Product Documentation

Embarcadero® AppWave™ Studio
Quick Start

Version 4.2

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Embarcadero Technologies, Inc. is a leading provider of award-winning tools for application developers and database professionals so they can design systems right, build them faster and run them better, regardless of their platform or programming language. Ninety of the Fortune 100 and an active community of more than three million users worldwide rely on Embarcadero products to increase productivity, reduce costs, simplify change management and compliance and accelerate innovation. The company's flagship tools include: Embarcadero® Change Manager™, RAD Studio, DBArtisan®, Delphi®, ER/Studio®, JBuilder® and Rapid SQL®. Founded in 1993, Embarcadero is headquartered in San Francisco, with offices located around the world. Embarcadero is online at www.embarcadero.com.

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EMBARCADERO® APPWAVE™ STUDIO 4.2 QUICK START GUIDE

INTRODUCTION

The AppWave Studio is an application within the AppWave Browser where you can master app versions of existing applications or create app versions from scratch. The mastering process creates an application that can be streamed from AppWave and then run locally on your desktop without installation. This option allows most applications to be run on a locked-down desktop. There are no conflicts with other applications, no writing to the system areas of their registry, or modifying shared DLLs.

Independent Software Vendors must master the apps they plan to sell in the AppWave Store. During the mastering process they set application types and licensing. For more information please see: *The Independent Software Vendor Portal User Guide.*

The AppWave Browser is hosted outside of your site and is managed by Embarcadero. This quick start walks you through the basic steps of mastering applications five different ways:

- [Create an App with One Click](#)
- [Create AppWave Supported or Custom App from Install](#)
- [Create AppWave Supported or Custom App from Scratch](#)
- [Create AppWave Supported WebApp](#)
- [Add Native Installer to AppWave Catalog](#)

For additional information on AppWave Studio please refer to the online help *AppWave Studio User Guide.*

GETTING STARTED

When you open the AppWave Browser, if only the Apps tab is visible, this indicates that you do not have permission to master applications.

To access the Studio, the Administrator must grant you mastering permission. Once this is done, the Studio tab appears in the AppWave Browser.

> **NOTE:** For more information on how to set up this permission, please refer to "Group Management" in the *AppWave Administrator Guide.*

Once the Studio tab is available, you can click it to access the Studio application where you master applications and then use them in your organization.

CREATING AN APP

This Quick Start covers several different ways to create an app:

- Create an App with One Click

  All the mastering support has been done so you only have to supply an application's executable. This process uses a template that has been created with all the information needed to complete the app. This information includes descriptions, display name, product name, icon, etc. It is important to note that this creation process starts in the Apps portion of the AppWave Browser. You then complete the creation process in the Studio portion.

  User: This type of mastering is recommended for use by an Enterprise Desktop Administrator. Only basic programming skills are necessary. This process is streamlined with many of the necessary decisions made for the user.

- Create AppWave Supported or Custom App from Install

  With this option, you create, edit, and broadcast an app from install using AppWave Studio. Some steps require additional information depending on the application you have chosen to install. Some steps may be automatically completed for you.

  User: This type of mastering is recommended for use by an Independent Software Vendor (ISV) user. The user mastering the application must have the knowledge to make key decisions during the creation process. This includes knowledge about the results of decisions made and when and why to use the default recommendations.

- Create AppWave Supported or Custom App from Scratch

  This option allows you to master a custom application that does not have the pre-existing mastering support. This means that you need to manually insert Product Name, Display Name, Version, Licensing Information, Long Description, etc.

  User: It is recommended that this type of mastering be used by someone with registry knowledge. This user also needs an understanding of the installation process including files (location and properties), licensing, registry values, and environment variables.

- Create AppWave Supported WebApp

You can create an application that is accessible via an Internet Browser typically executed on an application server. This app is hosted either by an Enterprise customer directly or is hosted externally accessed as a "cloud" service. An external app would be anything you can access on the public internet as well as purpose built on company intranets.

User: Once an WebApp is mastered, the AppWave Admin has an ideal platform for distributing, monitoring, and controlling access to WebApps for IT departments. Also, it can be cataloged, including both internally available WebApps and controlled-access external WebApps. The AppWave Browser user can catalog, discover, and rate/review WebApps for end-users. The AppWave Studio Author can master apps for the display and execution of WebApps from within the AppWave Browser.

- Add Native Installer to AppWave Catalog

With this feature you can distribute software that cannot be easily mastered into stream apps. Some examples would be native 64-bit software, printer drivers, and software establishing Windows services. You can also distribute data and media content packaged as installers. Some examples would be data models, training materials and manuals, and data sets.

User: It is recommended that this type of mastering be used by someone with registry knowledge. This user also needs an understanding of the installation process including files (location and properties), licensing, registry values, and environment variables.

CREATE AN APP WITH ONE CLICK

You can use the AppWave Browser to create an app. To demonstrate this process we will use an application, available in the AppWave Browser, that has an AppWave Template. This template tells AppWave how to master an application, and contains branding information and information on which filter to run on the installer for the application.

Unlike other app mastering processes, you start this process from the Apps tab in the AppWave Browser and then broadcast it in the Studio tab.
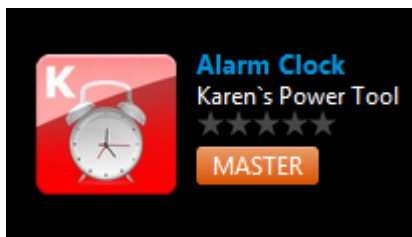
START THE MASTERING PROCESS

1   We are going to use the !Quick Screen Capture application for this process. This app is an image grabber and image editing tool. So first we need to download the executable for a free trial from http://www.mediachance.com/free/multimon.htm.

2   Save this executable in the root directory.

3   In **Apps,** search (　　　　　　🔍　　　　　　) for "AppWave Template" and all the applications with that designation are listed. This template is indicated by an icon (MASTER) located to the right of the application icon.

> NOTE: Click **View All** to see a complete list of the apps found in your search.
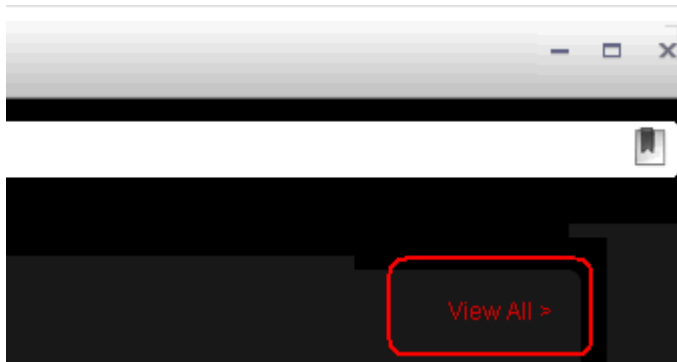
4   Select the Alarm Clock template. The screen shot shown below shows that this application is available to be mastered.

> NOTE: Click the name of the app **(Alarm Clock)** to view additional information on the app.

5   Click **Master** located to the right of the application icon. The **Record Installation** dialog briefly appears and then is replaced by the **Record Alarm Clock** dialog. You also get a message in your tray that the quick_screen_capture.aw has finished downloading.
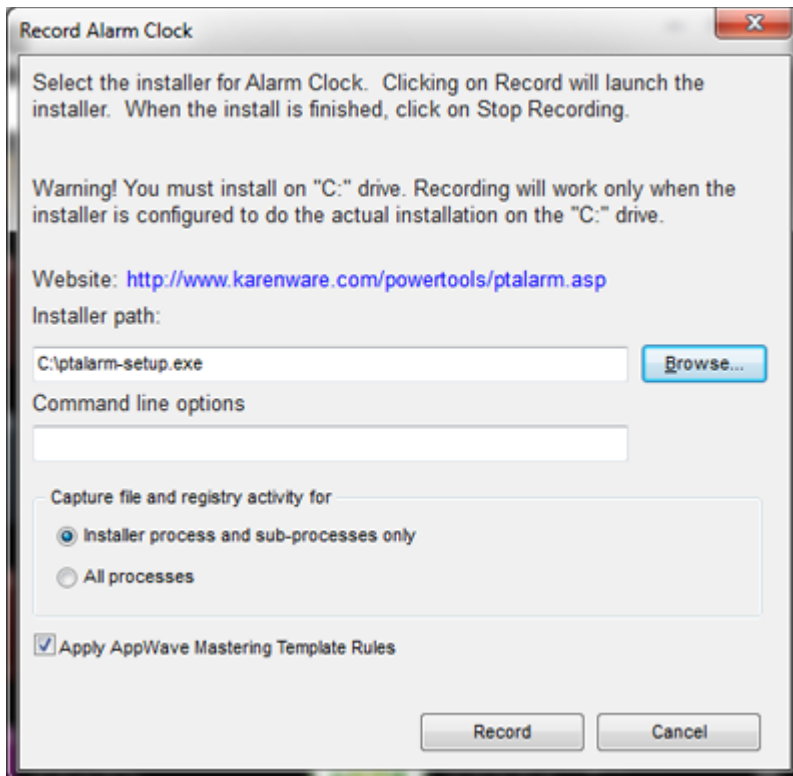
6   In the Installer path browse to the application's executable that you downloaded from the web site and click **Open**. The executable must reside on the root drive.

> NOTE: The "Command Line" value indicates how to launch the file and the value is the trigger to run a specific command. We will not use a command line option for this app.

7   Leave the default setting of **Installer process and sub-processes only**. This option captures only the install processes instead of all the processes associated with the application.

8   Leave the default setting of **Apply AppWave Mastering Template Rules**. As the mastering goes through the steps to create an app, tasks may be created indicating missing data. This option automatically completes any missing data.

RECORDING

1   Click **Record** and the install process starts. A Recording dialog appears in the upper right corner of your screen and the AppWave Browser is minimized. The blinking recording status button indicates that each action you take is recorded. The **Record Installation** dialog also appears while the plugins and other necessary files are loaded.
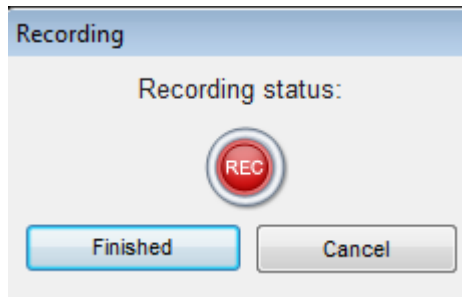

2   Follow the install steps for your selected application.

> **NOTE:**   The example we are using does not require a license. For more information on how to license an app, see the *AppWave Administrator Guide*.

3   Once the installation is complete, click **Finish** to close the install dialog.

> **NOTE:**   At the completion of an install you may have the option to run the application. It is recommend that you do not run the application at this time.

4   Click **Finished** in the Recording dialog and the **Record Installation** dialog reappears. This dialog identifies each file as it is installed and a progress bar shows each step of the process. The completion time for the operation is also displayed.

