".



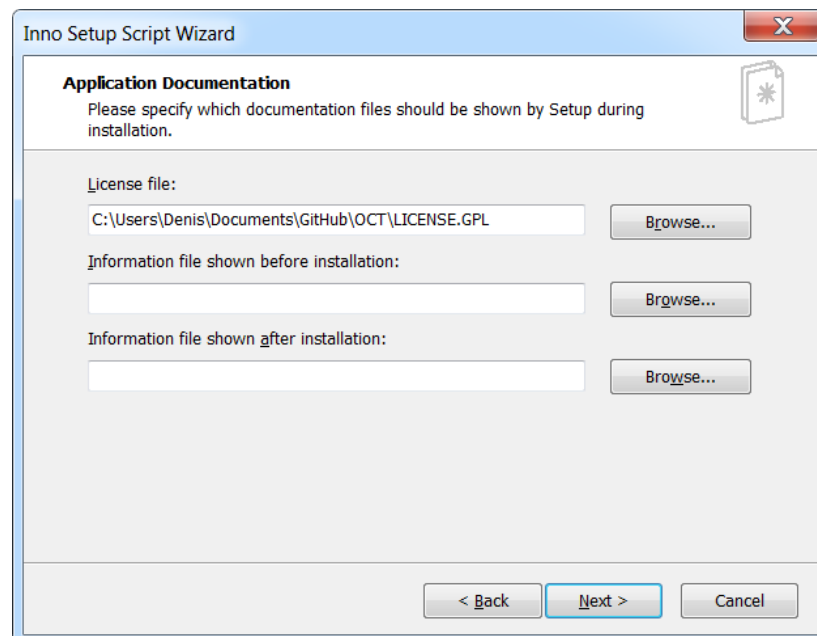
The image shows the 'Application Files' step of the Inno Setup Script Wizard. The window title is 'Inno Setup Script Wizard'. The main heading is 'Application Files' with a sub-instruction 'Please specify the files that are part of your application.' Below this, there is a section for 'Application main executable file:' with a text box containing 'C:\Users\Denis\Desktop\OCT_INSTALL\OCT_Project.exe' and a 'Browse...' button. There are two checkboxes: 'Allow user to start the application after Setup has finished' (checked) and 'The application doesn't have a main executable file' (unchecked). The next section is 'Other application files:' with a text box containing 'C:\Users\Denis\Desktop\OCT_INSTALL*'. To the right of this text box are four buttons: 'Add file(s)...', 'Add folder...', 'Edit...', and 'Remove'. At the bottom, there is a legend 'bold = required', navigation buttons '< Back', 'Next >', and 'Cancel'.

In the following window, you have to choose the name of the folder that will be created in the



Start menu. Then you can create desktop shortcuts for the Uninstall. Then press "NEXT".

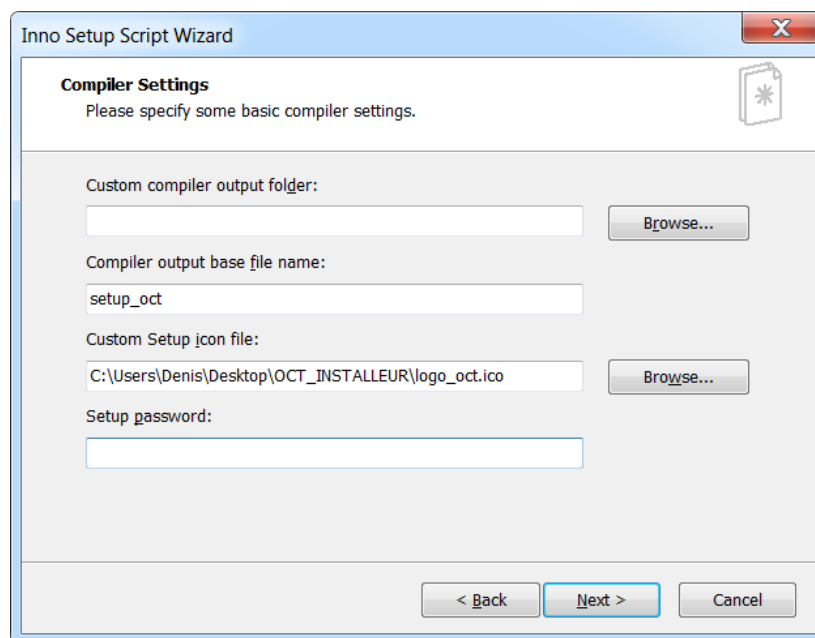
In the following window, you can add the license for OCT. Then press "NEXT".





