

UD 6 Distribución de aplicaciones

DI DAM 2

General fichero .jar

Crear la clase principal

</> ud4repaso8\GraficoventasCategoria.jasper

© HelloApplication.java

© Launcher.java ×

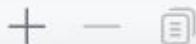
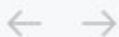
```
package com.example.ud4repaso8;

import javafx.application.Application;

public class Launcher {
    public static void main (String[] args) {
        Application.launch(HelloApplication.class, args);
    }
}
```



Project Structure



Project Settings

Project

Modules

Libraries

Facets

Artifacts

Platform Settings

SDKs

Global Libraries

Problems

Add

- JAR >
- Run-time image (JLink)
- JavaFx application >
- Platform specific package >
- JavaFx preloader
- Other

Empty

From modules with dependencies...



Create JAR from Modules



Module:

MediaPlayerdef



Main Class:

com.example.mediaplayerdef.Launcher



JAR files from libraries



extract to the target JAR



copy to the output directory and link via manifest

Directory for META-INF/MANIFEST.MF:

\\Downloads\\controlsfx-master\\MediaPlayerdef\\src\\main\\resources



Include tests



OK


Cancel

Refactor Build Run Tools VCS Window DB Navigator Help

 Build Project Ctrl+F9

Build Module 'UD4repaso8'

Recompile 'Launcher.java' Ctrl+Mayús+F9

 Rebuild Project

Build Artifacts...