> **NOTE:**   You can see the details of the installation during the record process by clicking **Details**. Uncheck **Close on Successful Completion** and this dialog remains opens.
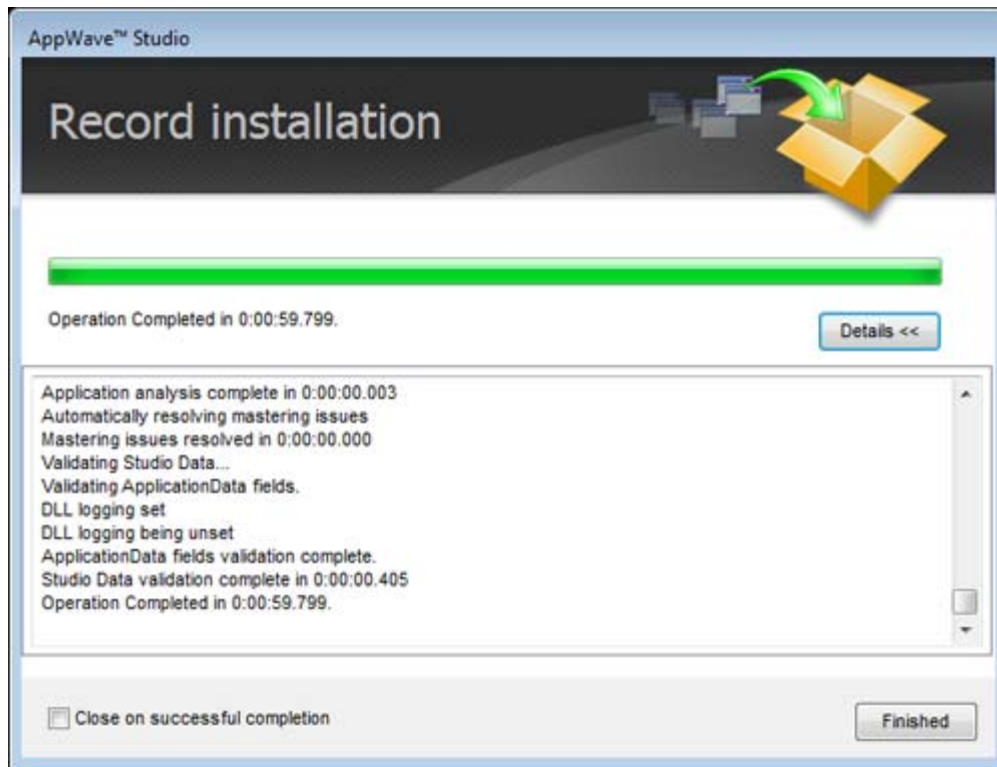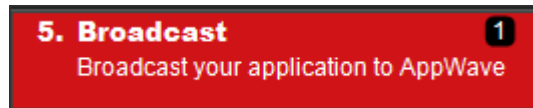
5   If the Record Installation dialog did not close automatically, click **Finished** and the **Broadcast your application to the AppWave** page appears.

> TIP: Notice that at this point in the Quick Start, you are now working in the Studio portion of AppWave.

6   During the mastering, the AppWave template populates the various fields in the Steps (Launch & Brand, App, Test, and Broadcast). If one of the steps is missing required information, the mastering process opens to that step. If all the information is completed, the Studio opens to the Broadcast step.

7   At this point you will see that there is a Task at the bottom of the page that requires fixing. This task is about using the Prefetch Option that can make launching the application faster. Follow the steps below to complete the prefetch and mastering process.

Using the Prefetch Option

Prefetch is the process of streaming application blocks in anticipation that those blocks are needed by an application. When you record with prefetch you can launch the application with faster start up times.
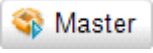
Notice that a Task appears at the bottom of the Broadcast page. This task indicates that *"in order to Record the launch of the application for faster start-up time, you need to master the app from the Master tab before broadcasting. Once the launch data was recorded, remastering before broadcast will not remove this information."* Only some key blocks of application data from AppWave are necessary for the application to launch and perform basic functions.

> **NOTE:** There is also an indicator next to the Broadcast step showing that there is a task that needs to be fixed.


1   In the Task list area, click **Fix** and a dialog appears instructing you on how to record prefetch information. Click **OK** to close this dialog.
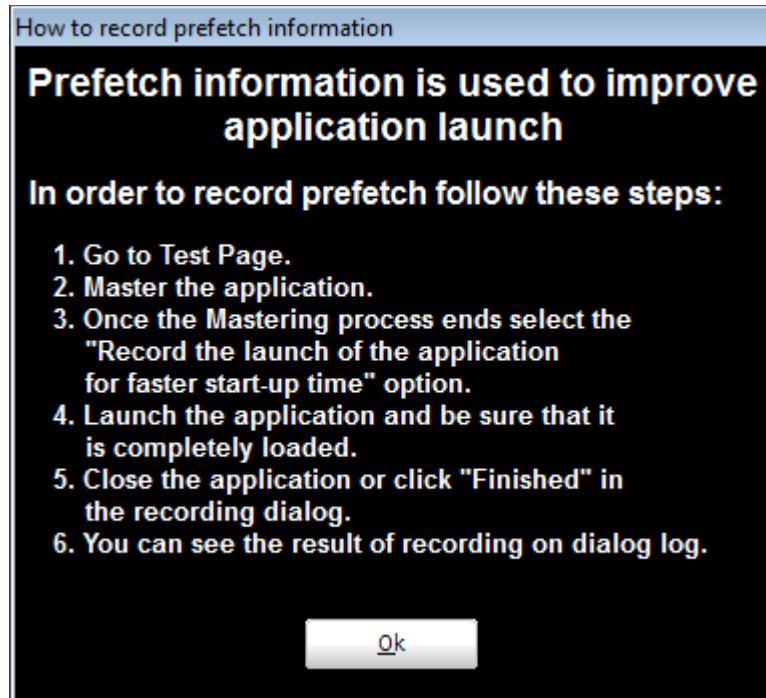
2   Click the **Test** step and the **Master and Test your App** page appears.

3   Click , save your changes to the working file (in this case it is xx\Program Files\Quick Screen Capture\, and the **Master** dialog appears.

4   The "Record the launch of the application for faster start-up time" option is automatically selected. Click **Launch** to ensure that the application is completely loaded.
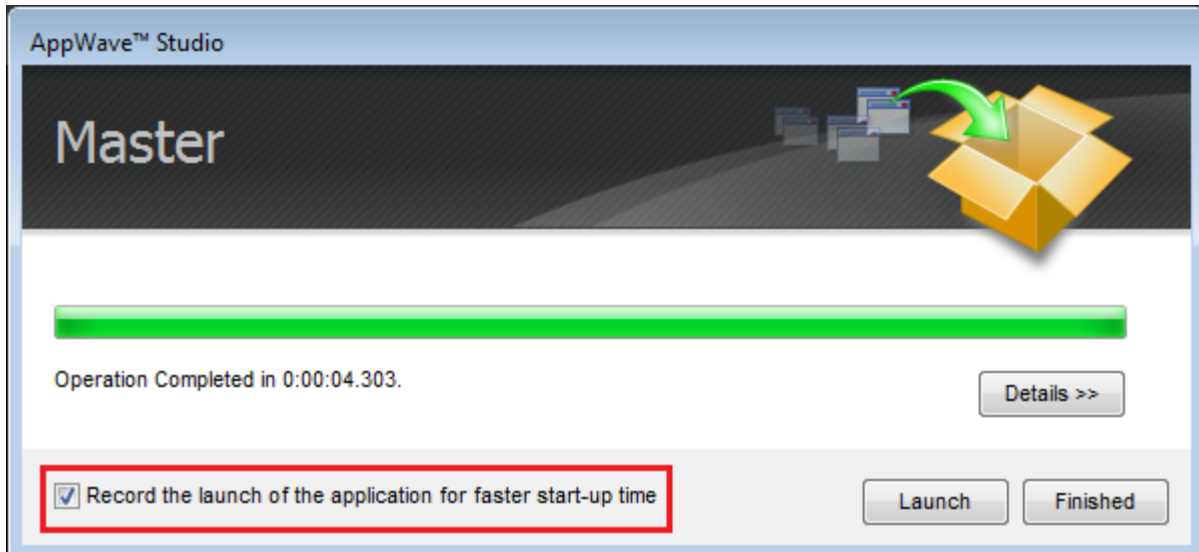
5   If a EULA is required, the agreement dialog opens. Click **Accept** and the application opens.

6   Close the application and click **Finished** in the Recording dialog.

7   In the Master dialog, click **Details** to view the results of the recording.
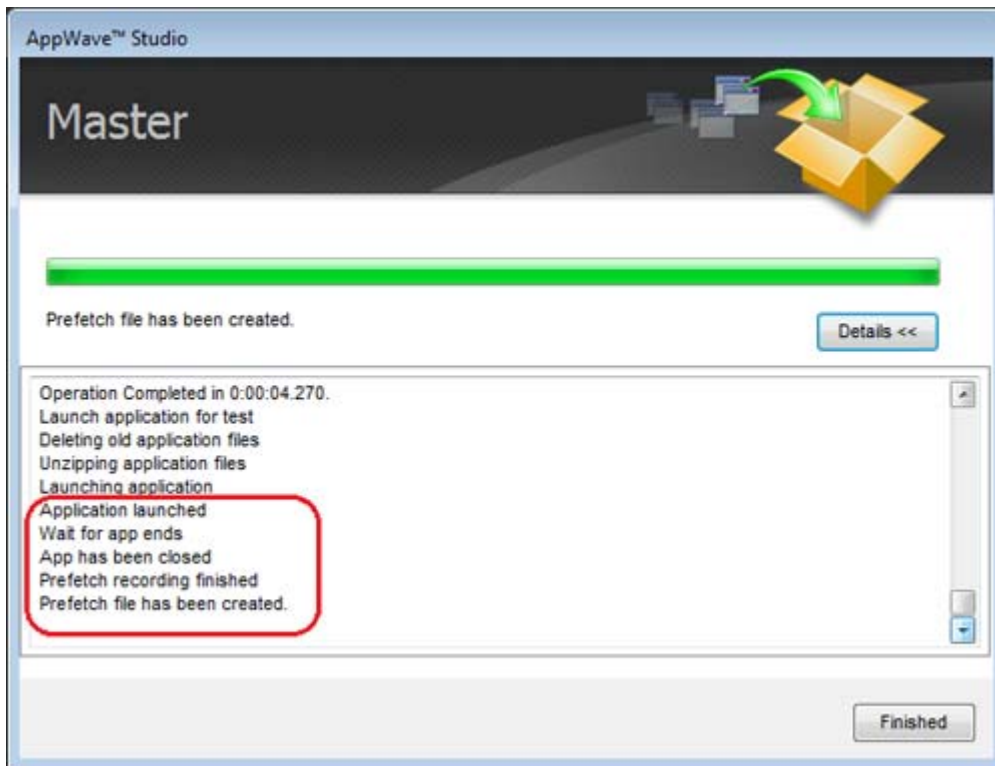
8   Click **Finished** and then click **Next** in the **Master and Test your App** page to advance to the **Broadcast** page.

