How to make AC compatible Mac native installer application.

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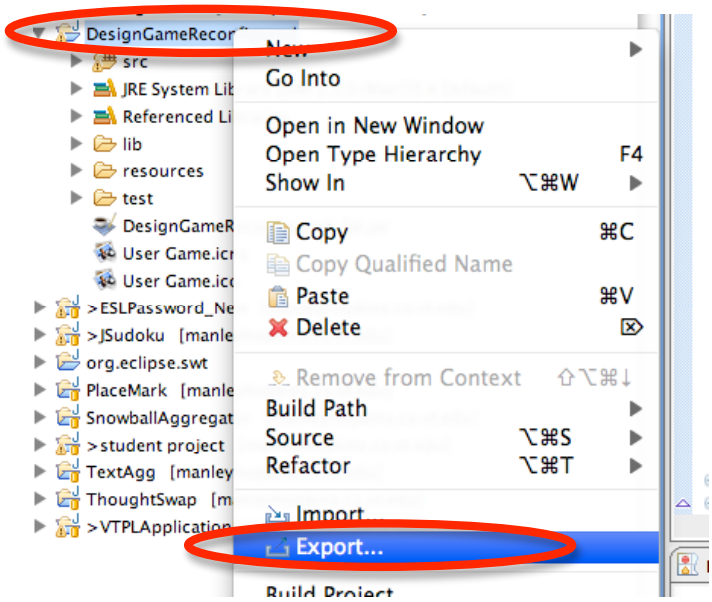
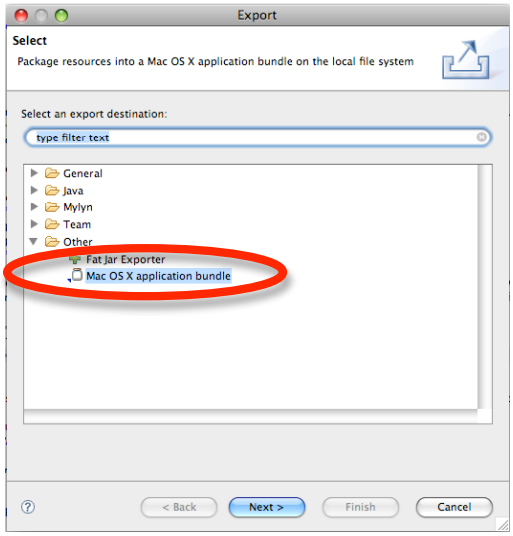
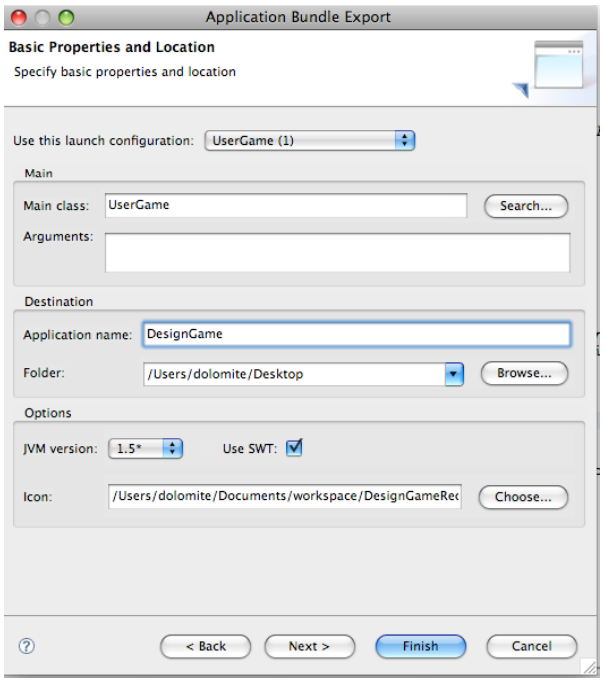
1. Within Eclipse, select a project that you wish to make Mac native installer. Right mouse click and select “Export…” from pop up menu.



