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Subject: Custom Installer for Standalone release  
Posted by [Jerad2142](#) on Mon, 24 Feb 2014 14:37:26 GMT  
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I was just wondering if anyone knows of an installer that could handle a 1.8GB data file, early on I tried one the same installer that APB was using at the time, but the software could not handle the 1.25GB always.dat file.

Install shield would work obviously but we would prefer something free, put enough work into the project without spending money on an installer.

In addition, if you know any needed third party stuff that needs to be installed to get stock Renegade to run that would be great!

Thanks,  
Jerad

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Subject: Re: Custom Installer for Standalone release  
Posted by [Omar007](#) on Mon, 24 Feb 2014 14:53:51 GMT  
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Idk what APB used so maybe that is what I'm suggesting now but w/e ;P

Nullsoft: [http://nsis.sourceforge.net/Main\\_Page](http://nsis.sourceforge.net/Main_Page)  
Afaik there is no file limitation. You can check out  
[http://nsis.sourceforge.net/Multi-volume\\_Distribution](http://nsis.sourceforge.net/Multi-volume_Distribution) if you want to split up your installer, though as I said, I don't believe there is a size limit.

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Subject: Re: Custom Installer for Standalone release  
Posted by [Ethenal](#) on Mon, 24 Feb 2014 16:48:39 GMT  
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Yeah, I've always heard great things about NSIS.

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Subject: Re: Custom Installer for Standalone release  
Posted by [danpaul88](#) on Mon, 24 Feb 2014 17:05:59 GMT  
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Back before we used the launcher all of the BHP projects were shipped using NSIS, it's an excellent installer tool and very powerful.

If this is for ECW you'd probably benefit from something that understands how to patch .mix files properly in future rather than re-downloading massive files each time. We can help with that.

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Subject: Re: Custom Installer for Standalone release  
Posted by [Jerad2142](#) on Mon, 24 Feb 2014 18:38:46 GMT  
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danpaul88 wrote on Mon, 24 February 2014 10:05Back before we used the launcher all of the BHP projects were shipped using NSIS, it's an excellent installer tool and very powerful.

If this is for ECW you'd probably benefit from something that understands how to patch .mix files properly in future rather than re-downloading massive files each time. We can help with that. We haven't moved to 4.0 yet, originally I wanted to get it stable before we did, and now I want to make a release before its been 3 years since the last public release lol.

So if this software doesn't require 4.0 great, if it does it'll probably be a few more months before we've push up to it.

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Subject: Re: Custom Installer for Standalone release  
Posted by [danpaul88](#) on Mon, 24 Feb 2014 21:33:49 GMT  
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My MIX patcher doesn't require 4.0, it's a command line tool for generating diffs between two different versions of a MIX1 archive and applying the diff as a patch to the older version.

I'll dig the files out for you sometime if you like... although it's probably more relevant when you come to release a second version, nothing to patch for the first release.

It can be used with NSIS or any other installer software which can run command line scripts.

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Subject: Re: Custom Installer for Standalone release  
Posted by [Jerad2142](#) on Mon, 24 Feb 2014 21:52:39 GMT  
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danpaul88 wrote on Mon, 24 February 2014 14:33My MIX patcher doesn't require 4.0, it's a command line tool for generating diffs between two different versions of a MIX1 archive and applying the diff as a patch to the older version.

I'll dig the files out for you sometime if you like... although it's probably more relevant when you come to release a second version, nothing to patch for the first release.

It can be used with NSIS or any other installer software which can run command line scripts. Sounds great, can guarantee there will be many patches as even now I make about 2-5 patches a week for our internal tests.

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Subject: Re: Custom Installer for Standalone release  
Posted by [jonwil](#) on Mon, 24 Feb 2014 21:55:59 GMT

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+1 for NSIS, its what we use for the scripts 4.x installer.

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Subject: Re: Custom Installer for Standalone release  
Posted by [Jerad2142](#) on Thu, 27 Feb 2014 14:14:25 GMT  
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Also, could you get me a list of what needs to be installed to get stock (3.4.4 and blow) Renegade to run as a clean install stand alone, last time we did a stand alone release there were many people that couldn't run it. This was like 2 years ago and I think most of those people needed to install the direct x 9c redistributable to get it to work even if they had Windows Vista+.

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Subject: Re: Custom Installer for Standalone release  
Posted by [Jerad2142](#) on Sat, 08 Mar 2014 17:17:42 GMT  
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What folder do you recommend that a Renegade based game installs to, I know Westwood isn't a good idea anymore because UAC gives it shit correct? (Never have UAC enabled so don't know for sure).

I assume just program files correct?

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Subject: Re: Custom Installer for Standalone release  
Posted by [danpaul88](#) on Sat, 08 Mar 2014 20:21:28 GMT  
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Only 4.x based mods work in program files without admin rights. Anything pre 4.x will have UAC problems in the protected program files folder

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Subject: Re: Custom Installer for Standalone release  
Posted by [iRANian](#) on Thu, 13 Mar 2014 16:25:16 GMT  
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InnoSetup is pretty nice, dunno if it supports 1.8+ GB files though.

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