Groovy Resources >

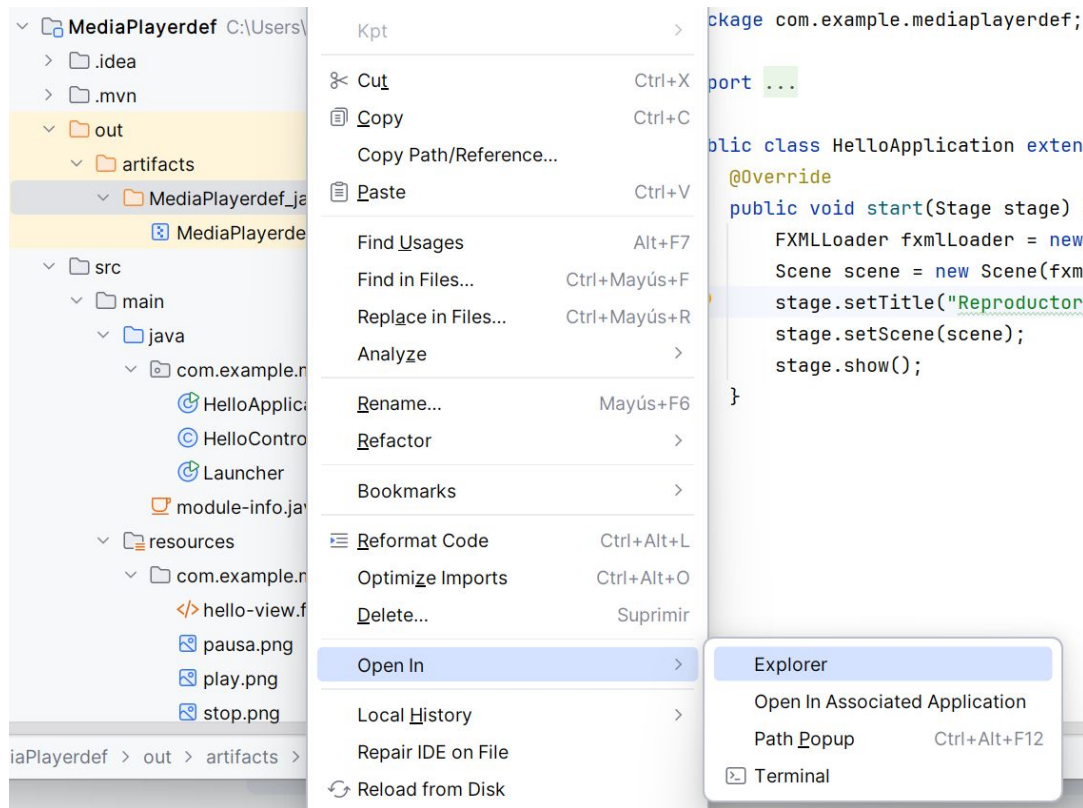
properties

7




Application.lau

En la carpeta out/artifacts aparecerá la carpeta

- Abrirla en el explorador



Añadir a la carpeta los ficheros externos que sean necesarios

Nombre	Fecha de modificación	Tipo	Tamaño
▼ hoy			
 MediaPlayerdef.jar	14/11/2025 17:24	Executable Jar File	11.857 KB
▼ El mes pasado			
 music.mp3	31/10/2025 16:03	Archivo MP3	7.501 KB
 music2.mp3	27/10/2025 16:21	Archivo MP3	6.968 KB

Crear ejecutable

Generar un .exe a partir de un .jar

Descargar Launch4j

<https://sourceforge.net/projects/launch4j/files/launch4j-3/3.50/>

Icono

- Imagen asociada al archivo ejecutable
- Deberá tener la extensión **.ico**



Calculadora.exe

Imagen Splash

- Imagen que aparece mientras se carga la aplicación
- Deberá tener la extensión **.bmp**

Además de texto e imágenes puede incluir una barra de progreso.



Launch4j

- Crear una carpeta donde se copiará el fichero *.jar*
- Copiar también el fichero *.ico* que se utilizará como icono

Launch4j

Launch4j 3.50 - untitled

Basic Classpath Header Single instance JRE Set env. variables Splash Version Info Messages

* Output file:

* Jar:

☐ Don't wrap the jar, launch only

Wrapper manifest:

Icon:

Change dir:

Command line args:

