

1

3P Client Data Package

The Client Data Package is a collection of files mainly used to synchronize information between the 3P shop and the 3P editor.

The client data package is the central source of information about products and pricing in a 3P system.

There is one client data package per subshop. In certain configurations there may be even several client data packages for a single subshop.

The client data package is physically located in several places:

- on the shop server, serving as a master location for all editor installations. The shop server holds all client data packages for all configured subshops. The location on the server is typically
C:\Tomcat5.028\webapps\3P_shop2_updateClient\ver0402\- on every PC with an installed editor there is a local copy of the client data package. This serves the purpose of allowing to work while offline and to avoid unnecessary downloads. The location of the local copy is typically
C:\Documents and Settings\All Users\Application Data\\Products
- on the PC used to build new editor setup files using the setup wizard. The setup wizard needs the files to include an initial version with an editor install. The setup wizard copy is not automatically synchronized with the server! The location can be modified, and defaults to
C:\Documents and Settings\\Application Data\CCSetupWiz\Products\
- as a recommendation a working directory for every subshop where any upcoming modifications can be made and when tested can be copied to the server and setup wizard directories.

The following sections are intended to give a detailed description of the files in the client data package.

Products.xml

The products.xml file serves as a central point of information for all products related metadata like name, description, prices, features and options etc.

The products.xml file is located in the root directory of the client data package.

It is recommended to edit the file with a UTF-8 aware XML editor, e.g. XML Notepad available free of charge from Microsoft.

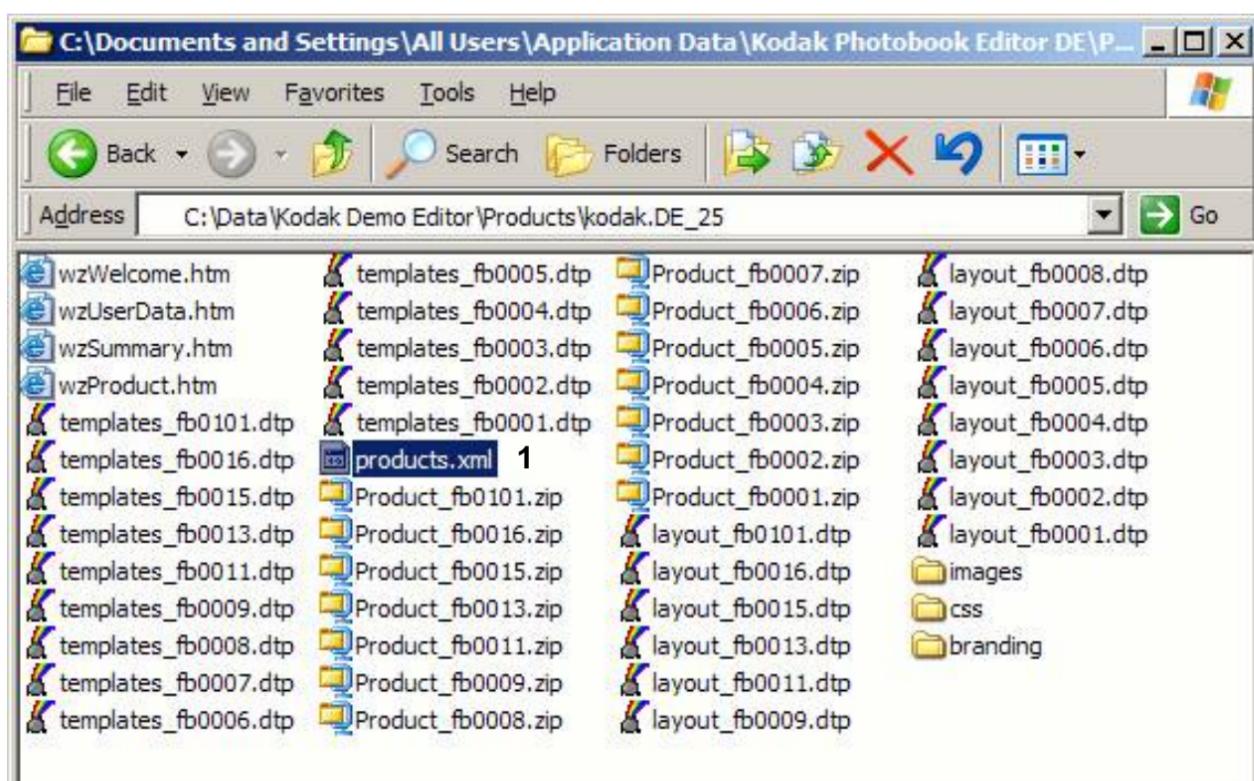
Editing the file with Windows Notepad or Wordpad is not recommended. There have been occasions where Wordpad is modifying the file in a way making it unusable.

Before modifying the products.xml file it is recommended that you make a backup copy.

Locate the **1** products.xml file in your working folder and open it with XML Notepad.

backup products.xml

There should always be a backup of the products.xml file.



Version 2.5 of 3P introduces support for Unicode characters.

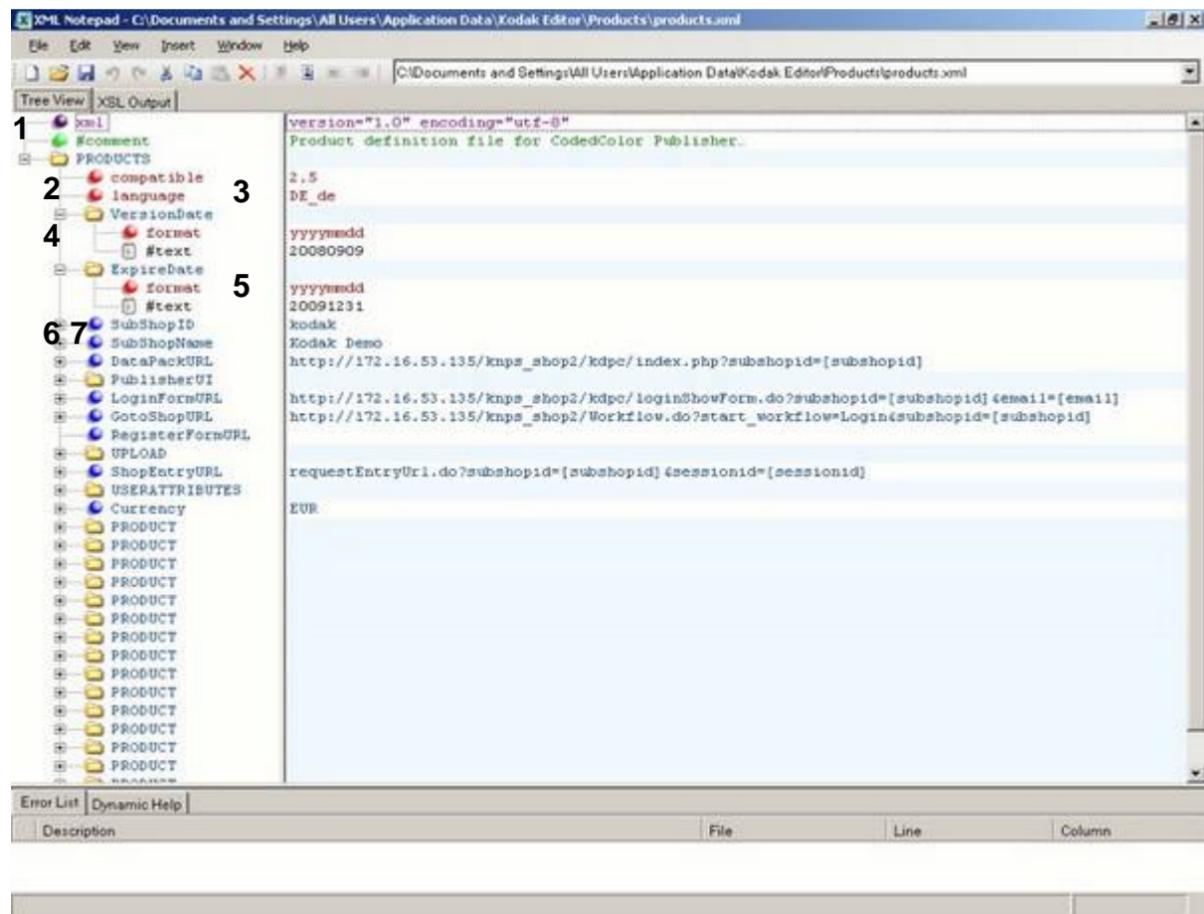
Nevertheless the software requires corresponding Unicode fonts being installed on the consumers' PC and on the server(s) to make appropriate use of this functionality.

Unicode support at present only applies to the character set support, not to input methods. I. e. the software only supports left-to-right reading/writing order.

Choose UTF-8 to benefit from the Unicode character set.

Provided that the file before was correctly encoded in ISO-8859, there should be no additional changes required and XML Notepad will automatically take care of the correct encoding further on.

Therefore it is strongly recommended to do this change as a first step, before entering any Unicode data into the file!



1 xml

There are two possible encodings: ISO-8859 or UTF-8.

Choose UTF-8 if you want to benefit from unicode capability.

2 compatible

The minimum version for the Editor. The editor will not load the file if the editor version is less than the version specified here.

3 language

This is not used. The field can serve as a comment-type specification of the products.xml language, though. The language is a code according to ISO 639-1

4 VersionDate

The version of the products.xml file. This is a date which should contain the date of the last modification of the file.

5 ExpireDate

The date when this products.xml expires. When this expires, the editor will force the user to run an online-update.

6 SubShopID

The ID of the sub shop.. This is generally used to identify the subshop, but typically not displayed to consumers. The name is case sensitive and must be all lower case and alphanumeric without spaces. it is strongly recommended to use only the letters a-z and digits 0-9.

7 SubShopName

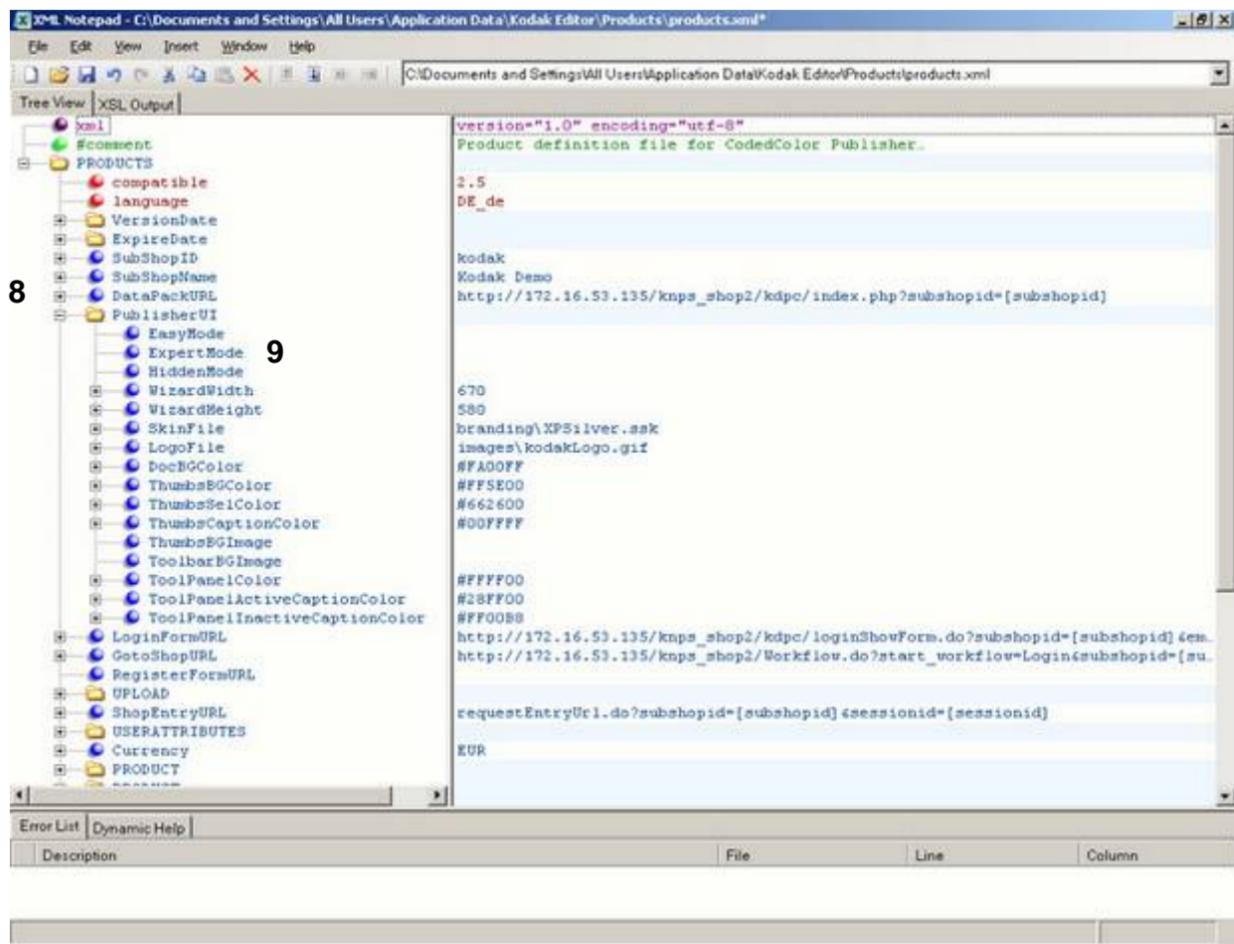
A human-readable name for the subshop. This is for reference only.

compatible / ExpireDate

With the compatible and ExpireDate option the consumer can be forced to update the editor before uploading the photobook product(s) while using the online workflow. Compatible: forced update based on version number. ExpireDate: forced update based on date.

DataPackURL

The DataPackURL is the link between the consumers' PC and the 3P server of the print service provider. With this link the editor will check whether there are new and/or modified photobook products on the 3P server or not. It's not possible to add a port number to the IP address of the DataPackURL. The port used is the default HTTP port (80).



8 DataPackURL

This URL is a reference to the client data package as the editor uses it for updates. This should point to the external IP address of your 3P shop server, i.e. to the address of the server seen from the global internet (not Intranet!). Typically you only need to adjust the IP-address, resp. use a DNS domain name (e.g. something like www. adomainname.com). Please consult with your IT department what you should enter here, typically a domain name is preferred, but you need to register and own the name in this case.



9 EasyMode, ExpertMode and HiddenMode

With the editor you have two different modes, Easy Mode and Expert Mode. You can toggle between Easy and Expert mode with the Expert-Mode button. There is a third mode which is not visible to the consumer. This is called Hidden Mode. Features in Hidden Mode are not accessible to a consumer at all.

Features in Easy Mode are also always available in Expert Mode.

The lines define which features are available in a specific mode. There is a hard coded default, which is shown in the list below. you can move a feature from the default mode to another mode by putting the keyword for the feature in the corresponding mode list in products.xml.

Entries in the list are separated by commas. E.g. to make Rulers available in Easy Mode, put the keyword acRulers in the EasyMode entry.

In this section (PublisherUI) you can define the default feature setting for the complete editor. You can modify that again on a product level. The product level setting takes precedence over the global setting.

Please note that any mode restrictions do not work in Design Mode!

See \Source\4all.EN\actions.txt for a complete description of Easymode, ExpertMode and Hidden actions.

EasyMode, ExpertMode, HiddenMode

If you want to have different assignments other than the default ones, you need to manually put them in the specific mode section.

When putting functions in the HiddenMode they will not be available in the editor.

Example:

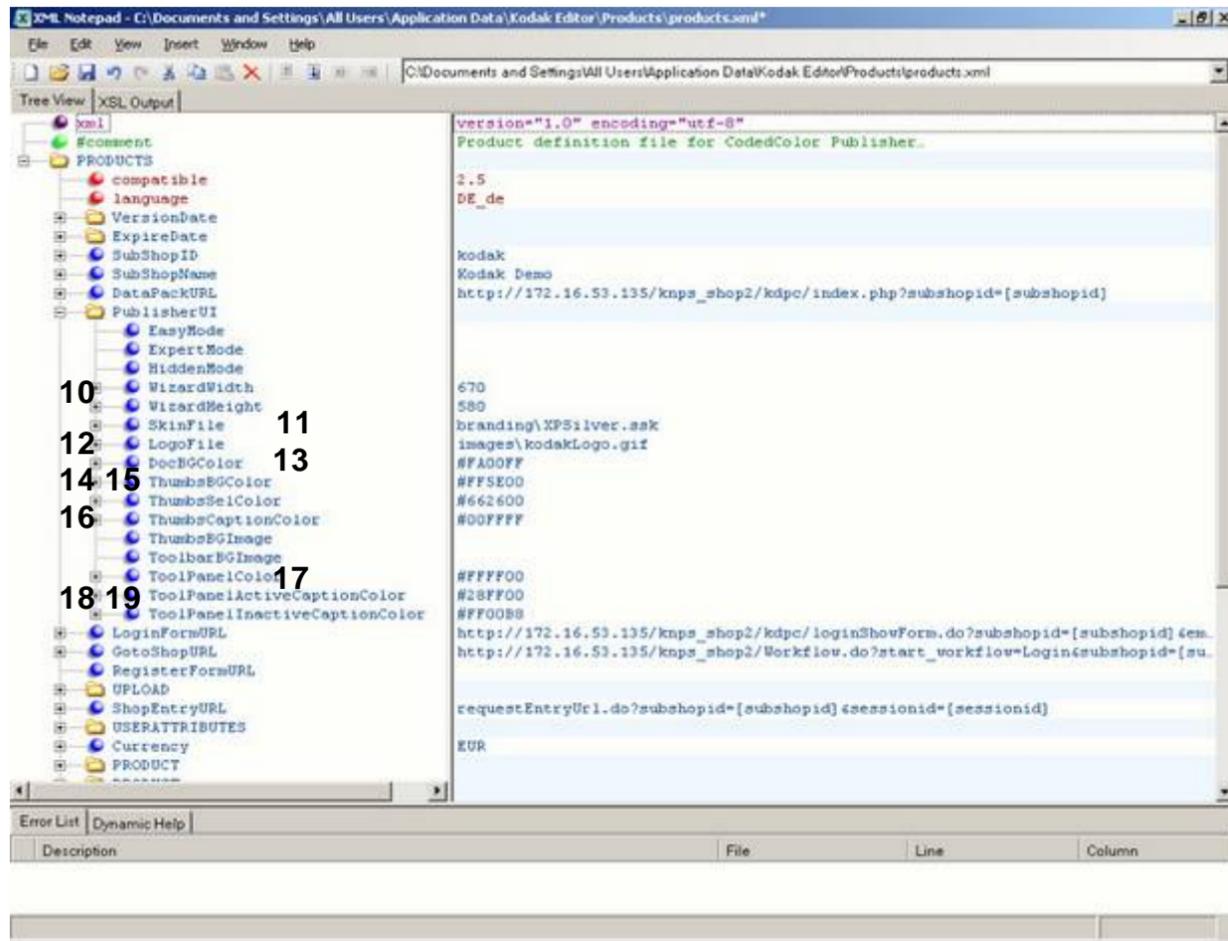
If you want to have the Mirror and Flip function in Expert mode only then you need to inscribe acMirror, acFlip in the Expert section.

If you don't want to have the Rulers

function in at all then you need to inscribe acRulers in the Hidden section.

Wizard width and height

When changing the dimension of the Wizard window it is recommended to take standard monitor resolution into consideration.



10 WizardWidth and WizardHeight

The dimension settings for the editor product wizard in pixels. The default size is 670 x 580 px.

11 SkinFile

Here you can define which skin file you would like to use for the editor. The specified path is relative to the client data package root directory. This is only used if the skinning engine is enabled in setup wizard.

SkinFile

The skin will only be used when SkinActive is enabled during the process of generating a editor using Setup Wizard.

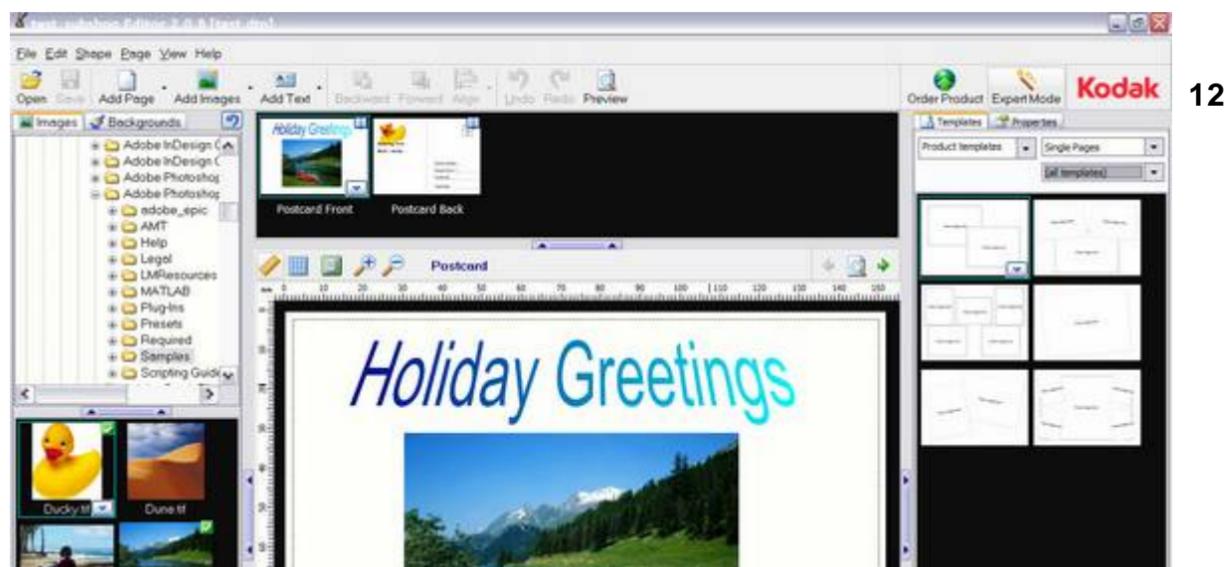
The skin editing tool and other skins can be found at: www.sunisoft.com/skin2/skinbuilder.htm

Usage of the skin editing tool is at the accountability of the customer. Only .ssk files are supported.

A skin builder and predefined skin files as well as documentation how to use skins can be downloaded from www.sunisoft.com. Kodak does not assume any liability for usage of skins other than the skins delivered by Kodak. Kodak does not deliver support for the skin builder.

12 LogoFile

This defines which logo file to use for the editor. The file name is relative to the products directory. The size of the logo is not limited, but the toolbar will be adjusted to this size, i.e. the application may not look as desired if using a very high or low image.



Editor Colors

color values

All color values in the products.xml file can be specified in two ways.

The example shows the Blue, Green, Red (BGR) notation used in earlier versions of the Release 2.0 Beta client. Current versions (2.0.5 and later) also support a more user-friendly Red, Green, Blue (RGB) notation.

Both notations are 3-byte hexadecimal notations, the BGR notations starting with a Dollar (\$) sign, the RGB notation with a hash (#) sign. Each color component is represented by a 2-digit hexadecimal value, 00 representing a value of 0 (zero), FF representing 255. So RR, BB, GG being 2-hexdigit representations of the color values Red, Green, Blue, the color values \$BBGRR and #RRGGBB are equivalent.

Some examples:

```
# FF 0 0 00 = $ 00 0 0FF -> 100 % re d
# 00 FF 00 = $ 00 FF 00 -> 100 % gre e n
# 00 0 0FF = $ FF 0 000 -> 100 % blue
# 00 F FFF -> c ya n
# C0 C 0 C 0 -> light gre y
e t c.
```

An intuitive and user friendly color calculator can be found at: <http://kuler.adobe.com>

13 DocBGColor

Background Color for the editor main panel.

14 ThumbsBGColor

Background color for the thumbnail panel.

15 ThumbsSelColor

Selection frame color for the thumbnails.

16 ThumbsCaptionColor

Color for the text on the thumbnails.