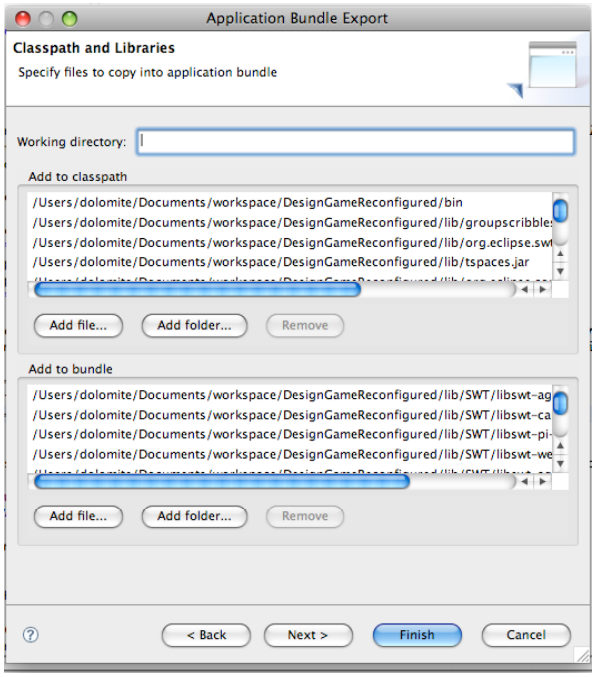
2. From Export window, select “Mac OS X application bundle” and click “next”.



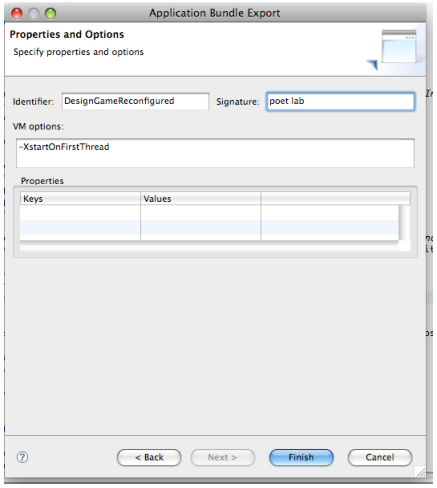
3. From Application Bundle Export window, set “Main class”, “Application name”, “JVM version”, “Use SWT” and “icon” then click “next”. Set output folder to desktop.



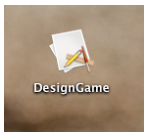
4. Click “next”.



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.”



6. Doing those will create the target application bundle on the desktop.

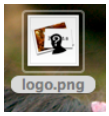


7. Now, you need to create an application descriptor file for activity console (AC). The followings are the info that AC will need to know about the application. For native installer applications the red colored lines are very important. Location is the sub folder within /Applications folder that the 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.

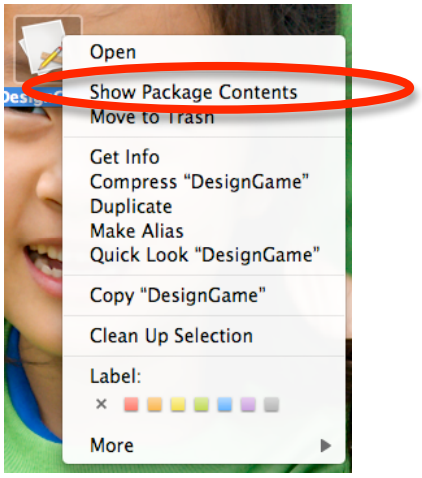
   Type:NativeApp
   AppName:DesignGame
   SpaceName:DesignGame
   ScreenName:DesignGame
   Version: 1.0
   AuthorList: nefaurk
   DefaultParam:none
   Location:UserGame/DesignGame.app
   JavaVersion: 1.5
   Icon:logo.png
   VMParam:none

8. Create a temp folder on Desktop. Move the tmp (an application descriptor file) file into the folder.

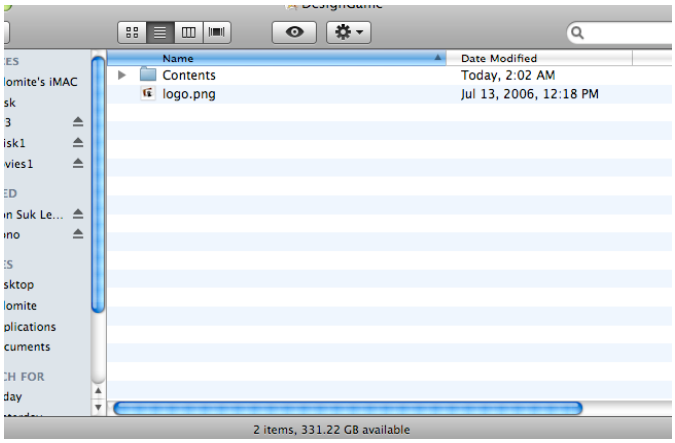
9. Locate logo file and place it on Desktop.



