

Rudy's Delphi Corner

VCL Component Installer

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One of the things I missed most in Delphi 2005 was the VCL Component Install menu item in the Component menu. For reasons I still don't quite understand, this expert was removed from the IDE. It was a quick way to install a component in the IDE, but since Delphi 2005, you had to manually create or open a package, manually add the component to it and then install it.

That is why I wrote this expert: it replaces the old Install Component expert under the Component menu. It allows you to pick a unit or units to install, to pick in which package it should go, and it opens the package and adds the units to it.

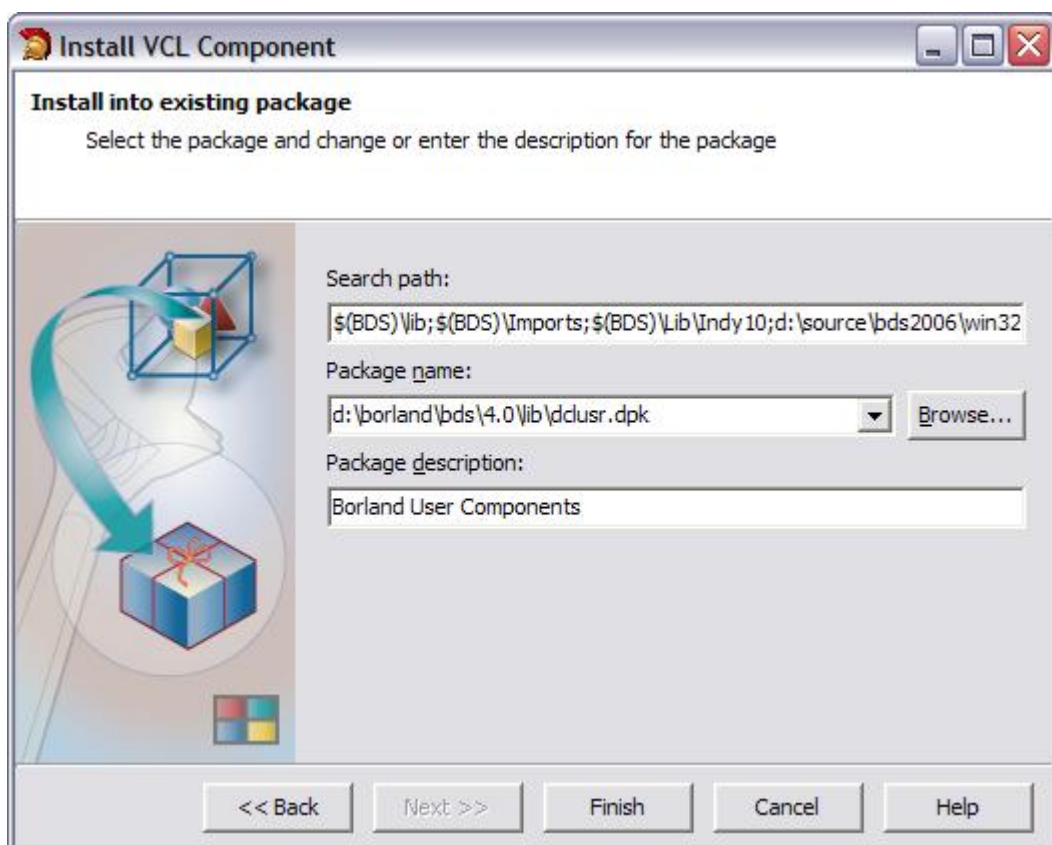
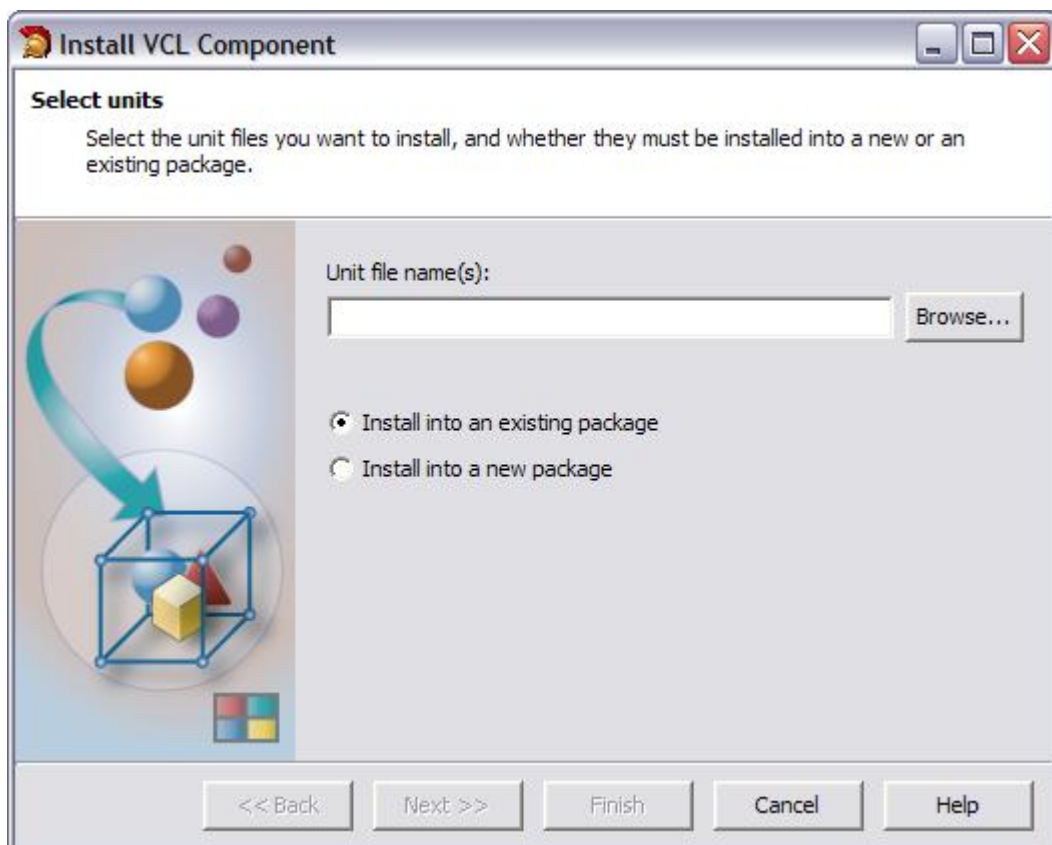
Until I find out how to do that, it will not install the package yet. You'll have to select Install from the context menu of the package, in the Delphi Project Manager.

