

# Installer Look-And-Feel

- [Overview](#)
- [Text Properties](#)
  - [Examples](#)
- [Localisation](#)
  - [Examples](#)
- [Image Properties](#)
  - [Installer Icons](#)
  - [Left Banner Images](#)
    - [Example](#)
  - [Installer Pack Images](#)
    - [Example](#)
  - [Installation Complete Icon](#)
    - [Example](#)
- [Other Resource Properties](#)
  - [Initial Page HTML](#)
  - [Software Licence Text](#)

## Overview

[top](#)

Properties in this section are used to customise the appearance of the Yellowfin installer. This includes changing text displayed in the graphical and command-line installer, and changing images used in the graphical installer.

## Text Properties

[top](#)

All properties that begin with "installer." are text properties. The values for these properties are displayed in various ways as informational text to the user during installation.

## Examples

```
installer.optionspanel.port.empty=Please enter a port number.
installer.dbtypepanel.dbtypelabel=Database type:
installer.dbinfopanel.server.title=Database Server Location
```

See [Appendix - All Installer Properties List](#) for a full list of text properties.

## Localisation

[top](#)

The Yellowfin installer comes with localisations in the following languages:

- English
- Japanese
- German
- Spanish
- French
- Dutch
- Portuguese (Brazil)

When the graphical installer is started, the user will be presented with a dialog allowing them to select the language to use. For the command-line installer, a command-line argument can be used to select the language.

See [Installer Behaviour](#) for more information

If you are customising the text properties, you may wish to provide custom localised versions as well. This can be done by providing additional custom properties files for each language that you want to support. These files must be named `custom_<cc>.properties` and located in the root of the installer archive.

## Examples

To customise a text property in English, you might add this property to your `custom.properties` file:

```
installer.dbinfopanel.server.title=DB Server
```

To customise this property in Spanish, add the same property to a file called `custom_es.properties`:

```
installer.dbinfopanel.server.title=DB servidor
```

If you customise any of the text properties in the default language (i.e. in the `custom.properties` file or with command-line arguments), you should also add the localised versions of the customisations. If you don't, a user who selects a language other than English will see the original text in their chosen language, rather than the customised text.

## Image Properties

[top](#)

The graphical installer uses a number of images that can be replaced with custom images. To do this, you should add your image files to the installer archive (see [Adding Files to the Installer](#)), then set the appropriate properties to point to your image files.

### Installer Icons

This property sets the icons to use for the installer itself. This may be displayed as the installer file icon, in the system taskbar or application switcher, depending on the Operating System.

<b>Property</b>	<code>resource.icons</code>
<b>Value</b>	The value for this property is a comma-separated list of image resources. Generally you should provide image files at different sizes, and the Operating System will use the image that fits best.
<b>Example</b>	<code>resource.icons=resources/icon16.png,resources/icon32.png,resources/icon48.png,resources/icon256.png</code>

### Left Banner Images

These resource properties point to image files used for the banner images on the left of each panel during the installer. Different images can be specified for each step in the installer. The suggested image size is 64 pixels wide x 500 pixels high.

Property	Description
<code>resource.lhs.infopanel.img</code>	The initial installer splash screen.
<code>resource.lhs.licencepanel.img</code>	The software licence screen.
<code>resource.lhs.packspanel.img</code>	The pack selection screen.
<code>resource.lhs.licencefilepanel.img</code>	The Yellowfin licence file screen.
<code>resource.lhs.optionspanel.img</code>	The general options screen.
<code>resource.lhs.dbtypepanel.img</code>	The database type screen.
<code>resource.lhs.dbinfopanel.img</code>	The database details screen.
<code>resource.lhs.targetpanel.img</code>	The installation target screen
<code>resource.lhs.processpanel.img</code>	The installation process screen.
<code>resource.lhs.shortcutpanel.img</code>	The Start Menu shortcut screen.
<code>resource.lhs.finishpanel.img</code>	The installation complete screen.

### Example

```
resource.lhs.infopanel.img=resources/banner1.png
resource.lhs.licencepanel.img=resources/banner2.png
resource.lhs.packspanel.img=resources/banner3.png
```

### Installer Pack Images

Images are used on the pack selection screen when the different packs are selected. The suggested image size is 250x250 pixels.

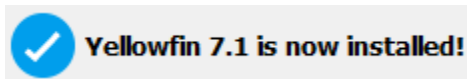
Property	Description
<code>resource.pack.core.img</code>	The “core” installation pack.
<code>resource.pack.tutorial.img</code>	The tutorial content pack.
<code>resource.pack.geopack.world.img</code>	The World Countries GeoPack.
<code>resource.pack.geopack.us.img</code>	The US Zip Codes GeoPack.

### Example

```
resource.pack.core.img=resources/corepack.png
resource.pack.tutorial.img=resources/tutorialpack.png
resource.pack.geopack.us.img=resources/usgeopack.png
resource.pack.geopack.world.img=resources/worldgeopack.png
```

## Installation Complete Icon

The installation complete screen contains the following icon (the blue tick). This can be customised using the `resource.finishpanel.icon` property. The suggested image size is 32x32 pixels.



### Example

```
resource.finishpanel.icon=resources/success.png
```

## Other Resource Properties

[top](#)

### Initial Page HTML

<b>Property</b>	<code>resource.infopanel.html</code>
<b>Value</b>	An html file that is displayed on the first screen of the graphical installer.
<b>Example</b>	<code>resource.infopanel.html=resources/splash.html</code>

### Software Licence Text

<b>Property</b>	<code>resource.licencepanel.text</code>
<b>Value</b>	A text file that contains the Software Licence Agreement text. The user must agree to the licence text before installing.
<b>Example</b>	<code>resource.licencepanel.text=resources/licence.txt</code>

[top](#)