

Namespace YW.INSTALLER_TOOLKIT

Classes

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Class AppCast

Namespace: [YW.INSTALLER_TOOLKIT](#)








Assembly: Installer-Toolkit.dll

```
public class AppCast
```

Inheritance

[object](#)  ← AppCast

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

Create(Url, Directory, string?)

```
public static File? Create(Uri base_uri, Directory working_directory, string? product_name  
= null)
```

Parameters

base_uri Url

working_directory Directory

product_name [string](#) 

Returns

File

Get_operating_system_extension()

```
public static string Get_operating_system_extension()
```

Returns

[string](#)

Get_operating_system_name()

```
public static string Get_operating_system_name()
```

Returns

[string](#)

Class InnoSetup

Namespace: [YW.INSTALLER_TOOLKIT](#)








Assembly: Installer-Toolkit.dll

```
public class InnoSetup
```

Inheritance

[object](#)  ← InnoSetup

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

Create(WindowsInstallerSettings, Directory)

```
public static File? Create(WindowsInstallerSettings settings, Directory output_directory)
```

Parameters

settings [WindowsInstallerSettings](#)

output_directory Directory

Returns

File

Class Installer

Namespace: [YW.INSTALLER_TOOLKIT](#)








Assembly: Installer-Toolkit.dll

```
public class Installer
```

Inheritance

[object](#)  ← Installer

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

Installer(InstallerSettings, Directory?)

```
public Installer(InstallerSettings installer_settings, Directory? output_directory = null)
```

Parameters

installer_settings [InstallerSettings](#)

output_directory Directory

Properties

Settings

```
public InstallerSettings Settings { get; }
```

Property Value

[InstallerSettings](#)

Update_base_url

```
public Url? Update_base_url { get; set; }
```

Property Value

Url

Methods

Create(Directory?)

```
public Installer Create(Directory? mac_os_app_bundle = null)
```

Parameters

`mac_os_app_bundle` Directory

Returns

[Installer](#)

Create_app_cast_for_files(Url, string?)

```
public Installer Create_app_cast_for_files(Url update_base_uri, string? product_name = null)
```

Parameters

`update_base_uri` Url

`product_name` [string](#) 

Returns

[Installer](#)

Create_app_cast_for_nexus(Url, Version, string, string)

```
public Installer? Create_app_cast_for_nexus(Url base_url, Version current_version, string id, string password)
```

Parameters

base_url Url

current_version Version

id [string](#)

password [string](#)

Returns

[Installer](#)

Extract_version_from_url(string)

```
public static string? Extract_version_from_url(string url)
```

Parameters

url [string](#)

Returns

[string](#)

Upload_nexus(string, string)

```
public Installer Upload_nexus(string id, string password)
```

Parameters

id [string](#)

password [string](#)

Returns

[Installer](#)


Class InstallerSettings

Namespace: [YW.INSTALLER_TOOLKIT](#)

Assembly: Installer-Toolkit.dll

```
public record InstallerSettings : IEquatable<InstallerSettings>
```

Inheritance

[object](#)  ← InstallerSettings








Implements

[IEquatable](#)  <[InstallerSettings](#)>

Derived

[MacOsInstallerSettings](#), [WindowsInstallerSettings](#)

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 


Constructors

InstallerSettings(string, string)

```
protected InstallerSettings(string app_name, string app_version)
```

Parameters

app_name [string](#) 

app_version [string](#) 

Properties

App_name

```
public string App_name { get; protected init; }
```

Property Value

[string](#)↗

App_version

```
public string App_version { get; protected init; }
```

Property Value

[string](#)↗


Class MacOSAppBundle

Namespace: [YW.INSTALLER_TOOLKIT](#)








Assembly: Installer-Toolkit.dll

```
public class MacOSAppBundle
```

Inheritance

[object](#)  ← MacOSAppBundle

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

Create(MacOsInstallerSettings, AbsolutePath)

```
public static Directory Create(MacOsInstallerSettings settings,  
    AbsolutePath output_dir_path)
```

