How to make AC compatible Mac native installer application.

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1. Within Eclipse, select a project that you wish to make Mac native installer. Right mouse click and select "Export..." from pop up menu.



2. From Export window, select "Mac OS X application bundle" and click "next".

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Select Package resources into a Mac OS X application bundle on the local file s	ystem
Select an export destination:	
type filter text	8
 ► General ► Java ► Team ► Other ■ Fat Jar Exporter ■ Mac OS X application bundle 	
⑦ < Back Next > Finish	Cancel

3. From Application Bundle Export window, set "Main class", "Application name", "JVM version", "Use SWT" and "icon" then click "next". Set output folder to desktop.

0 0	Application Bundle Export	
Basic Properties a	nd Location	
Specify basic proper	ties and location	
Use this launch conf Main	iguration: UserGame (1)	
Main class: User	Game	(Search)
Destination		
Application name:	DesignGame	
Folder:	/Users/dolomite/Desktop	Browse
Options		
JVM version: 1.5	* 🛟 Use SWT: 🗹	
Icon: /Us	ers/dolomite/Documents/workspace/DesignGameRec	Choose
0	< Back Next > Finish	Cancel

4. Click "next".



5. Set "Signature". If you are using SWT, then put "-XstartOnFirstThread" in VM options. This will fix the SWT application segmentation fault problem on Mac platform. Then click "finish."

00	Application	Bundle Exp	port	
Properties and Options				
Specify properties and opt	ions			
Identifier: DesignGameRe	configured	Signature:	poet lab	
VM options:				
-XstartOnFirstThread				
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0	< Back	Next >	Finish	Cancel
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6. Doing those will create the target application bundle on the desktop.



7. Now, you need to create an application descriptor file for activity console (AC). The followings are the info that AC will need to know about the application. For native installer applications the red colored lines are very important. Location is the sub folder within /Applications folder that the native installer will put the application files into. If your game package name is XXX, then the folder name is XXX.app. Also first create a 1st level sub folder and then put the application folder as 2nd level sub folder. For example, DesignGame will be put in /Applications/UserGame/DesignGame.app. Making two level sub folder is recommended since you can also put program resources under the 1st level folder if you need to. Create the file and save it with extension "tmp". Place it on Desktop.

Type:NativeApp

AppName:DesignGame SpaceName:DesignGame ScreenName:DesignGame Version: 1.0 AuthorList: nefaurk DefaultParam:none Location:UserGame/DesignGame.app JavaVersion: 1.5 Icon:logo.png VMParam:none 8. Create a temp folder on Desktop. Move the tmp (an application descriptor file) file into the folder.



9. Locate logo file and place it on Desktop.



10. Now right click (or control + click) the game package file. And select "Show Package Contents."



11. This will open up a folder window. Place logo file into this folder and close it.

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omite's iMAC	Contents		Today, 2:02 AM
ck	🕫 logo.png		Jul 13, 2006, 12:18 PM
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12. Launch PackageMaker. (First check if developer tools (X-code) are installed. If not, install.)



13. Fill in Organization Info. Set Minimum Target OS. Then click OK.

0 0 0	Untitled	\bigcirc
Build Build and Rur	n	Edit Interface
Contents	Install Properties Please provide the following information about your installer. These fields will be used to create the initial configuration of your installer. Organization: POET.VT Ex: com.example Minimum Target: Mac OS X v10.4 Tiger Cancel OK Certificate: Not supported Description: Edit Interface	
+ + - +		11.

14. Drag application package into contents area. And drag temp folder into contents area.

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Build Build and Run	Edit I	nterface
DesignGame Package	Package: DesignGame	
Contents	Configuration Contents Components Scripts]
Application /Application	Install: /Users/dolomite/Desktop/DesignGame. Destination: /Applications I Allow custom location Patch: Not supported	0 ·
	Package Identifier: POET.VT.designgame.pkg Package Version: 1 Restart Action: None Require admin authentication Package can be stored inside your distribution/metapackage or at a I Package Location: Self-Contained	URL.
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15. Select the application and set Destination folder. (This should match one in the descriptor file). Uncheck "Allow custom location". Do the same thing for the folder.

0 0	Untitled
Build and Run	Edit Interface
Untitled Distribution Contents	Package: DesignGame Configuration Contents Components Scripts
DesignCame Applications/UserGame Impfile /Applications/UserGame	Install: /Users/dolomite/Desktop/DesignGame. Destination: /Applications/UserGame Allow custom location
	Patch: Not supported
	Package Identifier: POET.VT.designgame.pkg Package Version: 1 Restart Action: None
- A-	Packages can be stored inside your distribution/metapackage or at a URL. Package Location: Self-Contained

16. Select Distribution icon. Then set the Title for the package installer. Uncheck "Volume selected by user." And check "System volume."

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Build Build and Run		Edit Interface
DesignGame Distribut.	DesignGame (Distribution)	
Contents	Configuration Requirements Actions]
O DesignGame CorgnGame /Applications/UserGame	Title: DesignGame User Sees: Easy Install Only	
tmpfile /Applications/UserGame	Install Destination: 🗌 Volume selected by user 🗹 System volume 🗍 User home directory	
	Certificate: S Not supported	
	Description:	
	Edit Interface	
+ *-		

17. Select folder, then click "Scripts" tab.

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Build Build and Run		Edit Interface
DesignGame Distribution Contents O DesignGame Contents DesignGame (Corportions/UserGate (Application UserGate)	Package: tmpi	file pt resources.
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18. The installer will place both the application and application descriptor file into the designated sub folder under /Applications. The post installation script file will move the application descriptor file into the user directory so that activity console can find the file when it runs.

19. This is sample script file. Create it and save onto the Desktop.

#!/bin/tcsh
#
#
echo "start postinstall script"
cp /Applications/UserGame/designgame.tmp /Users/\$USER/ActivityConsole/
echo "end postinstall script"
exit 0

20. Select the script file for "Postinstall", "Postflight", and "Postupgrade". Then click "Build."

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Build	Bu	ild and Run					Edit	Interface
Ş	De Di:	signGame stribution			Package:	tmpfile		
▼ ⊖ D	esig	Contents InGame	Configura	ation	Contents	Components	Scripts]
	A	DesignGame /Applications/UserGame	Scripts directory:	May co	ntain scripts ar	nd script resources.		۰ چ
	_	tmpfile /Applications/UserGame	Preinstall:					۰ ن
			Postinstall:	/Users	/dolomite/Des	ktop/postscript.sh		۰ ټ
			Preflight:					۰ ټ
			Postflight:	/Users	/dolomite/Des	ktop/postscript.sh		٥-
			Preupgrade:					٥.
			Postupgrade:	/Users	/dolomite/Des	ktop/postscript.sh		۰.
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21. Done.

