

Creating Custom Code Panels Using the Eclipse Visual Editor

InstallAnywhere allows developers to include custom code panels in their installers. Custom code panels extend `com.zerog.ia.api.pub.CustomCodePanel` and allow installation developers to design and employ custom panels in their installers.

Using the Eclipse Visual Editor

For developers familiar with the Eclipse development environment, the Eclipse Visual Editor provides the tools necessary to quickly prototype and easily refactor custom installer panels.

These instructions are intended to provide a blueprint for the general creation of a custom code panel, but screen captures included here reflect the creation of a Choose Install Drive panel.

Sample Code

Refer to the [sample code](#) for a complete, working example of this process.

Requirements

The following tasks require you have the Eclipse development environment (version 3.2 or newer) properly configured and running the Eclipse Visual Editor. For more information on these tools, visit

<http://www.eclipse.org> and <http://www.eclipse.org/vep/>

You must also ensure that the `IAClasses.zip` library is on your classpath. `IAClasses.zip` is installed with InstallAnywhere at `\IAClasses.zip`.

Tip: If your custom code panel uses the ISMP Service Layer APIs, remember to add `services.jar` to your classpath. You can find `services.jar` at `\resource\services\services.jar`.

Task: To create a custom code panel with Eclipse Visual Editor

1. Create a new **Visual Class**.

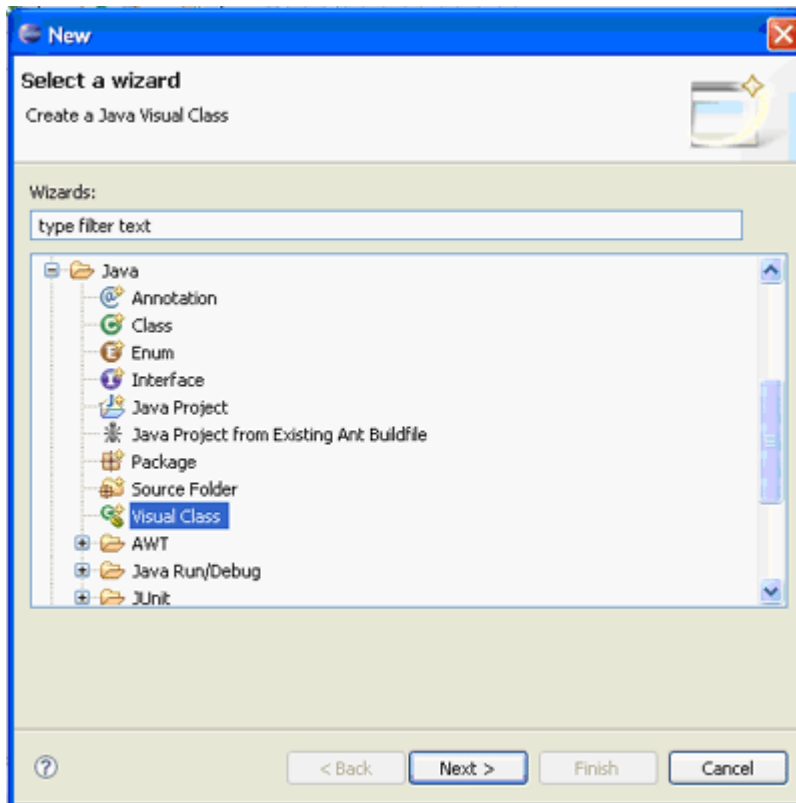


Figure 1-1: Choosing Visual Class in the New dialog box.