17 ToolPanelColor

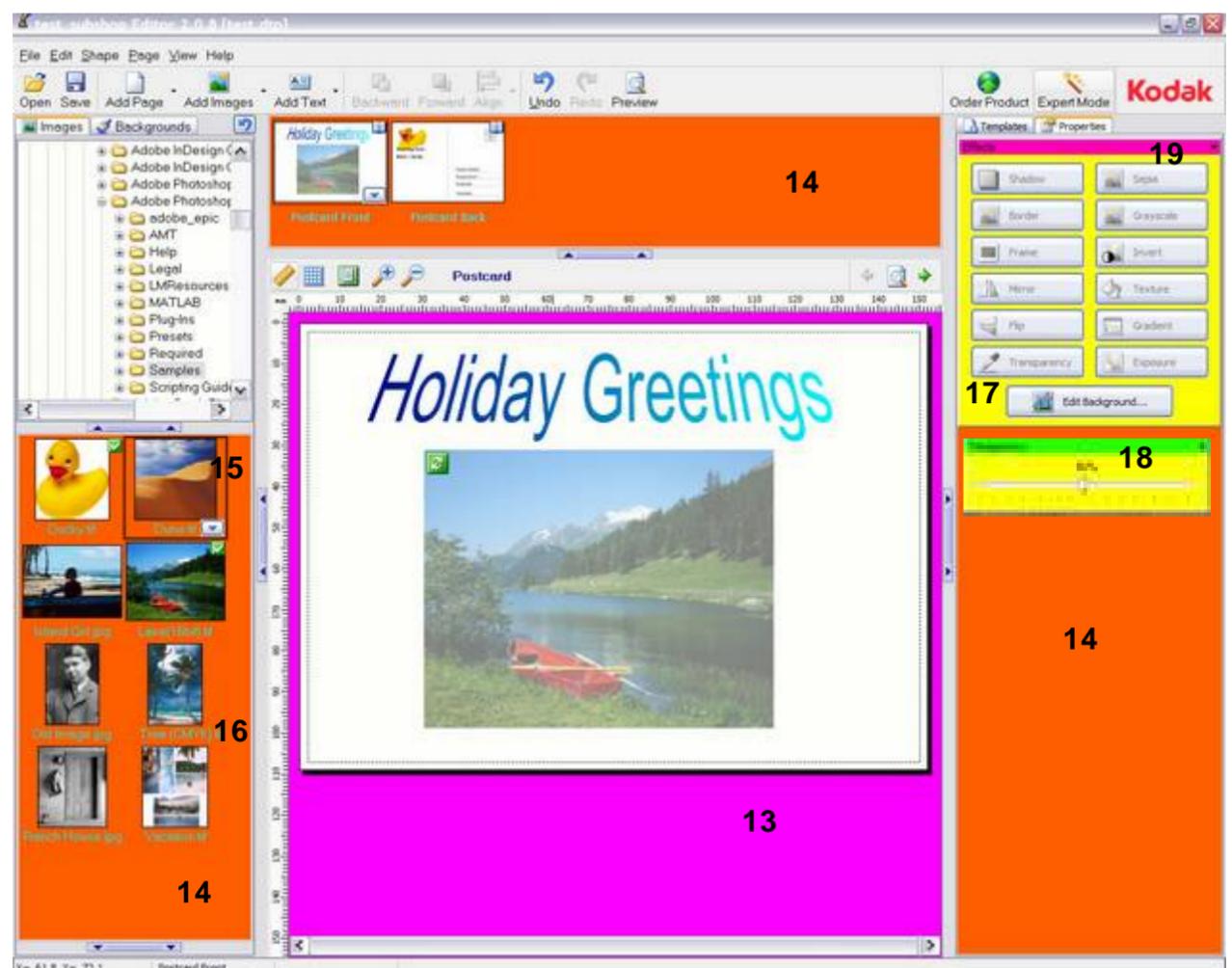
Background color for the tool panel.

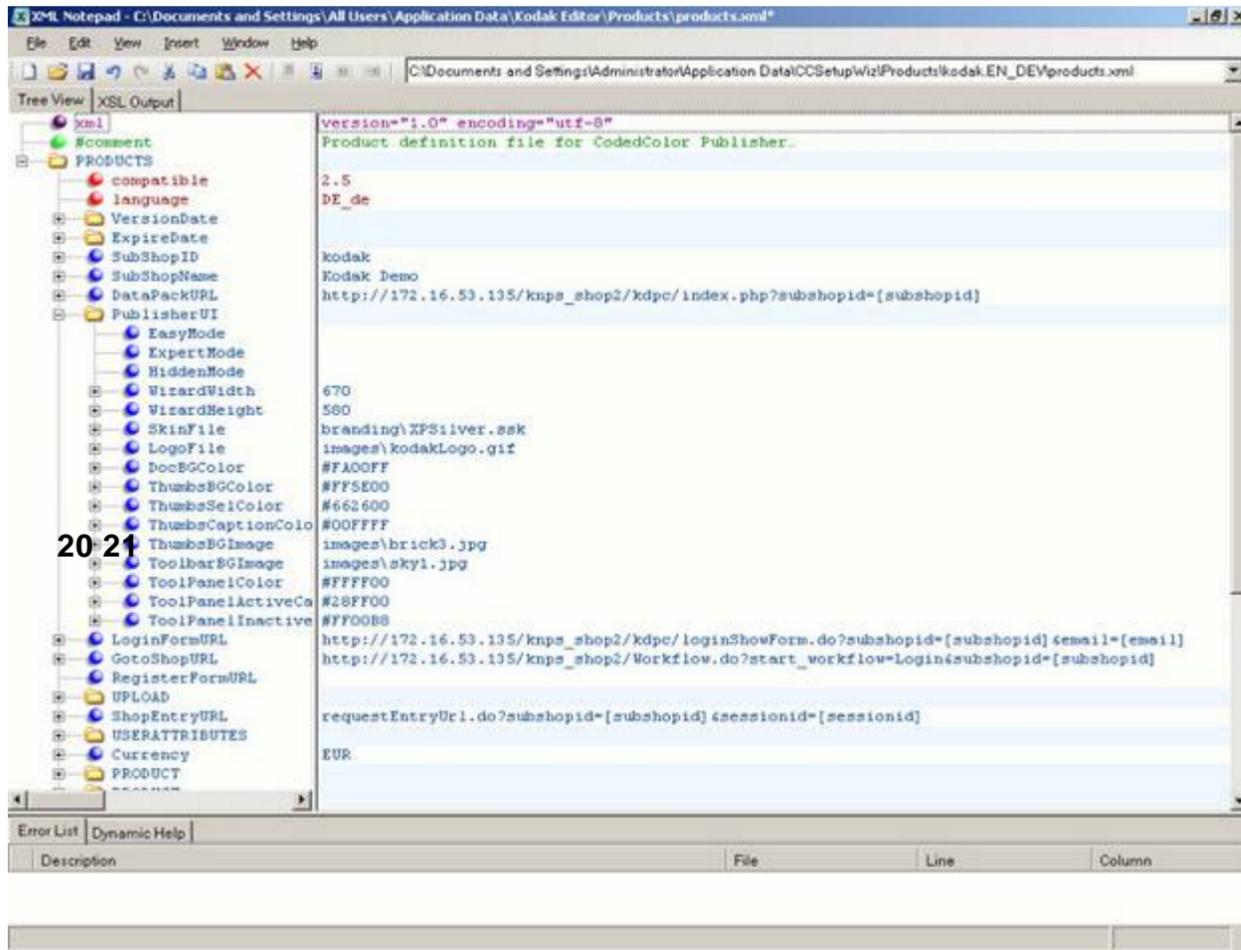
18 ToolPanelActiveCaptionColor

Caption color for the active tool panel.

19 ToolPanelInactiveCaptionColor

Caption color for the inactive tool panel.





20 ThumbsBGImage

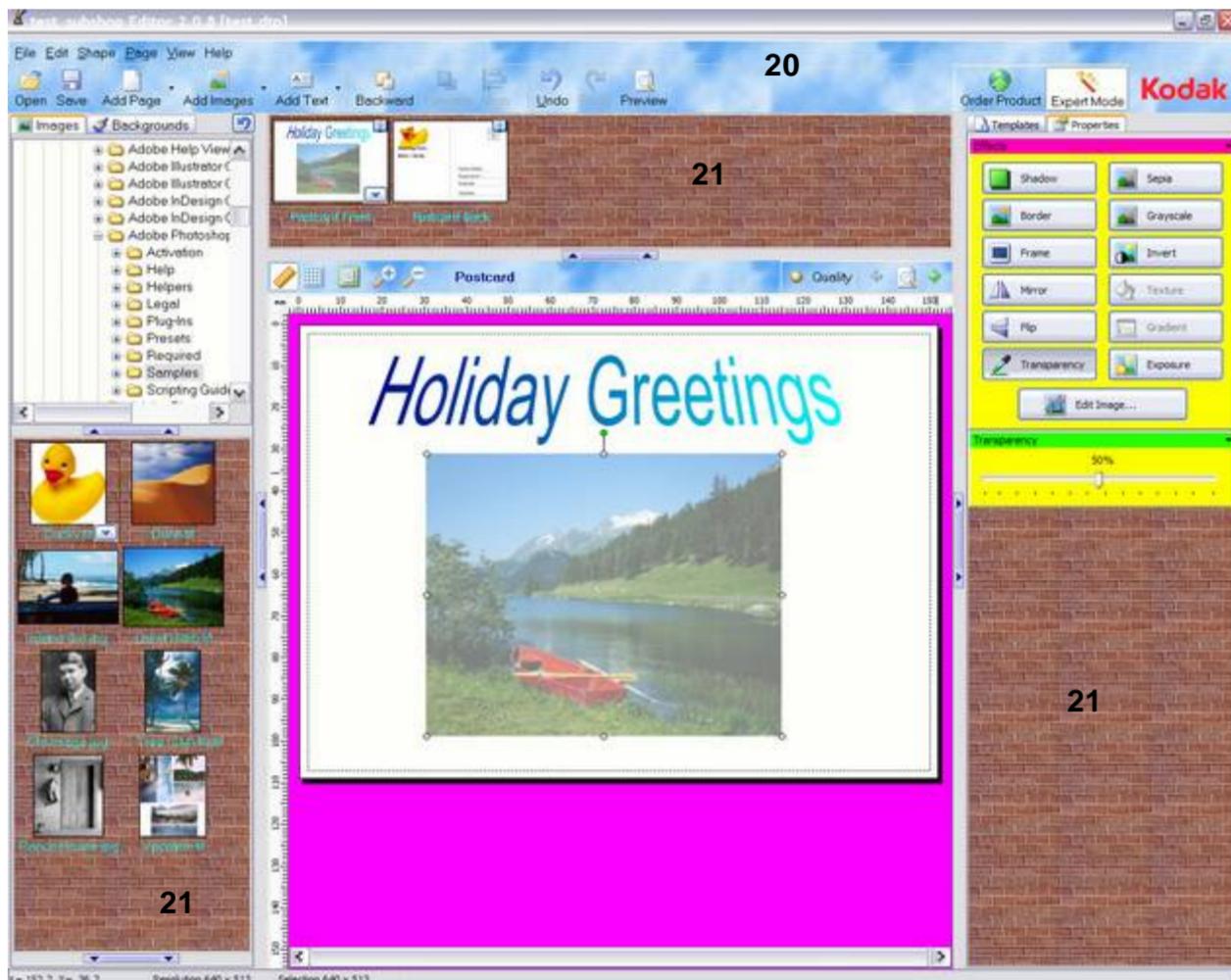
A background image for the thumbnail panel. The path is relative to the client data package root directory. Animated images are not supported!

Image settings will override color the color setting for this panel!

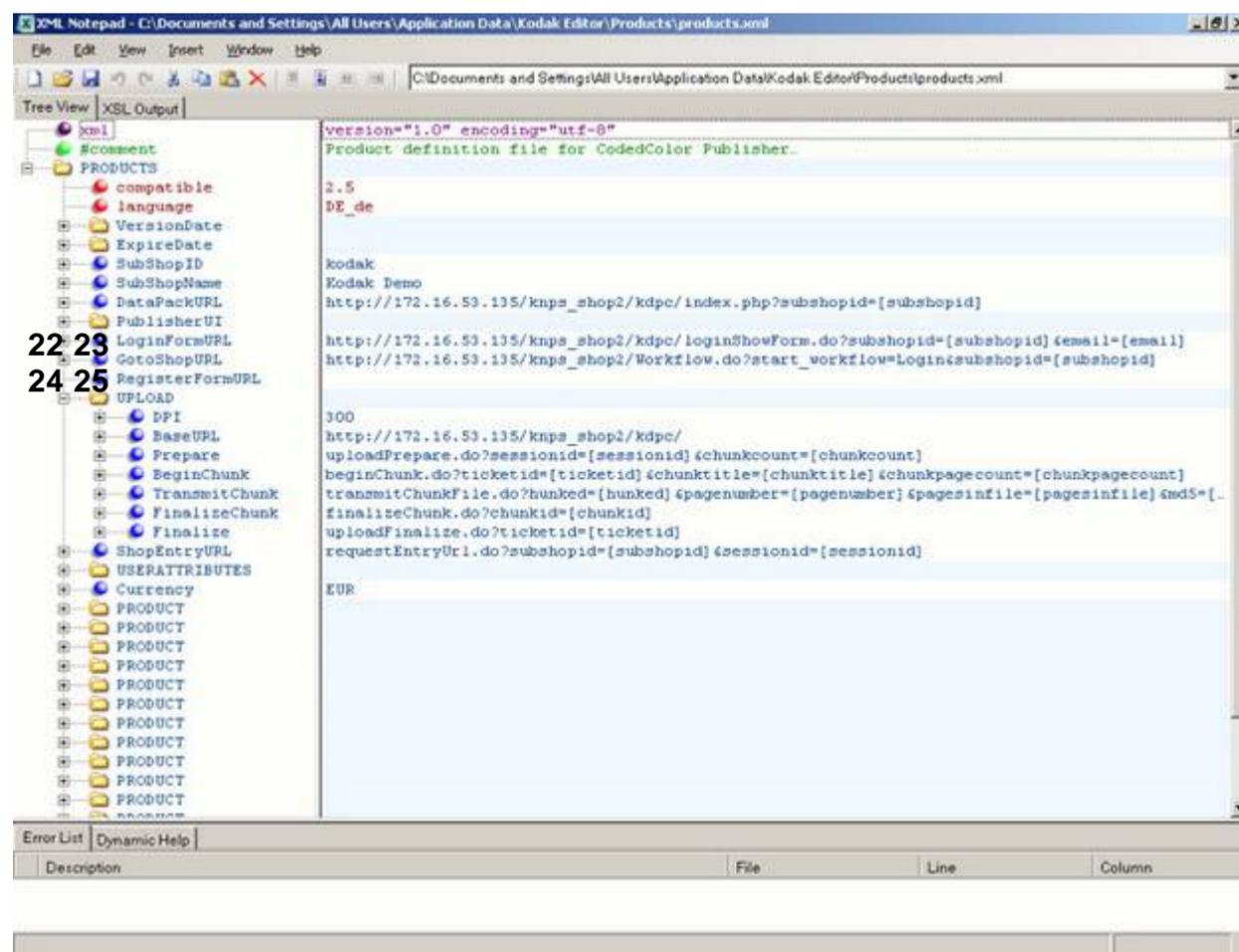
21 ToolbarBGImage

A background image for the toolbars panel. The path is relative to the client data package root directory. Animated images are not supported!

Image settings will override color the color setting for this panel!



Communication Settings



22 LoginFormURL

The link pointing to the log-in form. It is not possible to add a port number to the IP address of the LoginFormURL. The port used is the default HTTP port (80).



23 GotoShopURL

The GotoShopURL will display a Goto Shop icon in the upper right area of the editor. Clicking the icon will open a browser with the specified URL. If this icon is not desired the line has to be deleted from the products.xml file.

The typical URL to the 3P shop is (no line breaks):
`http://IP_address/3P_shop2/Workflow.do?start_workfl
ow=Login&subshopid=[subshopid]`

24 RegisterFormURL

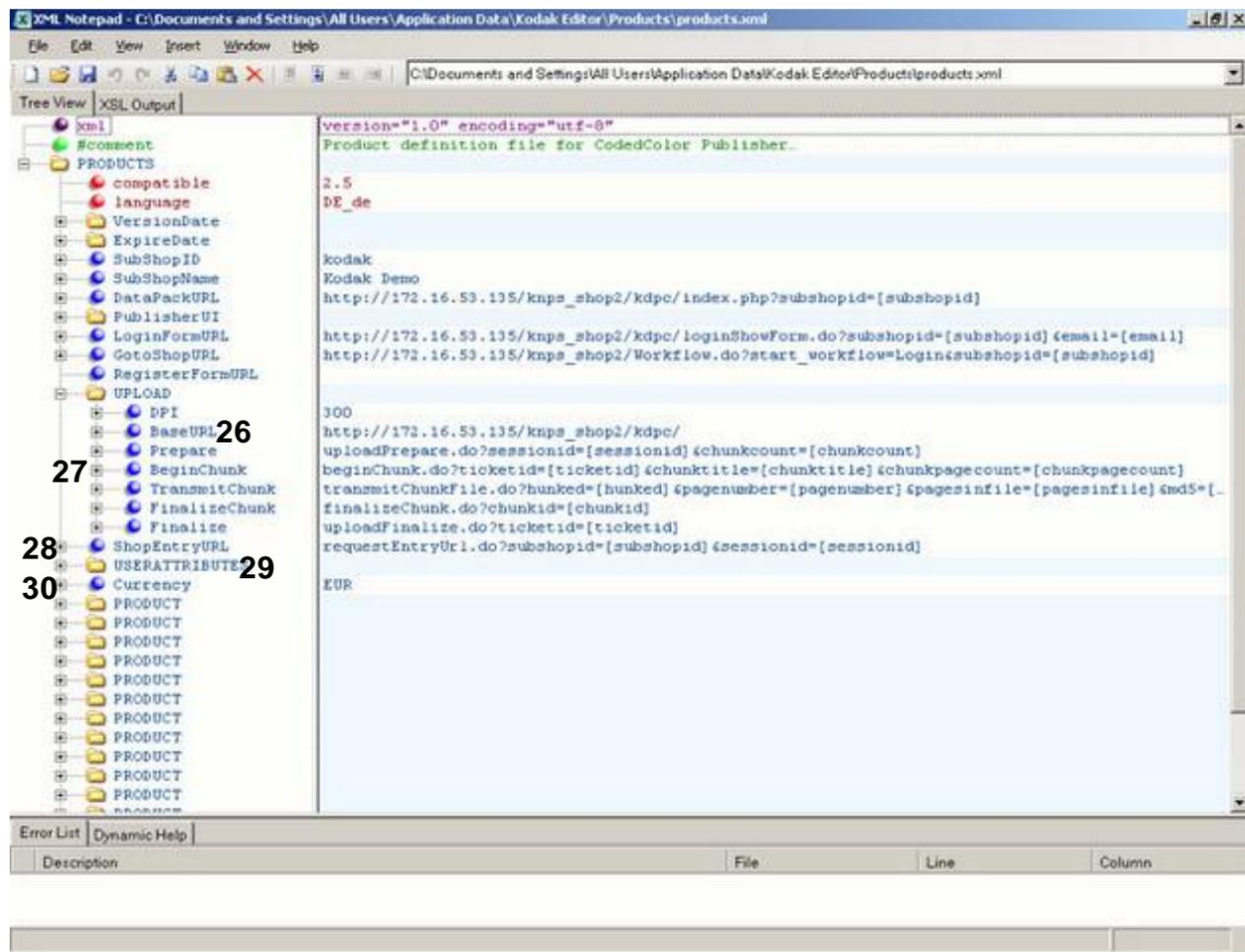
Obsolete, can be deleted

25 DPI

This value specifies the resolution of the image in the PDF file in ppi.

It is possible to increase the default value (300). This could increase the image quality (better details). Depending on the photobook product(s) dimension it could also cause memory issues on the consumer PC while creating the PDF pages though.

The recommendation is to leave this value at 300.



26 BaseURL

The base link to the shop for communication purposes between server and editor.

Only adapt the IP address to the external shop address.

27 Prepare, BeginChunk, TransmitChunk, FinalizeChunk and Finalize

Communication parameters for communication between shop and server. Typically these parameters do not need any modification. Nevertheless, when upgrading from a release earlier than 2.5 to a release 2.5 or later, the TransmitChunk entry needs updating:

Release 2.5 features a more secure upload mechanism for the photobook products by specifying a checksum for every page.

The Editor and the Shop will 'talk' to each other telling what pages are to be expected and what pages have been received. Therefore for every subshop make the following change (no line breaks):

```
<TransmitChunk>transmitChunkFile.do?chunkid=[chunkid]&pagenumber=[pagenumber]&pagesinfile=[pagesinfile] &md5=[md5]
</TransmitChunk>
```

When the change above is not done, the consumer will get an Error (transmitChunkFile.do): Check md5 parameter (400) while trying to upload the photobook product.

28 ShopEntryURL

This entry typically does not need updating, with one exception. When changing the connection to a secure communication (SSL), an additional parameter must be added to this entry to allow for SSL communication:

For SSL configuration the ShopEntryURL should be like this (no line breaks):

```
<ShopEntryURL>requestEntryUrl.do?subshopid=[subshopid]&sessionid=[sessionid] &ssl=1 </ShopEntryURL>
```

For (standard) non-SSL configuration the ShopEntryURL should be like this (no line breaks):

```
<ShopEntryURL>requestEntryUrl.do?subshopid=[subshopid]&sessionid=[sessionid]</ShopEntryURL>
```

With a wrong configuration of ShopEntryURL the editor will not be able to forward a consumer to his/her shopping basket after the upload of the photobook products. Typically the user will be forwarded to an empty page and will not be able to order.

Configuring the shop for SSL involves more than just this entry, e.g. a server certificate has to be purchased and the server needs to be configured for SSL connection.

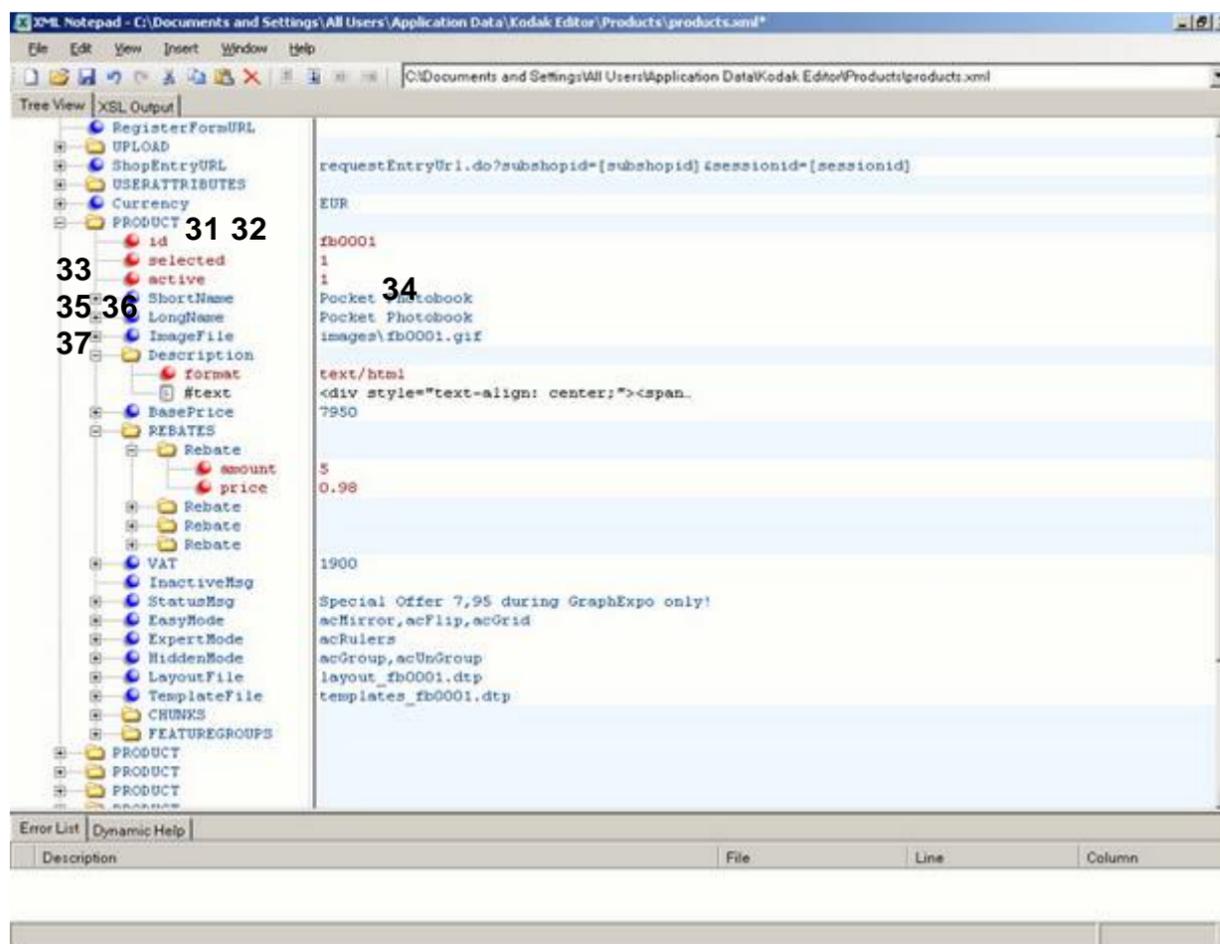
29 USERATTRIBUTES

For internal use. Holds a predefined structure used for the offline ordering process. Changing this structure will in most cases cause offline orders not to work anymore. Please leave the section untouched.

30 Currency

Currency setting for this specific shop ID.

Products



31 PRODUCT

The PRODUCT tag groups all information about a certain product the editor supports. There can be multiple product tags in a single products.xml file.

When creating a new product it is recommended to duplicate an existing PRODUCT tag and modify the subtags.

32 id

In the id field enter a string which uniquely identifies your new product. This does not show up on any user interface, therefore some sort of number is suitable.