9   Click **Broadcast** and you are asked to save your current working file before broadcasting. Save your files once again in the same location**.**

10   Click **Yes** and save the file. Note that the app file has a .tca file extension. The **Broadcast** dialog opens and shows the mastering processes. It also displays the completion time.

   **NOTE:**   You can click **Details** to view the steps taken during the deploy process.

11   Once you get the indication that the operation is complete, click **Finished** A popup also appears in the lower right-hand corner of your screen indicating that this app is now available.
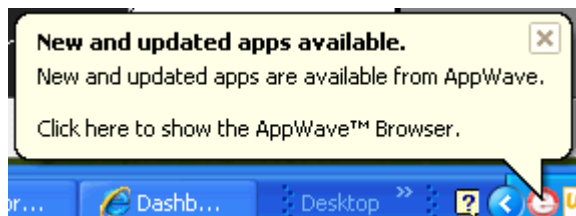
12   Click **Apps** to return to the Apps portion of the application.

13   Once your application is broadcast, the newly mastered app build is placed in your personal Apps folder. The following screen shot shows one app has been placed in your folder (xxxxxxxx Folder) designated by the , as well as the app that was just mastered.
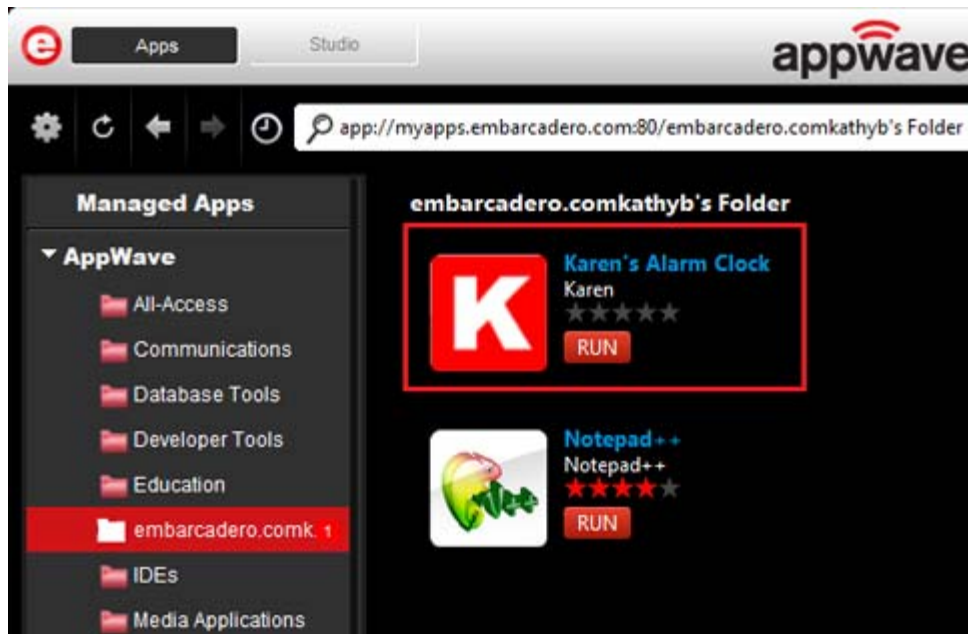
14 Click **Add** and a notification that new and updated apps are available appears.

15 The **Sign In** dialog also opens.

During the install process, you may be asked for licensing information. For example, if you have already installed a previous version or have a trial version, you get information regarding the status of your license. This is where you enter your EDN user name and password to request a trial.

16 When the EULA dialog appears, click **Accept**, the dialog closes and the application downloads and opens and is ready to use on your computer.

> **NOTE:** Click on the name the name of the app to access details and reviews for this app. You can also write a review on the application.
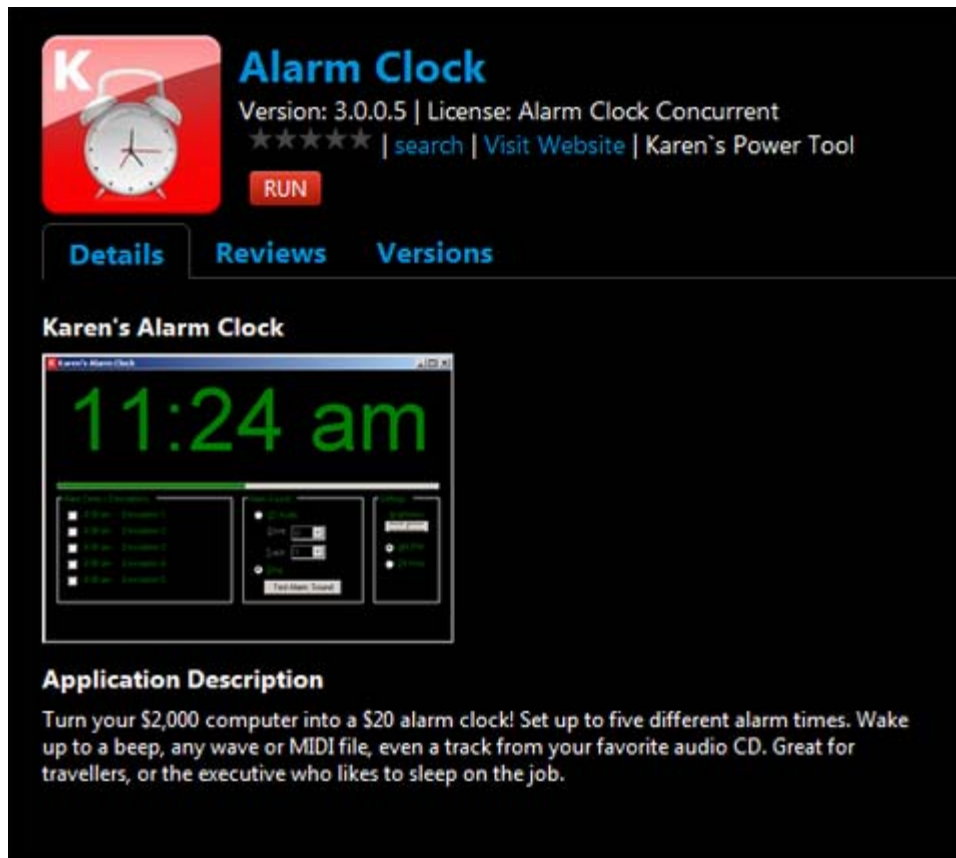
CREATE APPWAVE SUPPORTED OR CUSTOM APP FROM INSTALL

After you have installed the AppWave Browser and have mastering permission from the Administrator, click **Studio** to open the Start page.
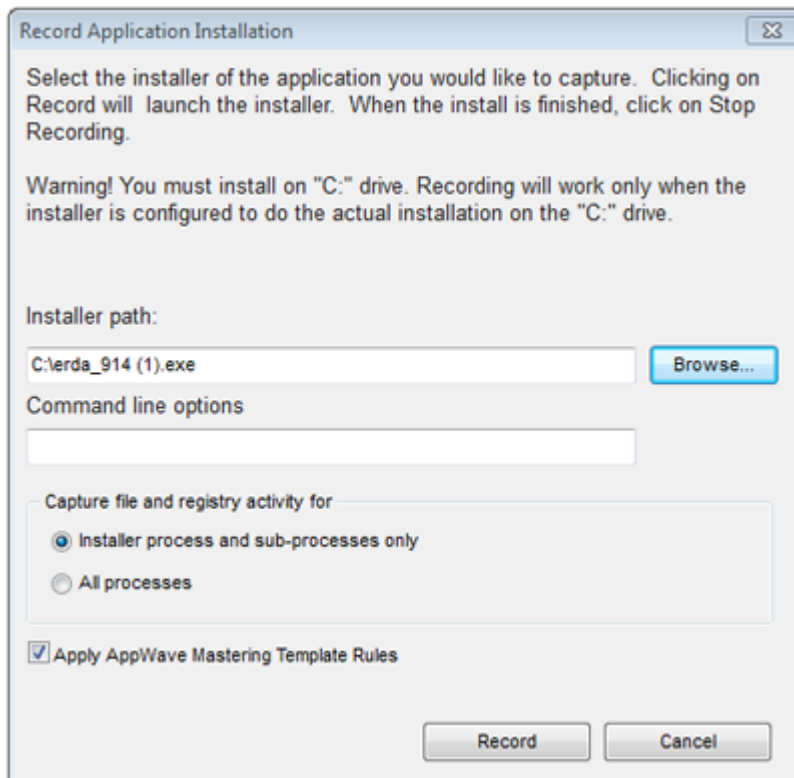
START

1 On the **Build an App** page click **Create AppWave Supported or Custom App from Install** or click 🔴 .

2 In the **Record Application Installation** dialog, browse to the ERStudio Data Architect executable (erda_XXX.exe)

   NOTE: To download the executable for the Data Architect application click Embarcadero's download page and select to download the trial. A 14-day trial license serial number will be sent to your EDN account e-mail address.

   TIP: The "Command line options" value indicates how to launch the file and the value is the trigger to run a specific command. We will not use the command line option for the creation of this app. Please refer to *Using the Command Line* in the Studio User Guide.

Record Application Installation

Select the installer of the application you would like to capture. Clicking on Record will launch the installer. When the install is finished, click on Stop Recording.

Warning! You must install on "C:" drive. Recording will work only when the installer is configured to do the actual installation on the "C:" drive.

Installer path:

`C:\erda_914 (1).exe`   [Browse...]

Command line options

[   ]

Capture file and registry activity for
- ⦿ Installer process and sub-processes only
- ○ All processes

☑ Apply AppWave Mastering Template Rules

[Record]   [Cancel]

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3 Leave the default setting of **Installer process and sub-processes only**. This option captures only the install processes instead of all the processes associated with the application.

4 Leave the default setting of **Apply AppWave Mastering Template Rules**. As the process goes through the steps to create an app, tasks may be created indicating missing data. This option automatically completes any missing data.

5 Click **Record** and the install process starts. A Recording dialog appears in the upper right corner of your screen. The blinking recording status button indicates that recording is in progress.

    NOTE: The AppWave Browser application is minimized.

6 Follow the install steps for your selected application.

    During the install process, you may be asked for licensing information. For example, if you have already installed a previous version or have a trial version, you get information regarding the status of your license. If you are installing a trial version for the first time the Register Trial Owner dialog box opens. Enter your EDN user name and password to request a trial.

    NOTE: If you do not have an EDN account, click "Create new EDN account".

7 Once you enter the required information, click **OK** and the Embarcadero Product Registration opens.

8   Insert the serial number that was sent to your e-mail address. You also need to enter your Developer Network (DN) Login Name and DN Password.

NOTE: The DN Login Name and Password are what you created in your EDN account.

9   Click **Register** and the EULA for the Data Architect application appears.

10   Click **Accept** and the dialog closes.

11   Complete all steps and click **Finish** in the **Embarcadero ERStudio Data Architect** dialog.

12   Then click **Finished** in the Recording dialog and the **Record installation** dialog appears. This dialog identifies everything that needs to be installed. A progress bar shows the steps being taken. The time it takes to complete the operation is also displayed.

