

User Manual

YumeBuild



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1.0 License

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2.0 General Information

This section shows the overview of YumeBuild and explains the general purpose of the software.

2.1 Software Overview

YumeBuild is an installer software tool designed to enhance the OOBЕ experience when setting up end-user devices with an application database (with support for Winget), scripting (UIS Script) and various useful tools. It allows you to run a script of pre-set applications to install all at once on the machine.

2.2 System Requirements

YumeBuild requires the following system requirements to run:

- Microsoft Windows 10 or later with .NET Framework 4.8.1.
- Winget support may require an update to the “App Installer” package from the Microsoft Store to work correctly.

3.0 Getting Started

This section contains a guide in getting you started with the basics of this software.

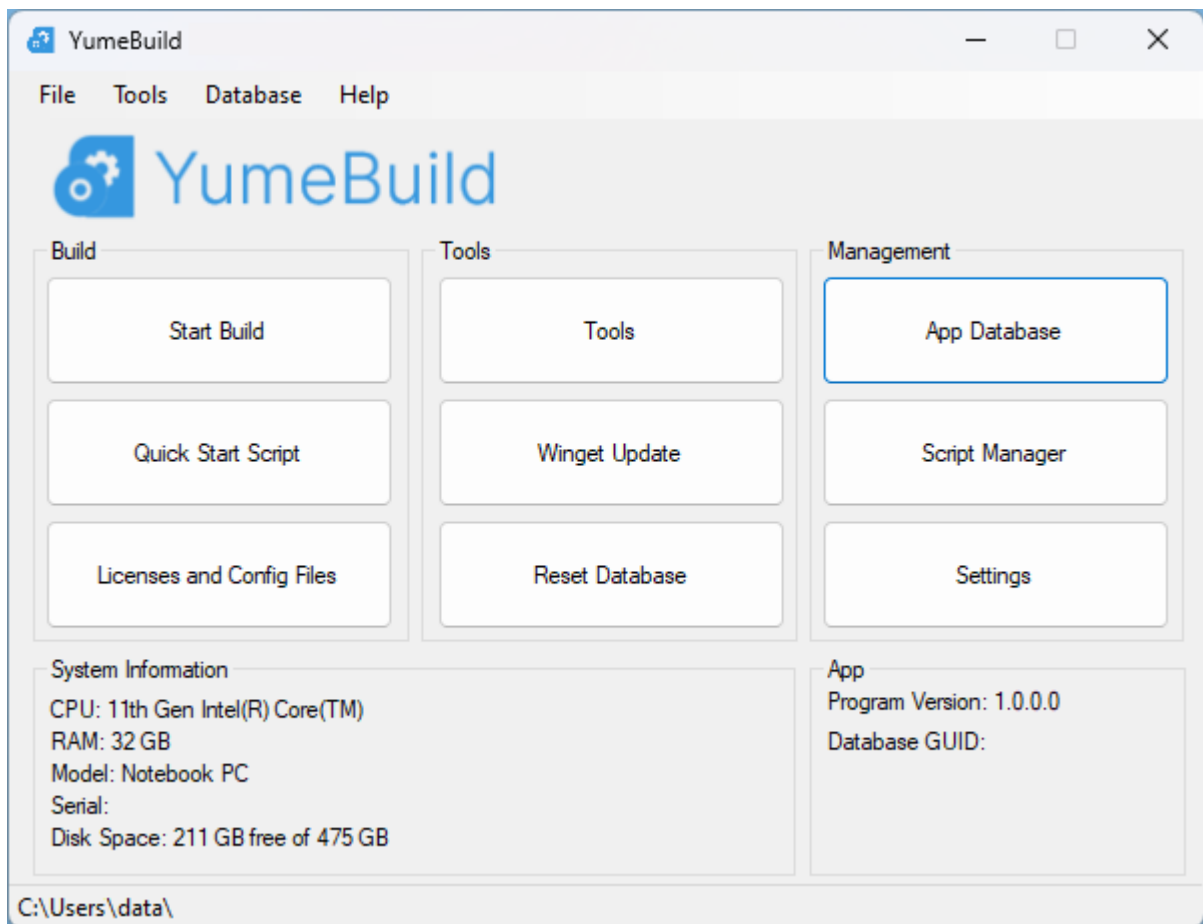
3.1 Installation

This software requires no installation, and all required files are self-extracted from the executable upon first launch.