The id should never be reused, means if you ever decide to discontinue a product within a sub shop, this number should be still marked as used and never be used again for a different product. Main reason is that the system uses this number to internally identify a product, thus associating settings, jobtickets etc. with this number.

Reusing old id's could cause major trouble up to non-printable orders.

33 selected

With this value you can decide which product should be selected by default. Only one product should be set to 1 (selected). If more than one product is set to 1 the first product in the order is selected by default.

34 active

You can choose if the product is active 1 (visible in the Wizard) or not active 0 (not visible in the Wizard). When the consumer tries to open a product which has been set to inactive he will be prompted with a inactive message (see InactiveMsg).

A product could be set to inactive if it was a time limited product.

35 ShortName

Short name description of the product.

The short name is used whenever there is less space on the user interface. For long product names this should be an abbreviated version.

36 LongName

Long name description of the product.

The long name is used whenever the user interface provides room for even long product names. In this case a longer and descriptive name can be used if required. Long and short name can be identical but also may be different.

37 ImageFile

The link and the image file name of the product.

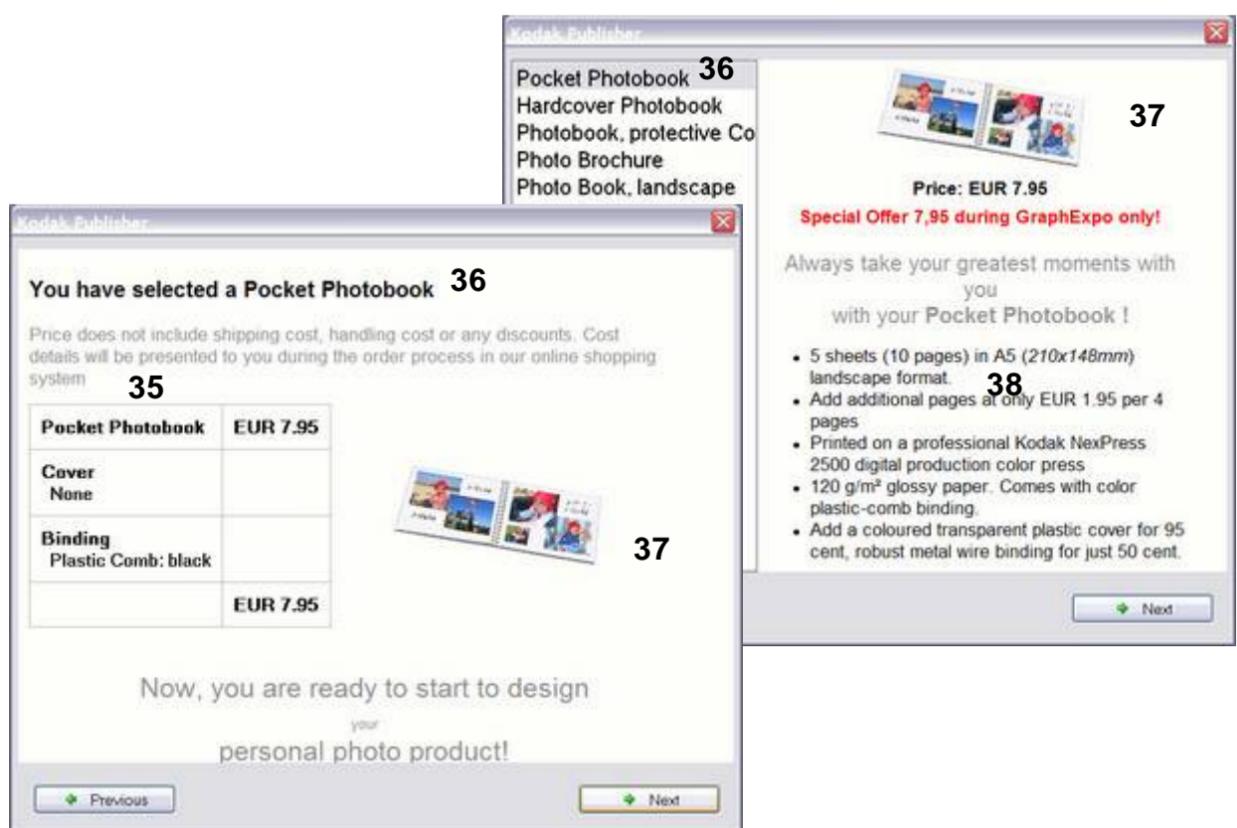
The image should be in a html-compatible format like GIF, JPEG or PNG. When you plan to use an image as background in the product wizard, it is a good idea to go with GIF here, since in GIF you can set the image background transparent. In theory the image can be any size, nevertheless a size between 150x150 and 200x200 pixels proved to be most appropriate.

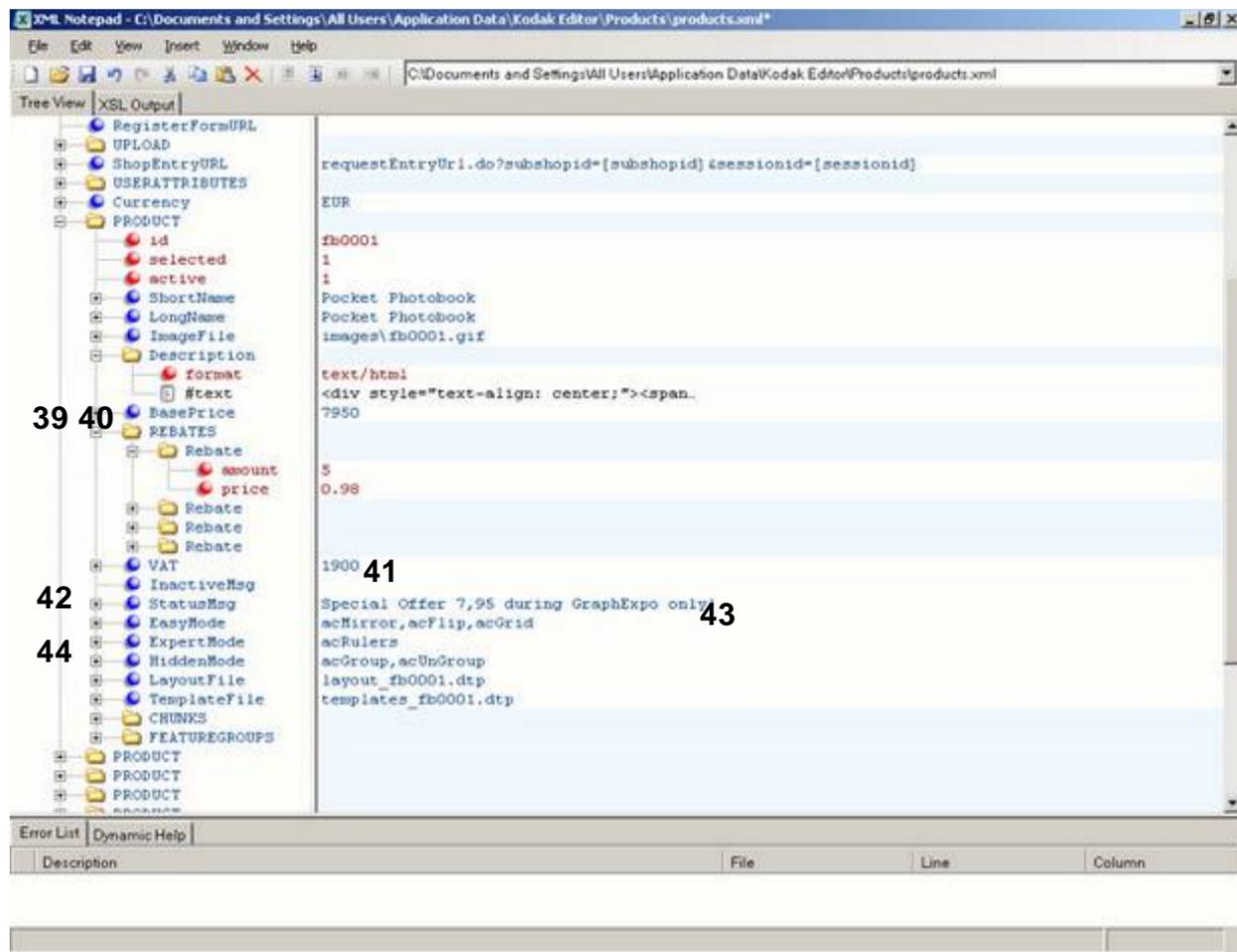
38 Description

In description you can enter a descriptive text for your product.

The text is basic HTML, means you can use most HTML constructs in this description. There are certain limitations, though, so you should not try to go with Flash animations etc.

To create the description, we suggest to use an WYSIWYG-HTML editor (for example free of charge 'SeaMonkey' by Mozilla). You can then typically switch the editor to 'Source' mode and copy/paste the HTML content. Since the software will automatically create the HTML framework, you just need to copy everything between the <body>html code</body> tags (excluding the <body></body>).





39 BasePrice

The base price is the price for the product without any optional features, without rebates and without shipping and handling.

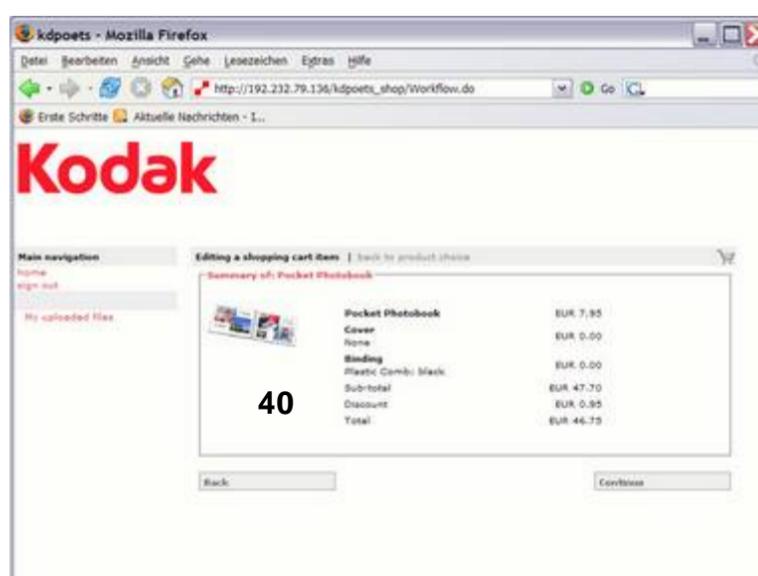
The base price is specified as an integer number in 1/1000s of the currency; i.e. if your currency is € and your base price is 12.93 € you must enter 12930.

40 REBATES

Volume rebates with a percentage deduction on the base price. There can be several rebate levels, theoretically the max. number of rebate levels is unlimited.

Each REBATES tag has two subtags, amount and prize. The base price for the product is multiplied with the value in the price subtag (0.98 means 2% rebate) to calculate the consumer price.

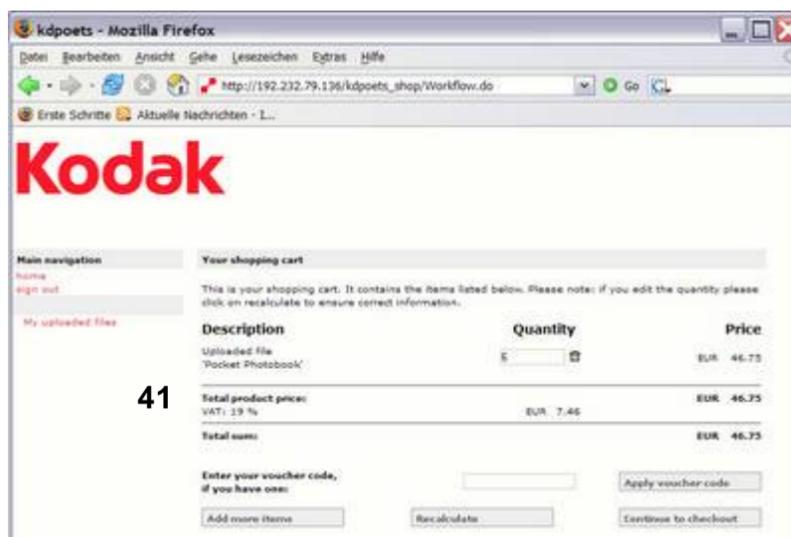
A rebate is applied if the ordered number of items is larger than or equal to the amount subtag value and no rebate with a larger amount value would be applied. (i.e. only one rebate can be applied at a time)



41 VAT

Value-added tax for the product.

Enter the VAT in 1/100s of percent, i.e. for 19% VAT enter 1900.



42 InactiveMsg

If a product is set to inactive this message will be shown to the customer when he tries to create or upload the inactive product.

The message is text only (not HTML).

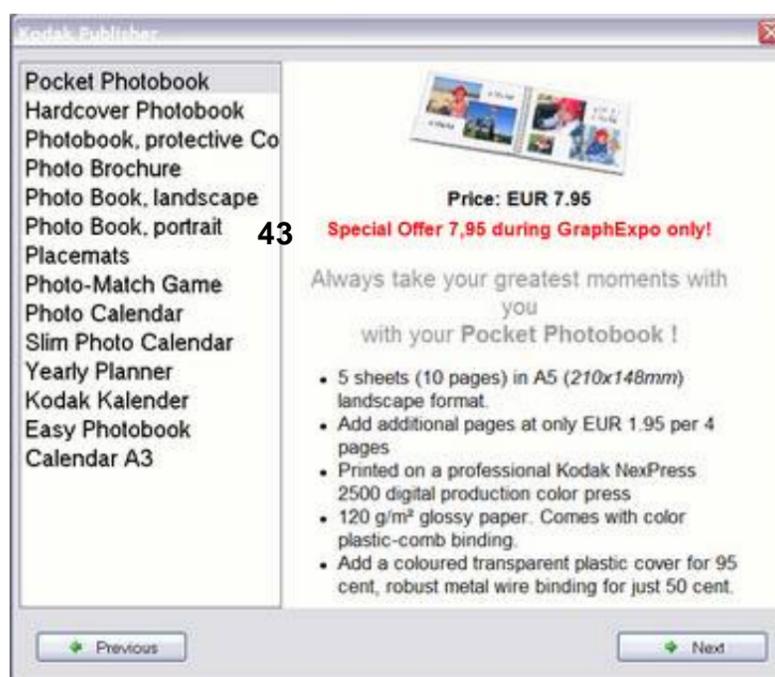
43 StatusMsg

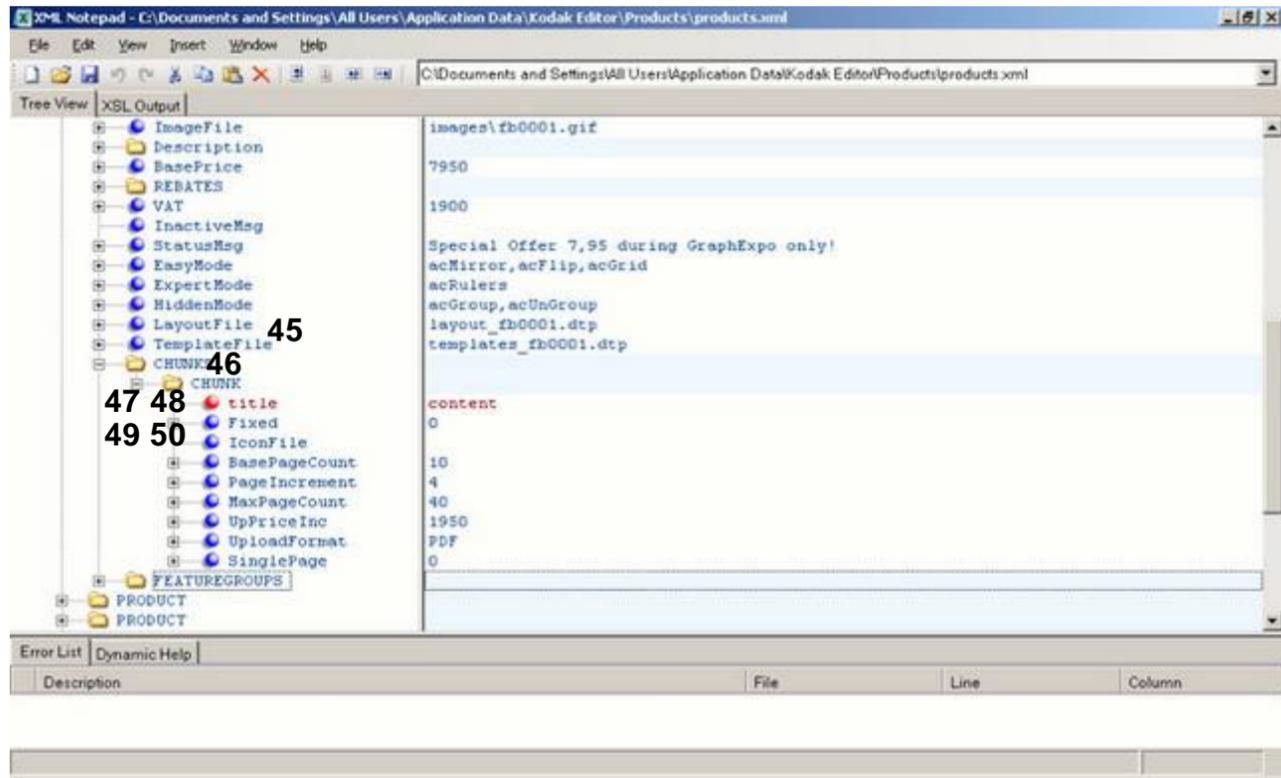
The Statusmessage is a pure text (not HTML) message which will be shown in a quite prominent formatting for each product in the product wizard.

44 EasyMode, ExpertMode and HiddenMode

With the editor you have three different modes, Easy, Expert and Hidden mode. You can toggle between Easy and Expert mode with the Expert-Mode button.

In this section (Product) you can define it for a specific product. Please see the global definition of this feature at the beginning of products.xml for details.





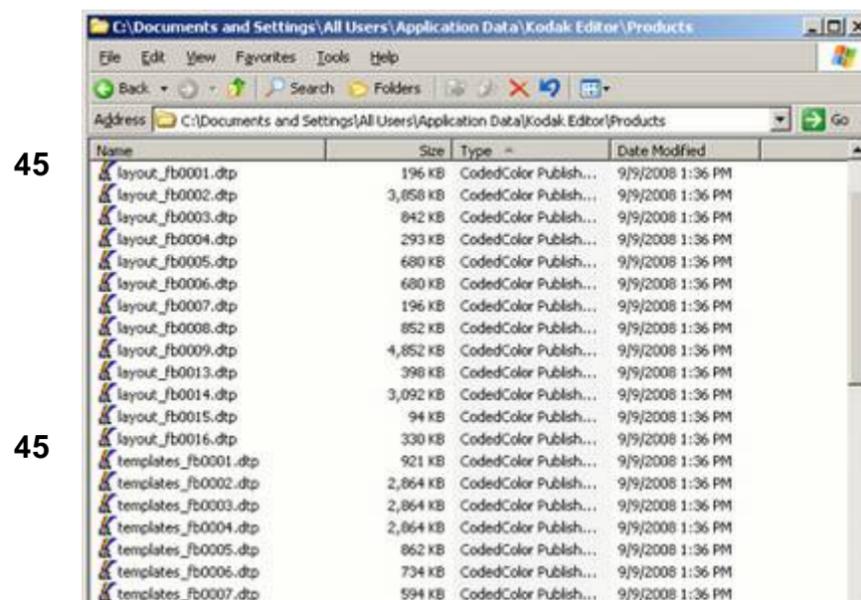
45 LayoutFile and TemplateFile

The corresponding layout and template files of the product.

Every product must have a layout and a template file. The page dimension have to be the same for layout and template.

Use the 3P Desktop Designer in design mode (commandline “/design”) to edit templates and layouts.

Filenames have to be without the path. The files have to be placed in a common ZIP file, located in the root directory of the client data package.



Chunks

46 CHUNKS

You can setup a maximum of two chunks per product. Minimum is one chunk per product.

Two chunks are normally used when you want to have a cover and a body for a product. If you have two chunks the final PDF file will have two separate PDF files (one for each chunk) to print them on different substrates and substrate sizes.

Delete a chunk entry if it is not needed and add a chunk entry if it is needed.

47 title

The title of the chunk, must be either content or cover.

48 Fixed

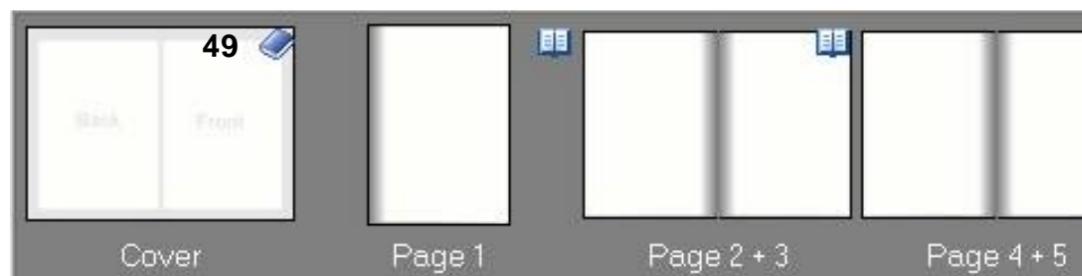
This describes if the chunk is fixed (1) or not (0).

When a chunk is fixed the consumer can't add additional pages to this chunk.

49 IconFile

The link and image name for the icon file of this chunk. If it's empty it will use the default icon file, a closed book for a cover and an open book for a content chunk.

The default icon file dimension is 16 x 16 pixel, the maximum icon file dimension is 122 x 92 pixel.



File format of the icon file is bitmap (BMP).

50 BasePageCount

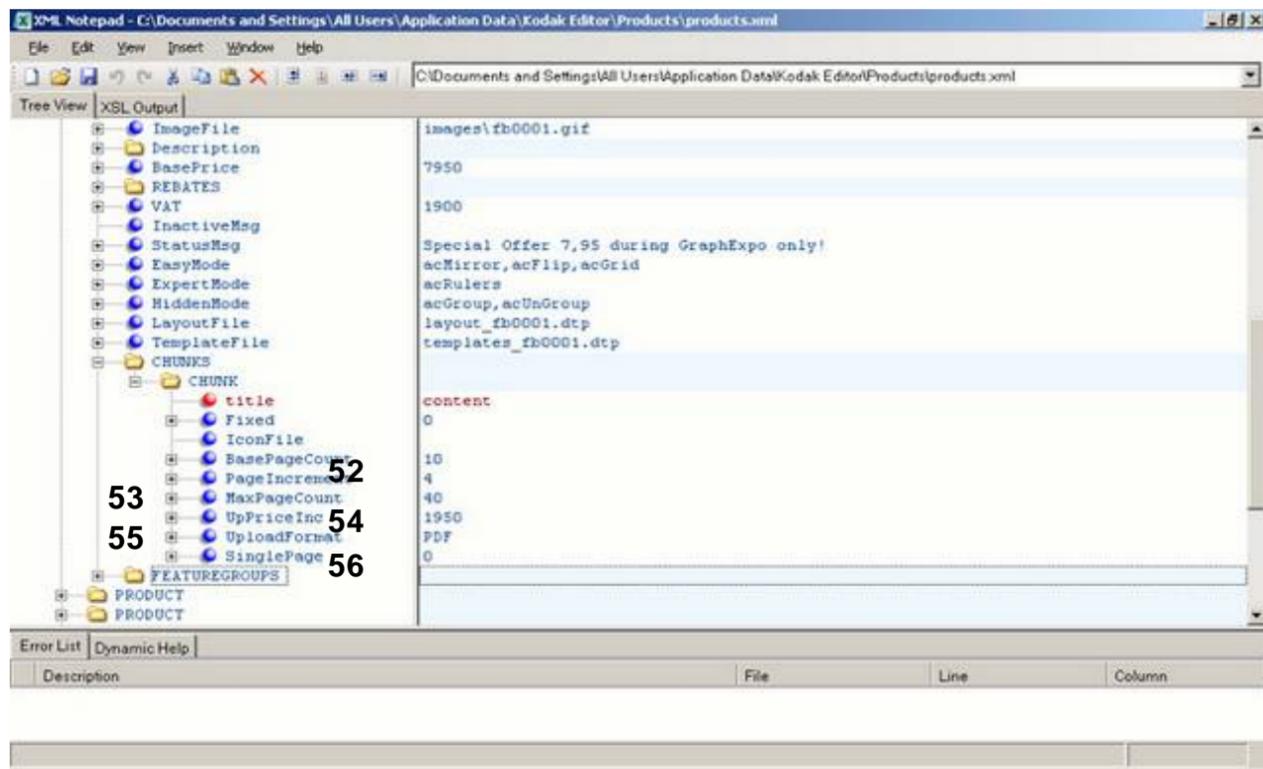
The base page count is the minimum number of pages of the chunk. I.e. if the consumer can add bpages to a book, this is the minimum number of pages for the book.

If a chunk is fixed, i.e. the consumer cannot add pages, the base page count is simply the number of pages of the chunk.

