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⠿ Standalone Builder Tutorial for OSX

Here are some notes for building and distributing standalones for OSX. It is assumed users already know how to build a standalone in Runtime Revolution 2.2 or greater. This document focusses on building icons and custom .DMG installers.

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⠿ Building Icons for MacOSX and WindowsXP
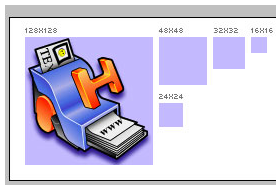
Vector Artwork

Start by creating the artwork (I use a vector application, like Flash, Illustrator, or Freehand). I typically rough in a drawing, then add ramped gradations. This artwork was done completely in Flash. Export from Flash as .eps into Photoshop–– there is a bit of color adjustment which must be made. Use a Hue/Saturation Adjustment Layer (group w/previous layer).

Import to Photoshop

Add a drop shadow, then merge visible layers. Here's the image which is rasterized at a smaller 120 x 120 resolution, then the canvas is resized to 128 x 128 in order to be able to add a drop shadow.
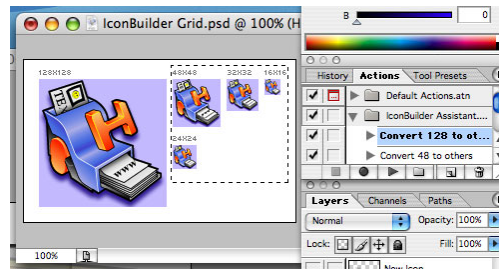
IconBuilder

IconBuilder is a plugin for Photoshop 6 and above. I currently use it with Photoshop 7. You can download a full–working demo copy from: www.iconbuilder.com

Once the image is rasterized, open the **IconBuilder Grid.psd** file, then import the icon artwork to the center of the 128x128 purple square.
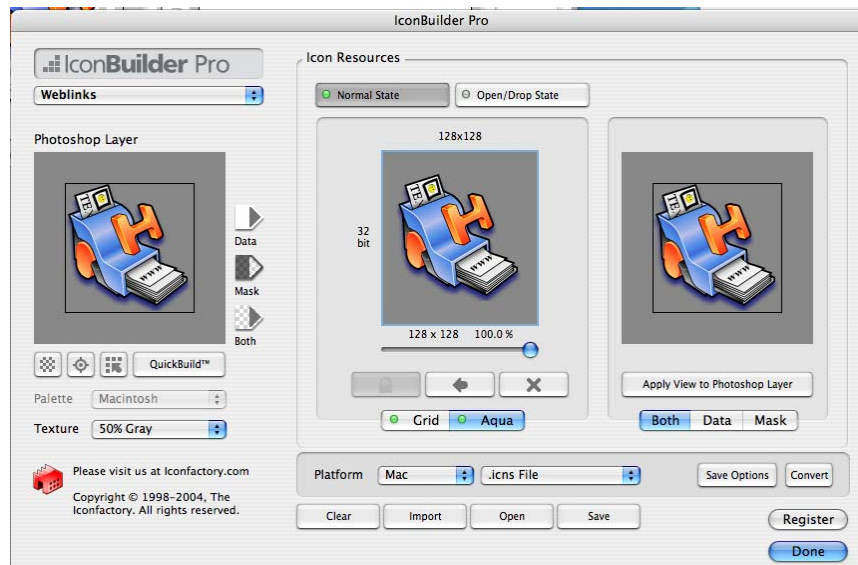
IconBuilder