The software will extract the necessary files and then perform a check to confirm if the operating system has a working version of Winget.

The application will set the launch directory as the data directory for all files to be stored.

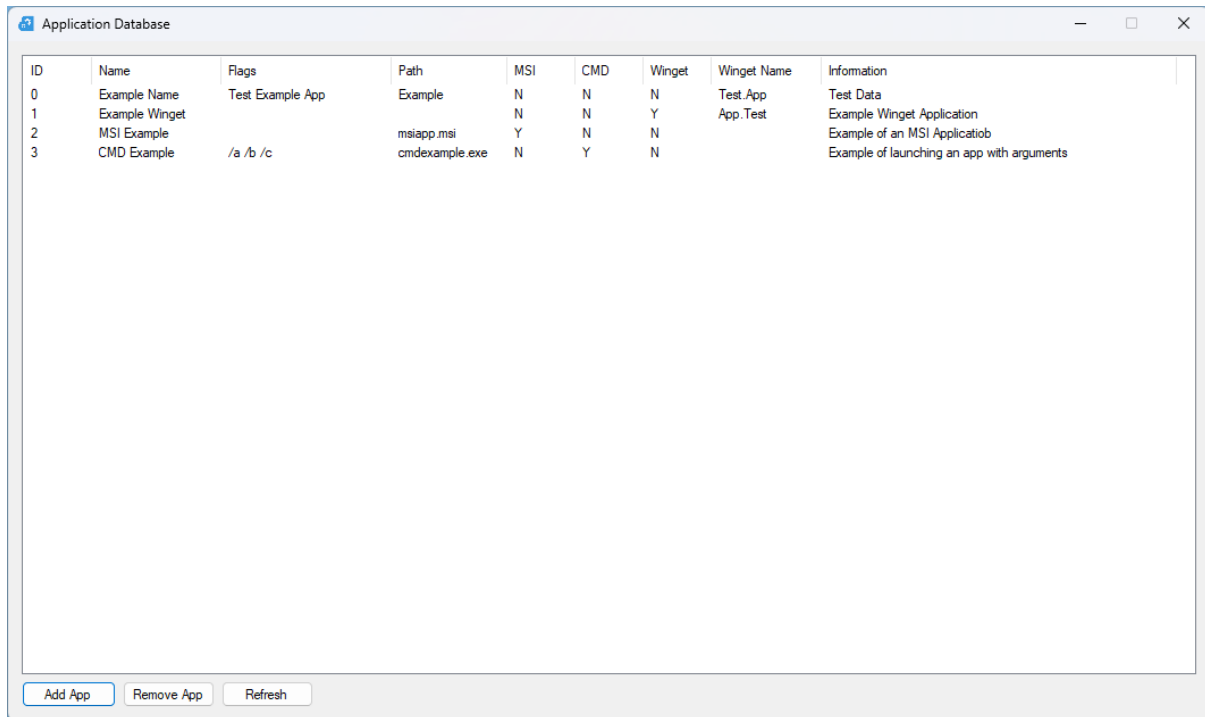
3.2 Start Page



The main start page of the software is displayed on launch. The following functions from this page is as follows:

- **Build:**
 - Start Build: Launch the main build function which will run a loaded UIS script.
 - Quick Start Script: Immediately load and execute a script from a file selector.
 - Licenses & Config Files: Opens the “licensesconfig” folder inside the application’s data directory.
- **Tools:**
 - Tools: Opens the “tools” folder inside the application’s data directory.
 - Winget Update: Calls winget to upgrade all installed packages on the system. Requires winget to be present on the operating system.
 - Resets Database: Resets the application’s app database and generates a new GUID. This will invalidate any previously created UIS scripts unless the GUID is updated in them.
- **Management:**
 - App Database: Opens the application database.
 - Script Manager: Opens the UIS Script manager. This additionally loads the app database.
 - Settings: Opens the settings window to change the data path and winget override.