51 PageIncrement

The page increment applies only if a consumer can add pages to the product. In this case the page increment is the amount of pages the consumer can add at a time.

This is typically to ensure the integrity of the book. e.g. on a saddle-stitched brochure you would set this to 4 to allow only adding of full



signatures of 4 pages (1 sheet). For production reasons you may also want to force e.g. increments of 16 pages etc.

The editor does not enforce the adding of all PageIncrement pages at a time, but it does force the user to add pages before uploading if the resulting page count is incorrect.

The system always enforces

$$\text{FinalPageCount} = \text{BasePageCount} + n * \text{PageIncrement}$$

For fixed chunks PageIncrement should be 0.

53 MaxPageCount

The max page count applies only if a consumer can add pages to the product (fixed = 0). In this case the MaxPageCount is the maximum amount of pages of the product.

MaxPageCount has to be larger than or equal to BasePageCount and should be a valid page count in terms of PageIncrement, i.e.

$$\text{MaxPageCount} = \text{BasePageCount} + n * \text{PageIncrement}$$

For fixed chunks MaxPageCount should be equal to BasePageCount.

54 UpPriceInc

This describes the additional price per increment. The update UpPriceInc per increment is specified as an integer number in 1/1000s of the currency, i.e. if your currency is € and your update price per increment is 5.00 € you must enter 5000.

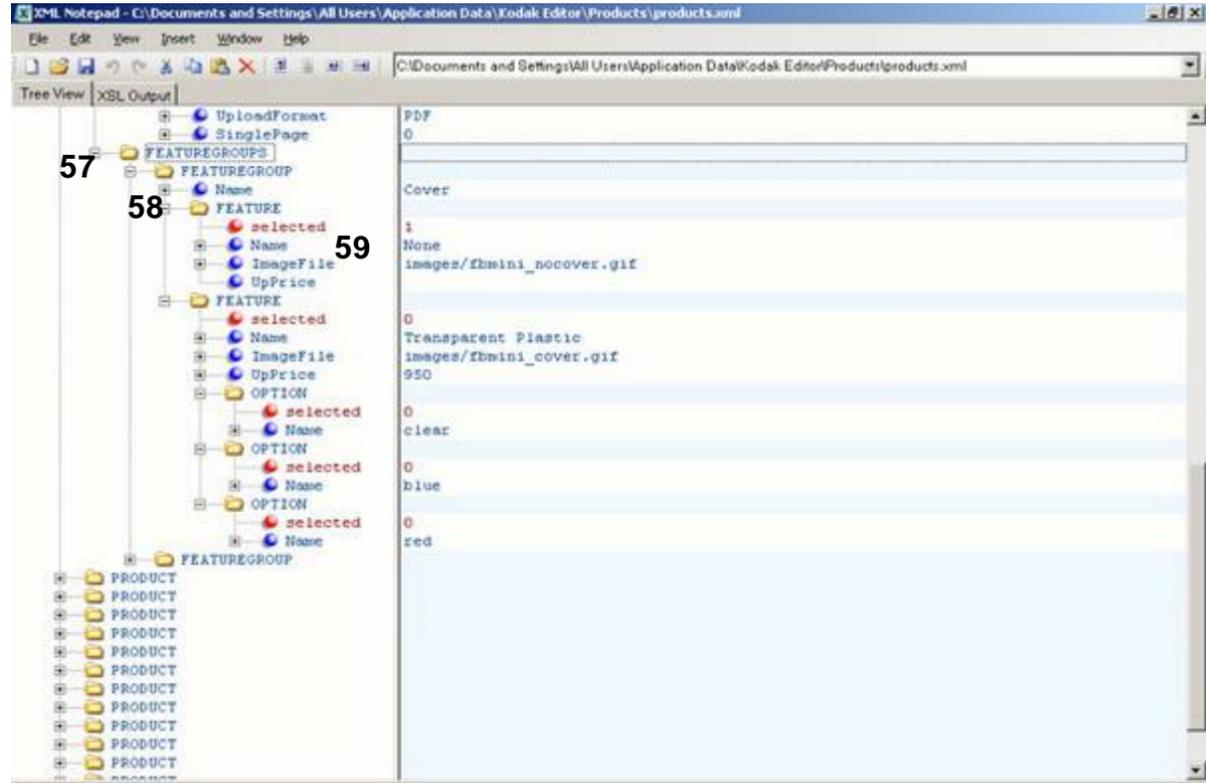
55 UploadFormat

The upload format is PDF. Don't change this!

56 SinglePage

This is a reserved entry and should be 1.

Features/Options



57 FEATUREGROUPS

A feature group groups a set of mutually exclusive features (e.g. you can only select either a leather or a linen cover, so you would have a feature group “cover” with features “linen” and “leather”)

You can setup as many feature groups as you wish. Each feature group has a theoretically unlimited number of mutually exclusive features. Each feature can have additional options (as many as you wish).

A feature can be a chargeable item.
An option is always a non chargeable item.

58 Name

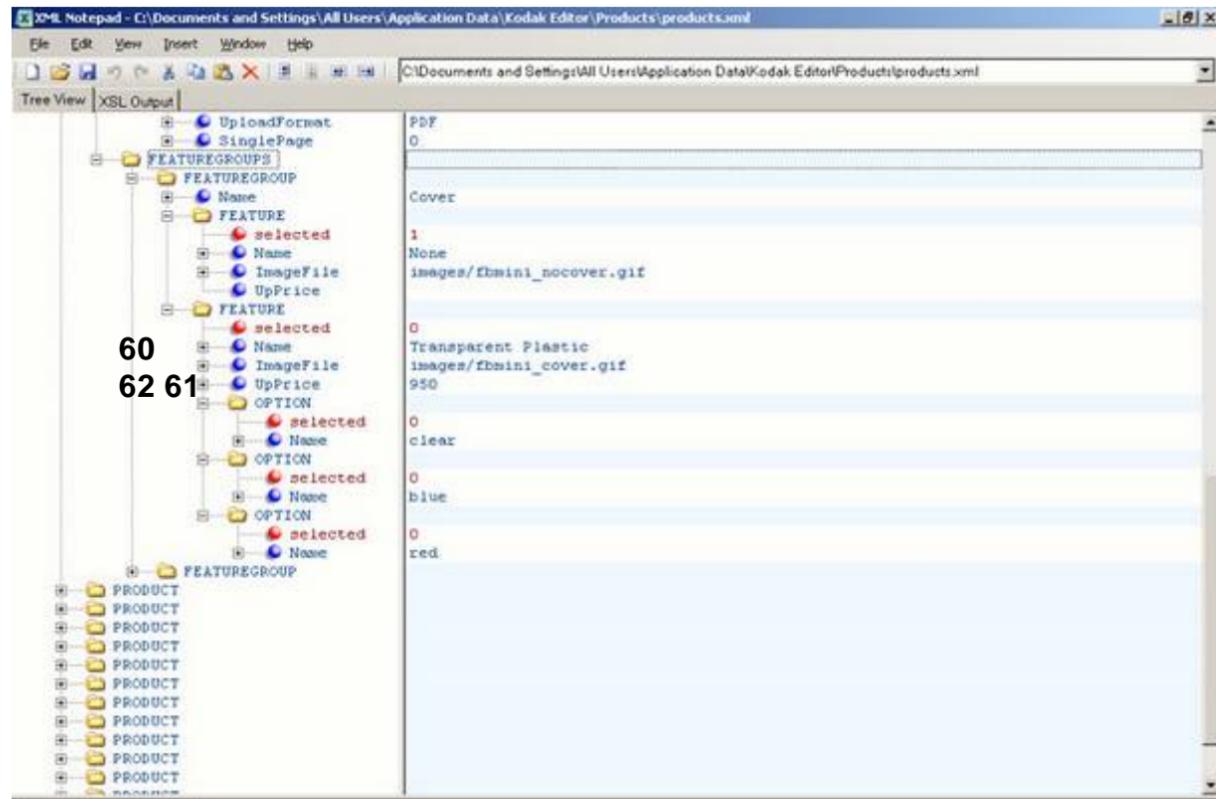
The name for the feature group.

59 selected

This describes if the feature is selected by default (1) or not (0).

Only one feature should be selected by default.





60 Name

The name of the feature within the feature group.

61 ImageFile

The link and image name for the image file of this feature. The image should be in 8 Bit GIF format.

All images for all the features have to have the same dimensions. There is no real limitation of image size, just all images of all features in products.xml have to be the same size.

For optical reasons the recommended dimensions are 120 x 55 pixel.

62 UpPrice

The additional cost for this feature. The price is specified as an integer number in 1/1000s of the currency , i.e. if your currency is € and your update price per increment is 0.95 € you must enter 950.

63 selected

describes if the option is selected by default (1) or not (0).

Only one option per feature should be selected by default.

option

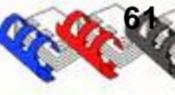
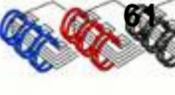
For the feature options it's not possible to define an additional price.

64 Name

The name for this option.

Kodak Publisher

Features for: Pocket Photobook

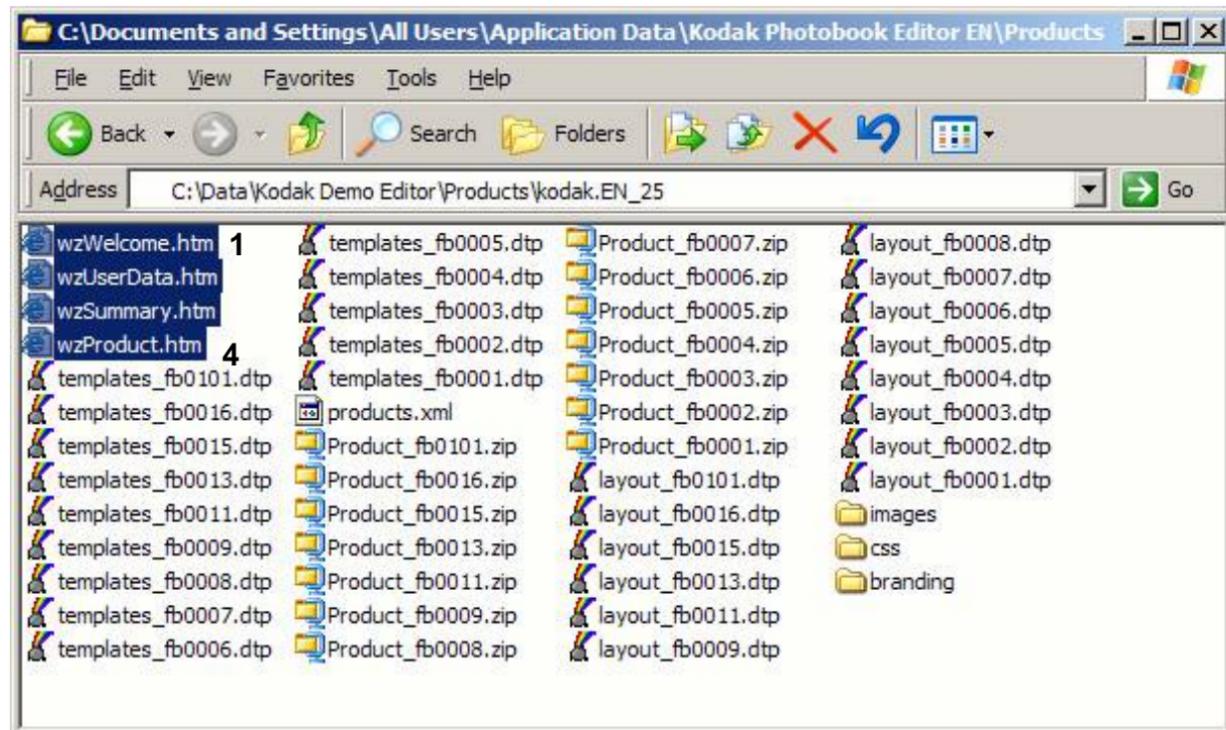
Feature	Options	SurCharge
58 Cover		
<input type="radio"/>  61	None 60	
<input checked="" type="radio"/>  61	Transparent Pla... 60	EUR 0.9562
	<input type="text" value=""/> <ul style="list-style-type: none"> clear 64 blue red 	
58 Binding		
<input checked="" type="radio"/>  61	Plastic Comb 60	
<input type="radio"/>  61	Metal Wirecomb 60	EUR 0.5062

Previous Next

HTML Files

The client data package root directory holds up to four HTML files which are used as customizable templates for some screens of the product wizard.

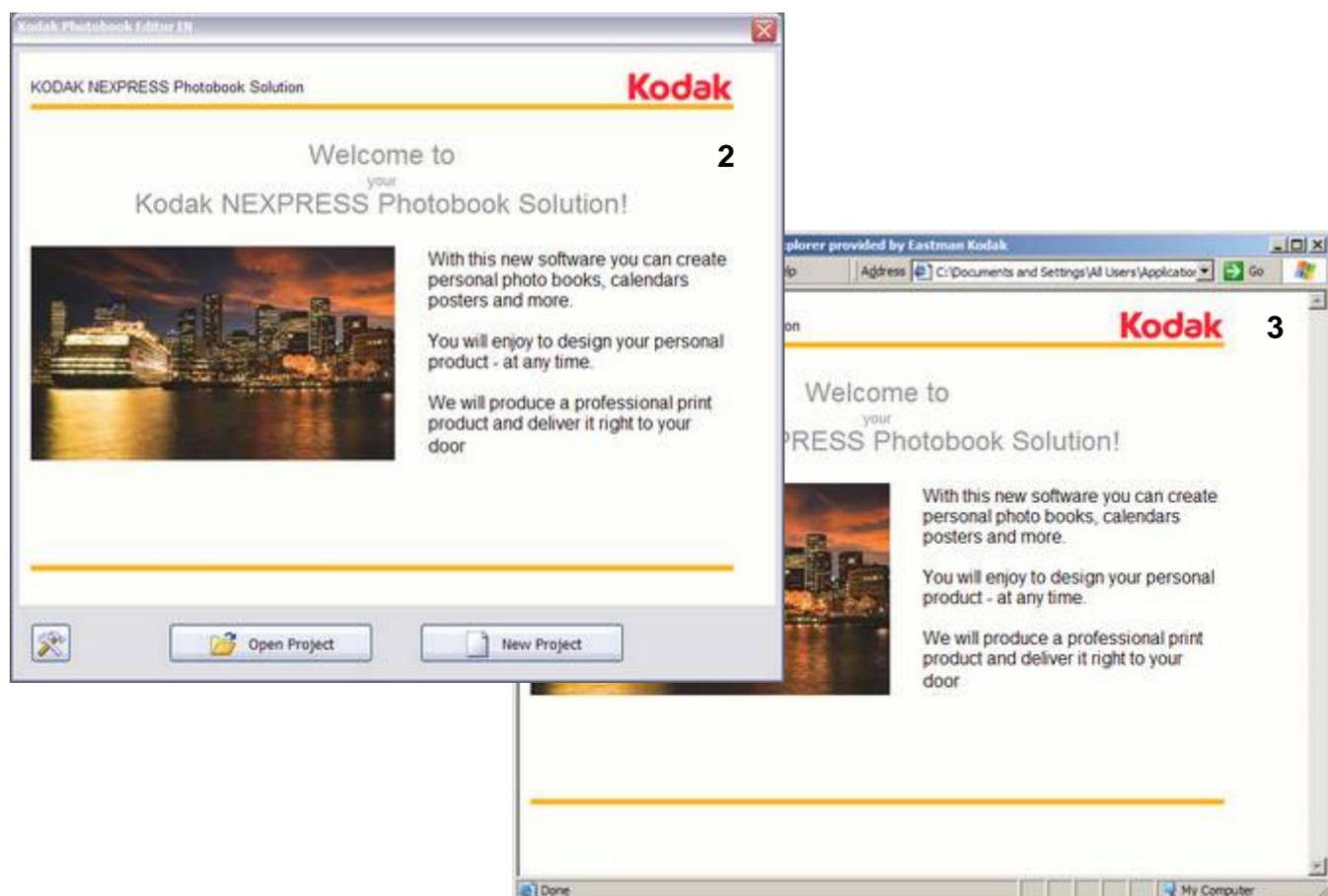
Please note that the files have an extension of .htm (not .html). For editing the files you may use a WYSIWYG html editor. It is recommended to use a special HTML editor. Using word processors like Microsoft Word with html output is not recommended.



wzWelcome.htm

WzWelcome.htm 1 is the welcome page of the 3P editor. This page is displayed on the first page of the product wizard 2 .

WzWelcome.htm does not contain any variable data or form fields, i.e. it is a standard HTML page which can be displayed in a browser, too. 3



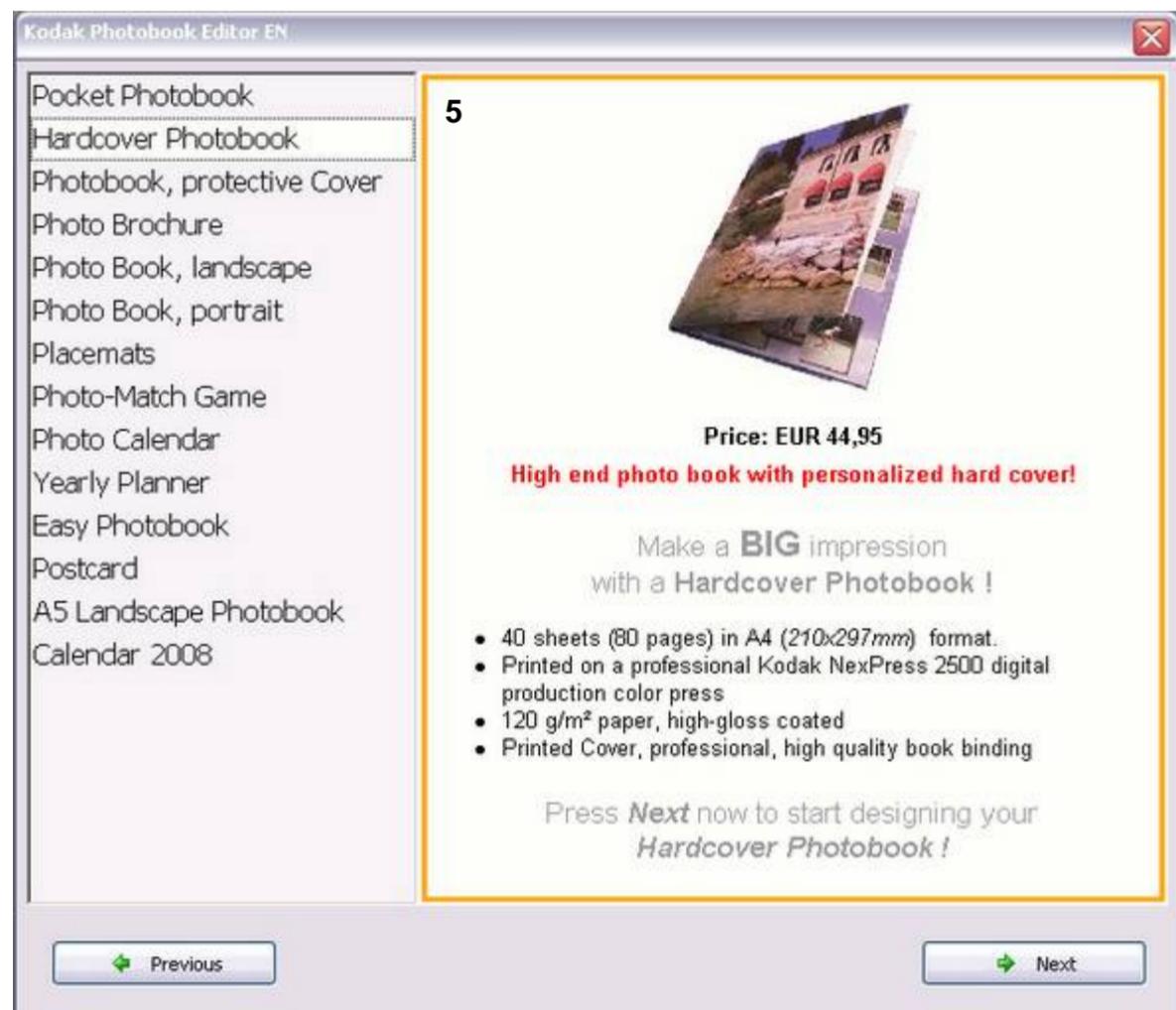
WzWelcome.htm is displayed in an embedded Internet Explorer window, i.e. there is almost no limitation on the elements contained in the file. The file may also contain links to animations (e.g. Adobe Flash)

WzWelcome.htm should comply to the following guidelines

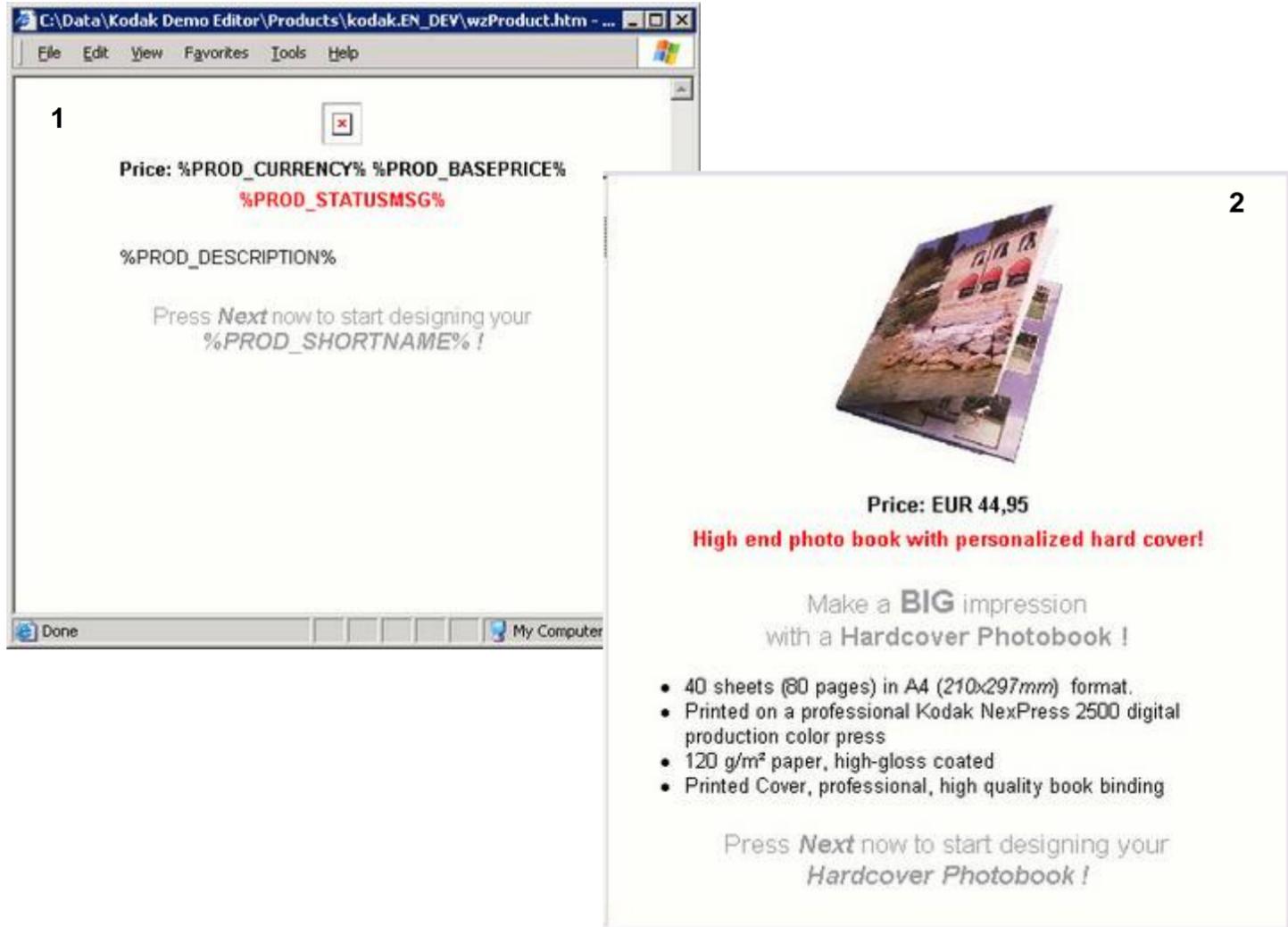
- the content should fit in the wizard without requiring scrollbars
- any links to new pages should bring up an own browser window (use target attribute for all links)
- if the editor is intended to be used offline, there should be no elements requiring an online connection, like e.g. external links or images.

wzProduct.htm

WzProduct.htm 4 is the template the product wizard uses for displaying product detail data 5 . WzProduct.htm can only hold basic html tags, no dynamic (multimedia) or scripted content.