The icon should be the selected layer. Next, run the **Convert 128 to others** Action (it comes bundled with the plugin, but needs to be manually installed), and it will create all the other icon sizes: 48x48, 32x32, 24x24, 16x16.
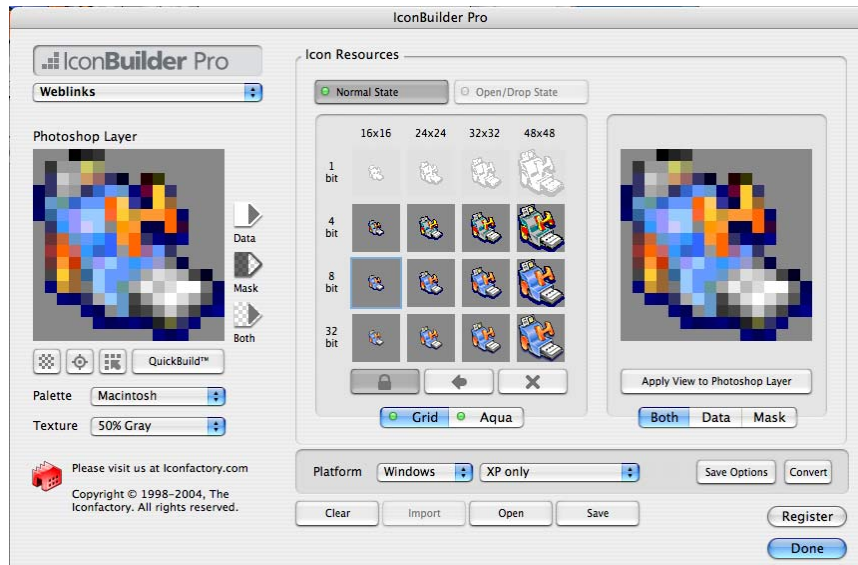
Also, I generally select all the icons (but the 128 x 128) and apply an Unsharp Mask filter to them.

IconBuilder Plugin

Launch the **IconBuilder** plugin. Make sure the settings are as you see below. You can option–click on the **QuickBuild** button which will automatically build all the icons for you using the different sizes which were created on the layer by the previous action. Make sure the platform is **Mac** and the filetype is set to **.icns File**. Then press the save button and export your icon file to someplace safe. You'll use this file in the OSX build settings screen in Revolution.
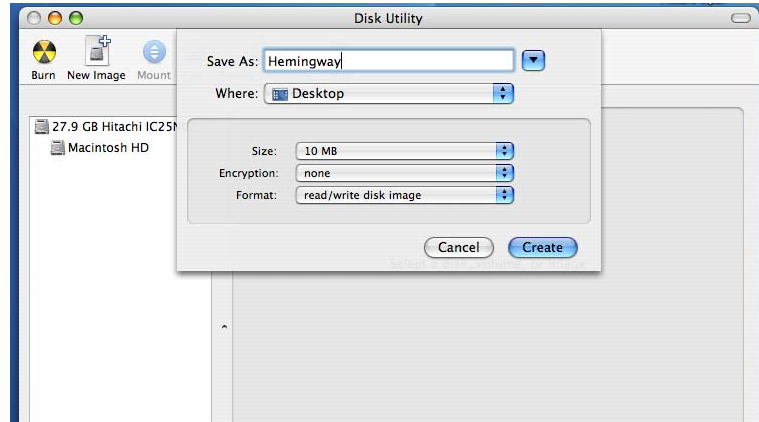
Building icons for Windows XP

While still in the Mac version of Photoshop, once again launch the IconBuilder plugin. This time, choose to save using the platform **Windows** and **XP Only** as the type. Typically all the icons will be built except the 16 x 16 icons. To make them, scroll around in the **Photoshop Layer** pane, then build them by shift–clicking on the **QuickBuild** button. Then save them as an .ico file. This file can be used by Revolution to build standalones.
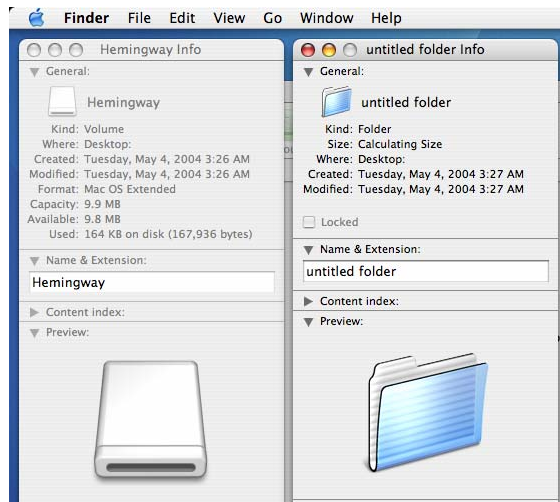
⠿ .dmg custom install volume