2. Configure the new Java visual class. In the Style list, select **Swing > Panel**.

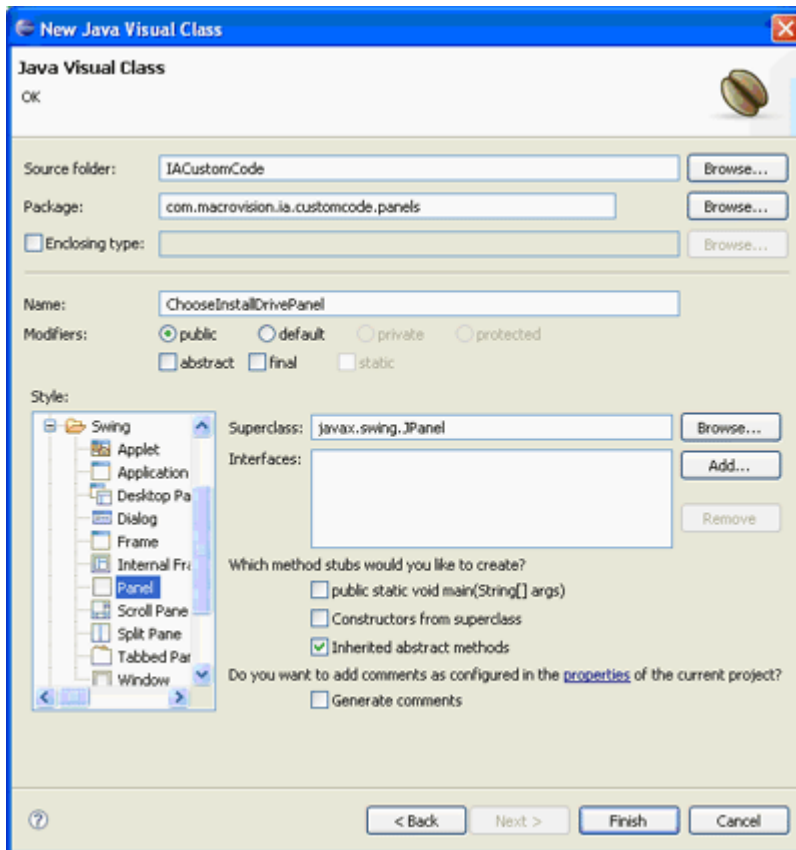


Figure 1-2: Configuring the new visual class.

3. Set the size of `JPanel`.

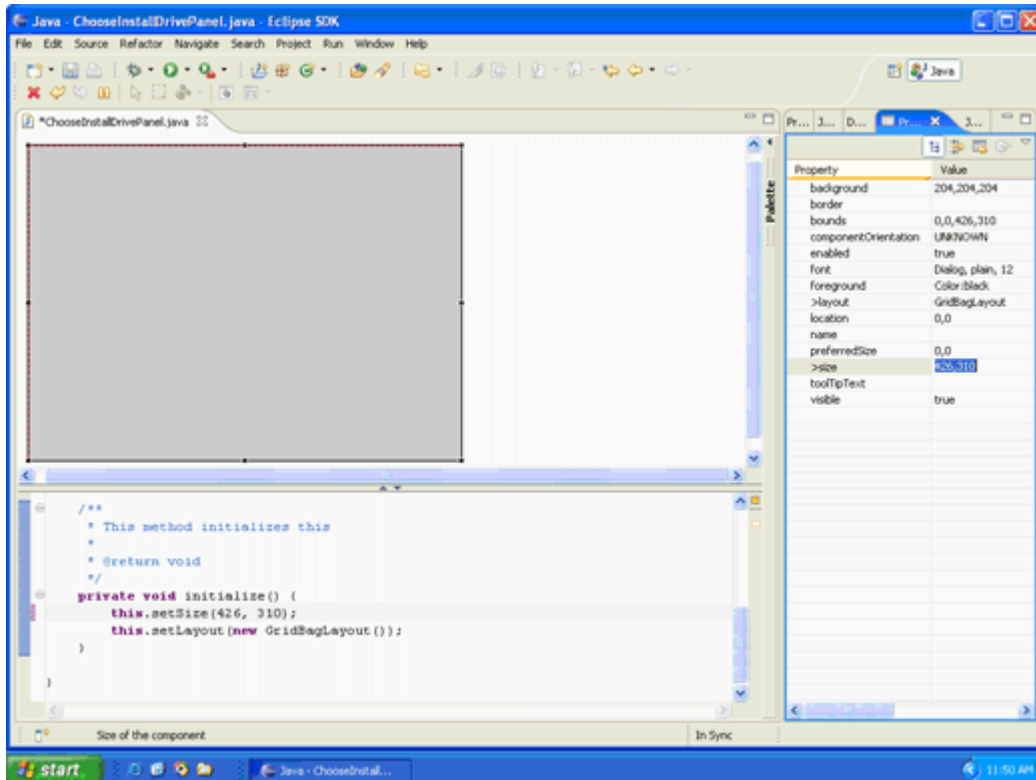


Figure 1-3: Setting the panel size.