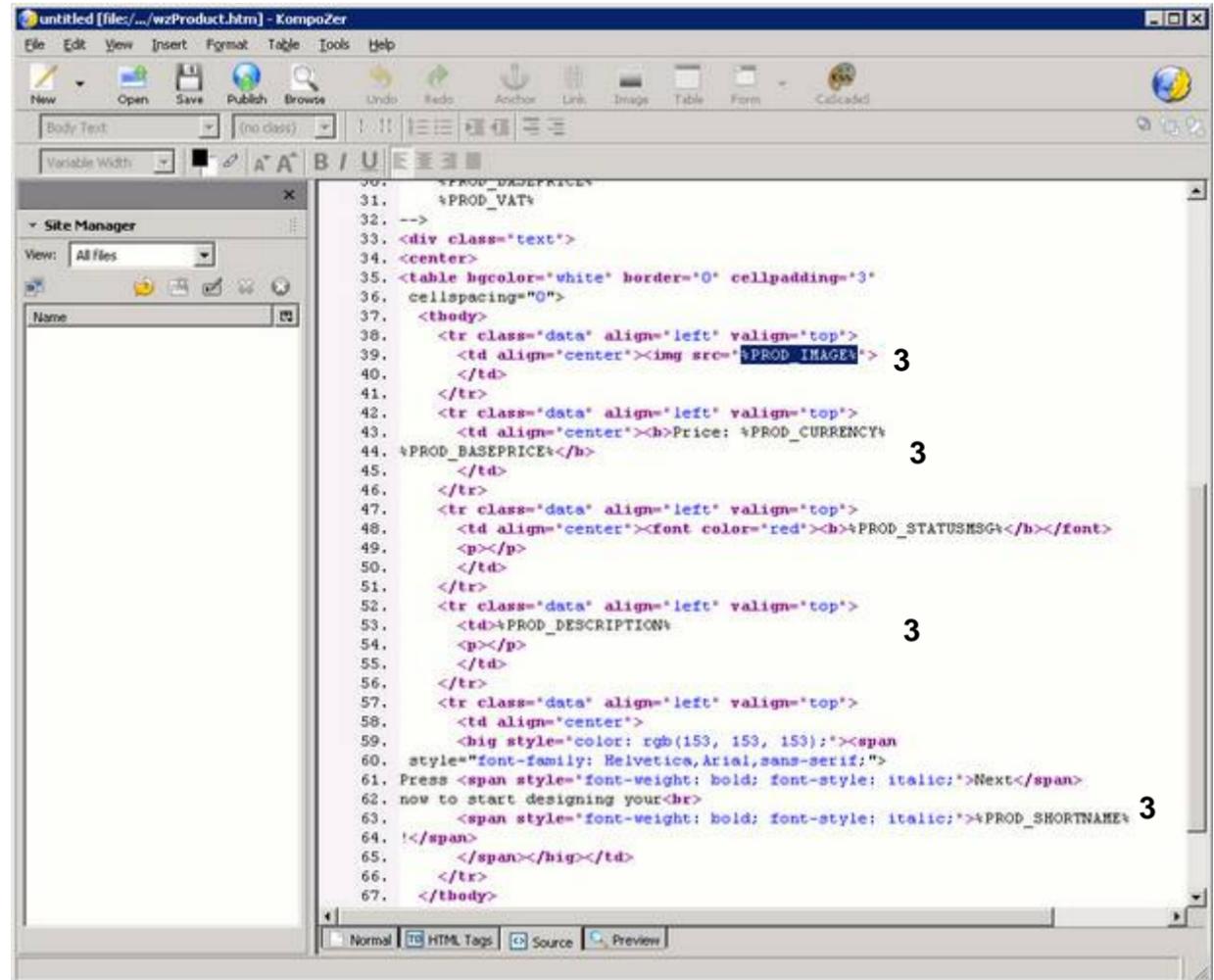
- 1 Since wzProduct.html works as a template, when viewed in a regular browser, the template variables will be displayed . These variables, when viewed in the product wizard, are replaced with actual data from products. xml 2 .



Supported variables are:

- %PROD_SHOPNAME% Name of the subshop
- %PROD_LONGNAME% Long name of the selected product (Tag LongName from products.xml)
- %PROD_SHORTNAME% Short name of the selected product (Tag ShortName from products.xml)
- %PROD_IMAGE% File name of an image for the product (Tag ImageFile from products.xml)
- %PROD_DESCRIPTION% Description for the product (Tag Description from products.xml)
- %PROD_STATUSMSG% A highlighted status message for the product (Tag StatusMsg from products.xml)
- %PROD_CURRENCY% The currency for the subshop (Tag currency from products.xml)
- %PROD_BASEPRICE% The Base Price for the subshop (Tag BasePrice from products.xml)
- %PROD_VAT% The VAT Rate for the subshop (Tag VAT from products.xml)

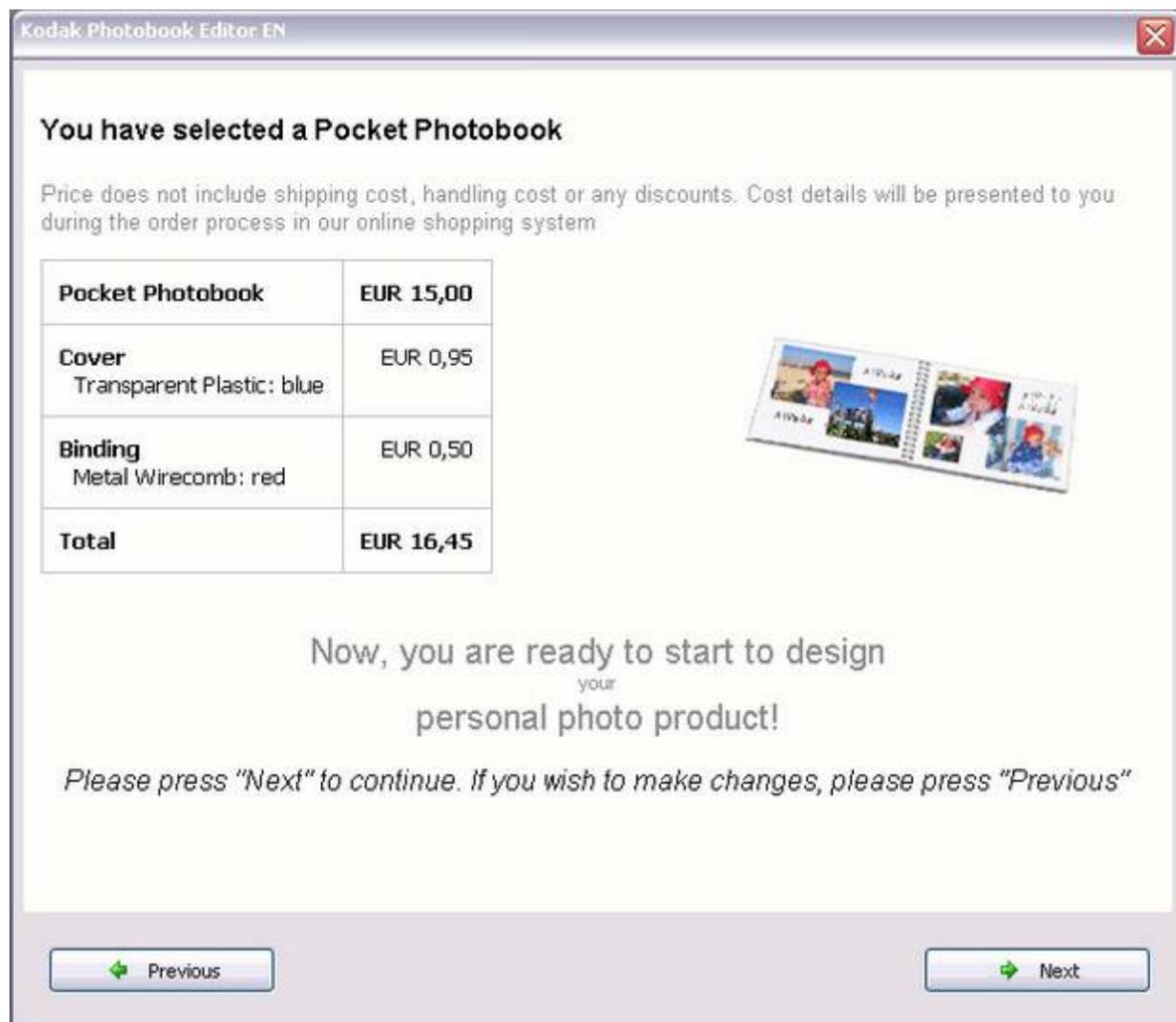
- 3 When editing html templates some WYSIWYG html editors may encode the percent sign (%) in the variables, e.g. as %. The variables will then not work. It is therefore recommended to check the correct naming of the variables in the editor's "Source" view before saving.



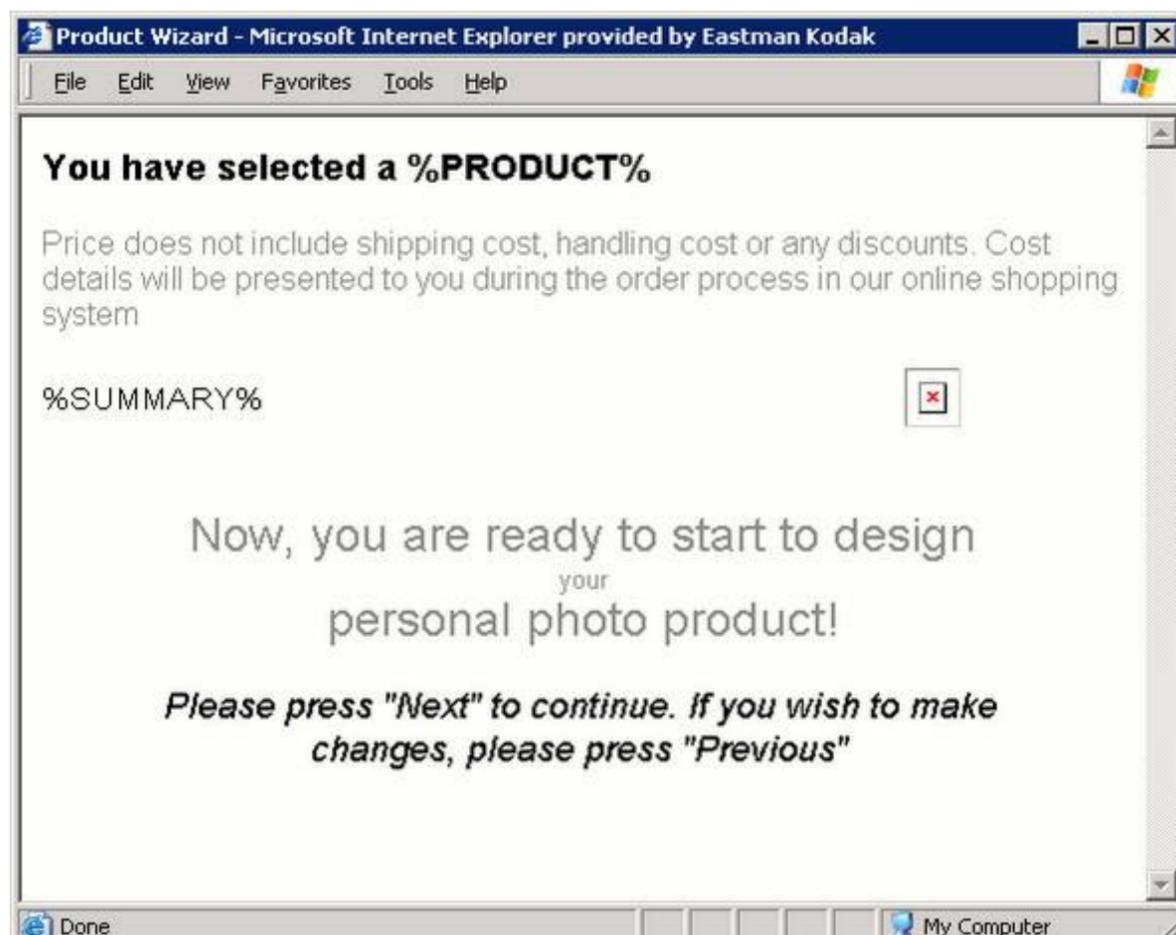
It is generally recommended to use the provided example for wzProduct.html as a starting point for own modifications to this file.

wzSummary.htm

WzSummary.htm is the template for the summary page displayed in the product wizard when a product selection is completed .



Like wzProduct.htm, wzSummary.htm is an html template, i.e. when viewed in a normal browser, variable names will be displayed which are filled with actual data when viewed in the product wizard.



Supported variables are:

%PRODUCT% Long name of the selected product (Tag LongName from products.xml)

%IMAGE% File name of an image for the product (Tag Image-File from products.xml)

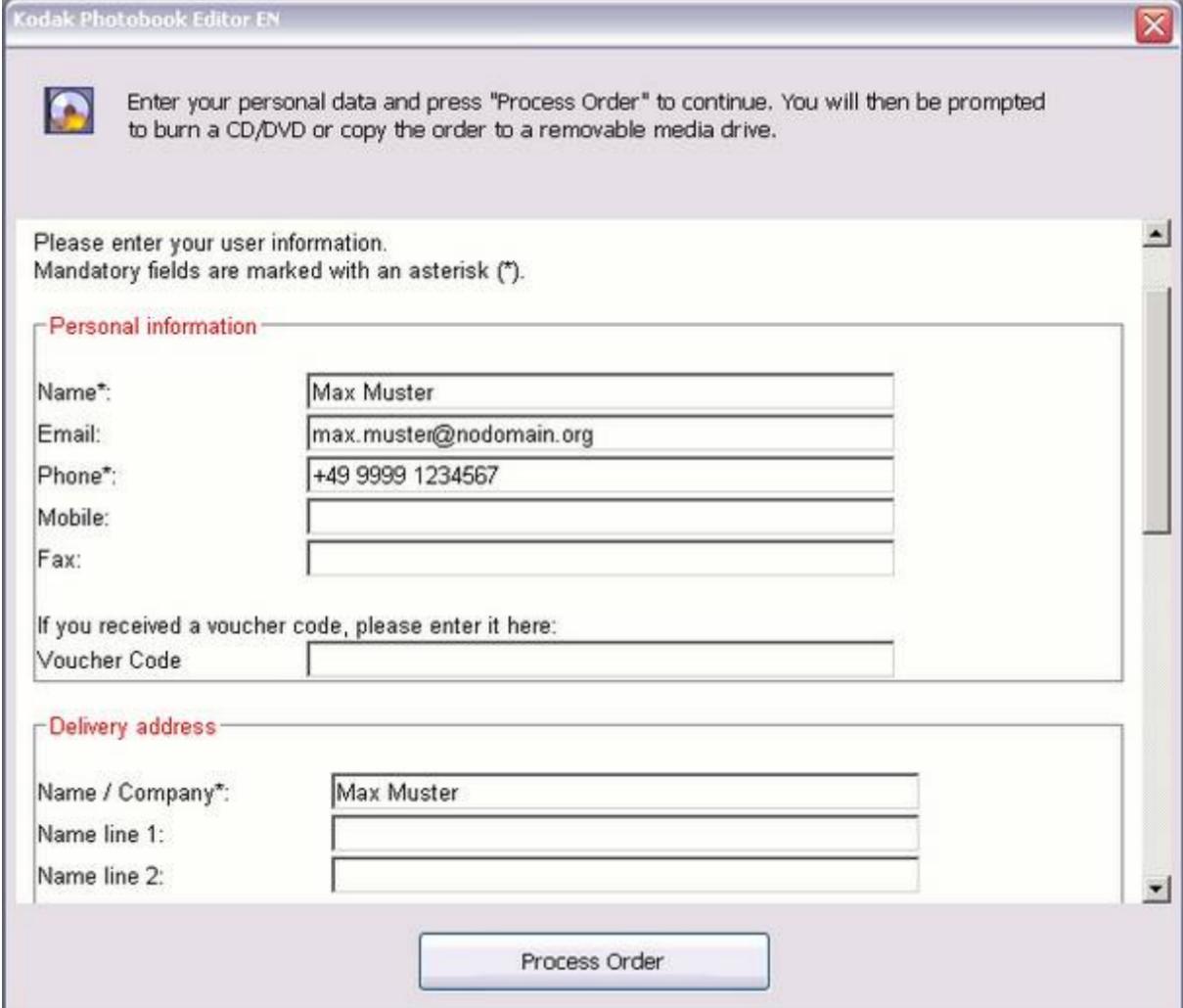
%SUMMARY% The summary of the selected product, features/ options and prices. This variable will be replaced with a html table. The coding of the table is static, i.e. can not be changed. Changes to the table format can be done using CSS (content style sheet) functionality only. See commonly available documentation on style sheets for more detail.

When editing html templates some WYSIWYG html editors may encode the percent sign (%) in the variables, e.g. as %. The variables will then not work. It is therefore recommended to check the correct naming of the variables in the editor's "Source" view before saving.

It is generally recommended to use the provided example for wzProduct.html as a starting point for own modifications to this file.

wzUserData.htm

WzUserData.htm is the HTML template for the form allowing a user to enter his address data in an offline ordering process . This file is required and used only if the editor support offline ordering.



The screenshot shows a web form titled "Kodak Photobook Editor EN". At the top, there is a message: "Enter your personal data and press 'Process Order' to continue. You will then be prompted to burn a CD/DVD or copy the order to a removable media drive." Below this, the form asks for user information, noting that mandatory fields are marked with an asterisk (*). The form is divided into two sections: "Personal information" and "Delivery address".

Personal information

Name*:	<input type="text" value="Max Muster"/>
Email:	<input type="text" value="max.muster@nodomain.org"/>
Phone*:	<input type="text" value="+49 9999 1234567"/>
Mobile:	<input type="text"/>
Fax:	<input type="text"/>

If you received a voucher code, please enter it here:

Voucher Code

Delivery address

Name / Company*:	<input type="text" value="Max Muster"/>
Name line 1:	<input type="text"/>
Name line 2:	<input type="text"/>

At the bottom of the form is a "Process Order" button.

Similar to other HTML templates, when displaying the file in a regular browser, wzUserData.htm will display template variables instead of real data. Nevertheless the functionality of the file can be tested when displaying in a browser (e.g. Microsoft Internet Explorer).

Supported variables are:

%NAME% The user's name
%EMAIL% The user's email
%PHONE% The user's phone number
%MOBILE% The user's mobile number
%FAX% The user's fax number
%VOUCHERCODE% A voucher code, if the user has one
%DELIVERY_NAMELINE1% Name field 1 of the delivery address
%DELIVERY_NAMELINE2% Name field 2 of the delivery address
%DELIVERY_NAMELINE3% Name field 3 of the delivery address
%DELIVERY_ADDRESSLINE1% Address line 1 of the delivery address
%DELIVERY_ADDRESSLINE2% Address line 2 of the delivery address
%DELIVERY_ADDRESSLINE3% Address line 3 of the delivery address
%DELIVERY_ZIPCODE% Zip code of the delivery address
%DELIVERY_CITY% City name of the delivery address
%DELIVERY_COUNTRY% Country of the delivery address
%INVOICE_NAMELINE1% Name field 1 of the shipping address
%INVOICE_NAMELINE2% Name field 2 of the shipping address
%INVOICE_NAMELINE3% Name field 3 of the shipping address
%INVOICE_ADDRESSLINE1% Address line 1 of the shipping address
%INVOICE_ADDRESSLINE2% Address line 2 of the shipping address
%INVOICE_ADDRESSLINE3% Address line 3 of the shipping address
%INVOICE_ZIPCODE% Zip code of the shipping address
%INVOICE_CITY% City name of the shipping address
%INVOICE_COUNTRY% Country of the shipping address

Variables in this file are only used to provide the values the user has entered on the last order back to the form as default.

Different from the other HTML files in the client data package, wzUserData.htm is a HTML form, therefore has certain functional aspects which may also be customized.

Customization of the functional aspects is only recommended for users with experience in writing HTML forms and who are familiar with advanced HTML functionality, like JavaScript elements.

In any case it is recommended to start with the provided example. Kodak can only support basic layout customization of the form.

Interaction of wzUserData.htm with the Editor

In order to process the data for the offline workflow, the editor will interact with wzUserData.htm in two directions.

1 Variables as described in the previous chapter are used to provide values from the editor to the form, i.e. when displaying the form, the variables in the HTML form are replaced with actual data from the editor.

2 In order to retrieve data from the form, the editor essentially uses the names of the input fields or selects. I.e. the names of the fields also must match the predefined names of the editor.

e.g.

```
<input name=" 2 Invoice_ZipCode" value="1 %INVOICE_ZIPCODE%" >
```

will create an input field with a name of Invoice_ZipCode and a default value of the stored Zipcode the user entered on the last order.

The editor supports the following names (case sensitive!):

“Name” The user’s name

“Email” The user’s email

“Phone” The user’s phone number

“Mobile” The user’s mobile number

“Fax” The user’s fax number

“VoucherCode” A voucher code, if the user has one

“Delivery_NameLine1” Name field 1 of the delivery address

“Delivery_NameLine2” Name field 2 of the delivery address

“Delivery_NameLine3” Name field 3 of the delivery address

“Delivery_AddressLine1” Address line 1 of the delivery address

“Delivery_AddressLine2” Address line 2 of the delivery address

“Delivery_AddressLine3” Address line 3 of the delivery address

“Delivery_ZipCode” Zip code of the delivery address

“Delivery_City” City name of the delivery address

“Delivery_Country” Country of the delivery address

“Invoice_NameLine1” Name field 1 of the shipping address

“Invoice_NameLine2” Name field 2 of the shipping address

“Invoice_NameLine3” Name field 3 of the shipping address

“Invoice_AddressLine1” Address line 1 of the shipping address

“Invoice_AddressLine2” Address line 2 of the shipping address

“Invoice_AddressLine3” Address line 3 of the shipping address

“Invoice_ZipCode” Zip code of the shipping address

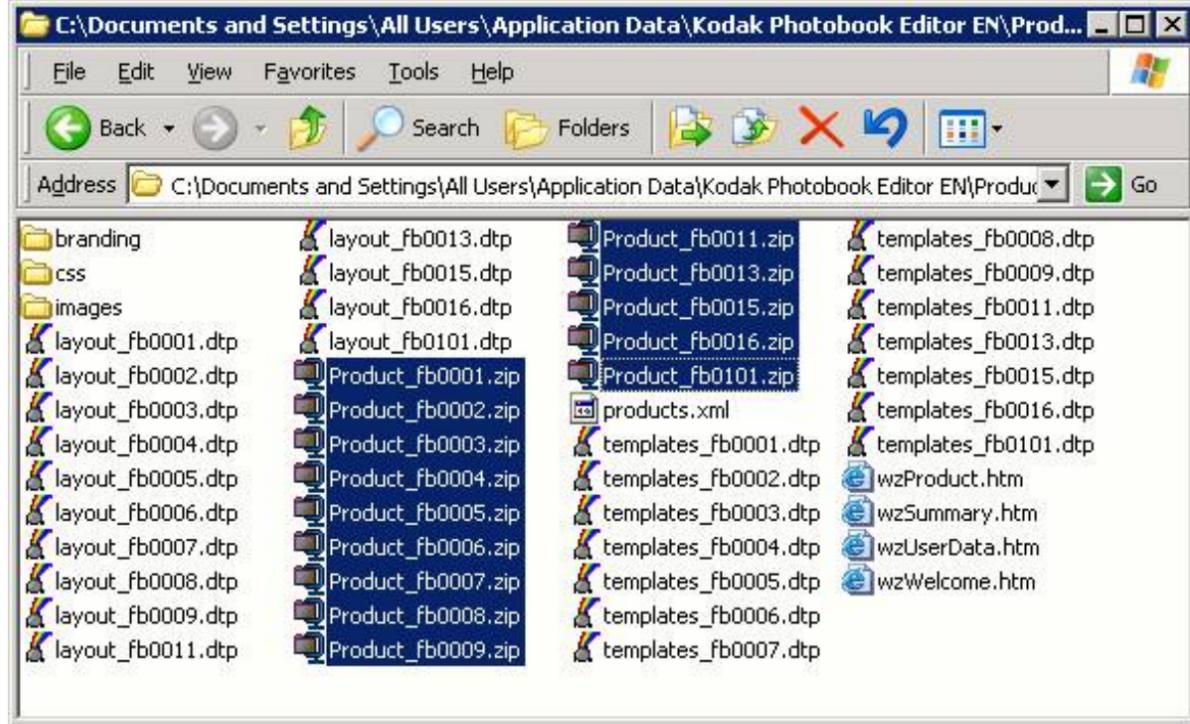
“Invoice_City” City name of the shipping address

“Invoice_Country” Country of the shipping address

Product_*.zip Files

The Client Data Package root directory holds several ZIP files. The ZIP-files follow a strict naming convention.

The naming of the ZIP files is always “Product_”+<product-id>“.zip” <product-id> here is the ID of the product in products.xml. So e.g. for product with id “fb0001” the filename is “Product_fb0001.zip” .