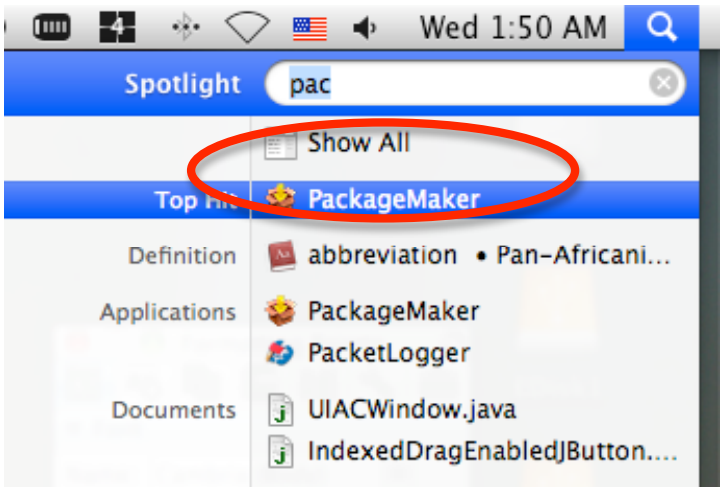
10. Now right click (or control + click) the game package file. And select "Show Package Contents."



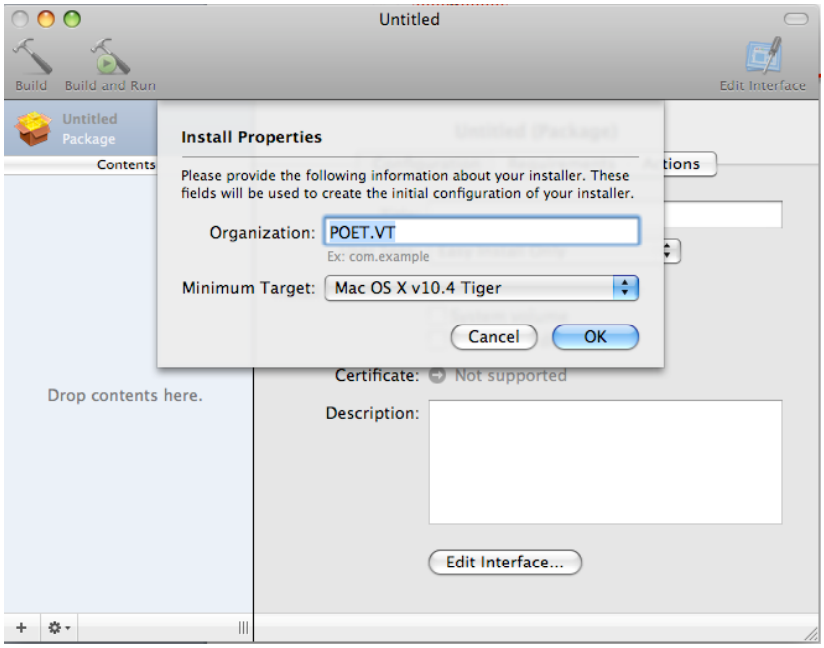
11. This will open up a folder window. Place logo file into this folder and close it.



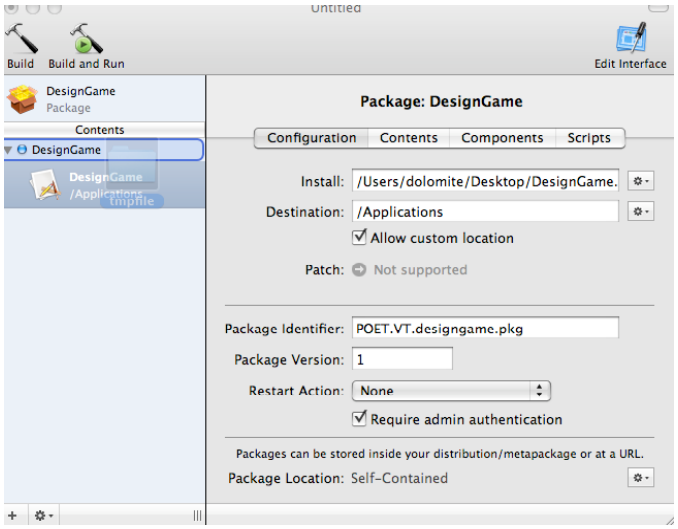
12. Launch PackageMaker. (First check if developer tools (X-code) are installed. If not, install.)



