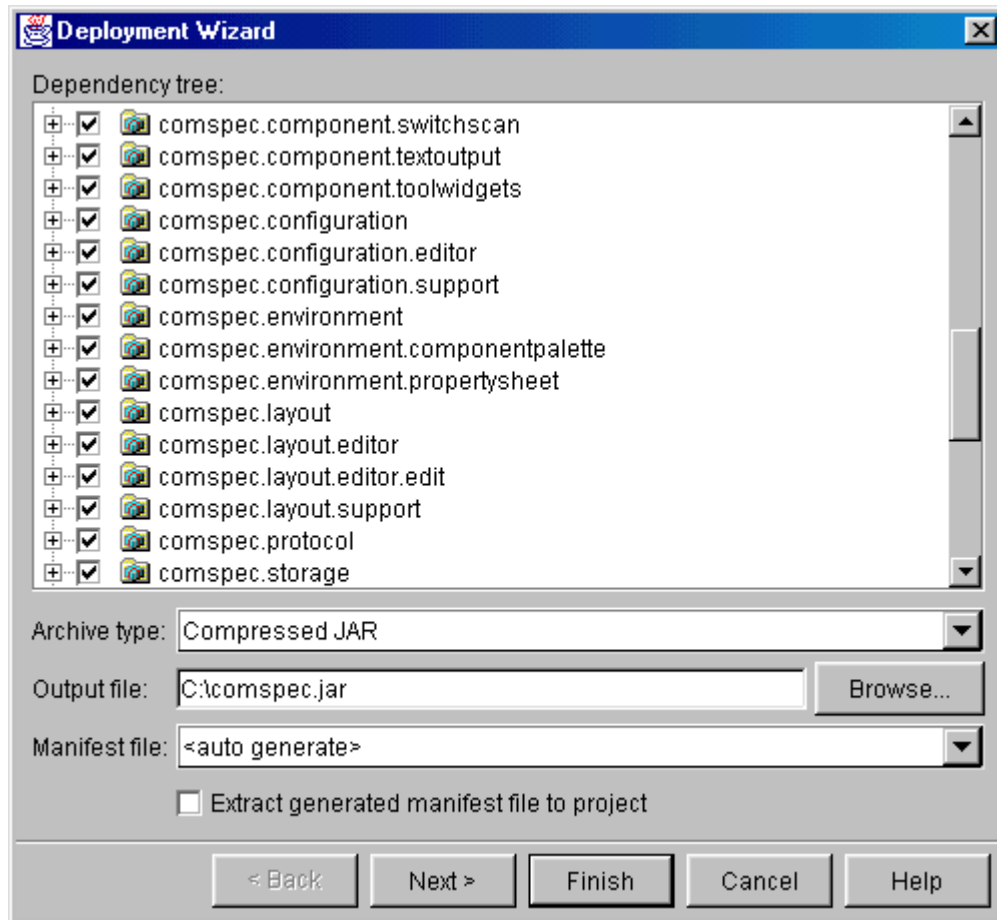


Lathund – Deployment av *Comspec/ComLink*.

Anders Quist, Linné Göteborg AB (nu Cell Network), 1999-10-11

1. Öppna Comspec-projektet som du vill göra en deployment version av i **JBuilder 3 Professional**.
2. Välj **Deployment Wizard...** i menyn **Wizards**.



3. Dialogen **Deployment Wizard**: **Archive type**: skall vara **Compressed JAR**.
4. Dialogen **Deployment Wizard**: Välj destinationsfilen i fältet **Output file**: , filen skall ha fil-endelsen **".jar"**.
5. Dialogen **Deployment Wizard**: Tryck på knappen **Finish**.
6. JBuilder skapar nu **JAR-filen** utifrån projektet samt inkluderar även grundklasser som används av Comspec. Image-filerna inkluderas ej, detta får göras manuellt med **WinZip**.
7. Skapa eller kopiera en befintlig **BAT-fil** som ser ut ungefär så här:

```
@echo off
Echo Starting ComLink...
set TMPCLASS=comspec.jar;.
C:\jdk122\jre\bin\java -cp "%TMPCLASS%" comspec.environment.ComspecEditingEnvironment -u=Mats
```

Det är viktigt att sökvägen till **java.exe** blir rätt samt att rätt version av JRE (Java Runtime Environment) används. Användarnamnet (-u=Mats) kan också ändras efter behov.