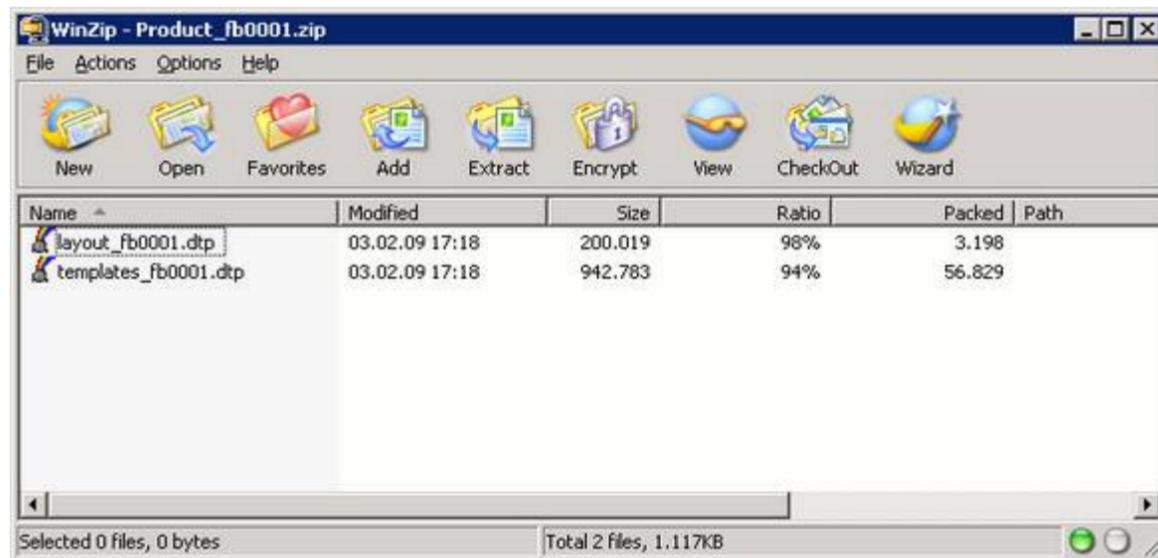


Each of the ZIP files contains 2 files . These files also follow a strict naming convention. The files are named “layout_”+<product-id>“.zip” and “templates_”+<product-id>“.zip”.

naming conventions

Technically it is not required that the names of the templates & layout file contain the product-id. It is sufficient that the filenames start with “layout_” resp. “ templates_”. Nevertheless it is good practice to also use the product-id as in the ZIP-file containing the files.

I.e. in the above example the filenames are “layout_fb0001.zip” and “templates_fb0001.zip”.



The Product_*.zip files are generated automatically by the setup wizard. It is recommended to use the setup wizard-generated files to avoid unnecessary internet updates. Nevertheless the ZIP-files can also be generated manually.

Layout_*.dtp and Templates_*.dtp Files

The root directory of the client data package for the Editor and for the Setup Wizard also contains a set of layout_*.dtp and templates_*.dtp files. This files technically do not belong to the client data package, but are redundant files.

Layout and Template Files

Layout and Template Files must not exist on the server client data package. Existence of this files on the server may cause undesired behaviour of the online update!

For this reason the layout_*.dtp and templates_*.dtp files must not be copied to the server. The files are contained in the Product_*.zip files and will be extracted after download to the client. Copying the files to the server may result in a non-working online update process.

On the editor client data package the files will be automatically extracted from the products_*.zip files after an online update or on installation.

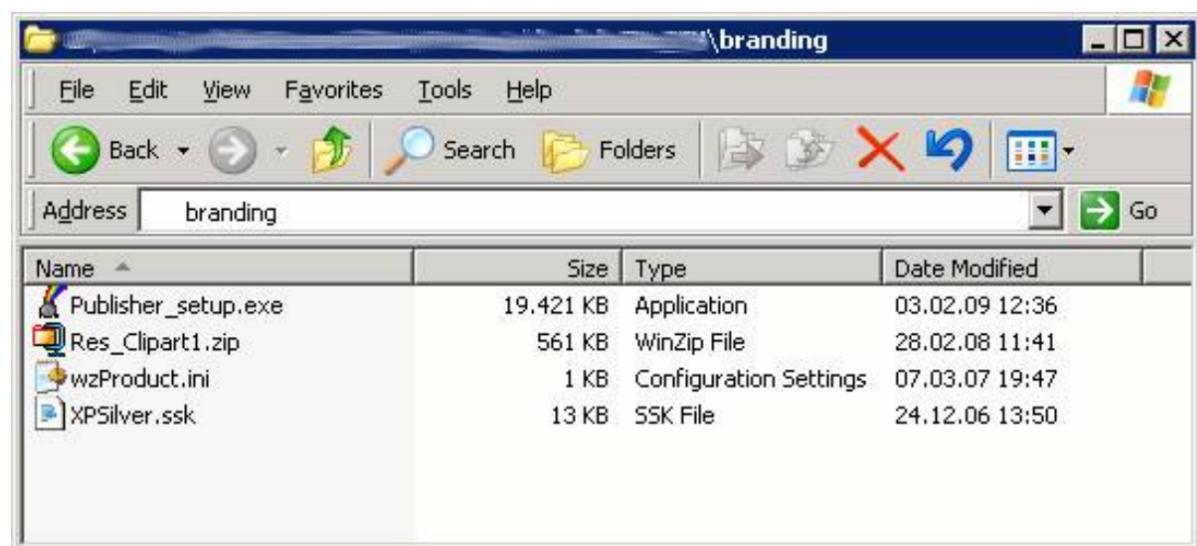
The Setup Wizard does need the files. It will automatically generate the Products_*.zip files from those.

Branding Subdirectory

The branding subdirectory does contain branding relevant information for the Editor and - as a special file - on the server may contain a copy of the Editor setup.

Branding Subdirectory

The branding subdirectory in the described form only exists on the server and is not replicated to the client PCs.



As an exception to the rest of the client data package, the branding subdirectory is maintained only on the server and is not synchronized 1:1 onto the consumer's PC.

Main reason is that files in the branding subdirectory may be particularly large and therefore it is not desired to create a full copy in the consumer's "Documents&Settings" directory.

The files in this directory are therefore treated special as described in the following sections.

Branding\Publisher_setup.exe

Publisher_setup.exe (case sensitive!) is a renamed copy of the setup file generated by the Setup Wizard. The purpose of this file is to automatically provide an updated Editor to the consumer. The existence of the file is optional.

It is important to enter the version of the server file (the version of the Editor included in the setup!) into the file <Tomcat>\webapps\3P_shop2\WEB-INF\patterns.properties.

The patterns.properties file contains a line

```
Publisher_setup.exe=Publisher Update|2.5.0
```

or similar. When changing the Editor version to e.g. 2.8.0, change the version number in this line. e.g.

```
Publisher_setup.exe=Publisher Update|2.8.0
```

When checking for online updates, the editor on the consumer PC first checks the own running version against the version number in patterns.properties on the server. If the version on the server is higher (only 3 version digits are significant!), the editor downloads and executes the Publisher_setup.exe from the branding subdirectory.

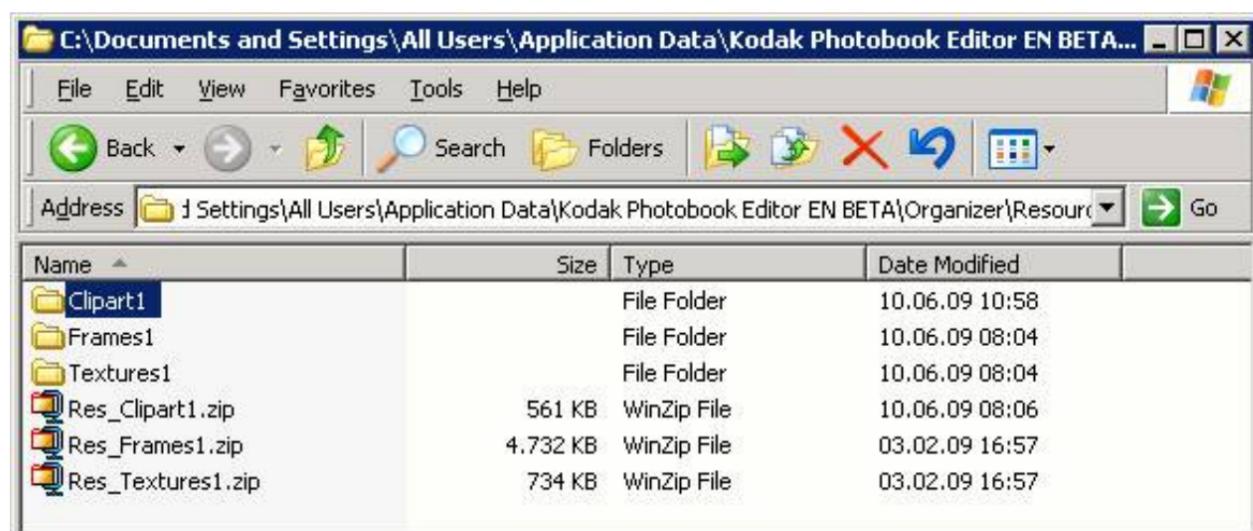
Attention: There will be no second check of the version, i.e. when the version in patterns.properties does not match the version in Publisher_setup.exe, the process will start over and over again.

If running multiple subshops all Editors provided must be of the same version! To avoid unnecessary consumer downloads when updating the editor, it is recommended to first delete all Publisher_setup.exe files for all subshops, then change the patterns.properties file, then add the Publisher_setup.exe files with the new editor for all subshops.

Branding\ResClipart1.zip

ResClipart1.zip provides a way to update cliparts in the clipart tab of the Editor.

ResClipart1.zip is largely treated like any other file in the client data package, i.e. it is downloaded as soon as the version of the server is different from the installed version. ResClipart.zip is then unpacked in the Docu-



ments and Settings\All Users\Application Data\\Organizer\Resources directory on the consumer PC.

ResClipart.zip may contain subdirectories which will be reflected in the clipart tab of the editor.

Branding\wzProduct.ini

WzProduct.ini serves as a color-branding configuration file for the editor's product wizard.

Branding*.ssk

Typically there is one or no file with the extension "ssk". This is the skin file for the editor. A utility to create or edit Skin files as well as many predefined skin files and additional documentation can be found on www.sunisoft.com.

The skin file is referenced from products.xml. The filename in products.xml and the skin file name have to match.

Skin files are treated as other files with the client data package, i.e. they are downloaded when a newer version is available. Skin files become active only after an editor restart though.

Resource Files (css and images directory)

The css and images directories hold files referenced from either products.xml or any of the HTML files.

All files in the resource directories are downloaded as soon as the version on the server is different from the local version. There is no deletion process, though. I.e. if a file is deleted on the server, the file is not deleted on the local PC. This may result in a lot of unreferenced files ending up on the consumers PC with time, when there are frequent additions and deletions on the server.

It is therefore recommended to keep the files on the server at a minimum and reuse filenames whenever possible. E.g. it is better to reference a file advertisement.jpg from Welcome.html and replace the jpg monthly than to reference AdvertJan.jpg in January and AdvertFeb.jpg in February.

2

3P Setup Wizard Application

setup wizard

It is possible to create a customized installer for each editor by using the setup wizard. This created installer can be published on the website of the print service provider to be downloaded and installed by consumers.

The 3P Setup Wizard is a utility allowing a customer (print service provider) to create own customized and branded setups for the editor for his individual subshops.

The Setup Wizard will download the 3P Editor executable as well as supporting files or updates of the setup wizard from the 3P distribution server on the internet and build an own customized setup for the editor, based on the customers products and branding files.

Installation

Typically the setup wizard will be installed and configured during the initial customer training with the help of a Kodak support representative. So this is ment as a reference in case a reinstallation is required.

The Setup-Wizard is a self-installing executable, i.e. the program will install itself when run and download any necessary supporting files.

Follow the steps below to install the Wizard:

Locate the File CCSetupWiz.exe and double-click it to execute.

Shop Settings			
SubShopID		kodak	1
Password	2	newshop	
SubShopName		kodak	3
AppName	4 5	kodak Publisher	
AppVersion		2.3.4	
AppTitle	6 7	kodak Publisher 2.3.4	
AppURL		http://www.kodak.com	
AppURLTitle	8 9	Support	
AutoUpdateDays		1	
Language	10	EN	
Release		EN_2	11
SkinActive	12 13		<input checked="" type="checkbox"/>
OrderWorkflow		online	
PDFPassword	14	pubmasterkey	

Application Settings	
ProductsDir	C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Products\
SourceDir	C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Source\
OutputDir	C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Output\

Enter the fields as follows:

1 SubshopID

Id of the subshop the created editor shall support. This must match the ID of the subshop on the server. The field is case sensitive!

2 Password

Enter the password assigned to you. The password will not change with subshops. Please contact your Kodak support if you have not received a password.

3 SubShopName

A name for the subshop

4 AppName

The name the Editor Application will register with Windows. This will serve as base name for the installation directory, file names used, e.g. in the Documents and Settings folder etc.

5 AppVersion

The displayed version of the application. This may be any version number, nevertheless it is recommended to follow the Kodak-managed internal release number of the Editor software.

6 AppTitle

This is what the Editor displays in the Window Title and also in the About Box. It defaults to AppName+AppVersion, but can be edited.

7 AppUrl

In the editor there is a customizable submenu in the Help menu. The default menu entry is “support”. This menu refers to a Web page. This URL is the reference Web page, the menu entry refers to.

8 AppUrlTitle

In the editor there is a customizable submenu in the Help menu. The default menu entry is “support”. This menu refers to a Web page. This URL is the customizable text for this entry.

9 AutoUpdateDays

The editor will try to update its products from the server in regular intervals. Specify the number of days after which the editor should try to update. Specify 0 (zero) to update on every start of the editor.

10 Language

Enter the Abbreviation of the language, the editor should be in. Presently supported languages are:

DE German EN English
FI Finnish FR French
GR Greek HR Hungarian
IT Italian NL Dutch
PL Polish TR Turkish

11 Release

Release number of the editor. Unless advised otherwise from support, enter LANGUAGE_25 here. E.g. EN_25 for English, DE_25 for German .

12 SkinActive

Check the box to enable the skinning engine of the editor. Uncheck the box to get an editor with regular Windows look and feel.

13 OrderWorkflow

Enter “online” for an online-only editor, “offline” for an offline-only editor or “both” to enable online and offline ordering.

14 PDFPassword

This password is used to protect generated ZIP files in offline workflow. This must be entered on the server to allow correct processing of offline orders!

Based on your user id the Setup Wizard will propose its directory structure.

Shop Settings	
SubShopID	kodak
Password	newshop
SubShopName	kodak
AppName	kodak Publisher
AppVersion	2.3.4
AppTitle	kodak Publisher 2.3.4
AppUrl	http://www.kodak.com
AppUrlTitle	Support
AutoUpdateDays	1
Language	EN
Release	EN_2
SkinActive	<input checked="" type="checkbox"/>
OrderWorkflow	online
PDFPassword	pubmasterkey

Application Settings	
ProductsDir	1 C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Products\
SourceDir	2 3 C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Source\
OutputDir	C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Output\

4 Next >>

The Setup Wizard will need three directories:

1 ProductsDir

A location where the Wizard store its working copies of the client data package (details later).

2 SourceDir

A location to hold Setup-Wizard specific configuration files.

3 OutputDir

A location to store the output files (setup files) to.

The directories default to the local windows user's Application Data directory, so in most cases you will want to change it, nevertheless it is recommended to point all 3 locations to subdirectories of a single directory and keep the subdirectory names "Products", "Source" and "Output".

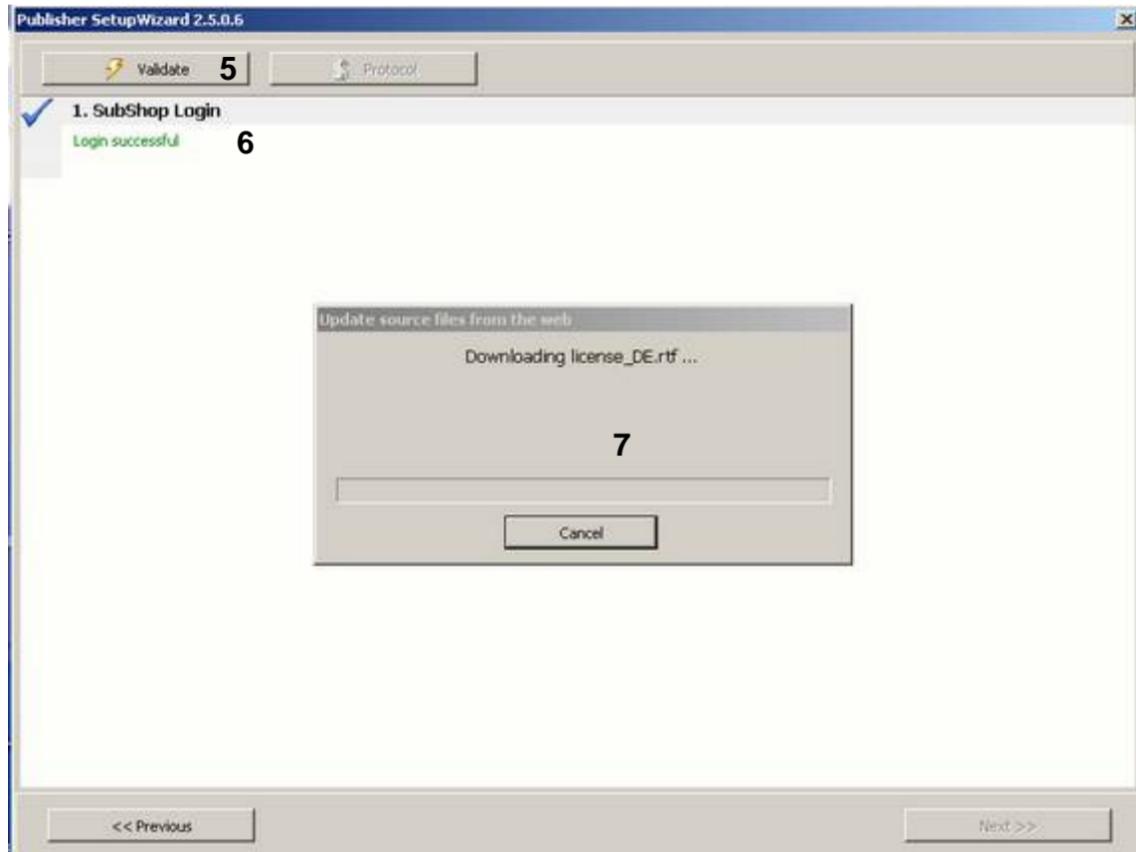
A typical configuration would e.g. point to "C:\data\Products", "C:\data\Source" and "C:\data\Output".

For performance reasons directories on the local harddrive should be preferred over network locations.

When done click Next **4** . On the upcoming screen click Validate **5**

The Wizard will now go online.

- 6** The screen should show "Login Successful" and the Wizard should start downloading files **7** .



If you see an error message indicating a wrong password, please check your password on the previous screen. If it appears to be correct, check with Kodak support. The password could be disabled for licensing reasons or could be spelled wrong. There is no way to continue without a valid password.

Proxy

If you see an error message indicating a connection problem, check your internet connection. If your network requires HTTP to go through a proxy (your network support knows), you need to set it up as follows:

Open C:\Documents and Settings\\Application Data\CCSetupWiz\CCSetupWiz.ini in Notepad.

Search for a section [Internet Options] and enter your proxy information as indicated in the example below.



You can turn proxy usage off by entering 0 (zero) for UseProxy. It is not required to delete all the data to disable proxy usage.

InnoSetup

After downloading several files, SetupWizard will indicate that there is a new version of InnoSetup available and ask if it should be installed.

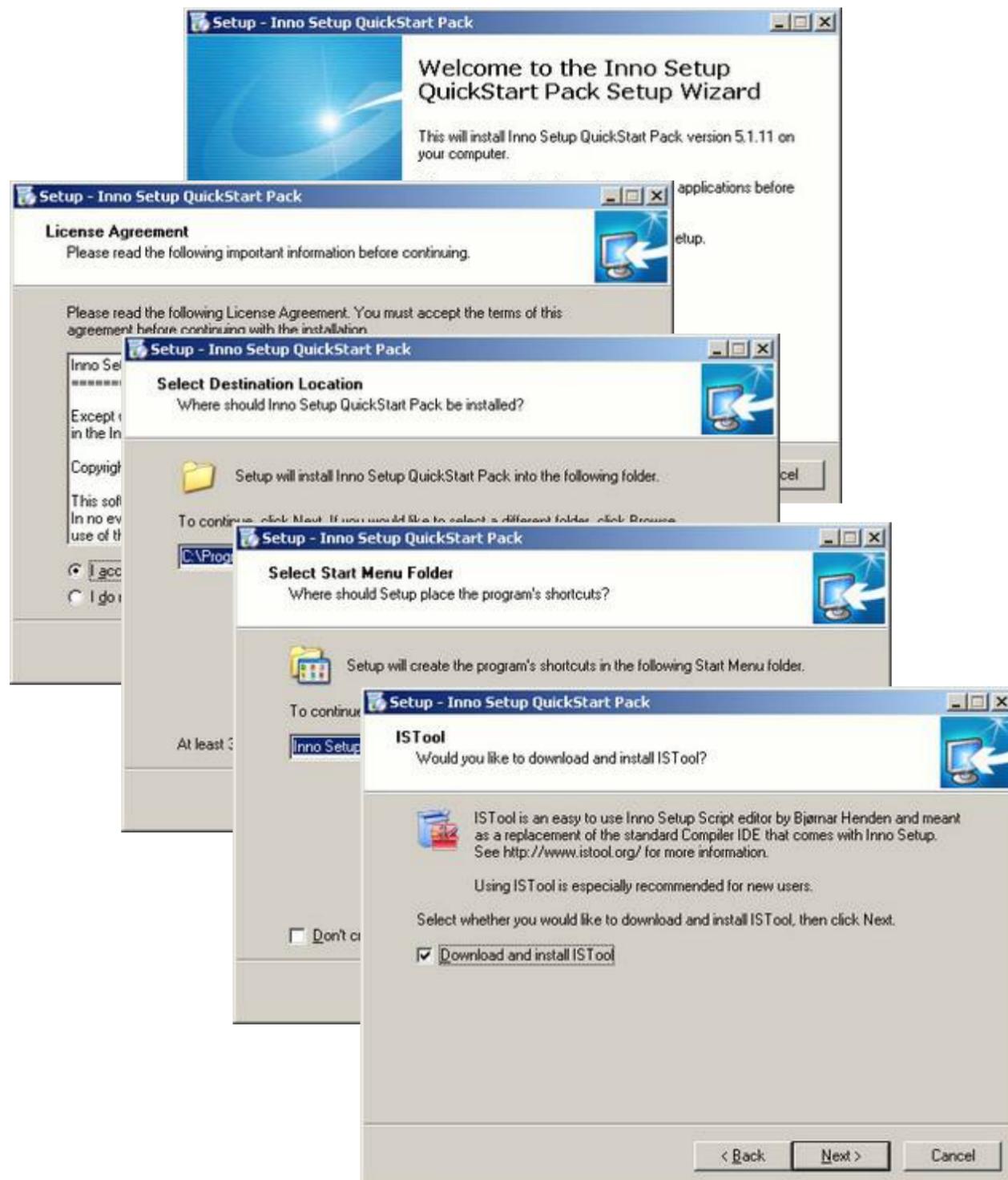
Inno Setup is an installer tool for Windows which needs to be installed to allow the Setup Wizard to create setup executables. For details on Inno Setup see <http://www.jrsoftware.org/isinfo.php>.



Click "Yes" to install.

Setup Wizard will not be able to run without Inno Setup. So if you happen to click "No" or if you need to reinstall Inno Setup, you can find the Inno Setup Installer in your configured <Source> directory (InnoSetup.exe).