Process priority: ☒ Normal ☐ Idle ☐ High

Options ☐ Stay alive after launching a GUI application

☐ Restart the application after a crash

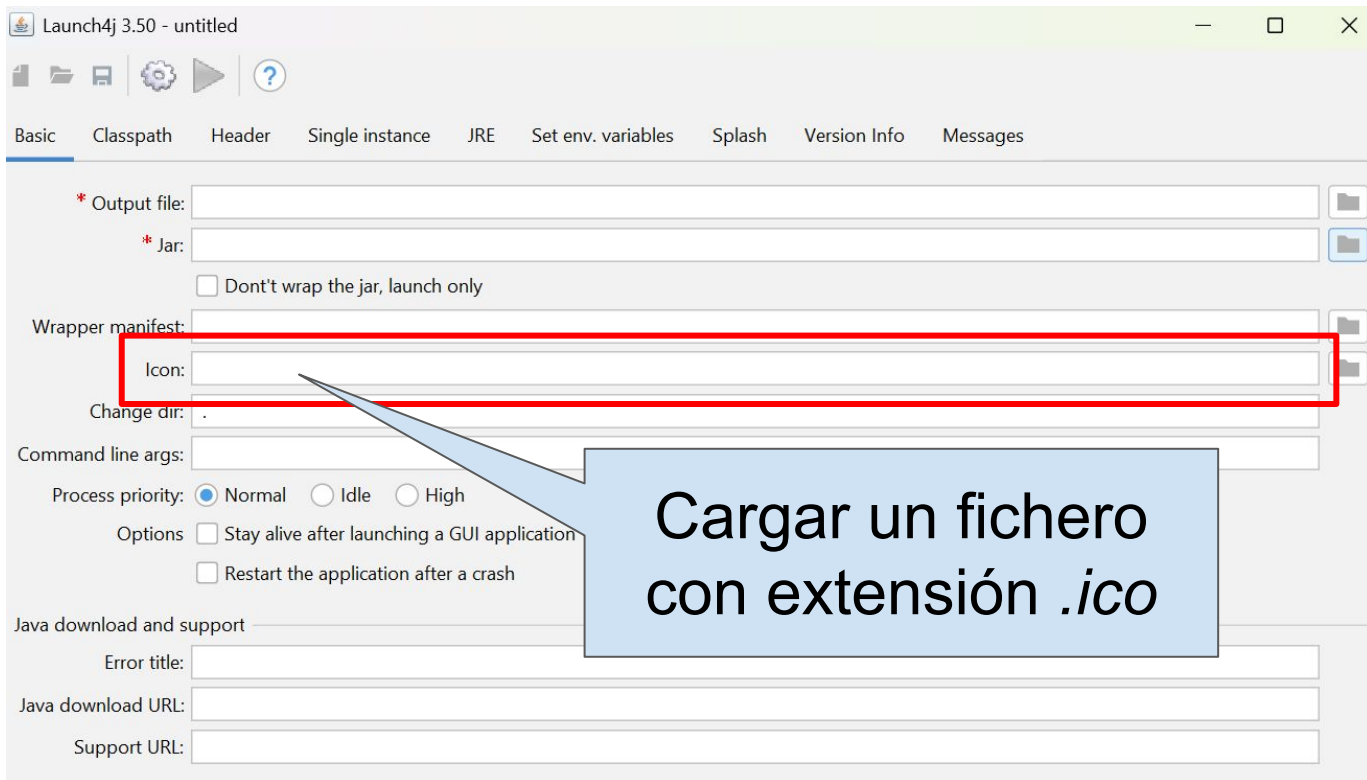
Java download and support

Error title:

Java download URL:

Support URL:

Launch4j



Launch4j

- **Output file:** fichero de extensión `.exe` con el nombre y la ubicación que establezca el usuario
- **Jar:** fichero `.jar` generado en *Intellij*



Pulsar *Build wrapper*
para generar el
ejecutable

Crear instalable

Contenido a insertar

Insertar en una carpeta todos los documentos que deben componer la instalación:

- Fichero .jar
- Manual en pdf
- Fichero Readme
- ...

Inno Setup Compiler

Pulsar en *File/New*

Inno Setup Script Wizard



Application Information

Please specify some basic information about your application.



Application name:

My Program

Application version:

1.5

Application publisher:

My Company, Inc.

Application website:

https://www.example.com/

bold = required

Back

Next

Cancel

Inno Setup Compiler

Inno Setup Script Wizard



Application Folder

Please specify folder information about your application.



Application destination base folder:

Program Files folder



Application folder name:

Informes



Allow user to change the application folder

Other:



The application doesn't need a folder

bold = required

Back

Next

Cancel

Inno Setup Compiler

- Seleccionar el fichero .jar
- Y añadir otros ficheros necesarios

Añadir aquí el
icono de la
aplicación

Inno Setup Script Wizard

Application Files
Please specify the files that are part of your application.

Application main executable file:
C:\Users\USUARIO\Documents\David\Juego.jar Browse...

☒ Allow user to start the application after Setup has finished
☐ The application doesn't have a main executable file

Other application files:
C:\Users\USUARIO\Documents\David\pez.ico

Add file(s)...
Add folder...
Parameters...
Remove

bold = required Back Next Cancel

Application File Association

Please specify which file association should be created for your application.



☐ Associate a file type to the main executable

Application file type name:

Informes File

Application file type extension:

Application Shortcuts

Please specify which shortcuts should be created for your application.



- ☒ Create a shortcut to the main executable in the Start Menu Programs folder

Application Start Menu folder name:

Informes

- ☒ Allow user to change the Start Menu folder name
- ☐ Allow user to disable Start Menu folder creation
- ☐ Create an Internet shortcut in the Start Menu folder
- ☐ Create an Uninstall shortcut in the Start Menu folder

Other shortcuts to the main executable:

- ☒ Allow user to create a desktop shortcut

Application Documentation

Please specify which documentation files should be shown by Setup during installation.



License file:

Browse...

Information file shown before installation:

Browse...

Information file shown after installation:

Browse...

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Next

Cancel

Setup Install Mode

Please specify in which install mode Setup should run.

**Install mode:**

- ☒ Administrative install mode (install for all users)
- ☐ Non administrative install mode (install for current user only)
- ☐ Allow user to override the install mode via the command line
- ☐ Ask the user to choose the install mode at startup

Application Registry Keys And Values

Please specify the registry keys and values that are part of your application.