3.3 Application Database



ID	Name	Flags	Path	MSI	CMD	Winget	Winget Name	Information
0	Example Name	Test Example App	Example	N	N	N	Test.App	Test Data
1	Example Winget			N	N	Y	App.Test	Example Winget Application
2	MSI Example		msiapp.msi	Y	N	N		Example of an MSI Application
3	CMD Example	/a /b /c	cmdexample.exe	N	Y	N		Example of launching an app with arguments

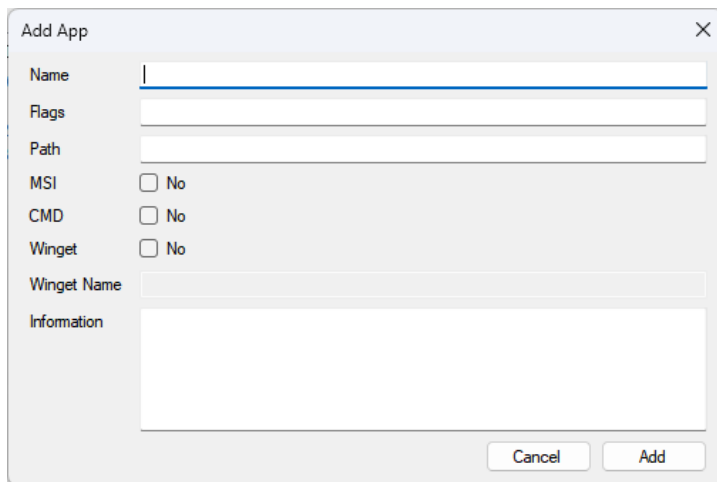
Buttons: Add App, Remove App, Refresh

The application database holds information about applications available for installation, including MSI executables and winget installer information.

The database does not hold any binary data and simply links to the relevant data either held in YumeBuild's content directory or specified in the winget name.

The application database parses data from the "database.xml" file in the root of YumeBuild's directory.

3.3.1 Adding applications to the application database

The image shows a dialog box titled "Add App" with a close button (X) in the top right corner. The dialog contains several input fields and checkboxes. On the left, there is a vertical list of labels: "Name", "Flags", "Path", "MSI", "CMD", "Winget", "Winget Name", and "Information". To the right of these labels are the corresponding input areas: a text box for "Name", text boxes for "Flags" and "Path", three checkboxes labeled "No" for "MSI", "CMD", and "Winget", a text box for "Winget Name", and a large text area for "Information". At the bottom right of the dialog are two buttons: "Cancel" and "Add".

Clicking the “Add App” button to the database will display the add application dialog. The following fields that can be filled in are:

- Name: Name of the app to be displayed in the database.
- Flags: Specify runtime flags for the application. These are only used if “CMD” is enabled. This function is not yet supported for MSI installation.
- Path: Specify the location of the executable inside YumeBuild’s content directory. Subdirectories are also supported.
- MSI: Specify the application to be an MSI executable. The /quiet and /i flags will be used automatically.
- CMD: Enable the use of runtime flags. This feature is currently not yet available for MSI installations.
- Winget: Specify the app to be a winget installation. This will disable the other fields.
- Winget Name: Specify the winget package name to be installed. This can be an ID or fully qualified package name.
- Information: Information of description of the app. Information that may be needed to inform the user during a build can be placed here.

Clicking “Add” will add the application to the database, appending the ID number.