Create the disk image

Typically, many software packages are installed via .dmg files. A .dmg file is a file which when launched, mounts a virtual volume on the desktop. The volume can be opened and applications copied out of it. The .dmg file can be customized to create a simple installer. Here's how.
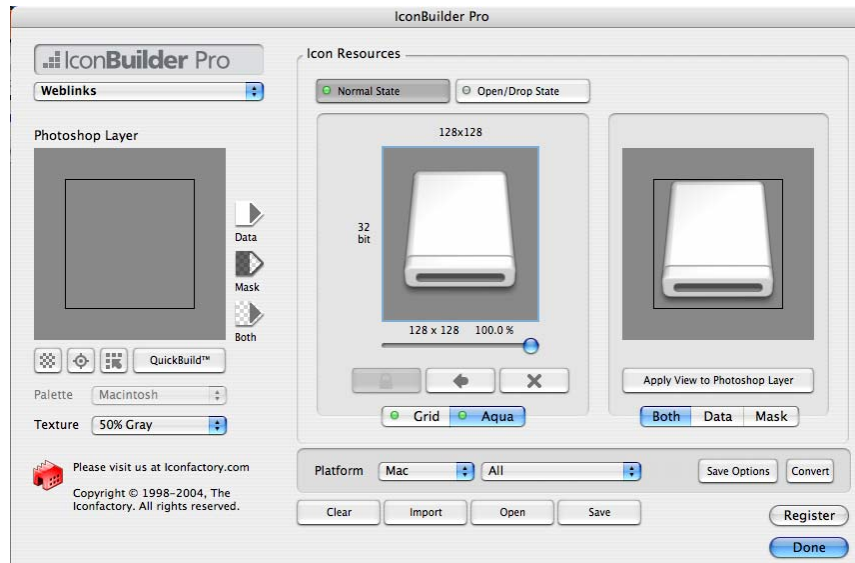
Open Disk Utility and click the New Image button at the top. Name the image, and make sure you set it to a large enough size to hold all the files for your installation.
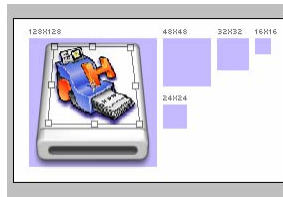

Copy the disk mount icon

Find the mounted image on your desktop and Get Info. Next, create a new folder on the desktop and Get Info. Select, copy and paste the icon from the mounted image to the folder. This new folder icon will be used in Photoshop to create a custom disk image icon.
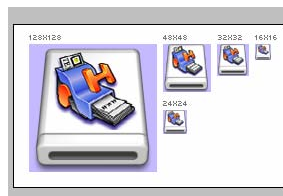

Open IconBuilder plugin

Go into **Photoshop**, create a brand new layer and open **IconBuilder** plugin. Make sure the platform is **Mac** and the file type is **All**. Click the **Import** button and choose the folder which recently had the new icon pasted on in the **Get Info** dialog. Next, press the **Apply View to Photoshop Layer**. This will copy this 128x128 icon to the new layer recently created.
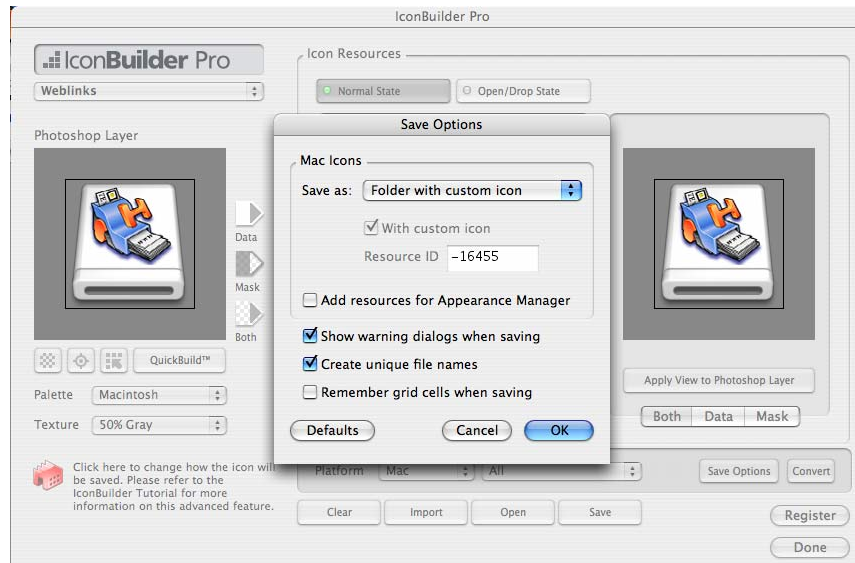
Composite Icon to Volume Icon