Windows registry file (.reg) to import:

Browse...

Settings (for all keys and values):

☒ Delete keys which are empty on uninstall

☐ Also delete keys which are not empty

☒ Delete values on uninstall

☐ Create only if Windows' version is at least:

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Next

Cancel

Setup Languages

Please specify which Setup languages should be included.

**Languages:**

- ☐ Norwegian
- ☐ Polish
- ☐ Portuguese
- ☐ Russian
- ☐ Slovak
- ☐ Slovenian
- ☒ Spanish
- ☐ Swedish
- ☐ Tamil
- ☐ Turkish
- ☐ Ukrainian

Select all

Deselect all

Compiler Settings

Please specify some basic compiler settings.



Custom compiler output folder:

Browse...

Compiler output base file name:

Custom Setup icon file:

Browse...

Setup password:

☒ Use the password to encrypt the application

Icono para el instalable,
se puede utilizar una
ruta absoluta

Back

Next

Cancel

Inno Setup Preprocessor

Please specify whether Inno Setup Preprocessor should be used.



The Inno Setup Script Wizard can use #define compiler directives to simplify your script. Although this is not necessary, it will make it easier to manually change the script later.

Do you want the Inno Setup Script Wizard to use #define compiler directives?

☒ Yes, use #define compiler directives

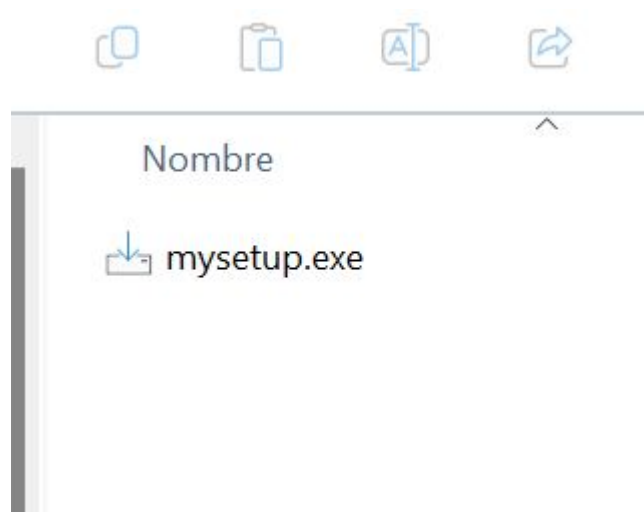
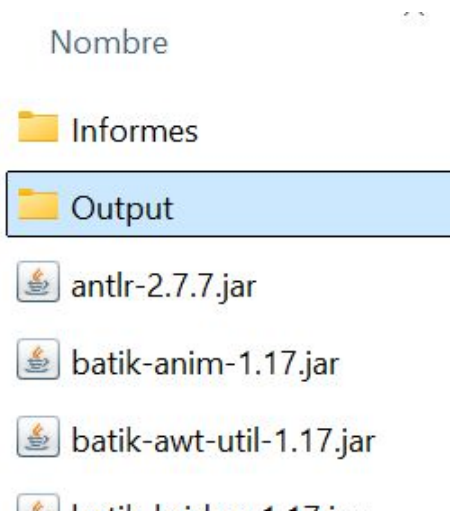
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Next

Cancel

Inno Setup Compiler

Se habrá creado una carpeta Output donde aparecerá nuestro instalador



Modificar un script

Secciones del Script

<https://jrsoftware.org/ishelp/index.php?topic=scriptformatoverview>

Volver a compilar el script una vez modificado

sdfasdf.iss - Inno Setup Compiler 6.4.0

File Edit View Build Run Tools Help



Support for Visual Studio Code-style editor shortcuts has been added! Use the Options dialog and [change the Editor Keys option](#).

```
; Script generated by the Inno Setup Script Wizard.  
; SEE THE DOCUMENTATION FOR DETAILS ON CREATING INNO SETUP SCRIPT FILES!
```

```
#define MyAppName "Informes"  
#define MyAppVersion "1.5"  
#define MyAppPublisher "My Company, Inc."  
#define MyAppURL "https://www.example.com/"  
#define MyAppExeName "UD4repaso8.jar"
```

