

InstallShield Tip: Changing Dialog Box Bitmaps

Robert Dickau
Senior Technical Trainer
Flexera Software

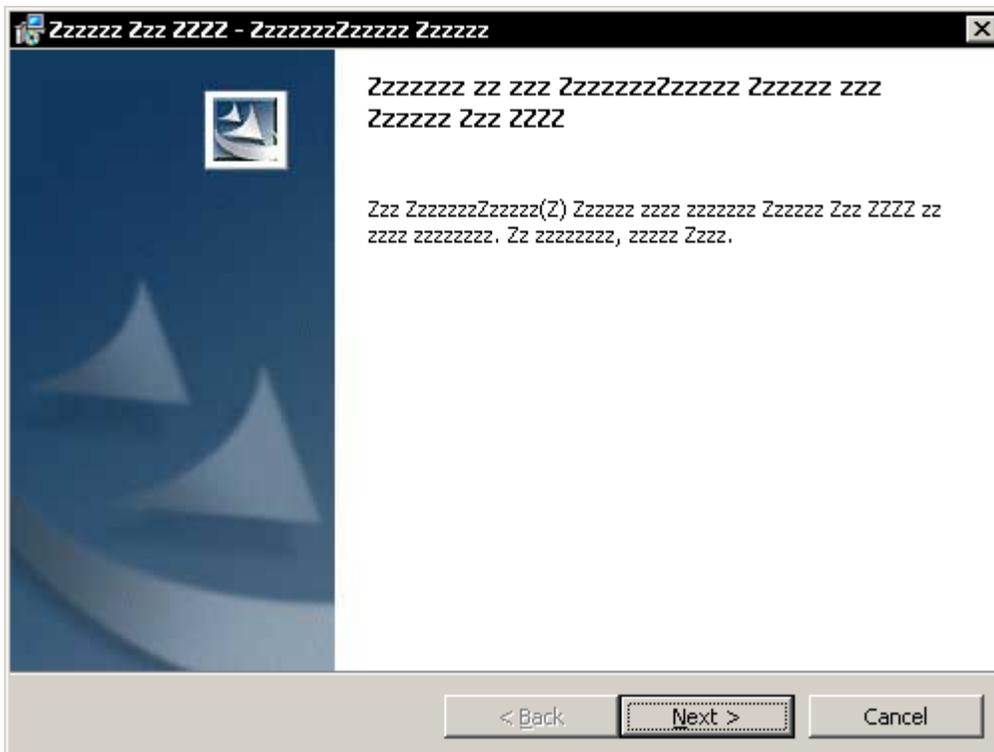
Abstract

A common task related to the user interface displayed by an InstallShield installation is to replace the standard bitmaps displayed by the dialog boxes with bitmaps related to the product being installed. This article describes how to change the default bitmaps displayed by Basic MSI projects and InstallScript MSI projects.