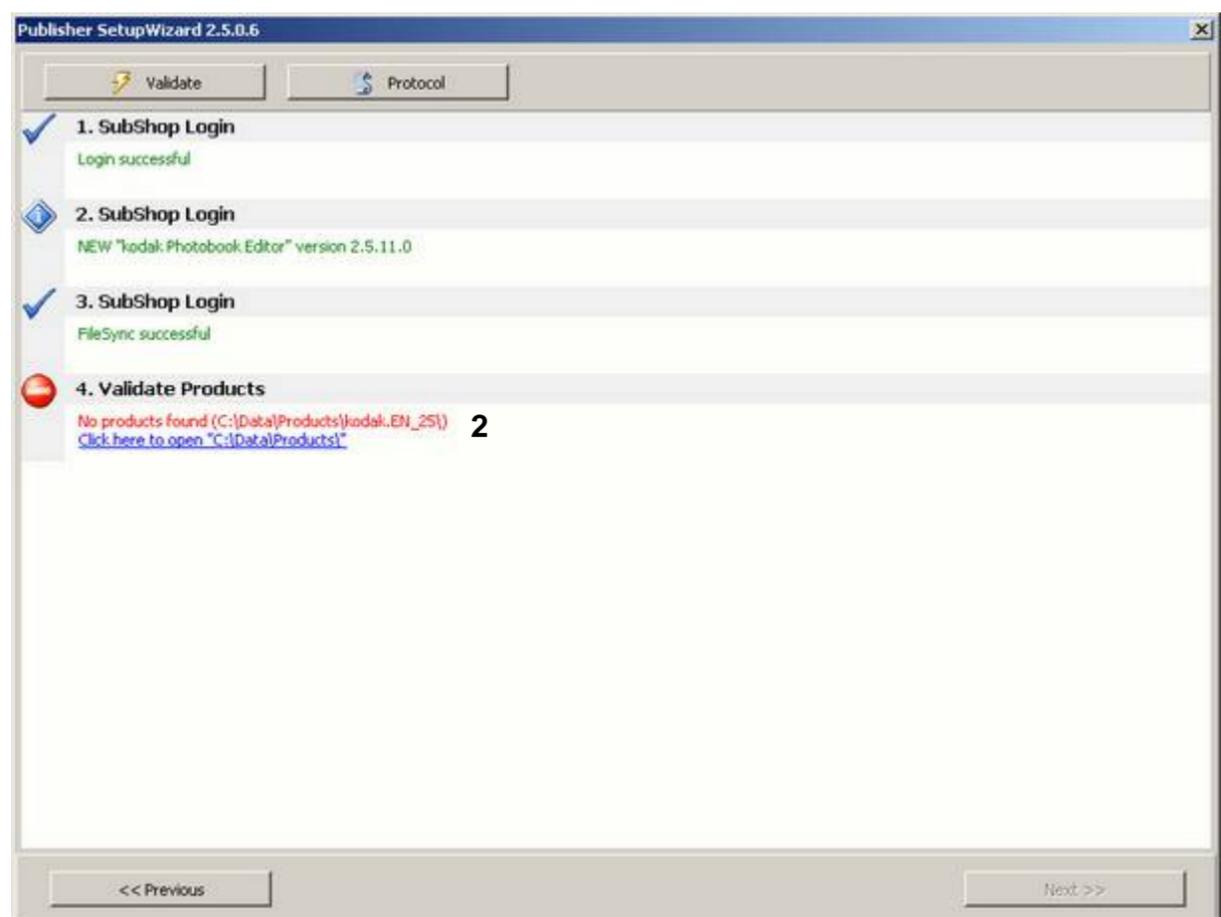
The Inno Setup Installer is pretty self-explaining. Follow the instructions in the installer. It is recommended to leave all settings at default.





When the installer of InnoSetup is completed, Setup Wizard is completely installed.

It will then show an error message saying that there are no products found 2 . This is OK since first we need to prepare some files before actually a setup can be built.



Preparing files for the setup wizard

Before starting the setup wizard you need to prepare certain files.

In this section of the documentation we will explain where to find these files and their impact.

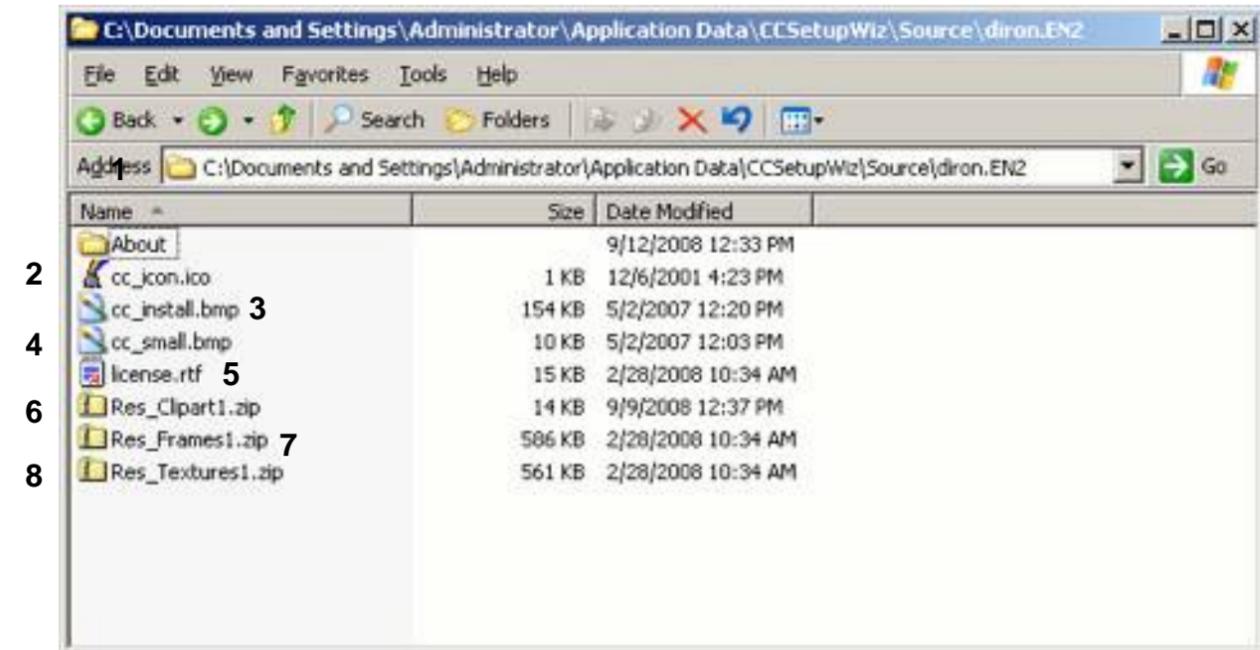
Locate the <Source> folder you entered in the Setup Wizard, e.g.

1 C:\Documents and Settings\Administrator\Application Data\CCSetupWiz\Source\diron.EN25.

path

The path for this example is on the C:\ drive; with the user Administrator; pointing to the master shop diron; using version 2 in english.

Depending on the work environment it could be necessary to adapt the path.



icon file

Icon editor software (i.e.): IconEdit, IconRipper (both MarcoSoft) and IconForge (Cursorarts).

The recommended height is 24 pixel, the width is flexible.

2 cc_icon.ico

The icon file for the installer.

3 cc_install.bmp

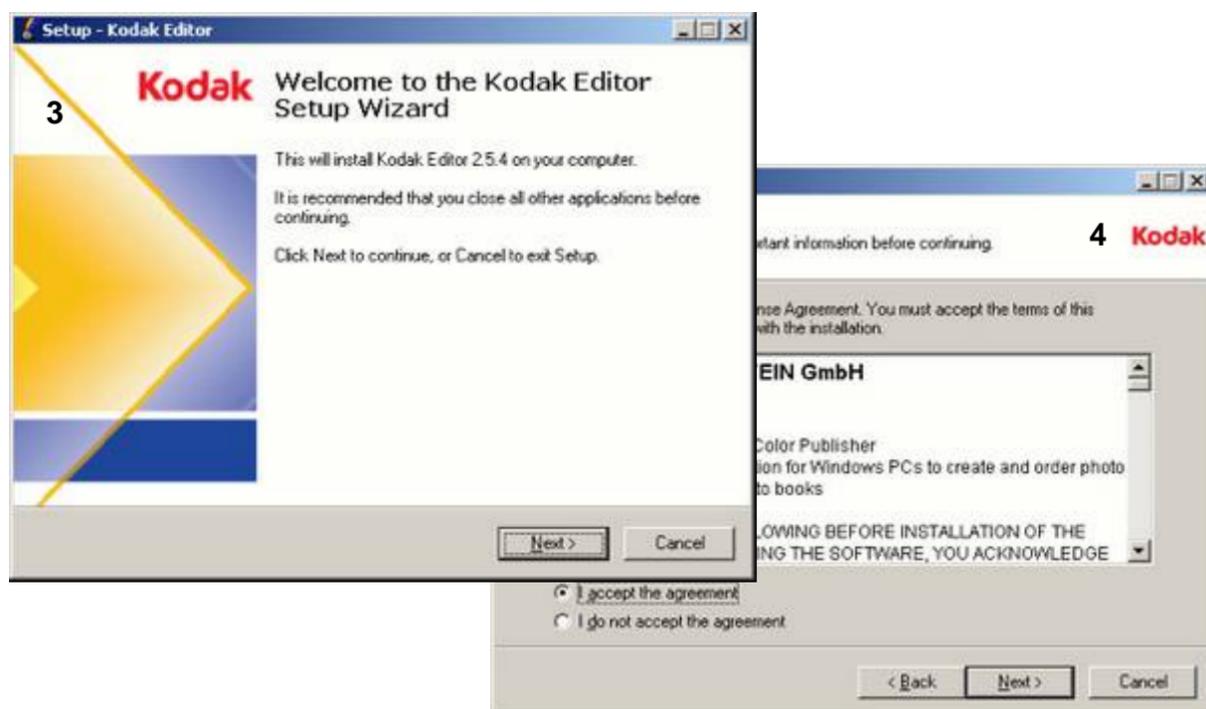
One picture file which is displayed during the process of setup.

4 cc_small.bmp

The other picture file which is displayed during the process of setup.

installer bmp file

The recommended sizes are:
cc_install.bmp = 170 x 310 pixel
cc_small.bmp = 55 x 55 pixel
Depending on Windows settings and version the real size may vary a bit; but the images will be scaled to fit. Given recommendation is on the assumption that scaling should be minimal.



5 license.rtf

This is the license files displayed during installation of the editor. It can be modified to the customer needs when opening in Wordpad.



6 Res_Clipart1.zip

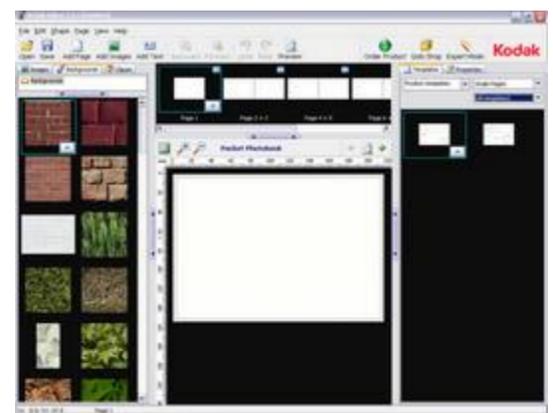
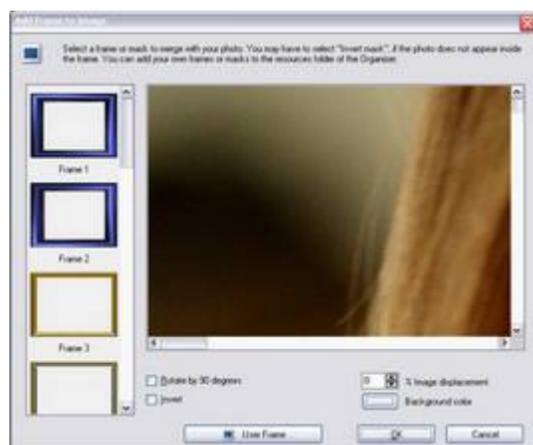
All clipart files which will be found under C:\Documents and Settings\Administrator\Application Data\Kodak Publisher EN\Organizer\Resources\Clipart1 after installation.

7 Res_Frames1.zip

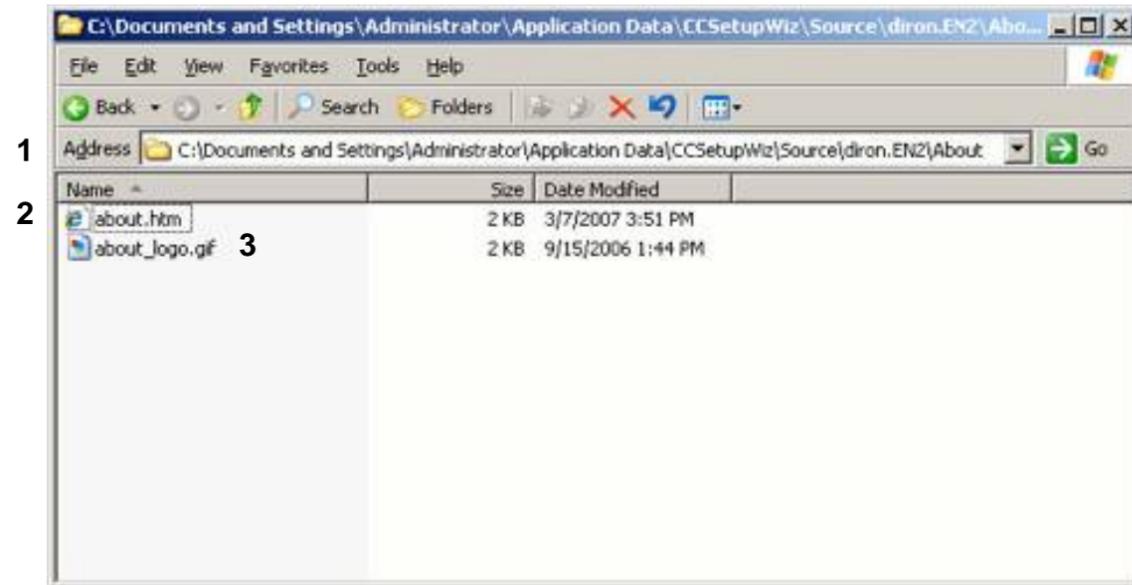
All frame files which will be found under C:\Documents and Settings\Administrator\Application Data\Kodak Publisher EN\Organizer\Resources\Frames1 after installation.

8 Res_Textures1.zip

All texture files which will be found under C:\Documents and Settings\Administrator\Application Data\Kodak Publisher EN\Organizer\Resources\Textures1 after installation.



Locate the folder 1 C:\Documents and Settings\Administrator\Application Data\CCSetupWiz\Source\diron.EN2>About.



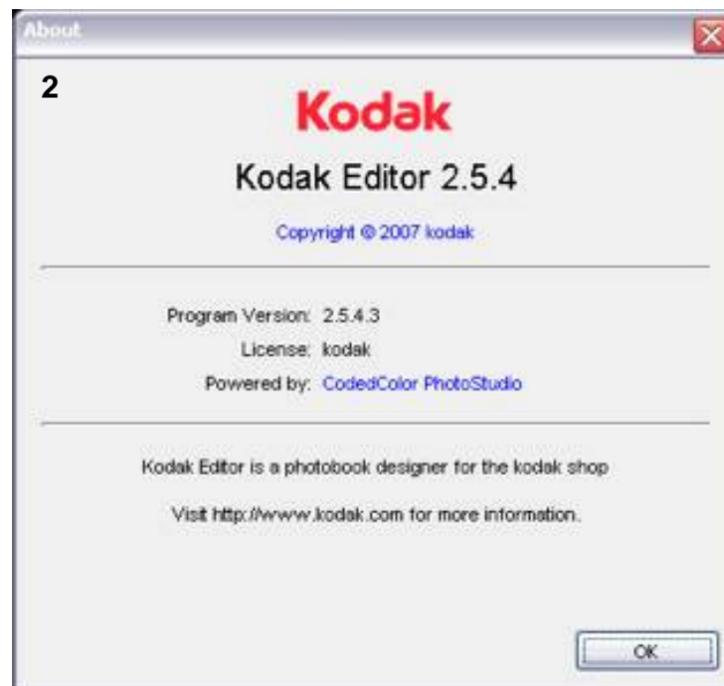
2 about.htm

This is the html file for the about page and can be edited. It is not allowed to change the Powered by link .

Changing the link may result in a malfunctioning editor!

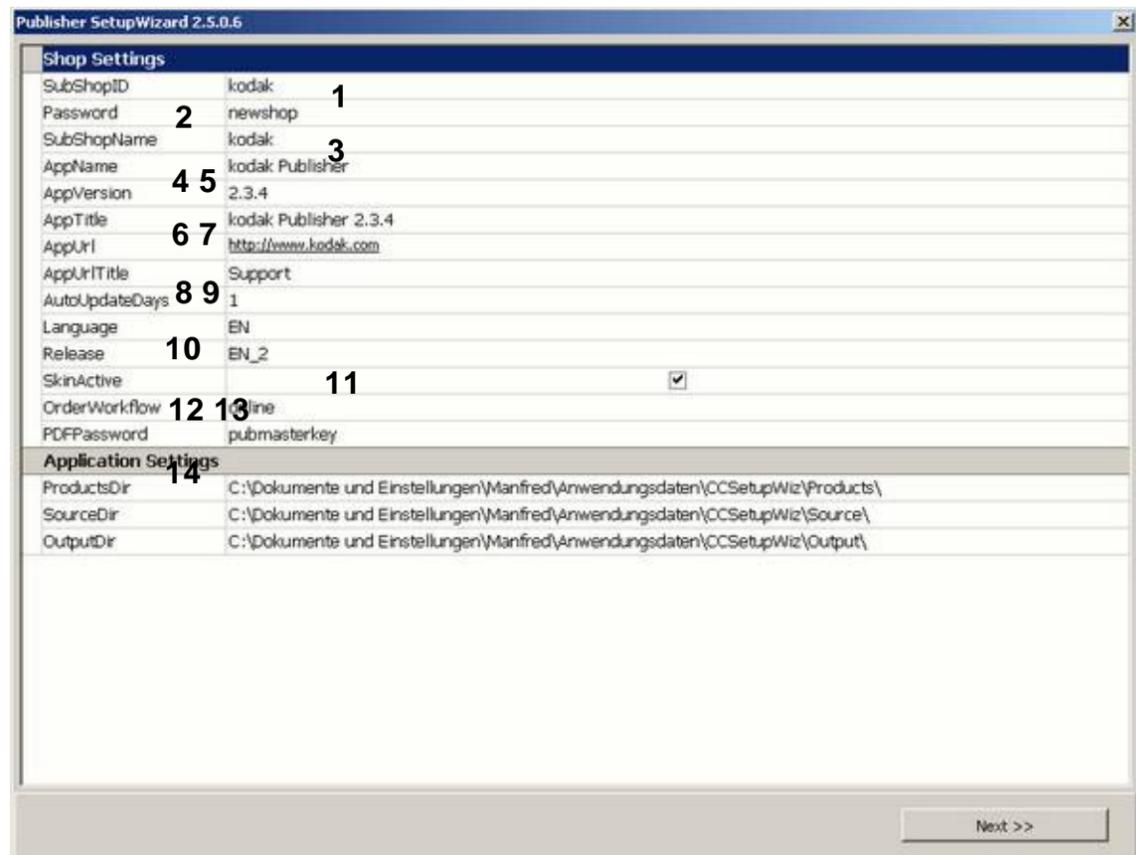
3 about_logo.gif

This is the about logo.



Creating a editor executable

Launch the Seup Wizard by double-clicking the CCSetupWiz executable.



Shop Settings			
SubShopID	kodak	1	
Password	2	newshop	
SubShopName	kodak	3	
AppName	4	5	kodak Publisher
AppVersion	2.3.4		
AppTitle	6	7	kodak Publisher 2.3.4
AppUrl	http://www.kodak.com		
AppUrlTitle	Support		
AutoUpdateDays	8	9	1
Language	EN		
Release	10	EN_2	
SkinActive		11	<input checked="" type="checkbox"/>
OrderWorkflow	12	13	line
PDFPassword			pubmasterkey

Application Settings		
ProductsDir	14	C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Products\
SourceDir		C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Source\
OutputDir		C:\Dokumente und Einstellungen\Manfred\Anwendungsdaten\CCSetupWiz\Output\

Enter the fields as follows:

1 SubshopID

Id of the subshop the created editor shall support. This must match the ID of the subshop on the server. The field is case sensitive!

2 Password

Enter the password assigned to you. The password will not change with subshops. Please contact your Kodak support if you have not received a password.

3 SubShopName

A name for the subshop

4 AppName

The name the Editor Application will register with Windows. This will serve as base name for the installation directory, file names used, e.g. in the Documents and Settings folder etc.

5 AppVersion

The displayed version of the application. This may be any version number, nevertheless it is recommended to follow the Kodak-managed internal release number of the Editor software.

6 AppTitle

This is what the Editor displays in the Window Title and also in the About Box. It defaults to AppName+AppVersion, but can be edited.

7 AppUrl

In the editor there is a customizable submenu in the Help menu. The default menu entry is “support”. This menu refers to a Web page. This URL is the reference Web page, the menu entry refers to.

8 AppUrlTitle

In the editor there is a customizable submenu in the Help menu. The default menu entry is “support”. This menu refers to a Web page. This URL is the customizable text for this entry.

9 AutoUpdateDays

The editor will try to update its products from the server in regular intervals. Specify the number of days after which the editor should try to update. Specify 0 (zero) to update on every start of the editor.

10 Language

Enter the Abbreviation of the language, the editor should be in. Presently supported languages are:

DE German EN English
FI Finnish FR French
GR Greek HR Hungarian
IT Italian NL Dutch
PL Polish TR Turkish

11 Release

Release number of the editor. Unless advised otherwise from support, enter LANGUAGE_25 here. E.g. EN_25 for English, DE_25 for German .

12 SkinActive

Check the box to enable the skinning engine of the editor. Uncheck the box to get an editor with regular Windows look and feel.

13 OrderWorkflow

Enter “online” for an online-only editor, “offline” for an offline-only editor or “both” to enable online and offline ordering.

14 PDFPassword

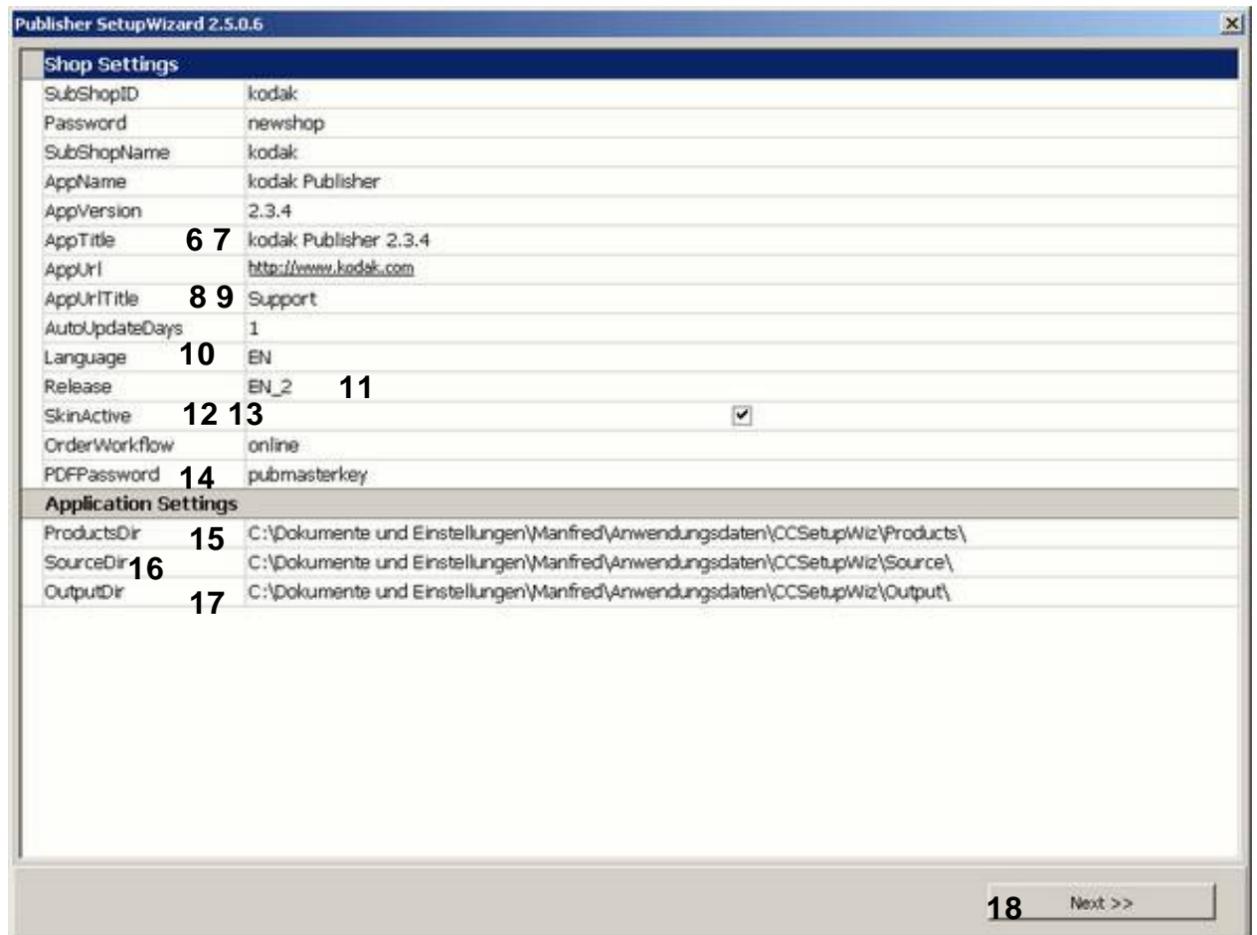
This password is used to protect generated ZIP files in offline workflow. This must be entered on the server to allow correct processing of offline orders!

language / release

It is essential to have the same country ID for the language and release section. Otherwise the CCSetup Wizard will run into a error.

password

Be sure to add the password to the conf.properties file in the \data2\p4m_3P2\importer-Daemon folder.



The Setup Wizard will need three directories:

15 ProductsDir

A location where the Wizard store its working copies of the client data package (details later).