NOTE: To see the steps being performed during the installation click **Details**.
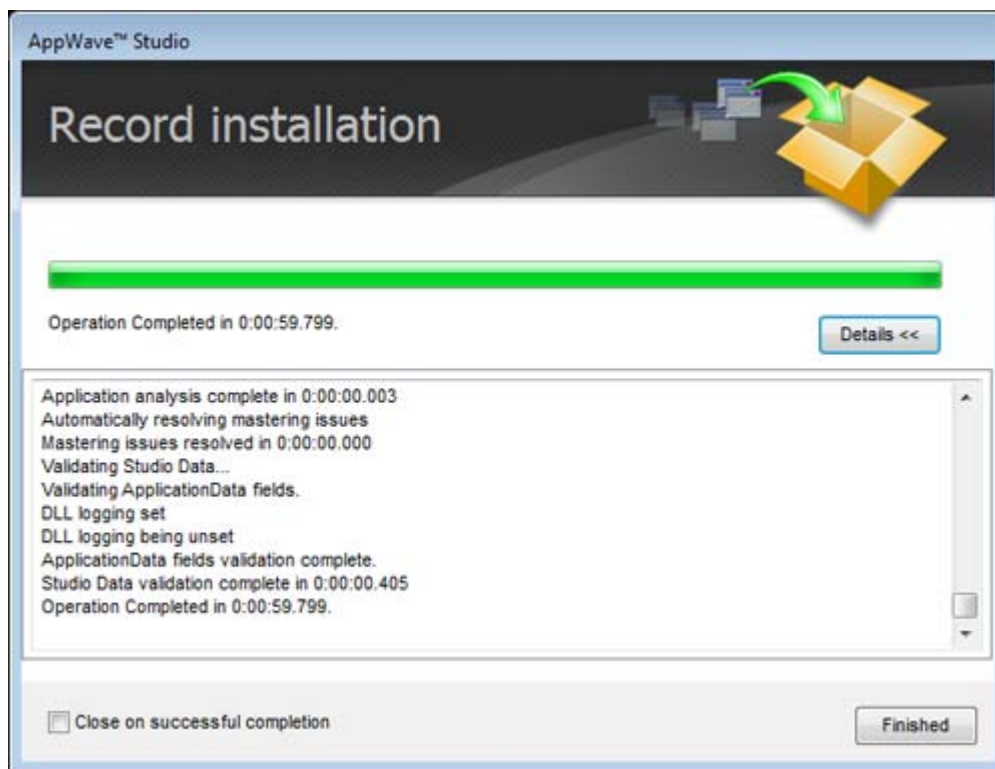
13   The step that opens next depends on the app being mastered and the information provided during the install process. The options are:

- Launch & Brand
- App
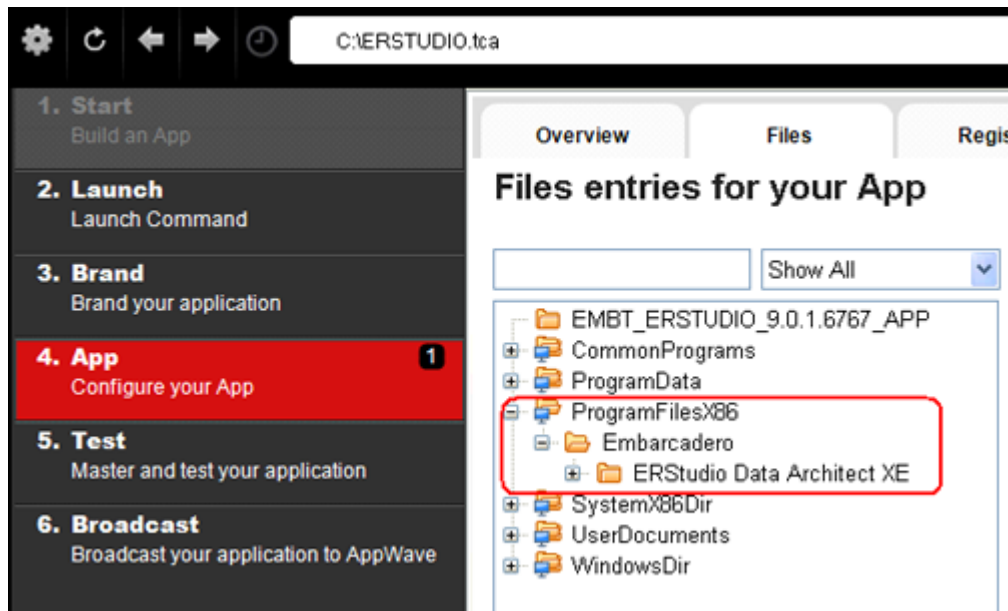- Test
- Broadcast

LAUNCH & BRAND

1. If the Record Installation dialog does not close automatically, click **Finished** and the **Launch & Brand** page appears. This is where you select the launch executable and critical information.

2. Select *Embarcadero\ERStudio Data Architect x,x\ERSTUDIO.exe* from the drop-down menu.

   NOTE: The Working Folder and Icon information fields are then automatically populated.

3. Next you will select a Product name. Click the drop-down arrow in the **Product Name** field and select ER/Studio *Data Architect* from the list.

4. If it isn't automatically populated, enter the version in the **Product Version** field.

5. In the **Publisher** field enter *Embarcadero*. You can leave the default settings in the remainder of the fields.

   NOTE: Any empty fields that are required are listed in the lower Tasks panel. An alert icon (🔺) also appears next to the field. Click **Fix** on an issue and your cursor is placed in the field requiring information. Once the information is supplied the item listed in the Tasks panel disappears.
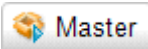
APP

1. Click **Next** and the **Configure your App** page opens. This is where you can view the changes and/or additions made to your files, registry settings, environment variables, and required runtimes. You can also edit custom scripts to run when certain app events happen.

2. Click **Files** to view the files that were created and placed in the working folder.

NOTE: For more information on this please refer to the *Using AppWave Studio* chapter in the Studio online help.

TEST

1 Click the **Test** step and the **Master and Test your App** page opens. Note that the output folder and file name fields are automatically populated.

2 Click [Master] and a confirm dialog appears asking if you would like to save your changes.

3 Click **Yes** and a Confirm dialog appears. Save the file as "ERSTUDIO.tca" and click **Save**. The **Master** dialog opens and a progress bar tracks the process of mastering. It also displays the time it takes to complete the operation.

4 Click **Finished** to close the dialog and then click **Next**.

NOTE: You can also choose to launch the mastered application at this point, but for purposes of the Quick Start we will advance to the Broadcast page.

BROADCAST

1 In the **Broadcast your application to the AppWave** page leave the AppWave URL default setting.

2 There is a Task showing at the bottom of this page that requires fixing. This task is about using the Prefetch Option. Follow the steps below to complete the prefetch and mastering process.

Using the Prefetch Option

Prefetch is the process of streaming application blocks in anticipation that those blocks are needed by an application. When you record with prefetch you can launch the application with faster start up times.

Notice that a Task appears at the bottom of the Broadcast page. This task indicates that *"in order to Record the launch of the application for faster start-up time, you need to master the app from the Master tab before broadcasting. Once the launch data was recorded, remastering before broadcast will not remove this information."* Only some key blocks of application data from AppWave are necessary for the application to launch and perform basic functions.

> **NOTE:** There is also an indicator next to the Broadcast step showing that there is a tasks that needs to be fixed.
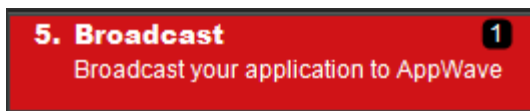
1 Click **Fix** and a dialog appears instructing you on how to record prefetch information. Click **OK** to close this dialog.
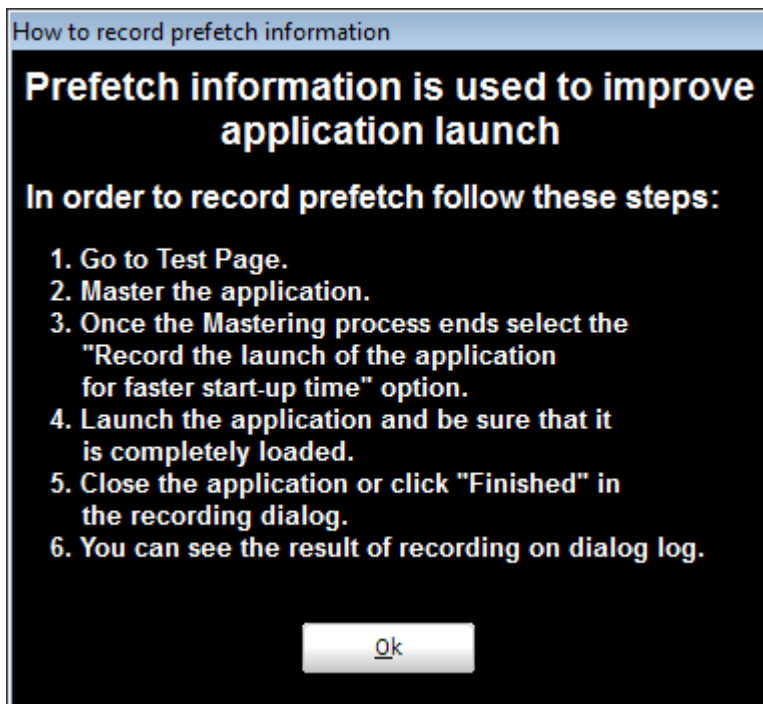

2 Return to the **Test** page and click . Save your current file and the **Master** dialog appears.

3 Once the mastering is complete, select "Record the launch of the application for faster start-up time" and click **Launch**. This is to ensure that the application is completely loaded.
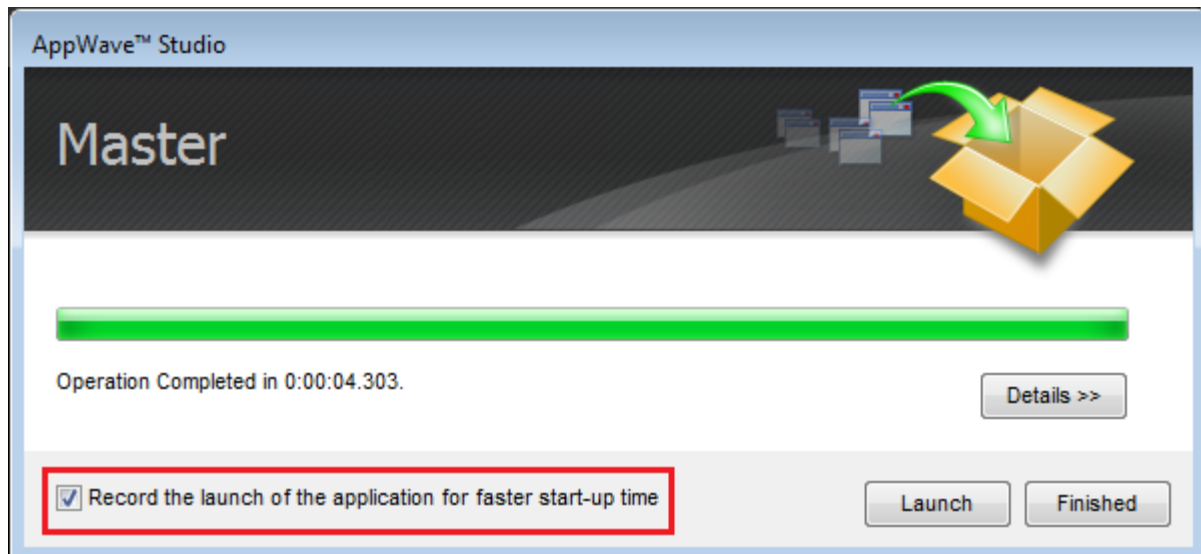
4   If a EULA is required, it will appear at this time. Click **Accept** and the application opens.Note that the **Recording** dialog also reopens.