In the following window, you can add languages for installation of OCT. Then press "NEXT".

In the following window, you have to choose the name of the installer and then you can put an icon to it. Then press "NEXT".



Finally, press “NEXT” then “FINISH”. The software asks you to compile, press “NO” if you want to add an icon for the software.

In the generated script, there is a tag [Icons] for each of the lines below, add at the end:

```
[Icons]
Name: "{group}\{#MyAppName}"; Filename: "{app}\{#MyAppExeName}"; IconFileName: "C:\Users\Denis\Desktop\OCT_INSTALLLEUR\logo_oct.ico"
Name: "{group}\{cm:UninstallProgram,{#MyAppName}}"; Filename: "{uninstallexe}"; IconFileName: "C:\Users\Denis\Desktop\OCT_INSTALLLEUR\logo_oct.ico"
Name: "{commondesktop}\{#MyAppName}"; Filename: "{app}\{#MyAppExeName}"; Tasks: desktopicon; IconFileName: "C:\Users\Denis\Desktop\OCT_INSTALLLEUR\logo_oct.ico"
```

; IconFileName: "path to icon.ico"

Now you can compile the script, go to the “Build and Compile” menu. An “Output” folder will be created on your desktop with the installer.

MAC OS X

Deployment for MAC OS X

If you have to deploy oct on MAC OS X, you must first compile oct on MAC on release mode. You'll find in the output directory the bundle created by QT called "oct.app".

Then, you use "macdeployqt" which is the Qt tool which puts the Qt ".framework" directories into our bundle "Frameworks" directory. It puts the .dylib binary files from Qt into the "Plugins" directory and automates the change of dependencies path in the ".framework" directories executables and the Qt plugins. It's located in the "bin" folder from the Qt directory installed on your computer.

Note that to do this manually you have to copy all the concerned dependencies from the Qt folder in good directories of the "oct.app" bundle. Then you have to use "otool" in command line to display the id of the binaries files and the path of their dependencies (including the "oct" executable in "oct.app/Contents/MacOs/", the "oct.app/Frameworks" content and the "oct.app/Plugins" content). Finally you have to use "install_name_tool" in command line to change the identifiers and the dependencies paths into the several binary files.

Note that the qt code embedded into your software has to know where to search the Qt's ".framework" files and the Qt's plugins used. To do that we add the following lines into the "main" function in "main.cpp":

```
#if defined( Q_OS_MAC )
    QStringList libPaths;
    libPaths << a.applicationDirPath() + "../Plugins";
    QApplication::setLibraryPaths( libPaths );
#endif
```

If we don't do this, the executable "oct" won't work on computers with the Qt libraries installed. The mac linker will load the Qt's dependencies from the oct bundle whereas the executable "oct" will load the Qt's dependencies from the Qt directory installed on the computer. The consequence will be that the oct couldn't be launch and there will be an error saying that we try to launch two time the same dynamic library.

Debian/Ubuntu

To create an installer for Debian or Ubuntu, download “Debreate package”, it is an open source software.

Download link:

<http://debreate.sourceforge.net/?page=download>

Requirements:

You must compile OPP in release mode to generate the adequate executable for the operating system.

Building:

Start “Debreate” and create a new project. It starts a window were you have to fill all the informations.

Debreate - Debian Package Builder

File Page Options Help

Control

Required

Package: Version:

Maintainer: Email:

Architecture:

Recommended

Section: Priority:

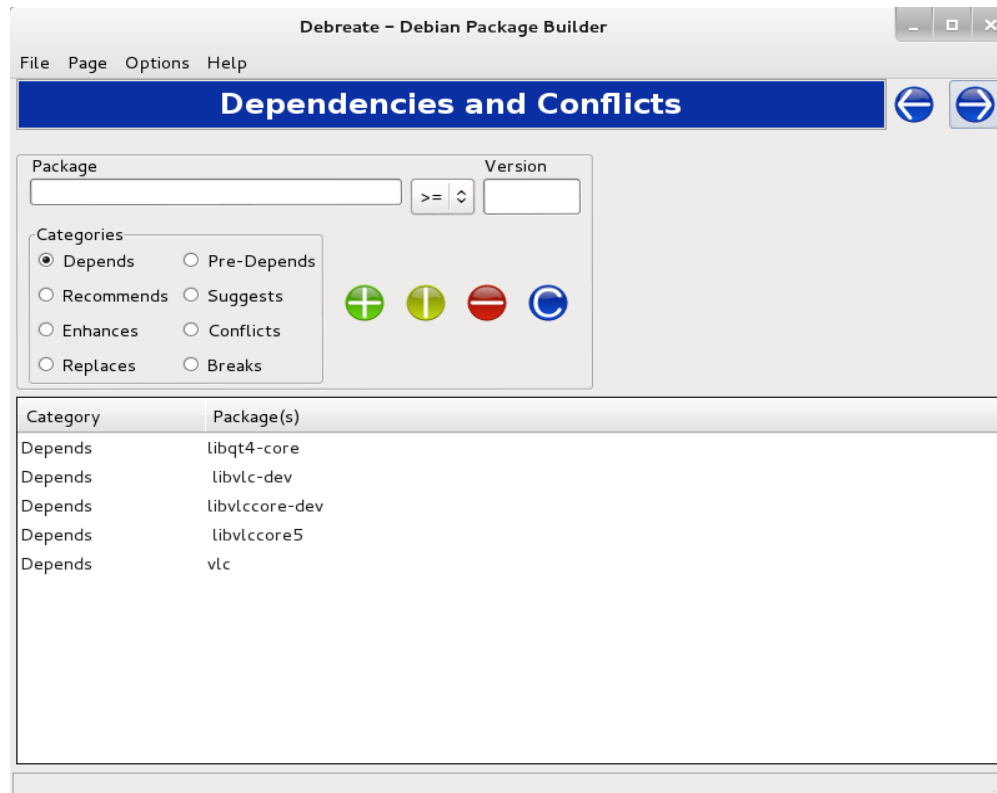
Short Description:

Long Description:

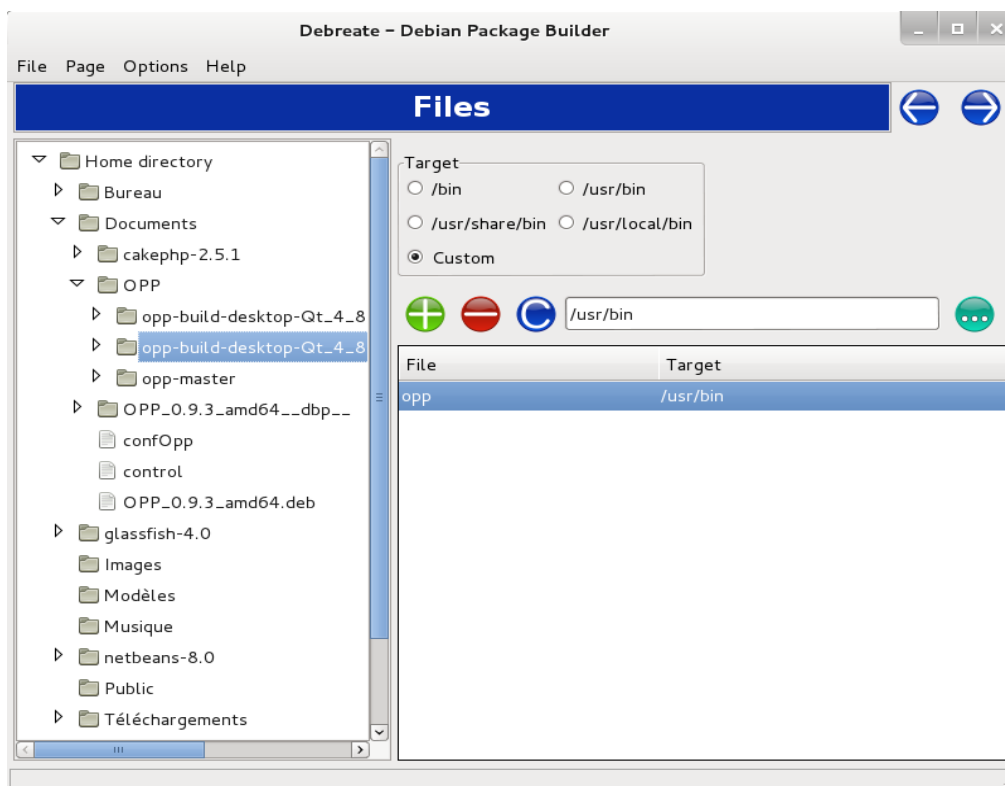
Optional

Source: Homepage:

The following window shows the dependencies to install the package. In the window you need to add the necessary libraries



The following window shows the files required to install the package. Add executable, icon.