Note: This size settings vary depending on the dimensions of your installer. (In the InstallAnywhere Advanced Designer, you set the installer dimensions on Installer UI > Look & Feel > General UI Settings.)

The recommended dimensions are determined by the following formulae:

✎ PanelWidth=InstallerFrameWidth-174 pixels

✎ PanelHeight=InstallerFrameHeight-90 pixels

For example, the default Installer frame size is 600 pixels wide by 400 pixels high. Therefore, the default panel size is 426 by 310 pixels.

4. Set LayoutManager to your preferred layout manager.

Note: Setting the Layout to null gives you the most freedom when you are laying out your controls.

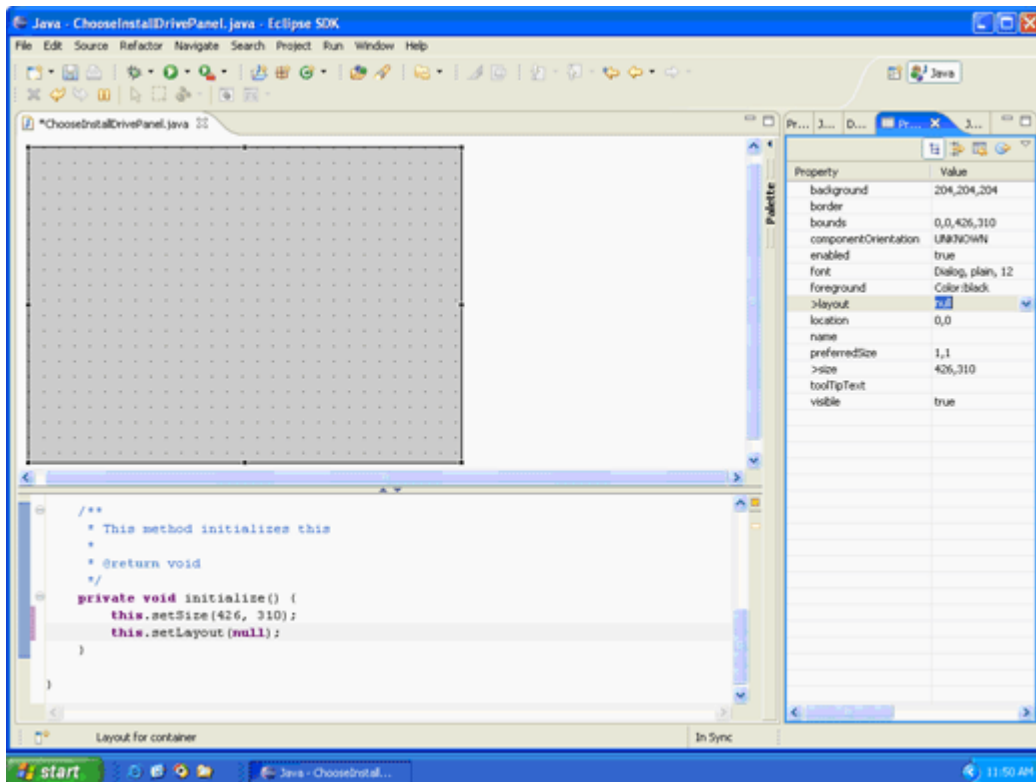


Figure 1-4: Setting layout to null.

5. Layout components. For our Choose Install Drive example, we're using a **JLabel**, a **JComboBox**, and a **JButton** from the Swing Components palette.