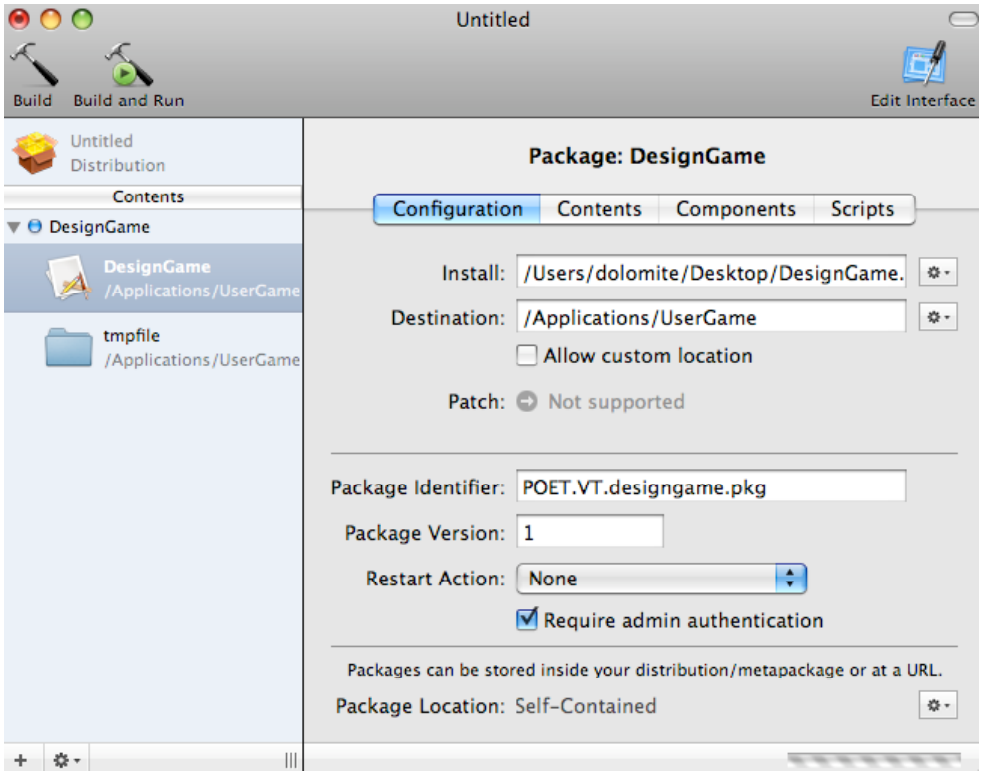
13. Fill in Organization Info. Set Minimum Target OS. Then click OK.



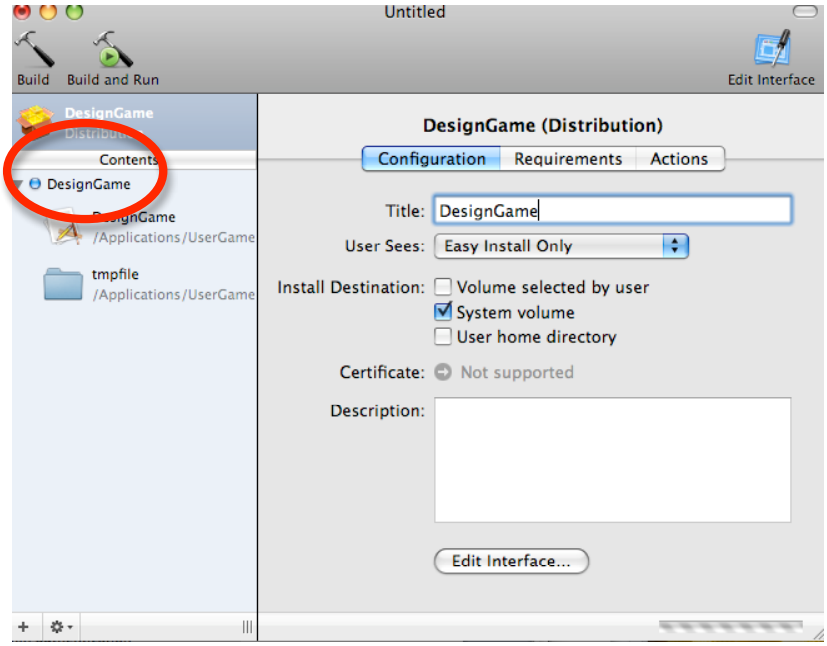
14. Drag application package into contents area. And drag temp folder into contents area.



