



Information Engineering Technology

Install Guide - IETeGUI



Release 8.8

Table Of Contents

- Introduction3**
- Toolset Plug-in.....4**
 - Pre-Requisites4
 - Performing Installation4
 - Documentation and Help.....4
- Build Environment.....5**
 - Pre-Requisites5
 - Performing Installation5
- Runtime Environment.....6**
 - Pre-Requisites6
 - Performing Installation6
- IETeGUI In-Line Functions7**
- License Restrictions8**
- Support9**

Introduction

IET Enhanced GUI, or *IETeGUI* provides an enhanced runtime for your Gen GUI application.

IETeGUI provides improvements to Listbox controls, window resize handling, Tabular controls, as well as numerous programmatic functions to tweak the GUI at runtime. For Listbox and Resize functionality, this is applied to your Gen Model very easily using a NOTE statement, describing the enhancement, which is converted at build time into calls to the IETeGUI runtime.

This guide gives details on how to install IETeGUI's four components:

- Toolset Plug-in
- Build environment
- Runtime environment
- IETeGUI in-line functions

The IETeGUI software is provided as an *Install Shield* which provides four components— one for each of the four components listed above. The Plug-in is installed ready-to-use for you by the installer, whereas the build and runtime components are provided as sub-directories from which you need to deploy the relevant files for your installation.

Toolset Plug-in

The IETeGUI Editor Toolset Plug-in is provided to help maintain the NOTE statements which invoke the IETeGUI at build and run time. If you are familiar with the format of the NOTE statement, then you do not need to use the Plug-in, but you will probably find it easier to apply IETeGUI Listboxes and IETeGUI Resizable Windows to your model using the Plug-in – especially the advanced features of an IETeGUI Listbox/Resize. The Plug-in has been tested with Gen 6.5, 7.0, 7.5, 7.6, 8.0, 8.5 and 8.6 Toolsets.

Pre-Requisites

- Gen Toolset
- Minimum screen resolution of 1024x768 (16 or 32-bit colour required)
- 20Mb Disk Space
- Windows 7, 8 or 10 or Windows Server 2012 and above

Performing Installation

- Run the main setup program and follow the prompts of the Install Shield to have the Editor Plug-in installed and made available in your Gen Toolset

Documentation and Help

Provided with the Plug-in is online help, which can be accessed any time within the Plug-in by pressing F1. The same help file can be shipped with your application ([IETeGUI.chm](#)), which is then available via the IETeGUI Listbox *Help* option. There are separate guides for user help and developer-focused help ([IETeGUI.chm](#) vs [IETeGUIDev.chm](#))

The same documents are also provided in PDF format, as [IETeGUI.pdf](#) and [IETeGUI developer.pdf](#).

Build Environment

When building your client or window packaged GUI application using the Gen Build Tool on Windows, a post-processor needs to be invoked which will modify the generated source code so that the IETeGUI runtime hooks are used. Some changes are required to GEN-supplied files, the post-processor executable is also required, and the IETeGUI .lib file needs to be referenced as an external library during the link. IETeGUI supports code generated from a Toolset or a CSE, using Gen 6.5, 7.0, 7.5, 7.6, Gen r8, 8.5 and 8.6. Different versions of the .lib file are required depending upon your Gen Build Tool version, so use the relevant directory which is named corresponding to Gen version.

Pre-Requisites

- Gen 6.5, 7.0, 7.5, 7.6, 8.0, 8.5 or 8.6 Windows Build Tool
- 50Mb Disk Space (for the lib file/s only)

Performing Installation

- A sub-directory called **Build** is provided by the IETeGUI installer. Directly in here you should find an executable **IETeGUI-spp-LM.exe**. Copy this to a location which is in your PATH so that the Build Tool is able to invoke it. For example, in your Windows **System32** directory, or perhaps in the **GEN** directory.
- Inside **Build**, you will find the files necessary for each supported version of Gen.
- Copy the appropriate version of **TIABINC.h** to your GEN directory (backup your existing **GEN\TIABINC.h** first). Note that Gen 7.5 and later do not require a modified version of this header, so you can skip this step if you are using Gen 7.5 or later.
- Copy the appropriate version of **build_lm_c.scr** to your **GEN\bt\scripts** directory (backup your existing copy first). Many sites already have customisations to this file, so you may need to manually insert the changes in the IETeGUI version into your own copy. The changes are marked within comments containing the text "IETeGUI".
- Place the appropriate version of **IETeGUI.lib** and **IETeGUI-Functions.lib** into a path of your choice, which can be referenced by the External Library token in the Build Tool. **IETeGUI-Functions.lib** is required if you use the in-line functions. The **GdFuncs.lib** is only required if you wish to use the IETeGUI pop-up menu inline functions.

Runtime Environment

At runtime, some IETeGUI .dll files are required. Different versions of these files are required depending upon your Gen version. Gen 6.5, 7.0, 7.5, 7.6, 8.0, 8.5 and Gen 8.6 versions are supplied.

Pre-Requisites

- Gen 6.5, 7.0, 7.5, 7.6, 8.0, 8.5 or 8.6 GUI runtimes (including [WRGnnnN.dll](#) and [WREnnnN.dll](#))
- 100Mb Disk Space
- Windows 2000, XP, Vista, Windows7, Window 8, Windows 10

Performing Installation

- A sub-directory called [Runtime](#) is provided by the IETeGUI installer. Inside [Runtime](#) , you will find the files necessary for each supported version of Gen.
- Copy the appropriate version of [IETeGUI.dll](#) into your application's runtime directory, so that it can find it at execution time.
- Also required are appropriate versions of [IETeGUI-Functions.dll](#), [IETeGUI-Strings.dll](#) and [IETGDI.dll](#) which should be copied into your application's runtime directory too.
- Copy [msvcr71.dll](#) (for Gen r7.5 or earlier) and [psapi.dll](#) to your Windows [system32](#) directory, if they do not already exist.

IETeGUI In-Line Functions

The *In-Line* functions are provided so that you can code calls directly to IETeGUI into your own Action Diagrams. They provide dynamic (at runtime) hooks into IETeGUI's runtime to change the appearance and behaviour of various aspects of IETeGUI.

A model is supplied in the *Functions* directory which contains references to these functions. The act of migrating the 'function references' AB contained in this model, along with the various IETeGUI* WorkSets causes these in-line functions to be made available for coding in your own development models, just the same as any other Gen-supplied function, such as concat, trim etc. There is also an example AB provided in this model that you can call to make use of the IETeGUI pop-up menu functions easier.

See the developer documentation for more details of the in-line functions.

License Restrictions

IETeGUI requires you have a valid license, supplied by IET. At runtime, IETeGUI will produce errors within your GUI application if your application's license is not valid.

The runtime and build tool .scr modifications hard-code an application name and application version of "1.0". You will need to modify your .scr to specify the Application Name and Version as provided by IET with your IETeGUI license. See the developer documentation for more details on how to do this.

Support

Comprehensive documentation is provided with the Plug-in in the form of Windows help and PDF files.

If you have additional questions, or would prefer to have direct assistance from IET to performs the install of IETeGUI, or help with actually applying IETeGUI, please contact IET on +44 (0) 1225 863060, or support@iet.co.uk.