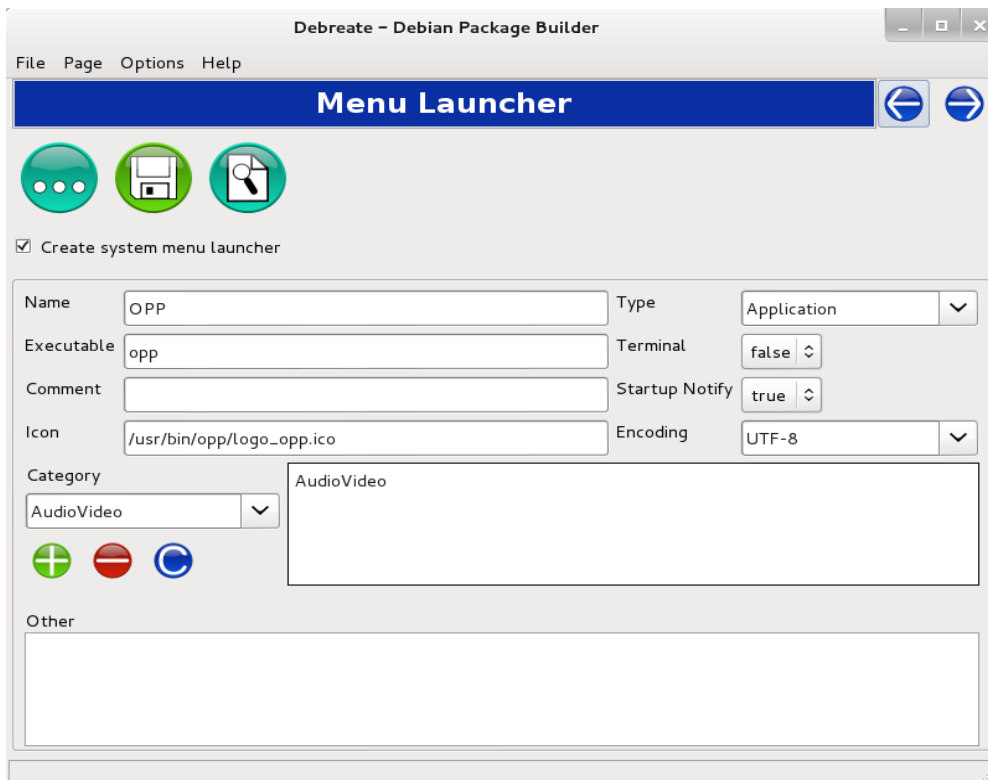
The following window shows logs for the package creation.

The screenshot shows the 'Changelog' window of the 'Debrete - Debian Package Builder' application. The window has a menu bar with 'File', 'Page', 'Options', and 'Help'. Below the menu bar is a blue header with the title 'Changelog' and navigation arrows. The main area contains several input fields: 'Package' (OPP), 'Version' (0.9.3), 'Distribution' (debian), 'Urgency' (Low), 'Maintainer' (Cinema Ouvert), and 'Email' (dev@cinemaouvert.fr). There is a 'Changes' section with a large text area and a 'Target' section with two radio buttons: one selected for '/usr/share/doc/%project_name%' and another for '/'. Below these fields are two green icons (a right arrow and a plus sign). At the bottom, there is a log entry: 'OPP (0.9.3) debian; urgency=low' followed by a line separator and a timestamp: '-- Cinema Ouvert <dev@cinemaouvert.fr> Wed, 04 Jun 2014 17:32:11 +0200'.

The following window shows the license of the software, copy the opp license in this window.