   NOTE: This application may take a few moments to open.

5   Once the application has launched, close the application or click **Finished** in the Recording dialog.

6   The **Master** dialog opens. The notation appears that *Prefetch file has been created.* Click **Details** to view the results of the recording.
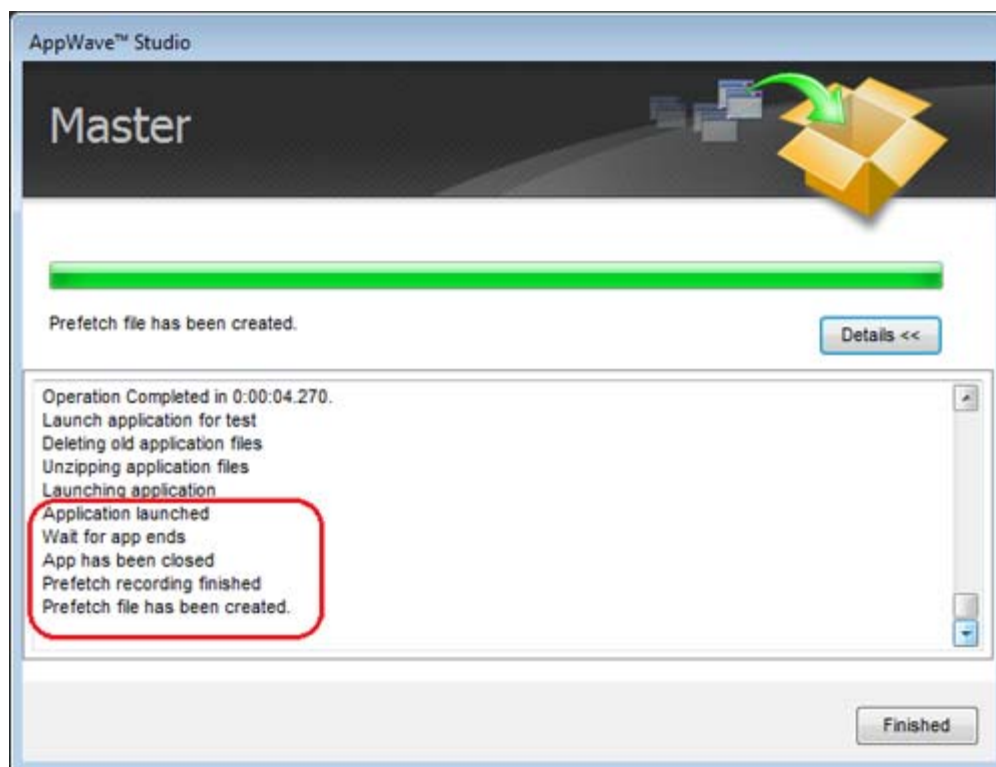
7   Click **Finished** in the Master dialog and then click **Next** to advance to the **Broadcast** page.

8   Click **Broadcast** and you are asked again to save your working file. Click **Yes** and the **Broadcast** dialog opens showing a progress bar as the app is mastered.

9   Click **Finished** to close this dialog.

> **NOTE:**   You will get a pop-up notification that new apps are available.

USING THE APP

Once the broadcasting is complete you can return to the Apps portion of AppWave to run your application.

1   Click **Apps** to open the AppWave Browser. Then click **<user's folder>** and select the ERStudio Data Architect application from your folder in AppWave.

2   Click **Run** and the End User License Agreement opens.

3   Click **Accept** and if you have more than one license type available to you, the License Selection dialog opens.
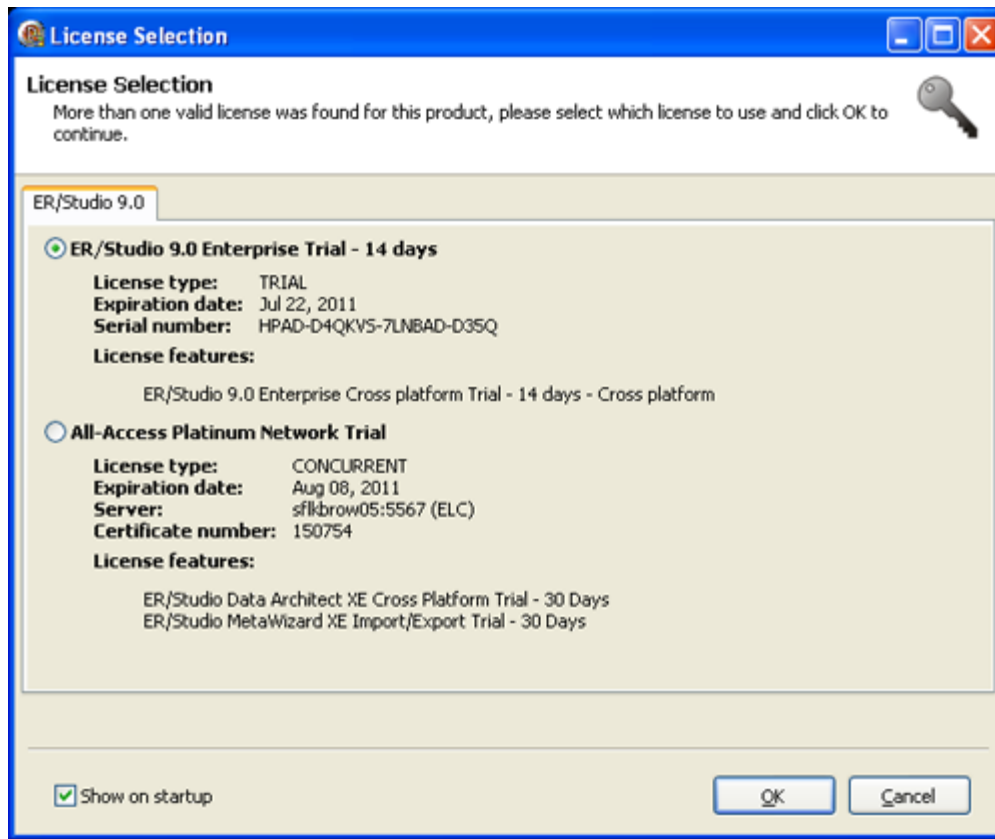
4   Select the trial license option and click **OK**. When loading is complete, the app opens.

CREATE APPWAVE SUPPORTED OR CUSTOM APP FROM SCRATCH

This section walks you through how to create an app from an application's executable. When you create an app from an application, key data fields are automatically populated with data as you walk through the process. Once your product is mastered and placed in your AppWave Browser you won't have to master it again. For this Quick Start we will build an app for the Embarcadero application *ERStudio Business Architect* using the executable.

After you have installed the AppWave Browser and have authoring permission from the Administrator, click **Studio** to open the Start page.

> **NOTE:**   For more information on how to set up this permission, please refer to the "Group Management" topic in the *AppWave Administrator Guide*.

START

On the **Build an App** page, click   or the **Create AppWave Supported or Custom App from Scratch** link.

1   The **Select Folders and Files to include** dialog opens. For the **Initial Folder Name**, enter an existing folder name or create a new one. This is the root folder where the executable will be added. For purposes of this Quick Start, enter the folder name *Test Folder*, which is the folder that appears in the App->File page.

2   Download the **ER/Studio Business Architect Trial** executable from http://www.embarcadero.com/.

>   **NOTE:**   Your serial number is sent to the email address you registered with when you downloaded the trial.

3   In the **Select a file**, browse to the Installer path and select the executable. The Installer path must be on the root drive. For example: `C:\erba_170.exe`.

4   Select a folder for your install and click **OK**.

>   **NOTE:**   It is recommended that you create a folder for the application, for example, c:\Program Files\Embarcadero\Business Architect.
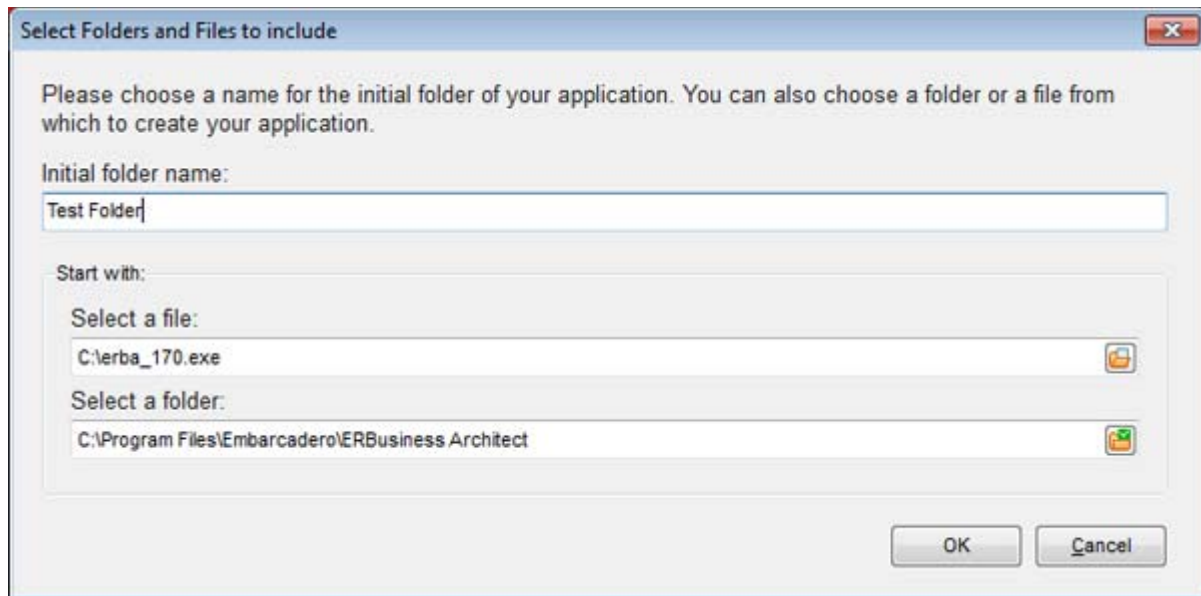
5   The **Create from Scratch** dialog shows the various processes completed. The time it took to complete the operation is also displayed. A download indicator also appears in the lower corner of the screen.

>   **NOTE:**   To see the details of the process click **Details**.