Choose the application icon layer, then delete all the icons except the 128x128 version from it. Next, choose the Edit > Transform > Distort and distort the bounding box of the 128x128 application icon so that it fits perfectly on top of the volume icon. Press the Enter key to set it.
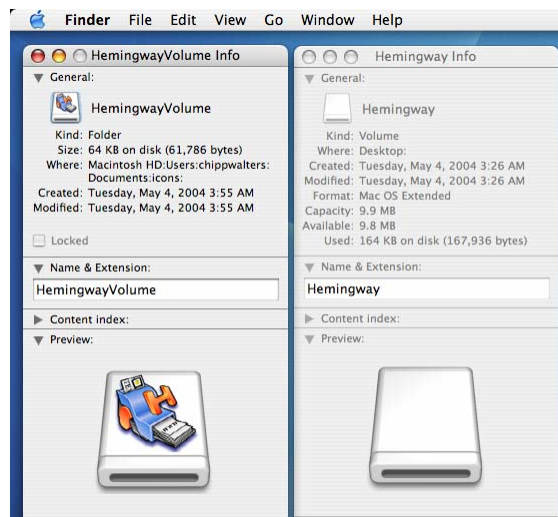
Create all sizes icons

Composite the Application icon onto the Volume Disk icon by selecting the Layer > Merge Down menu. Then, run the Convert 128 to others Action to fill out all the icons.

Launch IconBuilder plugin

Open IconBuilder plugin again. This time the platform should be Mac and the filetype is All. Press the Save Options button and choose Save As: Folder with custom icon. Press OK to save your settings. Then press the Save buton and name a folder for the icon to be saved.
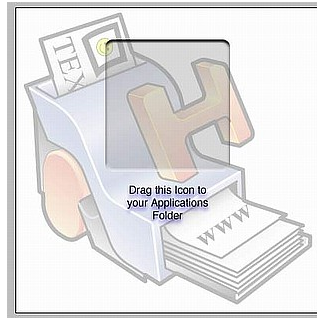
Copy folder icon to Volume icon

Now, go to the folder just saved, and Get Info. The new icon will be displayed at the upper left. Next, Get Info for the recently mounted volume created earlier. Copy and paste the newly created icon to the mounted volume Get Info panel.

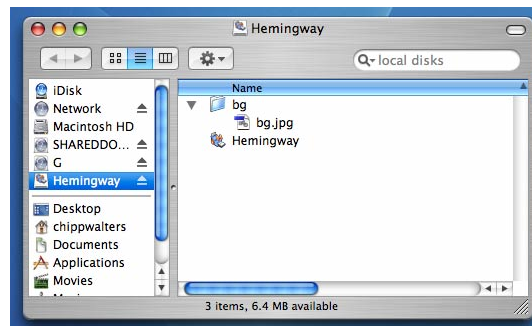Now, the mounted volume has a custom icon associated with it.