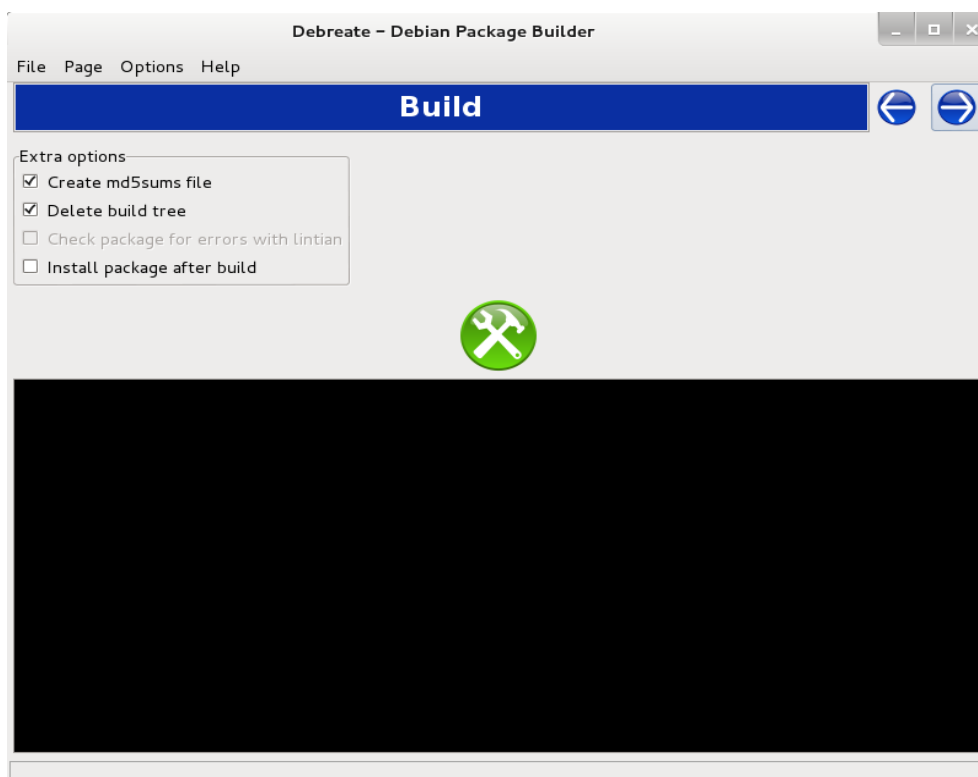
The screenshot shows the 'Copyright' window of the 'Debrete - Debian Package Builder' application. The window has a menu bar with 'File', 'Page', 'Options', and 'Help'. Below the menu bar is a blue header with the title 'Copyright' and navigation arrows. The main area contains the text of the GNU General Public License, Version 3, 29 June 2007. The text includes the copyright notice for the Free Software Foundation, Inc., and the preamble explaining the license's purpose. The text is as follows: 'GNU GENERAL PUBLIC LICENSE Version 3, 29 June 2007', 'Copyright (C) 2007 Free Software Foundation, Inc. <http://fsf.org/>', 'Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.', 'Preamble', 'The GNU General Public License is a free, copyleft license for software and other kinds of works.', 'The licenses for most software and other practical works are designed to take away your freedom to share and change the works. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change all versions of a program--to make sure it remains free software for all its users. We, the Free Software Foundation, use the GNU General Public License for most of our software; it applies also to any other work released this way by its authors. You can apply it to your programs, too.', 'When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new'.

The following window shows the menu launcher, you need to add path to icon and category.



The screenshot shows the 'Menu Launcher' window of the 'Debrete - Debian Package Builder' application. The window has a menu bar with 'File', 'Page', 'Options', and 'Help'. Below the menu bar is a blue header with the title 'Menu Launcher' and navigation arrows. There are three circular icons: a green one with three dots, a green one with a floppy disk, and a green one with a magnifying glass. Below these icons is a checkbox labeled 'Create system menu launcher' which is checked. The main area contains several input fields and dropdown menus: 'Name' (OPP), 'Type' (Application), 'Executable' (opp), 'Terminal' (false), 'Comment' (empty), 'Startup Notify' (true), 'Icon' (/usr/bin/opp/logo_opp.ico), 'Encoding' (UTF-8), 'Category' (AudioVideo), and a large text area for 'AudioVideo'. At the bottom, there are three circular icons: a green one with a plus sign, a red one with a minus sign, and a blue one with a 'C'. Below these is an 'Other' label and a large empty text area.

The following window shows the building step, choose create md5sums file and press build button.



The screenshot shows the 'Build' window of the 'Debrete - Debian Package Builder' application. The window has a menu bar with 'File', 'Page', 'Options', and 'Help'. Below the menu bar is a blue header with the title 'Build' and navigation arrows. There is a green circular icon with a white wrench and hammer. Below this icon is a large black rectangular area. On the left side, there is a box titled 'Extra options' containing four checkboxes: 'Create md5sums file' (checked), 'Delete build tree' (checked), 'Check package for errors with lintian' (unchecked), and 'Install package after build' (unchecked).

The deb file is generated with the name of the operating system with its version and his architecture.