8. Skapa eller kopiera filen "Class.reg.txt".

Exempel på "Class.reg.txt":

```
[Application]
*comspec.configuration.Configuration
-Extension=config
-MaximumUserLevel=1
*comspec.layout.LayoutSubsystem
-DisplayName=Layout
-Extension=layout
-MaximumUserLevel=2
*comspec.vocabulary.Vocabulary
-Extension=vocab
-MaximumUserLevel=2
*comspec.toolbar.Toolbar
-Extension=toolb
-MaximumUserLevel=1

[Configuration]
*comspec.component.switchinput.SingleSwitchInput
-Label=One Key
*comspec.component.switchinput.DoubleSwitchInput
-Label=Two Keys
*comspec.component.gameportswitches.GamePortSwitches
-Label=Switch
*comspec.component.mouseinput.MouseInput
-Label=Direct Input
*comspec.component.switchscan.SwitchScan
-Label=Scan Select
*comspec.component.directselection.DirectSelection
-Label=Direct Select
*comspec.component.selectionset.SelectionSet
-Label=Selection Set
*comspec.component.emittagfilter.EmitTagFilter
-Label=Emit Filter
*comspec.component.distributor.Distributor
-Label=Distributor
*comspec.component.digitisedsoundoutput.DigitisedSoundOutput
-Label=Sound Output
*comspec.component.layoutconnectedoutput.LayoutConnectedOutput
-Label=Layout Output
*comspec.component.serialoutput.SerialOutput
-Label=Serial Output
*comspec.component.selectscan.SelectScan
-Label=Select Scan
*comspec.component.selectinput.SelectInput
-Label=Select Input

[Layout]
*comspec.component.simplecomponent.SimpleComponent
-Label=Display Item
*comspec.layout.CardStack
-Label=Card Stack
*comspec.component.layoutlabel.LayoutLabel
-Label=Text or Image
;*comspec.component.colorbox.ColorBox
*comspec.component.outputcomponent.OutputComponent
-Label=Output Area
*comspec.component.textoutput.TextOutput
-Label=Editor Area
*comspec.component.toolwidgets.BooleanAdjust
-Label=On-Off Adjust
*comspec.component.toolwidgets.IntegerAdjust
-Label=Up-Down Adjust
*comspec.component.toolwidgets.FloatAdjust
-Label=Variable Adjust
```

```
[Toolbar]
*comspec.component.labelcontrol.LabelControl
-Label=Label
*comspec.component.checkboxcontrol.CheckboxControl
-Label=On-Off Control
*comspec.component.spinboxcontrol.SpinboxControl
-Label=Up-Down Control
*comspec.component.slidercontrol.SliderControl
-Label=Slider Control
*comspec.component.comboboxcontrol.ComboboxControl
-Label=Combobox Control

[RepresentationTypes]
*audio/basic
-Viewer=comspec.vocabulary.viewer.AuSoundViewer
-Extensions=au,snd
-DefaultID=Recorded sound
*audio/x-wav
-Viewer=comspec.vocabulary.viewer.WavSoundViewer
-Extensions=wav
-DefaultID=Recorded sound
*image/gif
-Viewer=comspec.vocabulary.viewer.BitmapViewer
-Extensions=gif
-DefaultID=Bitmap image
*image/jpeg
-Viewer=comspec.vocabulary.viewer.BitmapViewer
-Extensions=jpeg;jpg;jpe
-DefaultID=Bitmap image
*text/plain
-Viewer=comspec.vocabulary.viewer.TextViewer
-Editor=comspec.vocabulary.editor.PlainTextEditor
-Extensions=txt
-DefaultID=Text
*application/x-SerialOutput
-Extensions=sos
-DefaultID=Serial output

[Services]
*comspec.system.ApplicationState
*comspec.system.ClassRegistry
-Implementation=comspec.environment.ClassRegistrySupport
*comspec.system.ClassRegistryEntry
-Implementation=comspec.environment.ClassRegistryEntrySupport
*comspec.system.ComspecContext
*comspec.system.ComspecComponentLink
-Implementation=comspec.component.ComspecComponentLinkSupport
*comspec.system.ObjectRegistry
-Implementation=comspec.application.ObjectRegistrySupport
*comspec.system.UserLevel
-Implementation=comspec.environment.UserLevelSupport
*comspec.system.UserProfile
-Implementation=comspec.environment.UserProfileSupport
*comspec.system.PropertyAdjuster
-Implementation=comspec.application.PropertyAdjusterSupport
```

9. Lägg nu **JAR-filen**, **BAT-filen** och **"Class.reg.txt"** i ett bibliotek ihop med filerna **"GamePort.dll"**, **"win32com.dll"** samt filen **"awt.properties"** och **"javax.comm.properties"**.

10. Skapa så ett underbibliotek som heter **"images"**. Här skall samtliga bild-filer som hör till *ComLink*-applikationen placeras, dvs. ikoner och programsymboler - ej bildfiler som används av Vocabulary eller Runtime mm. Detta steg är ej nödvändigt om man väljer att packa in bilderna i **JAR-filen**.