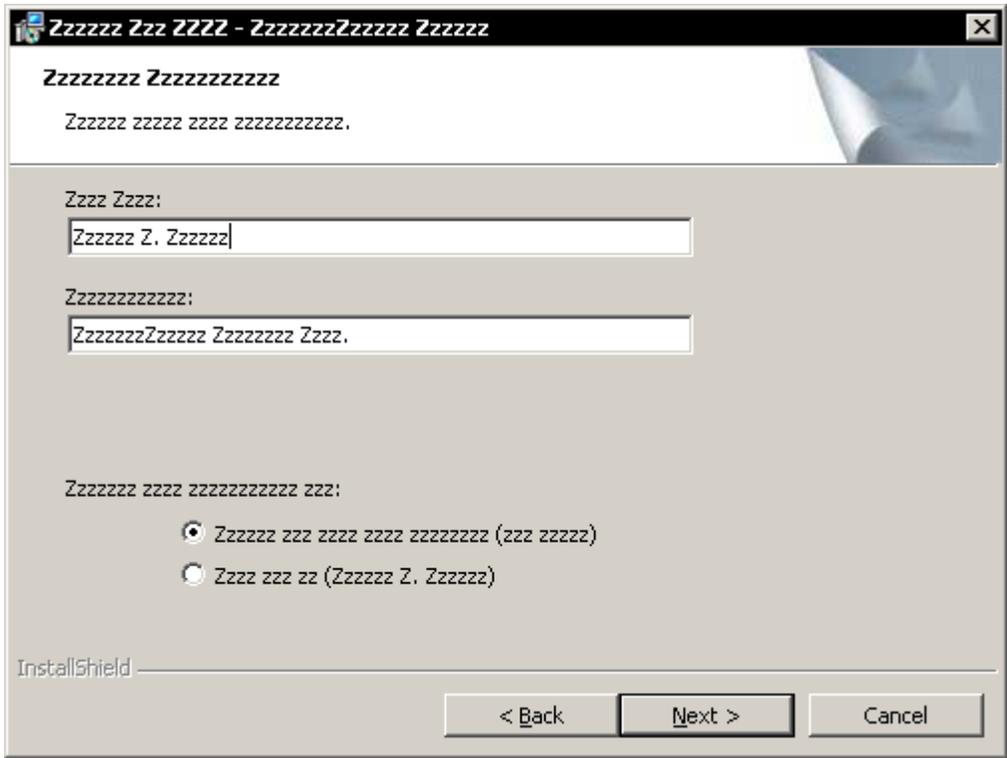
Types of Dialog Boxes

Two categories of dialog boxes displayed by an installation program are "exterior" and "interior" dialogs. Exterior dialog boxes are those displayed first and last by an installation, typically the Welcome and Completion dialogs; interior dialogs are the dialogs displayed after the Welcome dialog and before the Completion dialog.

By default, the exterior dialog boxes appear similar to the following:



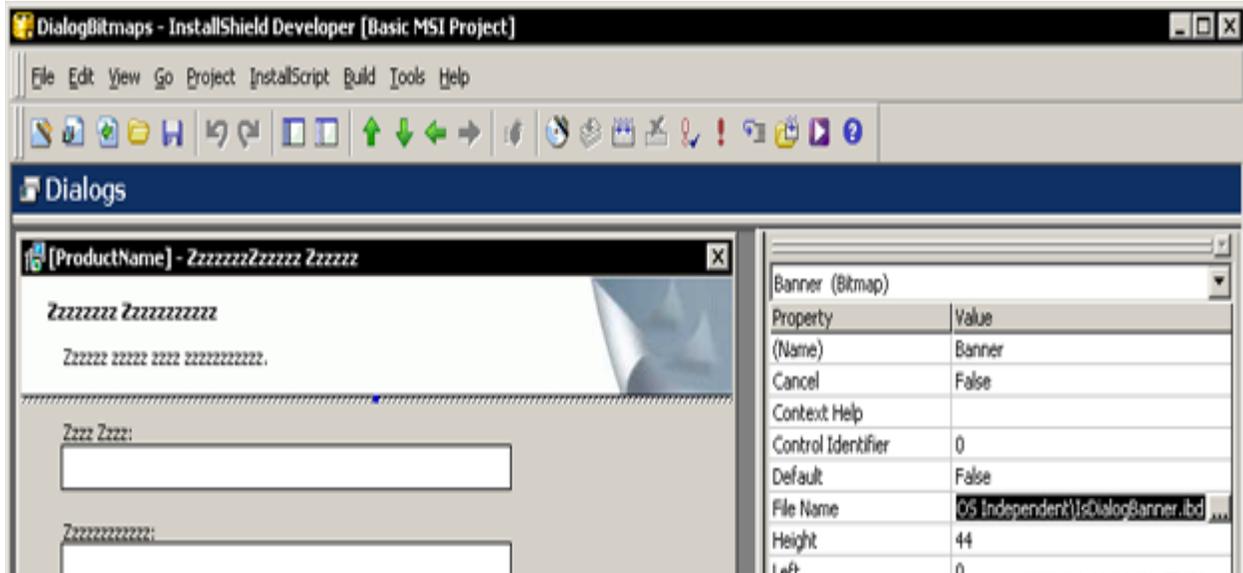
Interior dialog boxes appear similar to this:



Basic MSI Projects

Interior Dialogs

On interior dialogs in Basic MSI projects, there is a Bitmap control called "Banner". The Banner control has a File Name property that points to the bitmap to display as the banner image.