Make background for folder

Use this template file, and create your custom background for the install folder. This background is 400x400 pixels. Rasterize the .eps file at 380x380, then set it to be very transparent and layer it at the bottom. Render it out to a JPG.
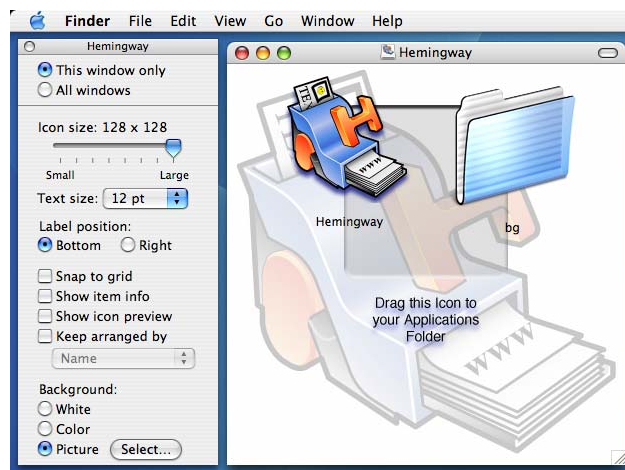
(click the image to download the Photoshop file)

Open Volume and copy files into it

Open the newly branded volume and copy your standalone files into it. Create a new folder named "bg" or "images" and copy the background.jpg you just saved into it. Your file structure should look like this picture.

Set folder settings

With the window open, select menu **View > As Icons**. Next, select **View > Show View Options**.

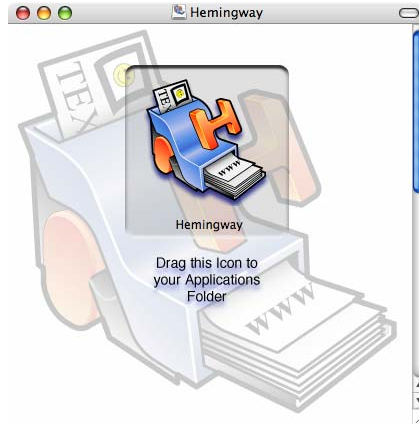Select the **This window only** radio button.
Set the icon size to **128 x 128**.
Select the **Background > Picture** radio button and browse to the JPG file you created on the volume.

Next, select menu **View > Hide Toolbar**

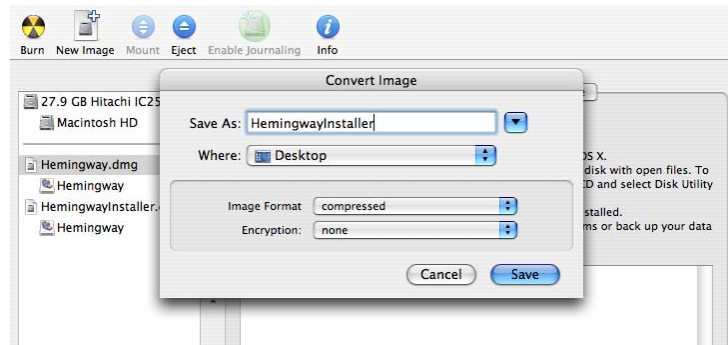Your window should look like this:

Move folder and icons around

Now, center your application icon over the round rectangle area, and move the bg folder way below so it is not seen. Square up the window and close it. Double−click the volume to see if it opens correctly.

⠿ Compress .dmg for Internet
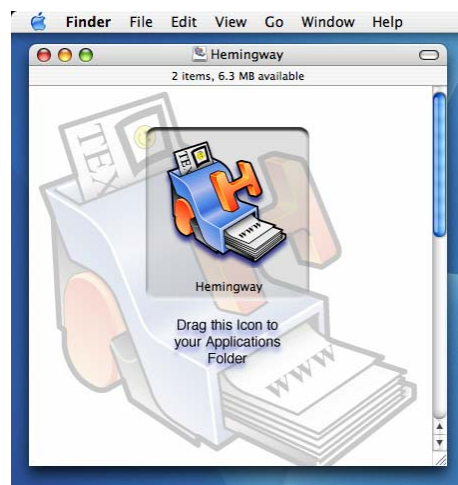
Back to Disk Utility

In Disk Utility, select the .dmg file to compress. Select menu **Images > Convert**

Save As: a filename for the new .dmg file (e.g. HemingwayInstaller)

Choose **Image Format: compressed** and Save.

Launch newly created .dmg file

Once launched, the new .dmg file will display the custom folder and be ready for install.