16 SourceDir

A location to hold Setup-Wizard specific configuration files.

17 OutputDir

A location to store the output files (setup files) to.

The directories default to the local windows user's Application Data directory, so in most cases you will want to change it, nevertheless it is recommended to point all 3 locations to subdirectories of a single directory and keep the subdirectory names "Products", "Source" and "Output".

A typical configuration would e.g. point to "C:\data\Products", "C:\data\Source" and "C:\data\Output".

For performance reasons directories on the local harddrive should be preferred over network locations.

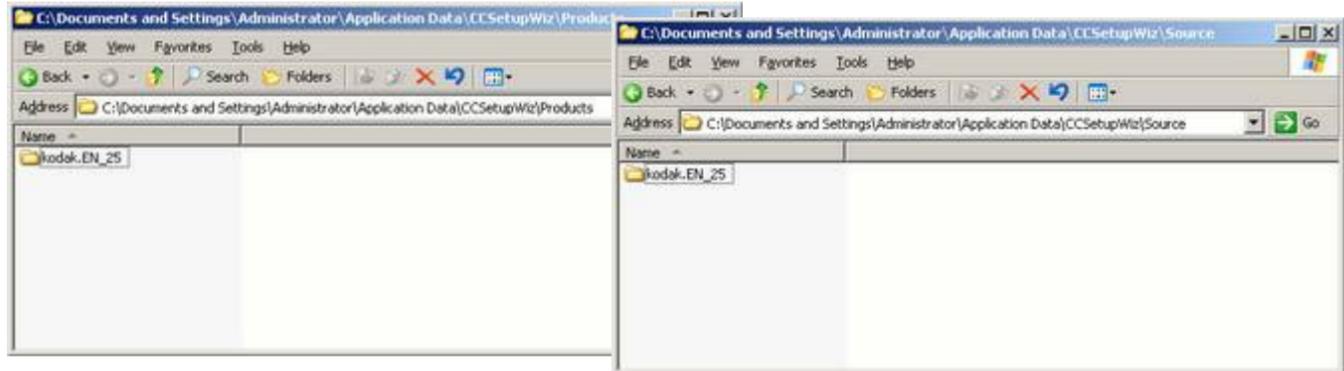
When done click Next **18**.

After clicking on Next the setup wizard will add subfolders in the <ProductsDir> and <SourceDir> directories, e.g.

C:\Documents and Settings\Administrator\Application Data\CCSetupWiz\Products
and

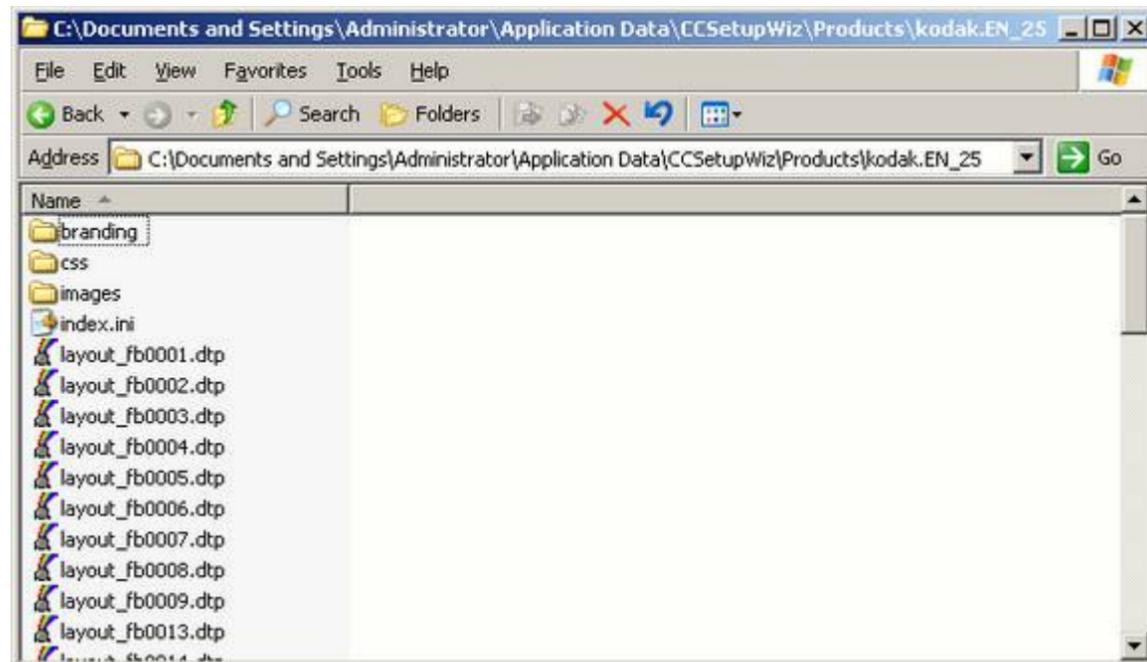
C:\Documents and Settings\Administrator\Application Data\CCSetupWiz\Source

The name of these subfolders are based on the SubShopID, language setting and version number



Copy the contents of your client data package (see Chapter “Client Data Package”) to the subdirectory in <ProductsDir> .

Make sure that all layout_*.dtp and templates_.dtp files are unzipped. The corresponding Product_*.zip files can remain in the directory. They will automatically be recreated when Setup Wizard runs. See Chapter “Client data package” for details on the files in the products directory.



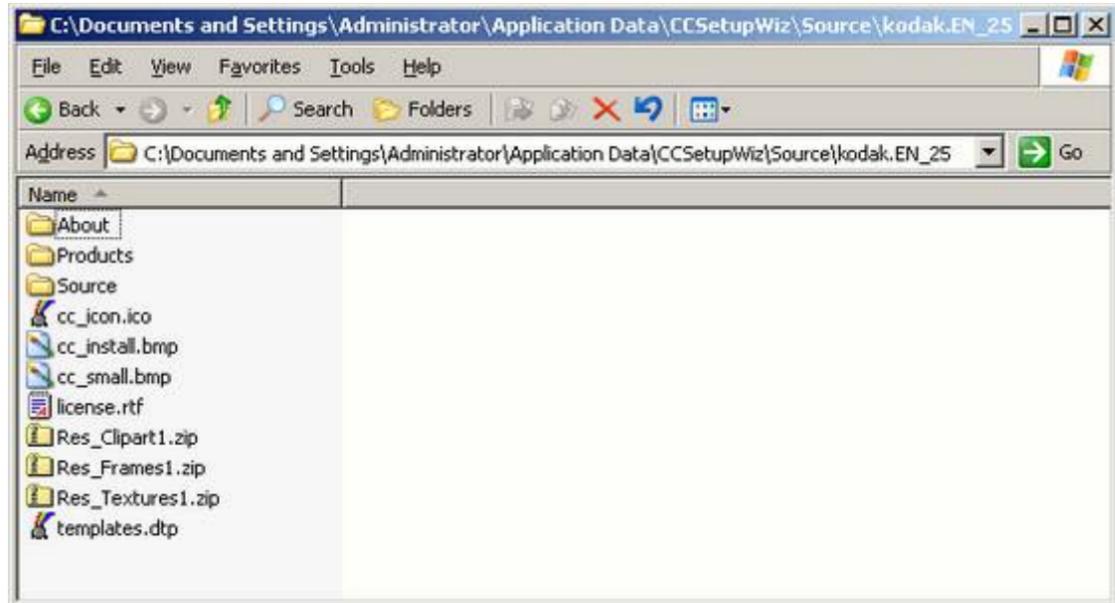
You may want to use the Setup Wizard products directory as the working directory for modifying the client data package. This way the data does not need copying before an actual run of the wizard.

Nevertheless it is strongly recommended to make a backup copy of the products as well as the source directory for every version of the editor you actually copy to the server.

Source Template folder

The source template folder should be on your 3P CD. If you don't have the 3P CD you have to copy the content of another shop (for example diron).

Make sure that your <SourceDir> subdirectory contains the correct files as described in the section on preparing files above (e.g. C:\Documents and Settings\Administrator\Application Data\CCSetupWiz\Source\kodak.EN_25).



You may want to use the Setup Wizard source directory as the working directory for modifying the setup program (logos, cliparts etc). This way the data does not need copying before an actual run of the wizard.

Nevertheless it is strongly recommended to make a backup copy of the source as well as the products directory for every version of the editor you actually copy to the server.

A sample source template directory is included on the 3P CD as a starting point.

Switch back to the CCSetup Wizard.

Click Validate.

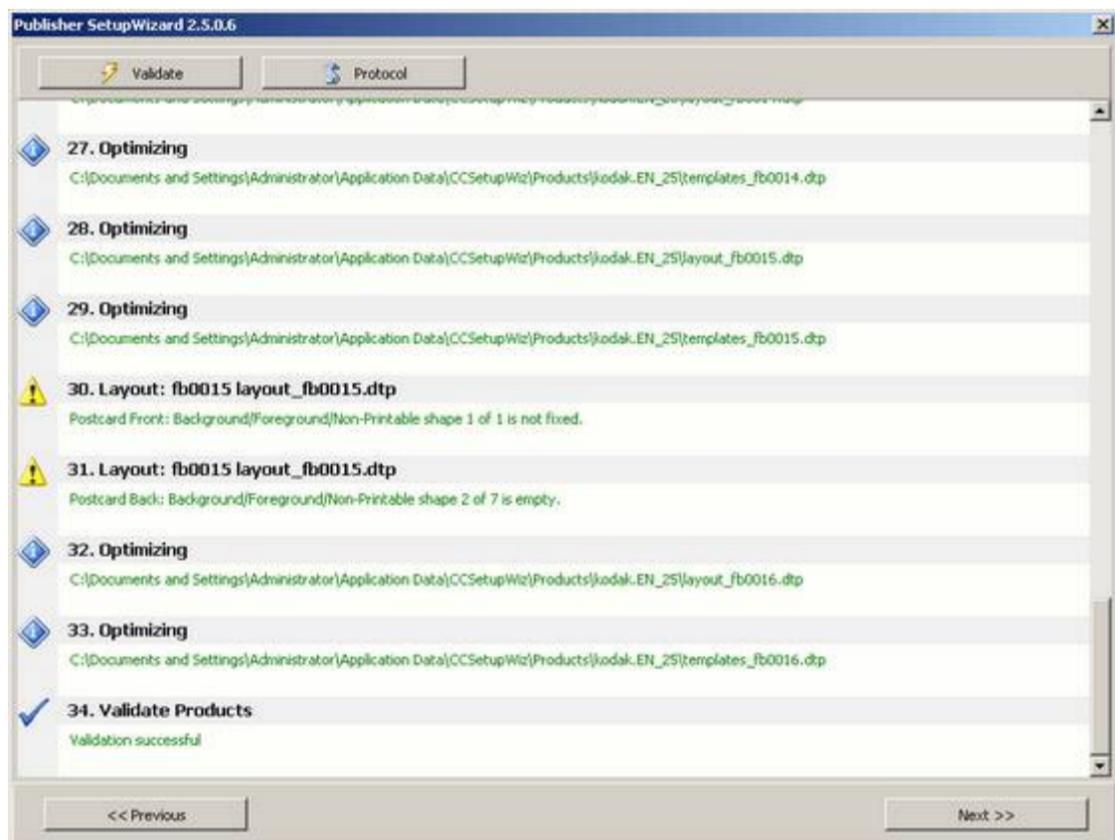
The most recent updates will be downloaded and all corresponding files will run through a validation process

editor download

The CCSetup Wizard will first check if there is a new version of the Editor available. It will be downloaded from a server. When running into connection errors please check if this PC has internet access (try to go to www.1stein.de). If the connection errors still appear it is most likely that CCSetup Wizard needs to be configured to work through a firewall. Read the last section of this chapter: Configuring the Setup Wizard if behind a firewall.

CCSetup Wizard version

If there is a new version of the CCSetup Wizard available it will ask to download and install the new version. Follow the on-screen instruction. The new version will be in the ccsetup.zip file and needs to be extracted manually.

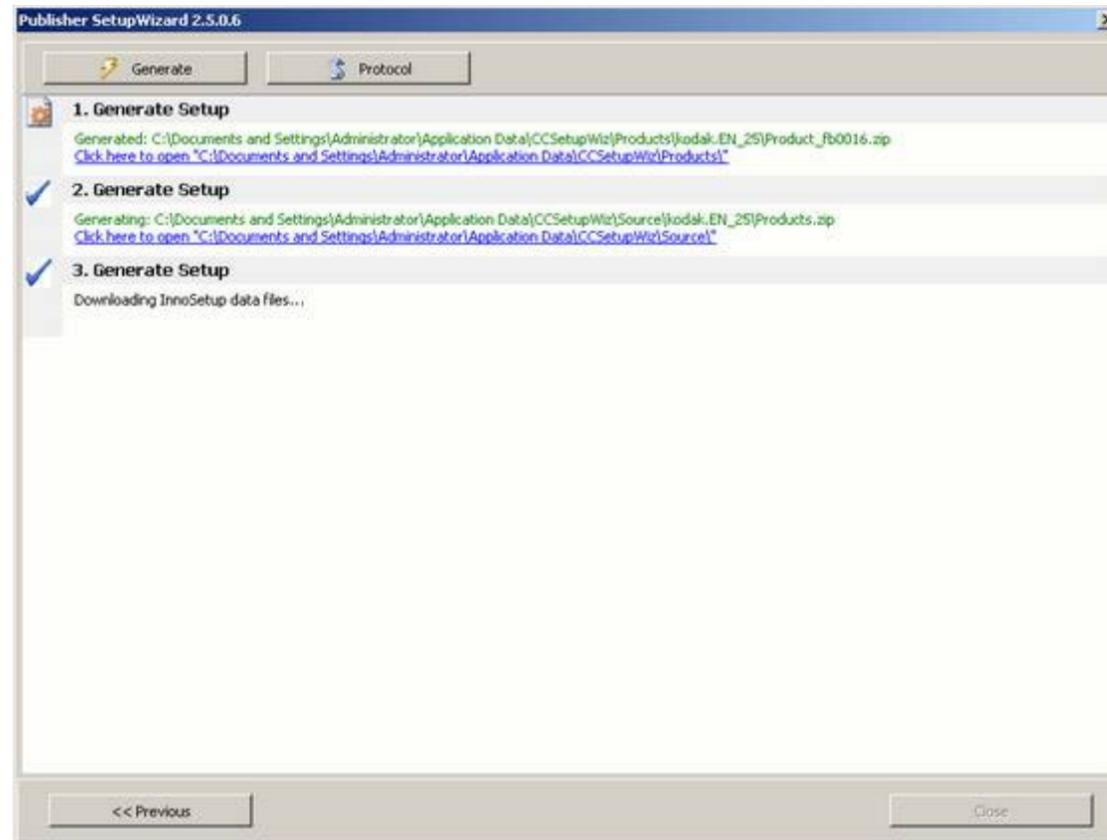


The Setup Wizard will create a detailed protocol of the validation, including any errors or warnings. Verify all warnings and correct all upcoming errors.

You can click Validate again to repeat the validation.

After a successful validation, click next to proceed.

On the upcoming screen click **Generate**.



The Wizard will prepare some files, then ask if it should really create a new installer.

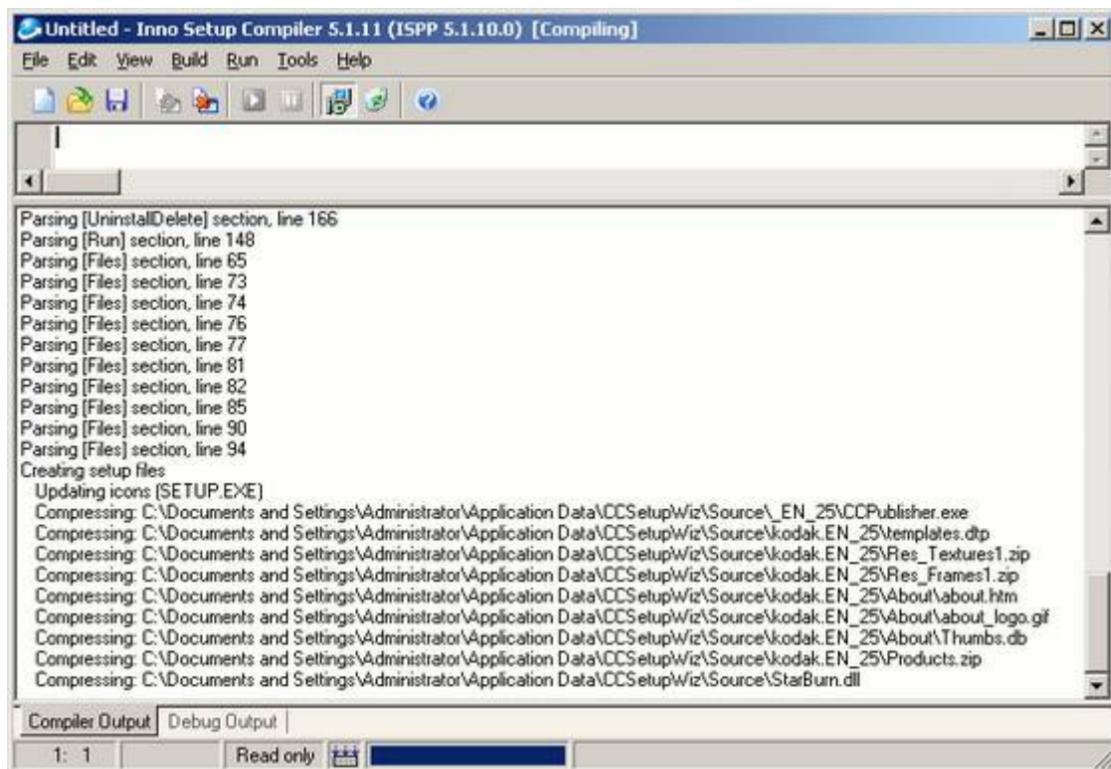


The installer is generated using the InnoSetup utility installed.

Upon the first run after installation, there may be a dialog asking for the location of the InnoSetup executable.

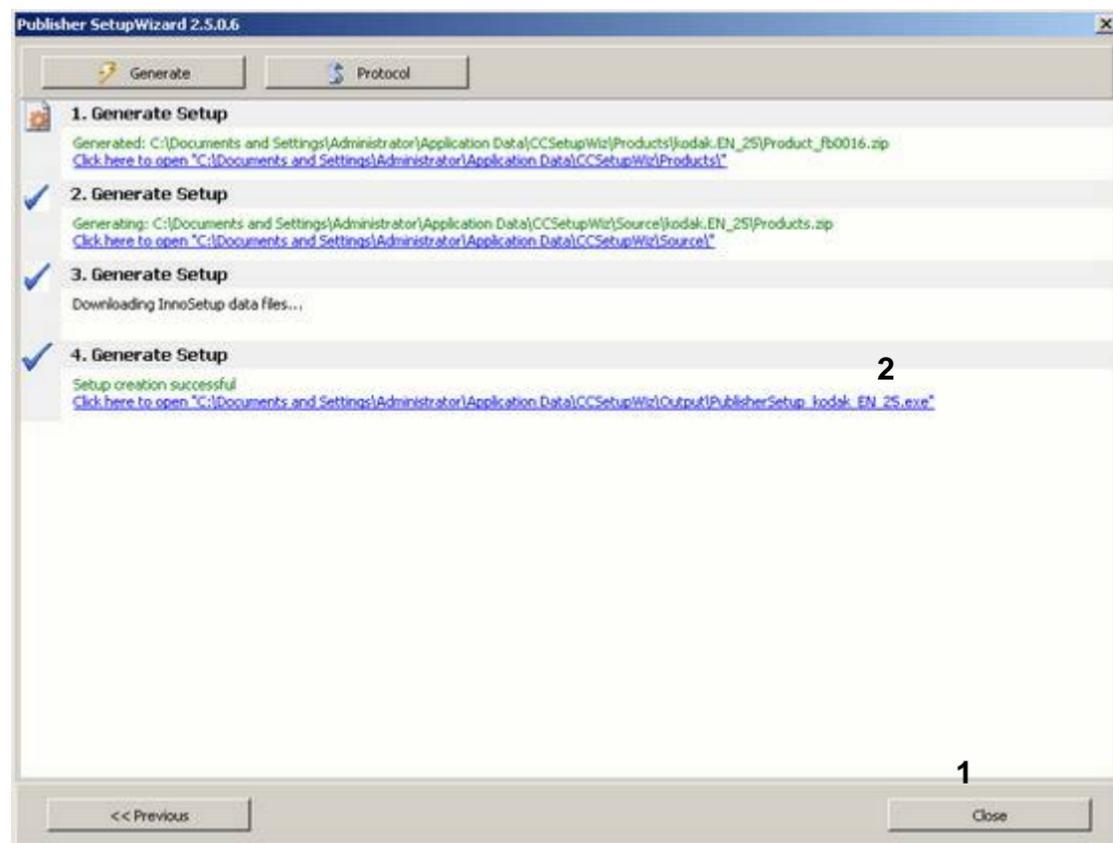
Point the Wizard to the InnoSetup installation path (default is C:\Program Files\InnoSetup) in this case.

InnoSetup should run without error messages and close automatically:



After a successful run, the Setup Wizard will provide a link to directly start the new setup.

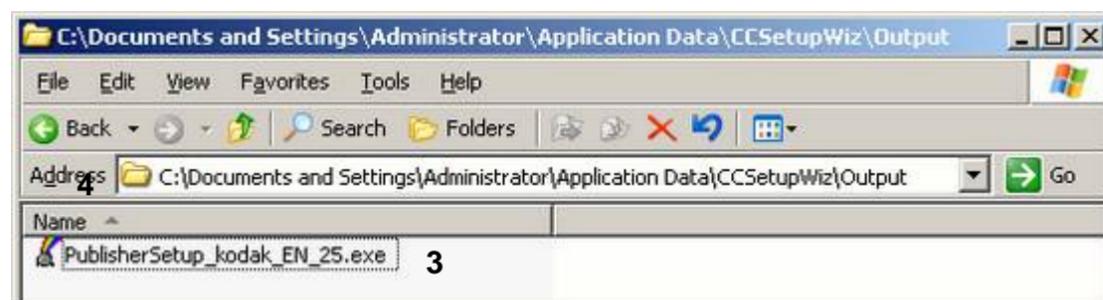
Click **1** Close or install new editor via provided link **2** .



The newly created installer **3** can be found in the configured <Output-Dir> , e.g. **4** C:\Documents and Settings\Administrator\Application Data\CCSetupWiz\Output.

installer

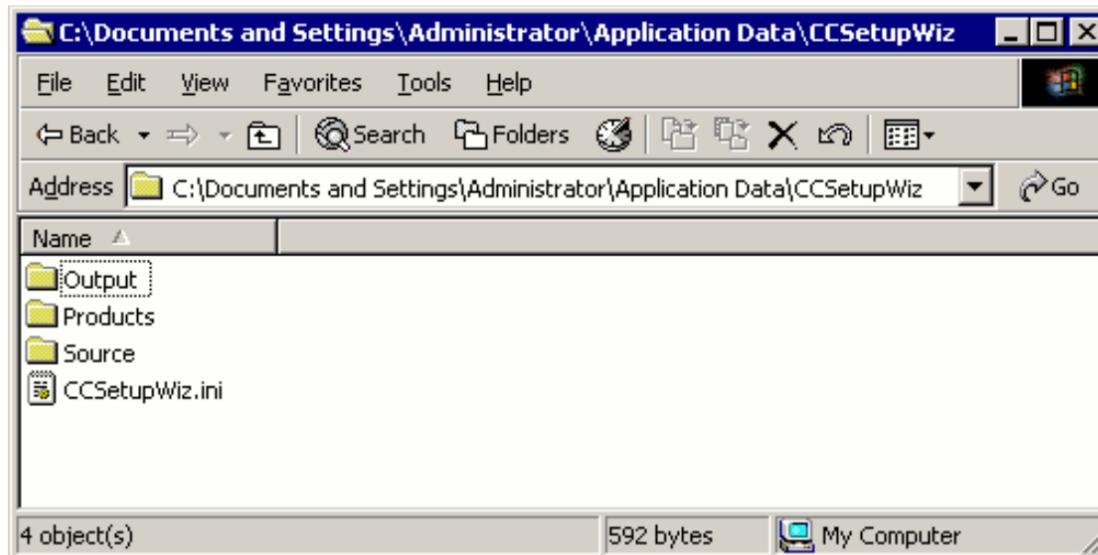
This new created installer can be renamed and published on a company webserver for consumers to download and/or published on CD/DVD.



Configuring Setup Wizard if behind a firewall

The Setup Wizard needs access to the internet because it will download the most recent approved Kodak Editor. If the computer is behind a firewall and needs a proxy to be configured, you need to configure the Setup Wizard to get access through the proxy.

Locate the CCSetupWiz.ini file in
C:\Documents and Settings\Administrator
Application Data\CCSetupWiz and open it in Notepad.



Add the 1 Internet Options section lines and adjust them to the desired needs.

Then save the file and close it.