— [Setup]

```
; NOTE: The value of AppId uniquely identifies this application. Do not use the same AppId value in installers  
; (To generate a new GUID, click Tools | Generate GUID inside the IDE.)
```

```
AppId={{5FF7588D-B834-4CE9-9465-8F8537BDE836}  
AppName={#MyAppName}  
AppVersion={#MyAppVersion}  
;AppVerName={#MyAppName} {#MyAppVersion}  
AppPublisher={#MyAppPublisher}  
AppPublisherURL={#MyAppURL}  
AppSupportURL={#MyAppURL}  
AppUpdatesURL={#MyAppURL}
```

Añadir icono al ejecutable

Añadir un archivo de tipo .ico

Inno Setup Script Wizard ✕

Compiler Settings
Please specify some basic compiler settings.

Custom compiler output folder:
 Browse...

Compiler output base file name:

Custom Setup icon file:
 Browse...

Setup password:

☒ Use the password to encrypt the application files

Back Next Cancel

Modificar o añadir icono desde el script

```
AppVersion={#MyAppVersion}  
;AppVerName={#MyAppName} {#MyAppVersion}  
AppPublisher={#MyAppPublisher}  
AppPublisherURL={#MyAppURL}  
AppSupportURL={#MyAppURL}  
AppUpdatesURL={#MyAppURL}  
DefaultDirName={autopf}\{#MyAppName}  
DisableProgramGroupPage=yes  
; Uncomment the following line to run in non administrat  
;PrivilegesRequired=lowest  
OutputDir=C:\Users\USUARIO\Desktop  
OutputBaseFilename=Informes  
SetupIconFile=C:\Users\USUARIO\Downloads\icono.ico  
SolidCompression=yes  
WizardStyle=modern
```

Añadir icono a la aplicación

Añadir IconFilename a la sección [Icons]

IconFilename

The filename of a custom icon (located on the user's system icons or a .ico file). If this parameter is not specified or is blank, the default icon is used. If this parameter is specified, it must be a constant.

Example:

```
IconFilename: "{app}\myicon.ico"
```

Note: when Setup is running on 64-bit Windows, it will automatically use '%ProgramFiles(x86)%\' to work around a bug in 64-bit Windows where '%ProgramFiles%' is incorrect.

Añadir IconFilename en cada línea

```
, Uncomment the following line to run in non administrative install mode (install for current user only).  
;PrivilegesRequired=lowest  
OutputBaseFilename=mysetup  
SetupIconFile=C:\Users\USUARIO\Downloads\icono.ico  
SolidCompression=yes  
WizardStyle=modern
```

—[Languages]

```
Name: "spanish"; MessagesFile: "compiler:Languages\Spanish.isl"
```

—[Tasks]

```
Name: "desktopicon"; Description: "{cm:CreateDesktopIcon}"; GroupDescription: "{cm:AdditionalIcons}"; Flags: unchecked
```

—[Files]

```
Source: "C:\Program Files (x86)\Inno Setup 6\Examples\{#MyAppExeName}"; DestDir: "{app}"; Flags: ignoreversion  
; NOTE: Don't use "Flags: ignoreversion" on any shared system files
```

—[Icons]

```
Name: "{autoprogams}\{#MyAppName}"; Filename: "{app}\{#MyAppExeName}"; IconFilename: "{app}\icono.ico"  
Name: "{autodesktop}\{#MyAppName}"; Filename: "{app}\{#MyAppExeName}"; Tasks: desktopicon; IconFilename: "{app}\icono.ico"
```

—[Run]

```
Filename: "{app}\{#MyAppExeName}"; Description: "{cm:LaunchProgram,{#StringChange(MyAppName, '&', '&&')}}"; Flags: nowait pr
```

Modificar Script y compilar de nuevo

Para cada cambio, volver a compilar o reinstalar