Parameters

settings [MacOsInstallerSettings](#)

output_dir_path AbsolutePath

Returns

Directory

Class MacOSInstaller

Namespace: [YW.INSTALLER_TOOLKIT](#)








Assembly: Installer-Toolkit.dll

```
public class MacOSInstaller
```

Inheritance

[object](#)  ← MacOSInstaller

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

Create(InstallerSettings, Directory, Directory?)

```
public static File? Create(InstallerSettings installer_settings, Directory output_dir_path,  
Directory? mac_os_app_bundle)
```

Parameters

installer_settings [InstallerSettings](#)

output_dir_path Directory

mac_os_app_bundle Directory

Returns

File

Class MacOSInstallerSettings

Namespace: [YW.INSTALLER_TOOLKIT](#)


Assembly: Installer-Toolkit.dll

```
public record MacOSInstallerSettings : InstallerSettings, IEquatable<InstallerSettings>,
    IEquatable<MacOsInstallerSettings>
```








Inheritance

[object](#)  ← [InstallerSettings](#)  ← MacOSInstallerSettings

Implements

[IEquatable](#)  <[InstallerSettings](#)>, [IEquatable](#)  <[MacOsInstallerSettings](#)>

Inherited Members

[InstallerSettings.App_name](#) , [InstallerSettings.App_version](#) , [object.Equals\(object\)](#)  ,
[object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 


Constructors

MacOsInstallerSettings(string, string, string, Directory,
AbsolutePath?, AbsolutePath?, string)

```
public MacOSInstallerSettings(string app_name, string app_version, string app_publisher,
    Directory source_dir, AbsolutePath? install_destination_path = null, AbsolutePath?
    launch_exe_path = null, string minimum_system_version = "10.1.5")
```

Parameters

app_name [string](#) 

app_version [string](#) 

app_publisher [string](#) 

source_dir Directory

install_destination_path AbsolutePath

`launch_exe_path` AbsolutePath

`minimum_system_version` [string](#)

Properties

App_dir_name

```
public string App_dir_name { get; }
```

Property Value

[string](#)

App_identifier

```
public string App_identifier { get; }
```

Property Value

[string](#)

App_publisher

```
public string App_publisher { get; }
```

Property Value

[string](#)

Destination_path

```
public AbsolutePath Destination_path { get; init; }
```

Property Value

AbsolutePath

Launch_exe_path

```
public AbsolutePath? Launch_exe_path { get; }
```

Property Value

AbsolutePath

Minimum_system_version

```
public string Minimum_system_version { get; }
```

Property Value

[string](#)

Pkg_file_name

```
public string Pkg_file_name { get; }
```

Property Value

[string](#)

Source_dir

```
public Directory Source_dir { get; }
```

Property Value


Class MacOSPackaging

Namespace: [YW.INSTALLER_TOOLKIT](#)








Assembly: Installer-Toolkit.dll

```
public class MacOSPackaging
```

Inheritance

[object](#)  ← MacOSPackaging

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

Create(MacOsInstallerSettings, Directory, Directory)

```
public static File? Create(MacOsInstallerSettings settings, Directory bundle_file,  
    Directory output_directory)
```

Parameters

settings [MacOsInstallerSettings](#)

bundle_file Directory

output_directory Directory

Returns

File

Class PlatformUploader

Namespace: [YW.INSTALLER_TOOLKIT](#)








Assembly: Installer-Toolkit.dll

```
public class PlatformUploader
```

Inheritance

[object](#)  ← PlatformUploader

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

PlatformUploader(Uri, string?, string?)

```
public PlatformUploader(Uri base_uri, string? id = null, string? password = null)
```

Parameters

base_uri Uri

id [string](#) 

password [string](#) 

Properties

Base_uri

```
public Uri Base_uri { get; set; }
```

Property Value

[Uri](#)

Methods

Nexus_file_upload(params File[])

```
public void Nexus_file_upload(params File[] files)
```

Parameters

files File[]

Class WindowsInstaller

Namespace: [YW.INSTALLER_TOOLKIT](#)

Assembly: Installer-Toolkit.dll

```
public class WindowsInstaller
```

Inheritance

[object](#) ← WindowsInstaller

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

Create(InstallerSettings, Directory)

```
public static File? Create(InstallerSettings installer_settings, Directory output_directory)
```