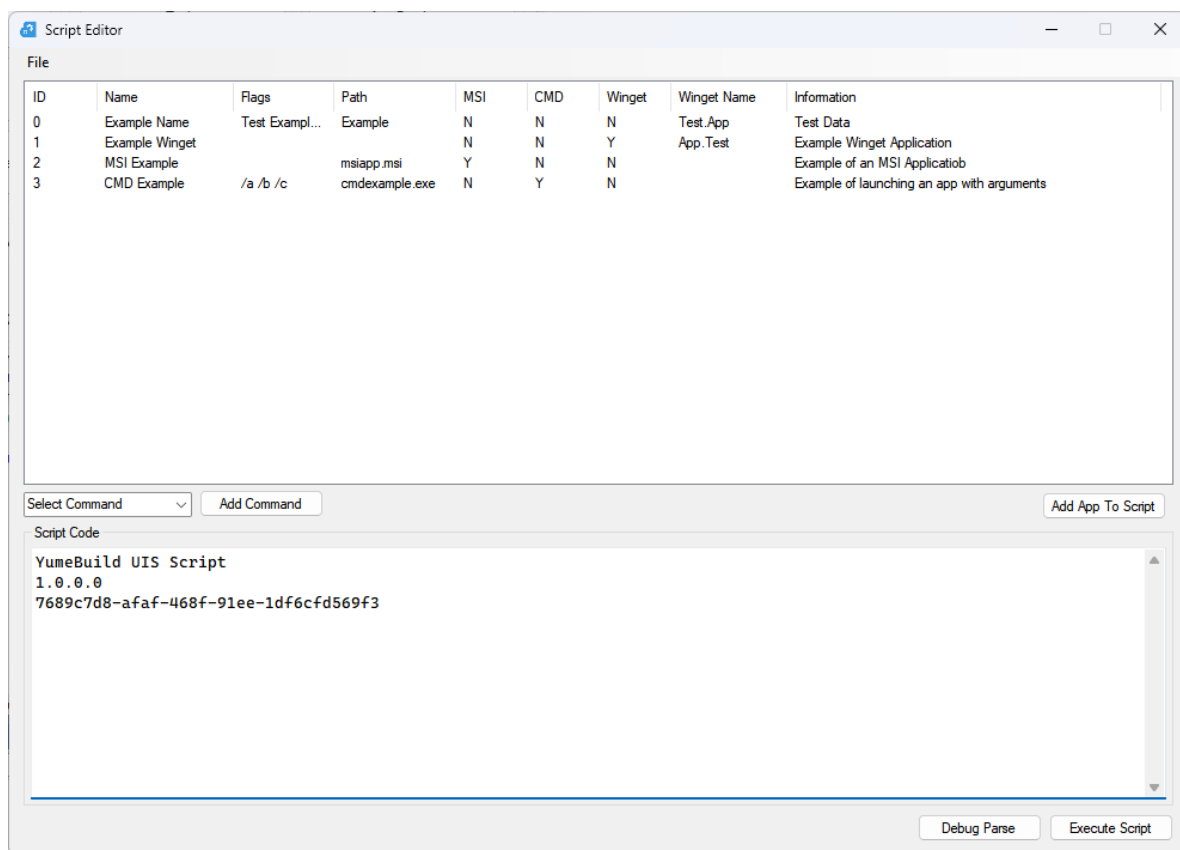
3.3.2 Removing applications

Inside the Application database, click on the ID of the app you wish to remove and click “Remove App”.

3.3.3 Other features

- Double clicking an ID of the app will launch the app at its path. If it is a winget app, winget will be loaded to install the app.
- Clicking “Refresh” will reload the database if it has been modified externally.

3.4 Script Manager



YumeBuild makes use of scripts to manage build installations. The script is a custom format called UIS (UltraBuild Install Script) designed to be easy to use by an end user with little to no prior scripting knowledge.

3.4.1 Scripting format

YumeBuild uses the following commands and syntax in UIS Script:

App Install Commands:

Specified by the = character. This tells the script processor that an app installation command is being issues.

Command	Description
=iapp appid	Installs a standard executable. Specify the ID from the database
=iappc appid	Installs a standard executable with the specified flags in the “Flags” section of the database entry. Specify the ID from the database
=msi appid	Install an MSI executable with the /quiet and /l flag. Specify the ID from the database
=wg appid	Installs an app from winget with the supplied package ID. Specify the ID from the database

Script Commands:

Specified by the + character. This tells the script processor that an internal command of YumeBuild is being executed:

Command	Description
+text InsertTextHere	Displays a Message Box with the specified text.
+url InsertURLHere	Launches a specified URL in the user's default web browser.
+cmd InsertCommandHere	Opens the command prompt and executes the specified command. The command will be run from the scope of the application start directory with Administrator permissions.
+copy =SourcePath =DestinationPath	Copies a file from the specified source path to destination path. The path must be a full path and backslashes do not need to be escaped.
+cfile FilePath	Creates a file at the specified file path.
+cfol FolderPath	Creates a folder at the specified file path.

UIS scripts rely on a header consisting of the below:

- Script Check: Ensures "YumeBuild UIS Script" is at the top of the file to ensure the file being loaded is actually a UIS Script and not accidentally another file.
- Version: Contains the version number of YumeBuild that the script was created with. Attempting to execute scripts built for newer versions will show an error that the version is not compatible.
- Database GUID: Contains the GUID of the database that YumeBuild was linked to at the time the script was created. A mismatch in the GUID will prevent script execution, this is to prevent application ID mismatches. If the GUID has been changed, consider crosschecking with the application database and specifying the correct GUID if needed.

