Project FSTI

**Installation Updating**

1. Installing process starts with the **FSTI\_Installer.sln**. This file contains the project setup file. When this file is executed, it calls the other file in a flow.
2. The project File is Build created using the Windows MSI Builder. So, need **to install Microsoft Visual Studio Installer Projects** for further changes to the project.
3. In FSTI\_GUI, Under **PumpSimulationGui.sln**, the file is for the front end of the application. This file is loaded when Step 1 is executed.

(Changed the front-end look mentioned in fMain.cs & fSplashScreen.cs file.)

1. Then edit About.cs in **FSTI\_Installer.sln** file for the change of the information page of the software.
2. Now the edition of the front end is done, time to execute the changes in the application file.
3. Load Microsoft Visual Studio Installer Projects and In search solution explorer of Visual Studio right click on FSTI\_Installer and Go to view -> file system.
4. Flow process FSTI\_Installer->Application Folder -> Gap-> remove fsti\_gap\_gui.exe and again the new assembly in this folder.
5. Add new about.exe in the Application folder.
6. Now Go to “User’s Program Menu” and in “FSTI Gap Design” go in properties-> Target -> add new “fsti\_gap\_gui.exe”.
7. Do step 9 for “About FSTI Gap Design” and add edited About.exe file.

**Editing Portion**

1: Icon On head editing

* Add Icon File:

Location: “localCopy\FSTI\_GUI\PumpSimulationGui\PumpSimulationGui\Resources”

* Editable code: File name:

"localCopy\FSTI\_GUI\PumpSimulationGui\PumpSimulationGui\fMain.Designer.cs"

(Note: Code is Written in C#)

* Similarly, add a splash screen gif to the resources.
* Edit code: File Name: "localCopy\FSTI\_GUI\PumpSimulationGui\PumpSimulationGui\fSplashScreen.Designer.cs"