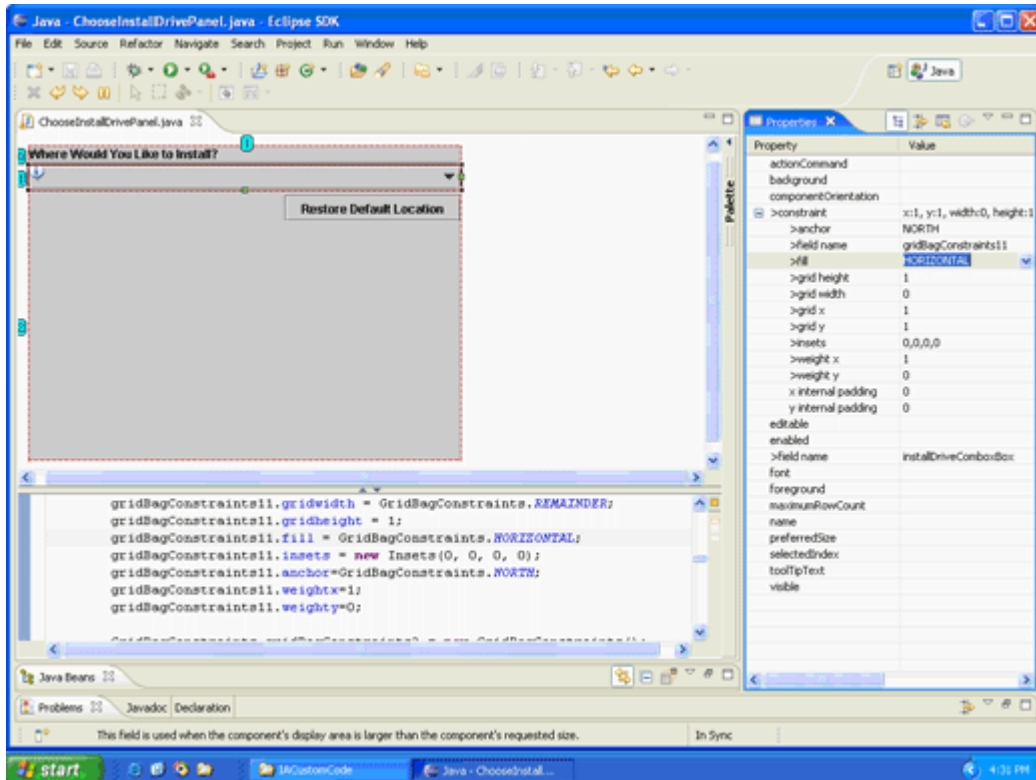


Figure 1-5: Placing components on the panel.

6. Add import `com.zerog.ia.api.pub.*` to the list of imports.

```
package com.macrovision.ia.customcode.panels;

import java.awt.GridBagLayout;
import com.zerog.ia.api.pub.*;

import javax.swing.JButton;
import java.awt.GridBagConstraints;
import java.io.File;
```

Figure 1-6: Importing `com.zerog.ia.api.pub.*`

7. Make `ChooseInstallDrivePanel` a subclass of the `CustomCodePanel` class instead of the `JPanel` class. Change `extends JPanel` to `extends CustomCodePanel`.

```
import java.awt.Color;
import java.awt.Font;

public class ChooseInstallDrivePanel extends CustomCodePanel {

    private boolean isSetup = false;

    public String getTitle() {
```

Figure 1-7: Changing `ChooseInstallDrivePanel`.