By default, the banner's File Name property points to the image:

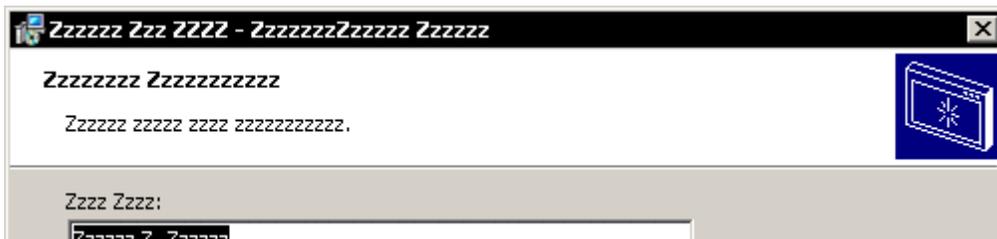
<ISProductFolder>\Redist\Language Independent\OS Independent\IsDialogBanner.ibd

The default image is a 499-by-58-pixel JPEG file (the "ibd" file extension stands for "Installer binary data").

To change the banner for a single dialog box, you can browse for a new bitmap (.bmp) or JPEG image in the File Name property of the Banner control.

By inspecting the Control table of your project in the Direct Editor view, you see that the Banner image of the various interior dialogs is taken from the project's Binary table, by default the record **NewBinary1**. To store a new bitmap in the NewBinary1 record of the Binary table, select that record in Direct Editor, click the "{binary data}" field, and browse for the new bitmap.

After you build the project, running it displays the custom banner on the interior dialogs.



Exterior Dialogs

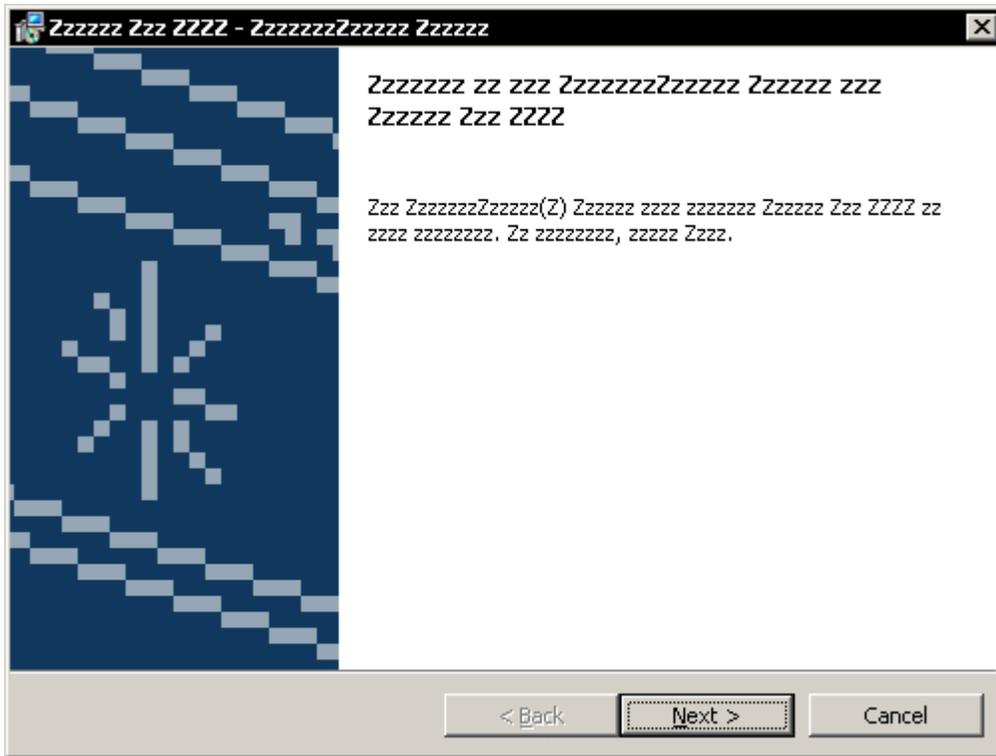
On exterior dialogs, there is a bitmap control called Image, which displays the large image on the left side of the dialog, along with the white background covering the body of the dialog. The File Name property for the Image control points to the following file:

<ISProductFolder>\Redist\Language Independent\OS Independent\IsDialogBitmap.ibd

As before, you can change the image for a single exterior dialog by browsing for a new bitmap or JPEG image in the File Name property.

The default image is a 499-by-312-pixel JPEG file, and by default stored in the Binary table record **NewBinary5**. To change the image for every exterior dialog, you can click the "{binary data}" field of the NewBinary5 Binary record and browse for a new image.

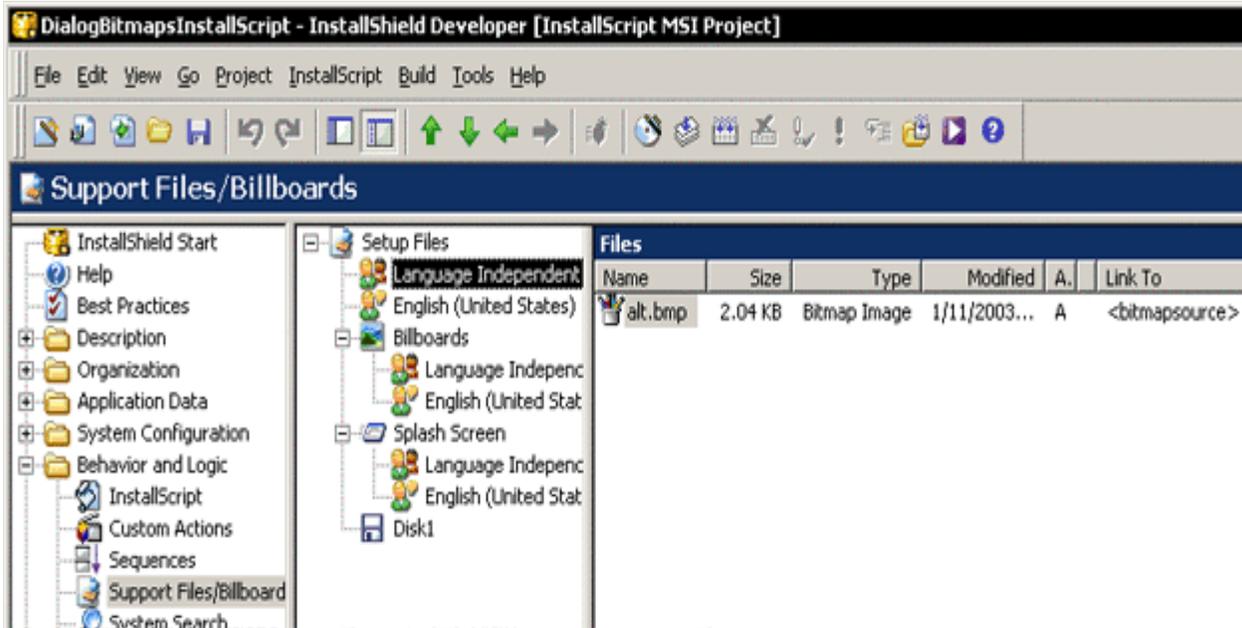
After rebuilding and running the project, the exterior dialogs should appear with the custom sidebar image.



InstallScript MSI Projects

Interior Dialogs

To change the interior-dialog banner bitmap for InstallScript MSI projects, you can use the `DialogSetInfo` function to specify an alternative bitmap file. (Unlike Basic MSI projects, JPEG images are not supported for InstallScript dialog bitmaps.) To store the bitmap file in the project, you can place it in, for example, the Language Independent section of the Support Files/Billboards view of the IDE.