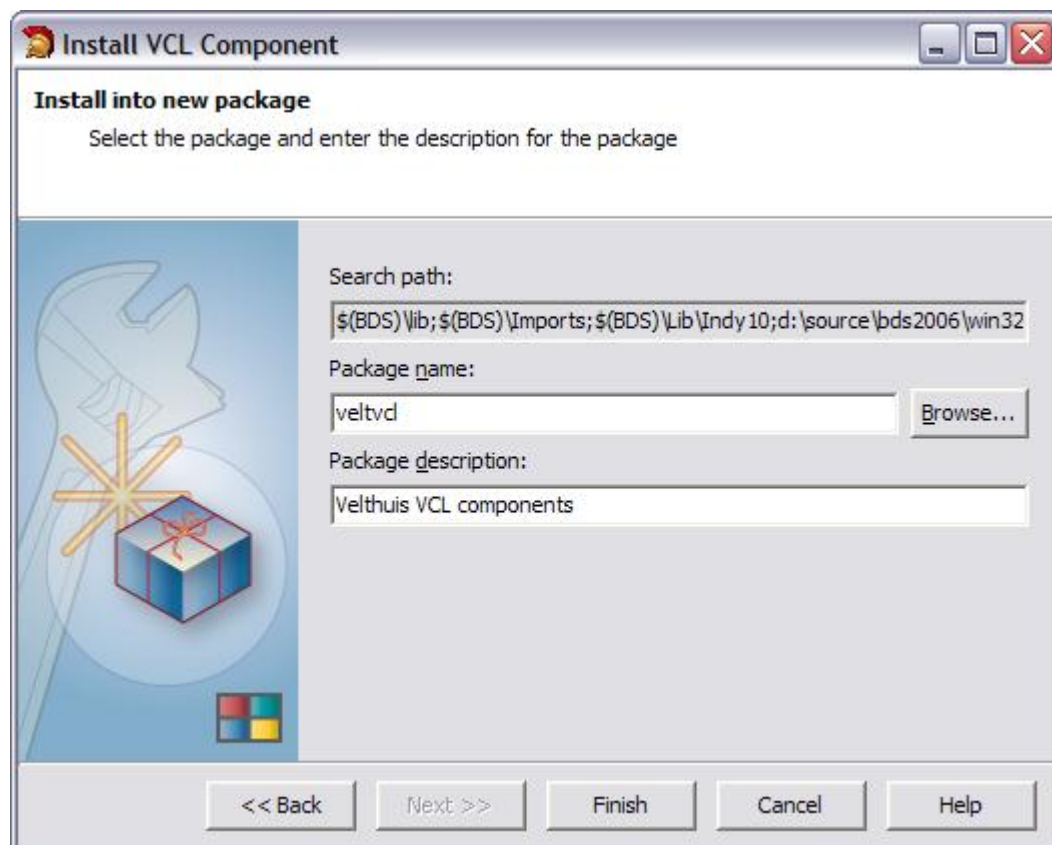
Installation

Installation is quite simple, but not automatic. Extract the zip file to a directory of your choice, and open the *veltvcl.bdsproj* project in BDS 2006. Install it. Now you can open the *CompInstall.bdsproj* project in BDS 2006 (I didn't test this in Delphi 2005 yet, but will do that soon), and install it as well.

Usage

Usage is straightforward. Fill in the blanks, and at the end, press *Finish* to generate or open the package and add the units to it. Help is not available yet, but I doubt you will need it.





Editing

The project requires *MRUCombos.pas*, and that is why I also included *veltvcl.bdsproj*. It should be installed in the IDE to be able to edit the frames and form.

CompInstall.bdsproj is a package project, and the BDS doesn't treat this kind of project like it treats a normal .exe project. The package contains four frames, and packages and frames are not on good terms.

Each time you re-start the project, you might get an error message saying that one of the frames or the form can not be found or loaded, especially if the last time you loaded it, one of the frames, or the dialog using them, was selected. In such cases, just click **Cancel**, and do **not** click *Ignore* or *Ignore All*, .

If you click *Ignore*, the frames will probably be removed from the dialog, and it is very tedious to get them back on again, make them align *alClient*, give them their proper names, and connect all the event handlers. If you click *Cancel*, you can't edit the forms or frames which the IDE could not load anymore, but you can still edit the code and install the package.

To be able to edit the frames or forms in the package, you must first remove them from the package, and then add them again in the following order:

- 1 First add *CompInstallUnitsFrames.pas*. Open the file and select the designer. In the designer, right click the frame and choose "Add to Palette". In the dialog, click away any error messages you might get about the component already being installed, and just install the frame again.

- | Do the same for *CompInstallPackagebase.pas*, i.e. add it to the project and to the palette.
- | Now add *CompInstallNewPackagesFrames.pas* and *CompInstallExistingPackageFrames.pas* to the project and the palette.
- | Finally, add *CompInstallWizardDlg.pas* to the project. Now you can edit everything, but the next time you open the project, you might have to go through the same procedure again.

*But normal .exe projects don't have these problems. So I created an .exe project (a VCL Forms Win32 project) and added all the frames and units to it. This is called *CompInstallFrameEditProject.bdsproj*, and is also in the .zip file. Simply add that project to your project group, and the problem should be gone.*

Next

The first thing I'll try is make this work in Delphi 2005 too.

I'll try to add automatic installation to the project, but since Borland didn't provide any *Open Tools API* interfaces for that, I'll have to experiment.

I'd also like to add support for C++ units, in the C++ personality. I have no idea how hard that is going to be. C++ projects are slightly more difficult, because they require the generation of resources, for some reason or other.

Disclaimer

The Component Installer ([compinstall.zip](#)) is freeware. All rights are reserved. Its code is provided as is, expressly without a warranty of any kind. You use it at your own risk.

I hope this code is useful to you. If you use some of it, please credit me. If you modify or improve the unit, please send me the modifications.

I may improve or enhance the unit myself, and I will try to post changes here. But this is not a promise. Please don't request features.

Suggestions, remarks, flames, complaints, rewards, donations, etc. can be sent to [my e-mail address](#).

Rudy Velthuis

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