8. Right-click **CustomCodePanel** and select **Override Methods**.

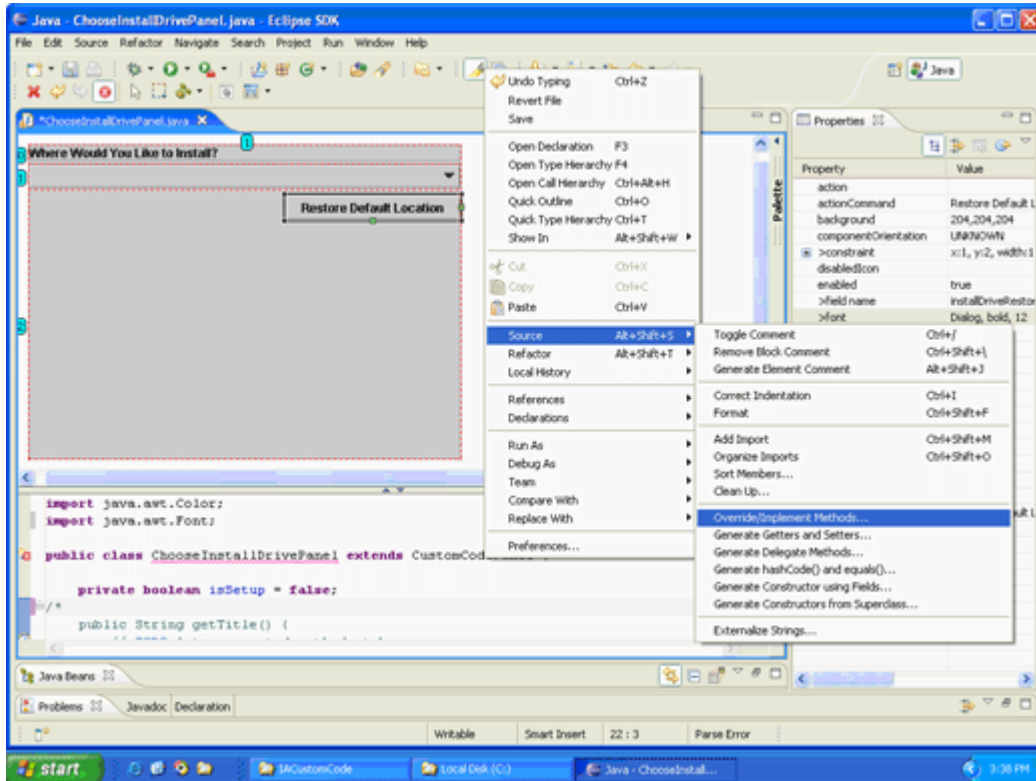


Figure 1-8: Opening the Override/Implement Methods dialog box.

9. In the **Override/Implement Methods** dialog box, select **setupUI**, **okToContinue**, and **getTitle**. (The other methods are optional.)

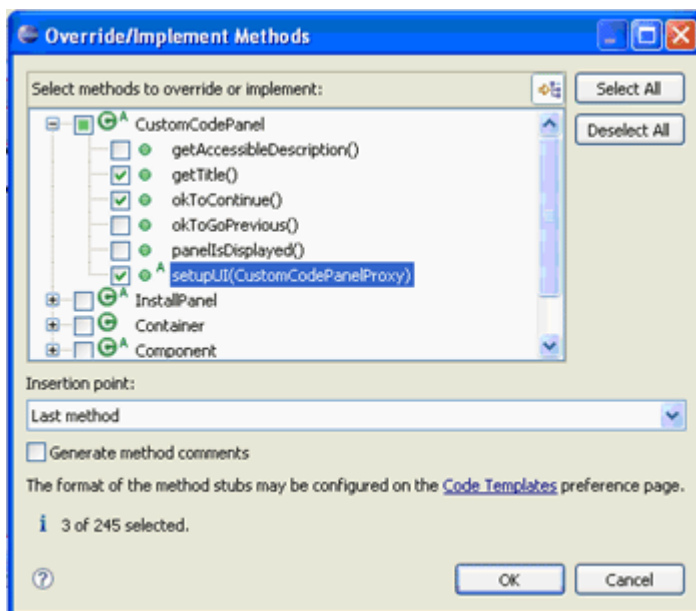


Figure 1-9: Choosing methods to override/implement.

10. Move `initialize()` method call to `setupUI`, and set `setupUI` to return true.

```
public boolean setupUI(CustomCodePanelProxy arg0) {
    if(isSetup) {
        removeAll();
    }
    ccpp = arg0;
    initialize();
    isSetup = true;
    return true;
}
```

Figure 1-10: Modifying setupUI.

11. Implement the `getTitle()` method.

```
public String getTitle() {
    return "Choose Install Drive";
}
```

Figure 1-11: Implementing getTitle.

12. Implement the `okToContinue()` method.

```
public boolean okToContinue() {
    ccpp.setVariable("${USER_INSTALL_DRIVE$}", (String)getInstallDriveComboBox().getSelectedItem());
    return true;
}
```

Figure 1-12: Implementing okToContinue.

13. Add a Custom Code panel to an InstallAnywhere project.

In InstallAnywhere's Advanced Designer,

- a. Click **Choose JAR or ZIP**, browse to your JAR, and click **Open**.
- b. In the Class field, enter a fully-qualified class name. In this example, we use `com.macrovision.ia.customcode.panels.ChooseInstallDrivePanel`.

Note: On the Custom Code customizer, remember to add `swing-layout-1.0.jar` to the Dependencies list. You can find `swing-layout-1.0.jar` at `\platform6\modules\ext`. Choose **Add jar or zip**, browse to `swing-layout-1.0.jar`, and click **Open**.