6   The step that opens next depends on the app being mastered and the information provided during the install process. The options are:

   • Launch& Brand

   • App

   • Test

   • Broadcast

LAUNCH& BRAND

If the **Launch & Brand** page opens:

> **NOTE:** When you first open this page, any empty fields that are required are listed in the lower Tasks panel. An alert icon (⚠) also appears next to the field. Click **Fix** on an issue and your cursor is placed in the field requiring information. Once the information is supplied the item listed in the Tasks panel disappears.

1   The Launch Executable field is automatically populated.

2   The Working Folder is the initial folder name you created in the first dialog. This is a required field.

3   Click the drop-down in **Product Name** and select ER/Studio Business Architect.

4   Click the drop-down in **Product Version** and select the version from the list.

5   The **Publisher** is a required field, so enter *Embarcadero Technologies.*

6   The remainder of the fields on this page are not necessary since this is a trial application.

> **NOTE:** The Tasks pane located at the bottom of the page lists fields that require information. You need to select the product name and version number of the installed application. Click the drop-down and select *ER/Studio Business Architect*. Once that is selected the Display Name field is also populated.

APP

Click **Next** to advance to the **App** page: This is where you can view your files, registry settings and environment variables created during the mastering task. Files created by an application installer are placed in their appropriate folders. You also can select runtimes required by your app.

1   Click **Next** to advance to the Files page and review the additions made to folder. Note that the working folder, "Test Folder", appears here.
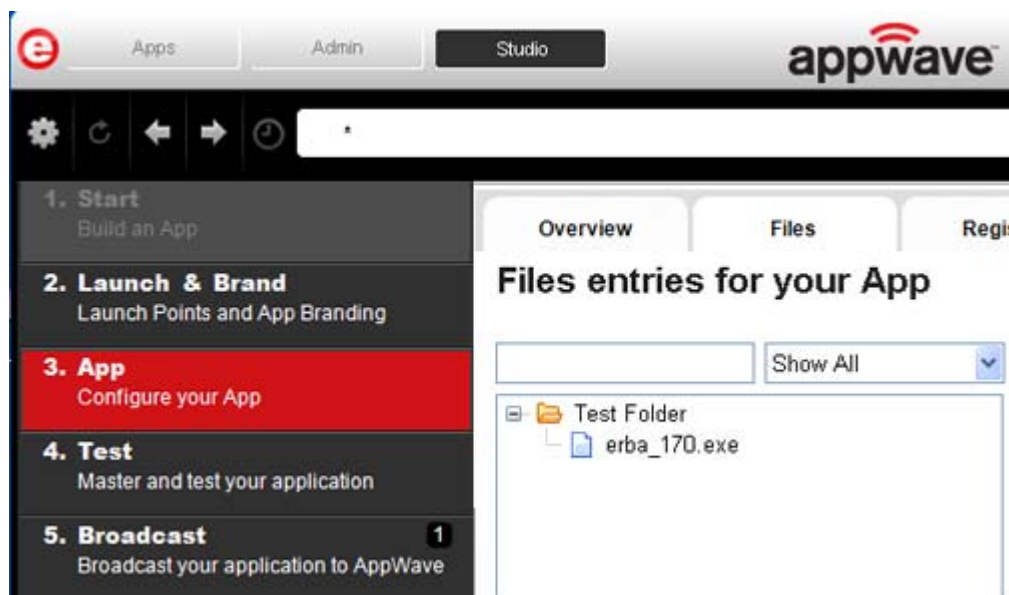
2   Click **Next** again to advance to view any registry entries for your app.

3   Click **Next** again to open the Environment Variables page. You can add variables here.

4   Click **Next** to advance to the Runtime page. All available runtimes that may be required by your app are listed.

TEST

1   Click **Next** to open the **Master and Test your App** page. Notice that the **Output Folder** and **File Name** fields are automatically populated.

2   Click [Master] to master and then test your application before deploying it. You are prompted to save your working file. Select the default name of the file of EMBARCADERO_EASTUDIO.tca.

3   The **Master** dialog opens and a progress bar tracks the process of mastering. It also displays the time it took to complete the operation.

4   Click **Finished** to close the dialog. We are not going to launch the application at this time because we will do it when we perform the Prefetch function in the next step.

BROADCAST

1 Click **Next** and the **Broadcast your application to the AppWave** page appears.

2 Leave the **AppWave URL** default setting, as well as the *Always remaster* option.

3 There is a Task showing at the bottom of this page that requires fixing. This task is about using the Prefetch Option. Follow the steps below to complete the prefetch and mastering process.

Using the Prefetch Option

Prefetch is the process of streaming application blocks in anticipation that those blocks are needed by an application. When you record with prefetch you can launch the application with faster start up times.

Notice that a Task appears at the bottom of the Broadcast page. This task indicates that *"in order to Record the launch of the application for faster start-up time, you need to master the app from the Master tab before broadcasting. Once the launch data was recorded, remastering before broadcast will not remove this information."* Only some key blocks of application data from AppWave are necessary for the application to launch and perform basic functions.
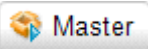
> NOTE: There is also an indicator next to the Broadcast step showing that there is a task that needs to be fixed.

1   Click **Fix** and a dialog appears instructing you on how to record prefetch information. Click **OK** to close this dialog.

2   Return to the **Test** page and click . Save your current file and then the **Master** dialog appears. The mastering process is tracked by a progress bar.

3   The "Record the launch of the application for faster start-up time" option is selected by default. Click **Launch** to ensure that the application is completely loaded.
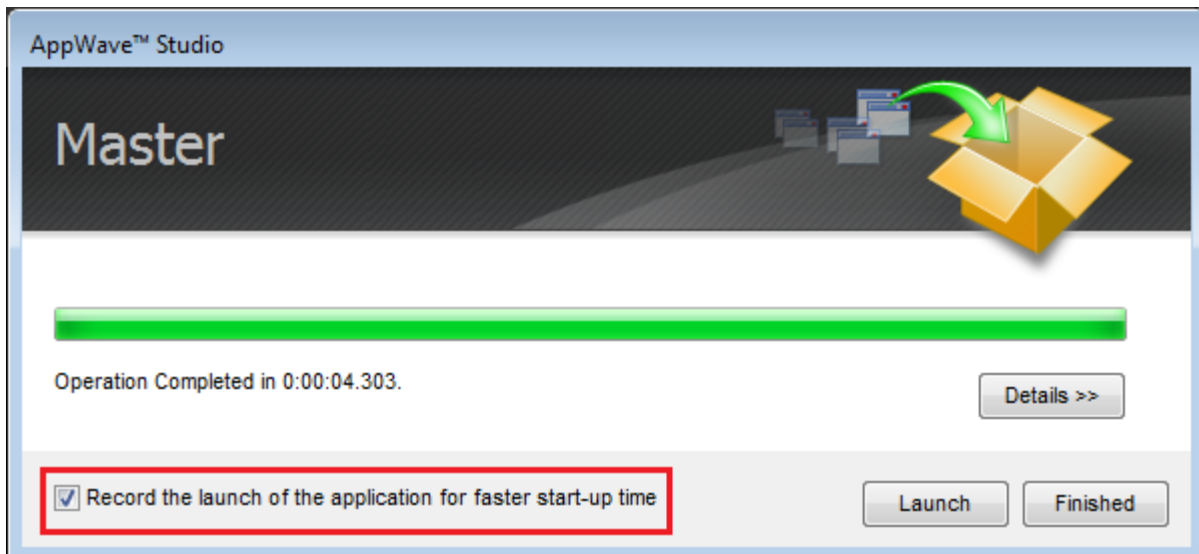
4 Click **Finished** in the **Recording** dialog.

5 In the **Master** dialog the notation appears that *Prefetch file has been created*. Click **Details** to view the results of the recording.
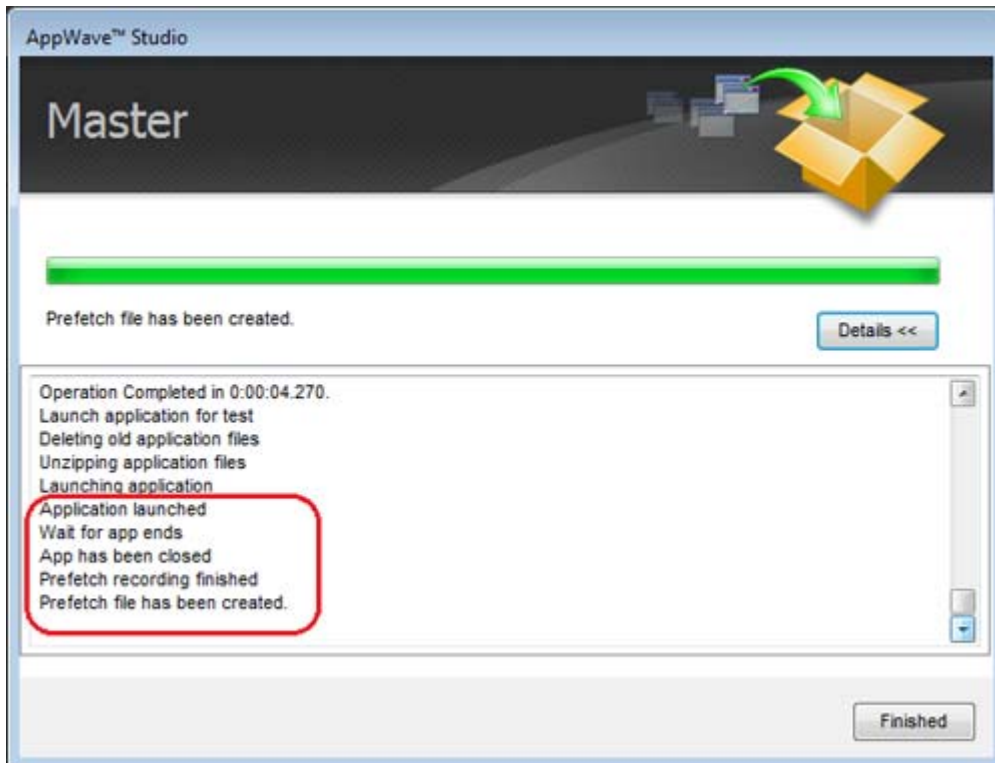
6 When the EULA agreement appears click Accept.

7 Click **Finished** in the **Master** dialog and then click **Next** to advance to the **Broadcast** page.

8 Click **Broadcast** and you are asked again to save your working file. Once you have saved the file, the **Broadcast** dialog opens and shows a progress bar as the app is mastered.

9 Click **Finished** to close this dialog.

> **NOTE:** You will get a pop-up notification that new apps are now available as well.