3.4.2 Using the scripting interface

Using the script interface is simple and easy.

For adding apps to the script, simply click the application's ID from the database above and click the "Add App To Script" button to add a command to install the app to the script. The relevant command for the type of app will be automatically assigned.

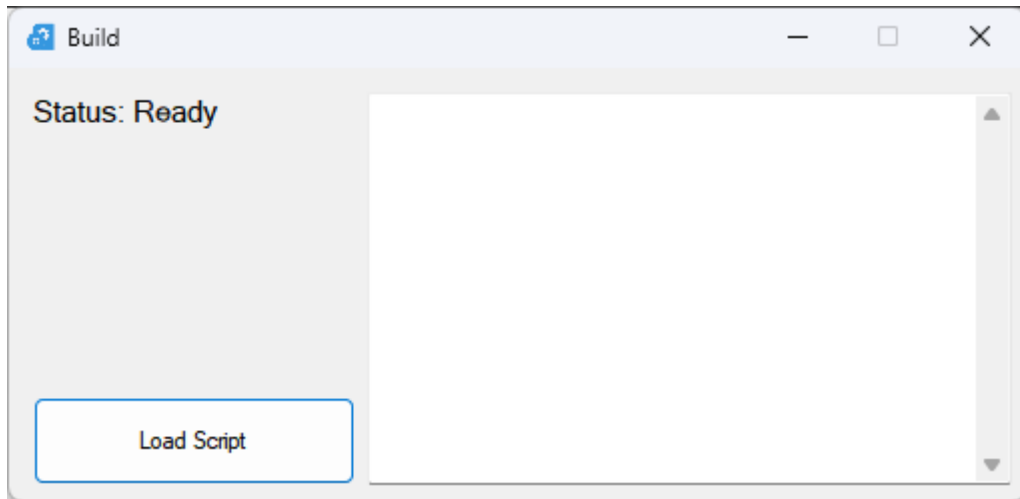
In order to assign a command, simply select a command from the "Select Command" menu and then select one to add with the "Add Command" button. The command with its relevant placeholder values will be added.

You can test a script by clicking "Debug Parse" which will go through what actions will be performed.

You may run the script by clicking "Execute Script", however this is not recommended on a live development environment.

Scripts can be saved or loaded via the File menu and use the ".uis" extension.

3.5 Building



Clicking the “Start Build” button in the main interface will show the build window.

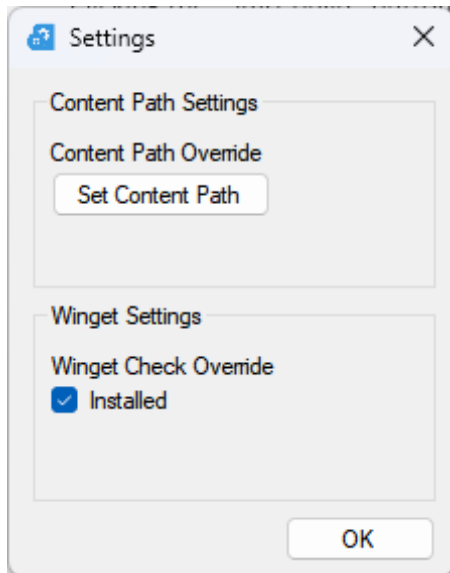
You can click “Load Script” in order to load a UIS build script to start the build on the machine YumeBuild is running on. The status will change to “Running”.

Any information that was specified in the “Information” field for each application in the database will be displayed in the text box during installation, this is useful for any configuration or instructions that may need to be displayed. Once the end of the script has been reached, the status will change back to “Ready” for another script to be loaded.

4.0 Other

This section contains any other information about this software.

4.1 Configuration



While YumeBuild sets the content/data path as the same directory as the software was initially launched in, this can be manually changed in the settings to a different path, this is useful for situations where the content path may need to be on a network drive or USB stick. A restart of YumeBuild will be required afterwards.

If Winget is installed but is not recognised by YumeBuild, this can be overridden by checking the "Installed" check box. A restart of YumeBuild will be required afterwards.