14. Compile, package, and execute.

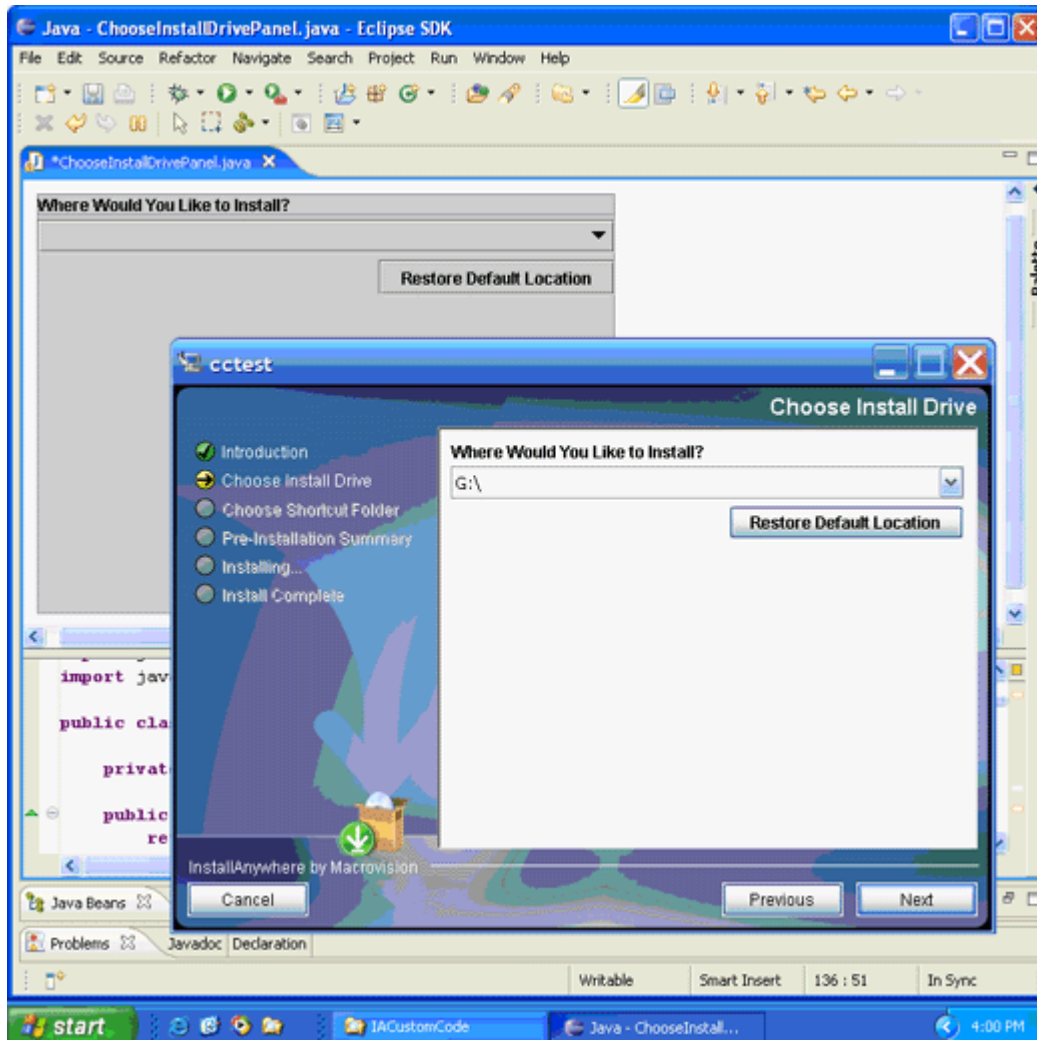


Figure 1-14: Testing the Choose Install Drive panel.

For more information

Additional information about CustomCodePanel methods, such as `getTitle`, `okToContinue`, and `setupUI`, is available as Javadocs in your InstallAnywhere folder.

Note: You can also open Javadocs from InstallAnywhere by clicking **Open Javadocs** on the Custom Code panel customizer.

For more information about using InstallAnywhere, open your local copy of the

InstallAnywhere Help Library or go to <http://helpnet.flexerasoftware.com> and click the link for InstallAnywhere.