USING THE APP

1 Once you have mastered the app using AppWave Studio, it is available on AppWave Browser.

2 Once the broadcasting is complete you can return to the Apps portion of AppWave to run your application.

3 Click **Apps** to open AppWave Browser. Then click **<user's folder>** and select the ERStudio Business Architecture application from your folder in AppWave. In the following example the ER/Studio Business Architect 1.7 App appears in your folder.
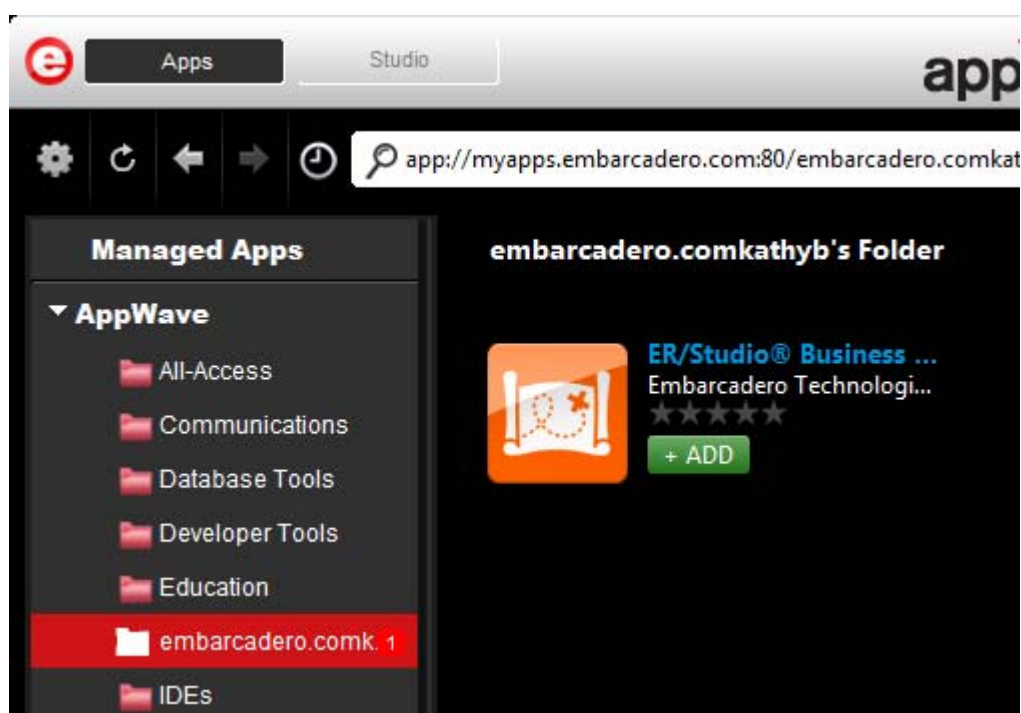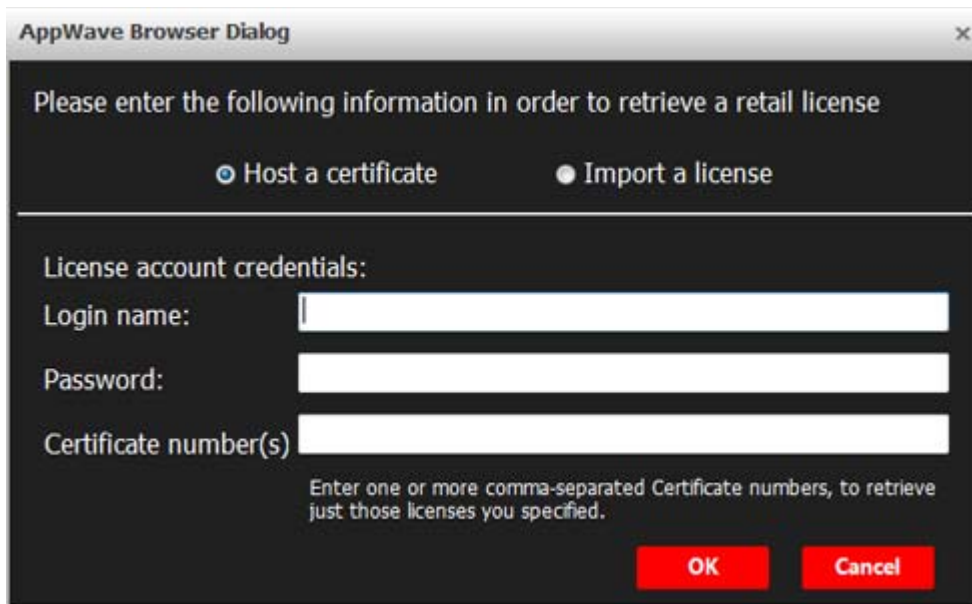

4 Click **Add**, and a notification appears that the Business Architect app is being broadcast to your computer.
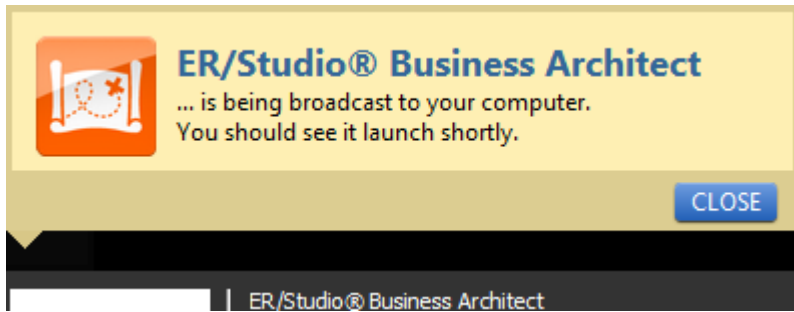
5   At this point the Register Trial Owner dialog opens. Enter your AppWave Store ID (EDN account) or if you don't have one, create a new EDN account.
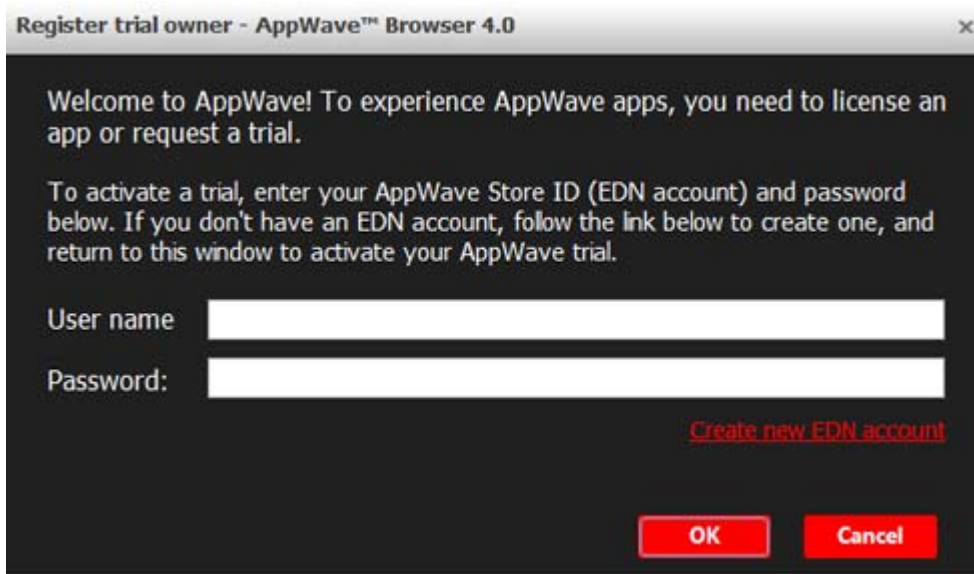
6   Click **OK** and enter the information that was sent to you when you downloaded the executable.

NOTE: For more information on the Apps tab, please see the *AppWave Browser Apps User Guide*.

7   The **End User License Agreement** dialog appears. Click **Accept** and the ER/Studio Business Architect application loads and runs.

CREATE APPWAVE SUPPORTED WEBAPP

This option allows you to create an app that is accessible via an internet browser. Mastering a WebApp does not require recording as for other apps, but requires a simple configuration where the required parameters are defined.

1   After you have installed the AppWave Browser and have mastering permission from the Administrator, click **Studio** to open the Start page.

2   Click **Create AppWave Supported WebApp** or click . The New Web App dialog briefly appears. This retrieves the PADE plugin information from the server. This plugin helps users master an app by automatically manipulating the file and registry entries.
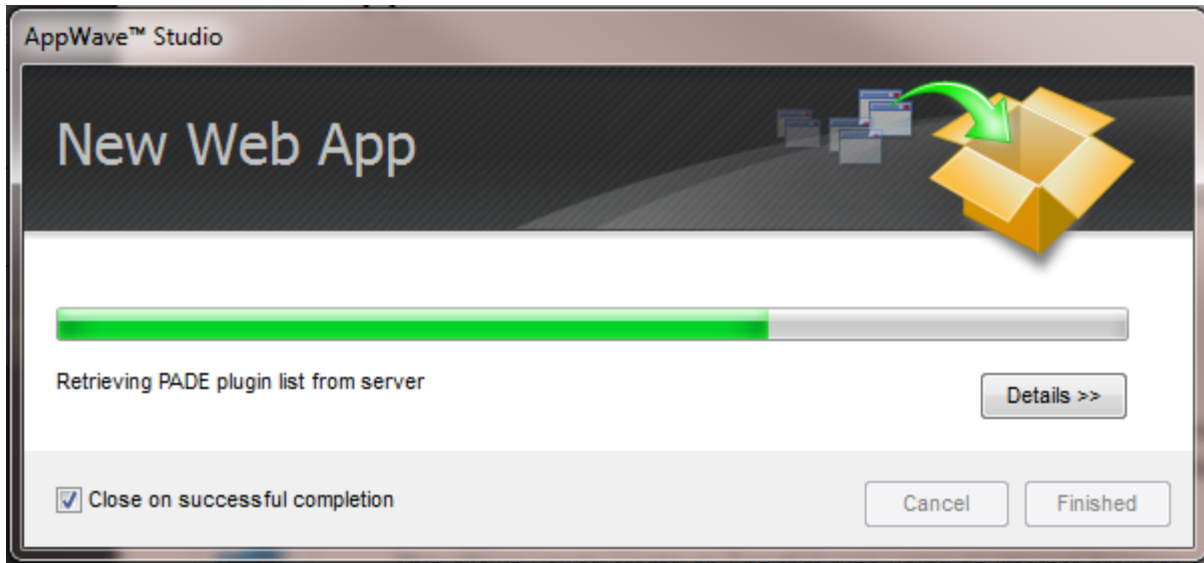
3   Once the initial dialog closes the New WebApp page opens (which is also referred to as the Start page).
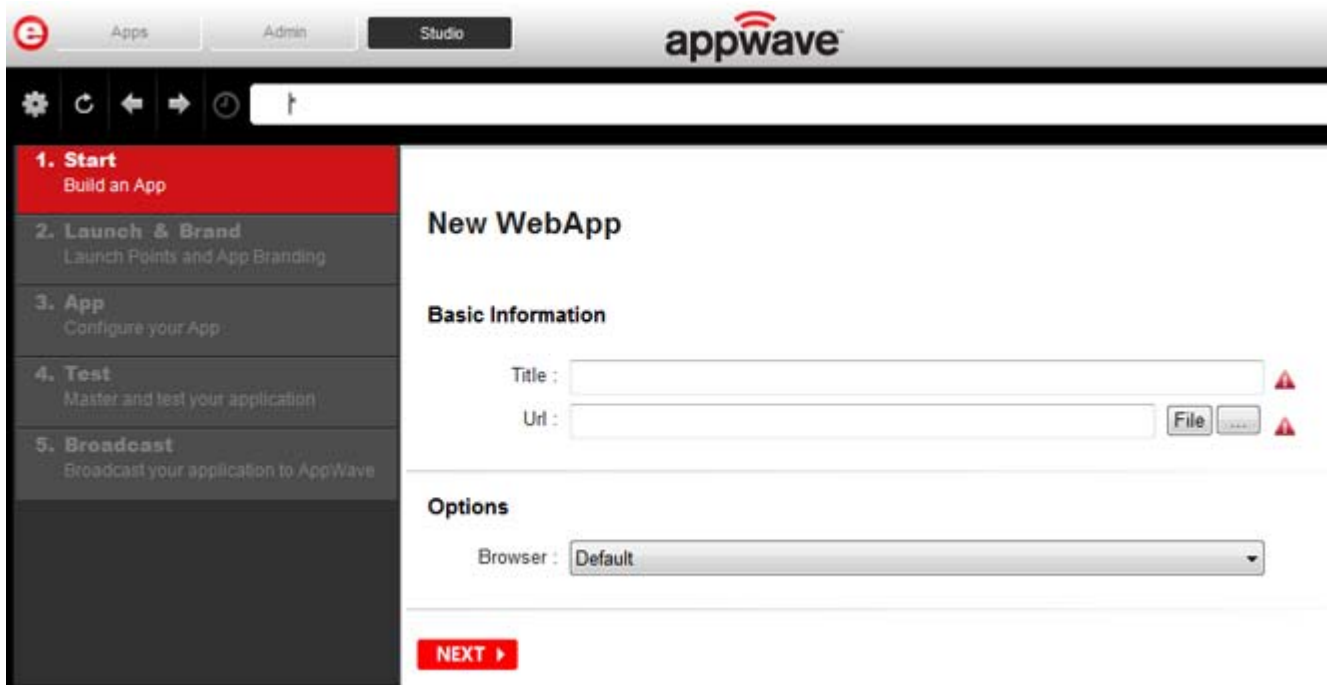
4   Enter a title of the URL. This is a required field. Enter **MSN Web Page**.