Parameters

installer_settings [InstallerSettings](#)

output_directory Directory

Returns

File



Class WindowsInstallerSettings

Namespace: [YW.INSTALLER_TOOLKIT](#)

Assembly: Installer-Toolkit.dll

```
public record WindowsInstallerSettings : InstallerSettings, IEquatable<InstallerSettings>,
    IEquatable<WindowsInstallerSettings>
```








Inheritance

[object](#)  ← [InstallerSettings](#)  ← WindowsInstallerSettings

Implements

[IEquatable](#)  <[InstallerSettings](#)>, [IEquatable](#)  <[WindowsInstallerSettings](#)>

Inherited Members

[InstallerSettings.App_name](#) , [InstallerSettings.App_version](#) , [object.Equals\(object\)](#)  ,
[object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors


WindowsInstallerSettings(Guid, string, string, string, AbsolutePath, Directory, AbsolutePath?, string?)

```
public WindowsInstallerSettings(Guid app_id, string app_name, string app_version, string
publisher_name, AbsolutePath launch_exe_path, Directory source_dir, AbsolutePath?
install_destination_path = null, string? installer_file_name = null)
```

Parameters

app_id [Guid](#) 

app_name [string](#) 

app_version [string](#) 

publisher_name [string](#) 

launch_exe_path AbsolutePath

`source_dir` Directory

`install_destination_path` AbsolutePath

`installer_file_name` [string](#)

Fields

Script_name

```
public const string Script_name = "settings.iss"
```

Field Value

[string](#)

Properties

App_id

```
public Guid App_id { get; }
```

Property Value

[Guid](#)

App_publisher_url

```
public string? App_publisher_url { get; init; }
```

Property Value

[string](#)

App_support_url

```
public string? App_support_url { get; init; }
```

Property Value

[string](#)

App_updates_url

```
public string? App_updates_url { get; init; }
```

Property Value

[string](#)

Append_default_group_name

```
public YesNo Append_default_group_name { get; init; }
```

Property Value

YesNo

Appwz_name

```
public string Appwz_name { get; init; }
```

Property Value

[string](#)

Change_associations

```
public YesNo Change_associations { get; init; }
```

Property Value

YesNo

Compression

```
public string? Compression { get; init; }
```

Property Value

[string](#)

Default_directory_name

```
public string Default_directory_name { get; init; }
```

Property Value

[string](#)

Default_group_name

```
public string? Default_group_name { get; init; }
```

Property Value

[string](#)

Disable_dir_page


```
public YesNo Disable_dir_page { get; init; }
```

Property Value

YesNo

Disable_program_group_page

```
public YesNo Disable_program_group_page { get; init; }
```

Property Value

YesNo

Install_destination_path

```
public AbsolutePath Install_destination_path { get; }
```

Property Value

AbsolutePath

Installer_file_name

```
public string Installer_file_name { get; }
```

Property Value

[string](#)

Launch_exe_path

```
public string Launch_exe_path { get; }
```

Property Value

[string](#)

License_file

```
public string? License_file { get; init; }
```

Property Value

[string](#)

Privileges_required

```
public PrivilegesRequired Privileges_required { get; init; }
```

Property Value

PrivilegesRequired

Privileges_required_overrides_allowed

```
public SetupPrivilegesRequiredOverrides Privileges_required_overrides_allowed { get; init; }
```

Property Value

SetupPrivilegesRequiredOverrides

Publisher_name

```
public string Publisher_name { get; }
```

Property Value

[string](#)

Run_after_installation

```
public bool Run_after_installation { get; init; }
```

Property Value

[bool](#)

Setup_icon_file

```
public string? Setup_icon_file { get; init; }
```

Property Value

[string](#)

Solid_compression

```
public YesNo Solid_compression { get; init; }
```

Property Value

YesNo

Source_dir

```
public Directory Source_dir { get; }
```

Property Value

Directory

Wizard_style

```
public WizardStyle Wizard_style { get; init; }
```

Property Value

WizardStyle