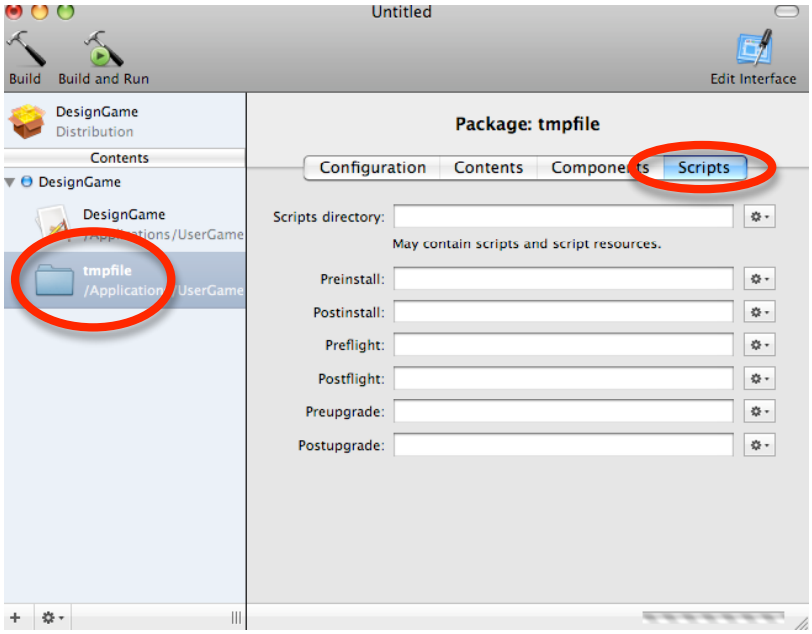
15. Select the application and set Destination folder. (This should match one in the descriptor file). Uncheck “Allow custom location”. Do the same thing for the folder.



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



17. Select folder, then click “Scripts” tab.

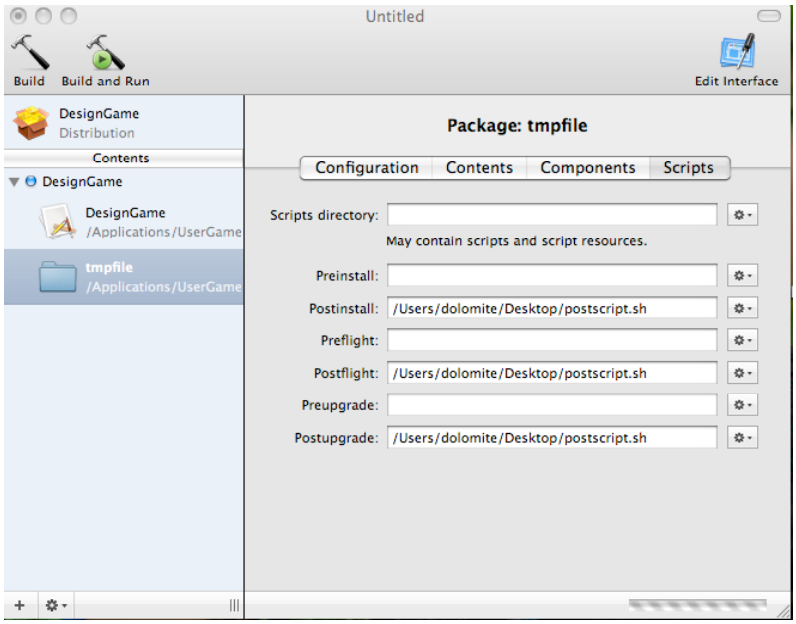


18. The installer will place both the application and application descriptor file into the designated sub folder under /Applications. The post installation script file will move the application descriptor file into the user directory so that activity console can find the file when it runs.

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.”



21. Done.