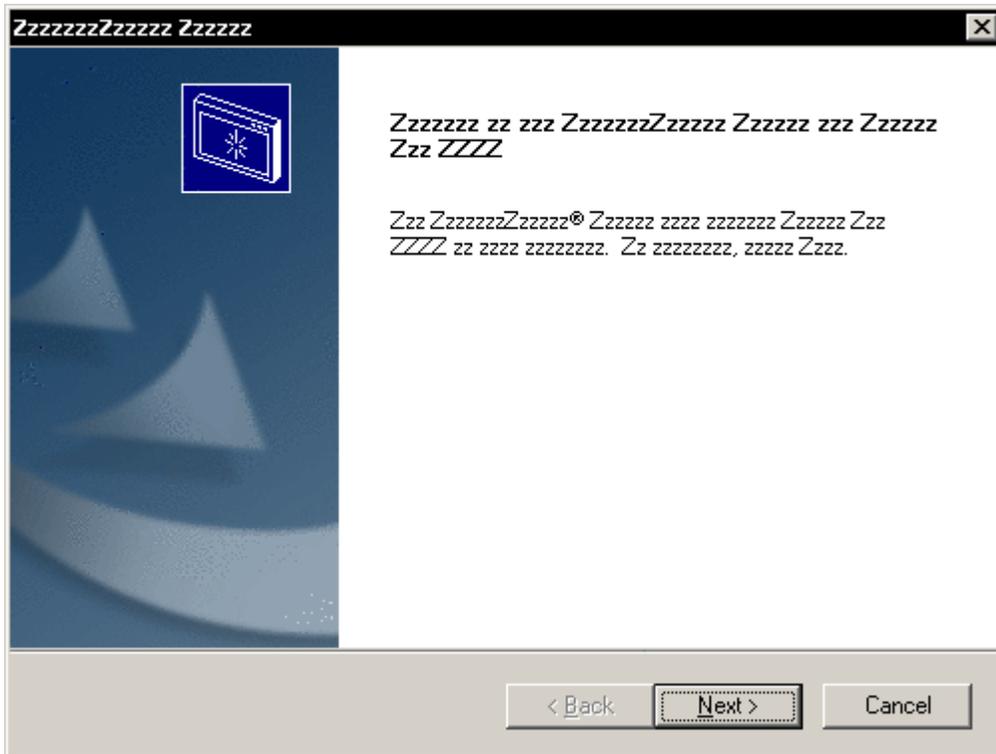


At run time, files you place in the Support Files view are decompressed into a temporary directory whose location is stored in the InstallScript variable `SUPPORTDIR`.

To specify that the alternative banner bitmap is to be used for first-time and maintenance-mode installations, you can add the following `OnBegin` event handler to your script.

```
function OnBegin( )
begin
    // change the interior-dialog banner
    DialogSetInfo(DLG_INFO_ALTIMAGE, SUPPORTDIR ^ "alt.bmp", TRUE);
end;
```

After compiling and building the project, the interior dialogs should appear with the custom banner image. (The image displayed below is a 55-by-55-pixel bitmap.)



If you want to delete the inset, you can use the Dialogs view to delete the control called **ControlId_1200** from the exterior dialog boxes.

Each of the exterior dialog boxes displayed by your installation program (such as `SdWelcome`, `SdFinish`, and `SdFinishReboot`) has a Bitmap control called **ControlId_551**, which has a File Name property that points to the bitmap image. The default File Name property points to this 220-by-370-pixel bitmap image:

<ISProductFolder>\Script\Dialogs\BitmapId_103.bmp

To change the bitmaps, you can change the File Name value for the control on each of the dialog boxes. You can also modify the "master" image in the InstallShield distribution; but it will still be necessary to right-click each exterior dialog box in the Dialogs view and select Edit.

After changing the sidebar image and rebuilding the project, the exterior dialogs will be displayed with the custom image.