5   You have several options for selecting a URL:

- Click Browse and a list of recent URL's open. You can select from system favorites or System Recent URLs. Select one for the WebApp access point and click OK.

OR

- Click **File**

OR

- Enter a URL

For purposes of this Quick Start enter **http://www.webmail.embarcadero.com**.

6   Under **Options** click the drop-down arrow and select the browser you want to use. This is a required field. Select Default.

7   In the Browser Parameters you can define WebApp browser frame parameters. For example:

- the size of browser window on startup (with option to maximize on startup),

- show/hide the URL field (eg. use headless Chrome to "lock down" user from leaving the browser window, and

- show/hide back/forward navigation buttons).

8   Click **Next** and the **Launch & Brand** page opens.

LAUNCH & BRAND

1   The WebApp URL field is automatically populated.

2   If the Preferred Web Browser is not automatically populated, select one from the Browser dialog. This is a required field.

3   Enter the project name or click the drop-down in **Product Name** and select the name from the list. Once you have made this selection, the **Display Name** field is automatically populated.The Product name is a required field.

4   Click the drop-down in the **Product Version** field and select the appropriate version number. If nothing appears in the drop-box you can enter the version manually. This is a required field.

5   The **Publisher** is a required field, so enter *the name of the publisher for your WebApp*.

6   The remainder of the fields on this page are not necessary since this is a trial application.

   NOTE: The Tasks pane located at the bottom of the page lists fields that require information. You need to select the product name and version number of the installed application. Click the drop-down and select *your WebApp name*. Once that is selected the Display Name field is also populated.

7   Click **Next** and the **App** page opens.

APP

The App page is where you configure your Web App.

1 Click WebApps or ![icon] and the WebApp tab opens. The information that appears here is what you entered on the New WebApps page.

> NOTE: Once you have clicked Next on the New WebApps page, you cannot go back and make changes. Any changes must be made here on the WebApps tab

2 Make any necessary changes and click **Next** to advance to the **Master and Test your App** page.

TEST

1 When the Master and Test your **App** page opens notice that the output folder and file name fields are automatically populated.

2 Click ![Master] and a confirm dialog appears asking if you would like to save your changes.

3 Click **Yes** and a Save As dialog appears. Save the file. The **Master** dialog opens and a progress bar tracks the process of mastering. It also displays the time it takes to complete the operation.

> NOTE: The file extension is .tca.

4 Click **Finished** to close the dialog and then click **Next**.

> NOTE: You can also choose to launch the mastered application at this point, but for purposes of the Quick Start we will advance to the Broadcast page.

BROADCAST

1 In the **Broadcast your application to the AppWave** page leave the AppWave URL default setting.

2 Leave the default setting of "Always remaster projects before broadcasting to the AppWave" and click **Broadcast**.

3 The Broadcast dialog appears with a progress bar tracking the steps.
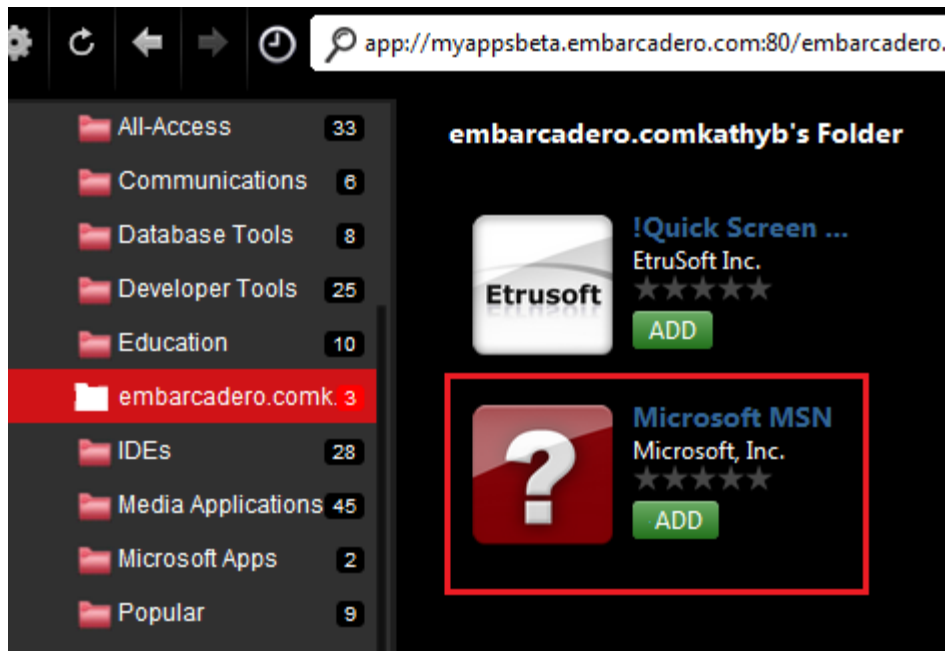
4 Click **Finish** and a popup appears.
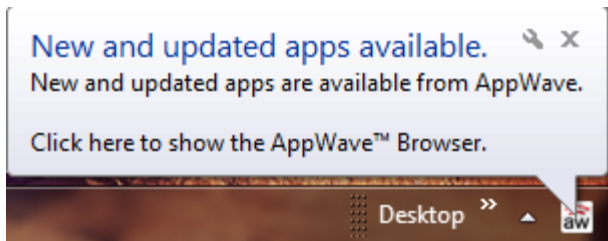
USING THE APP

1   Once you have mastered the app using AppWave Studio, it is available on AppWave Browser.

2   Click **Apps** to open AppWave Browser. Then click **Notifications** and notice that your WebApp has been downloaded**.**
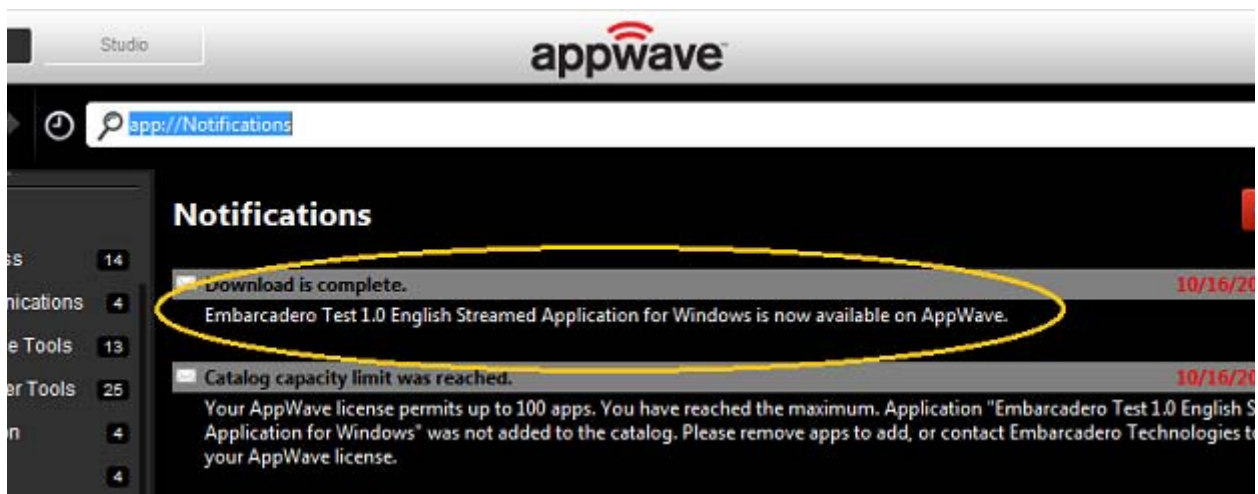
3   Then click **AppWave** and click your folder to view your WebApp.

4 Click **Add** and a pop-up opens in the AppWave Browser.

5 Once the pop-up appears the ADD icon changes to Downloading .

6 Once the download is complete, click RUN and the WebApp opens on your desktop.

ADD NATIVE INSTALLER TO APPWAVE CATALOG

This allows you to add a Native Installer to the AppWave Catalog with the required metadata. This function delivers software that cannot be easily mastered. Some examples of this are: Native 64-bit, printer drivers, and software establishing Windows services.

It can also distribute data and media content packaged up as installers. Examples of this type of content would be: data models, training materials and manuals, and data sets.

1   On the Start page select **Add Native Installer to AppWave Catalog** or click [image]. The **Select Folders and Installer File to Include** opens. For the Quick Start we will create a native installer for the 7Zip app. Download the 7zip executable to your root directory from http://www.7-zip.org.

2   Enter an initial folder name. For the Quick Start use "install folder".

3   Browse to the installer launch executable. The install command is an executable string that installs the application.

> **NOTE:**   The "Command Line" value indicates how to launch the file and the value is the trigger to run a specific command. We will not use a command line option for this app.

4   We will provide the un-install key later in the mastering process.
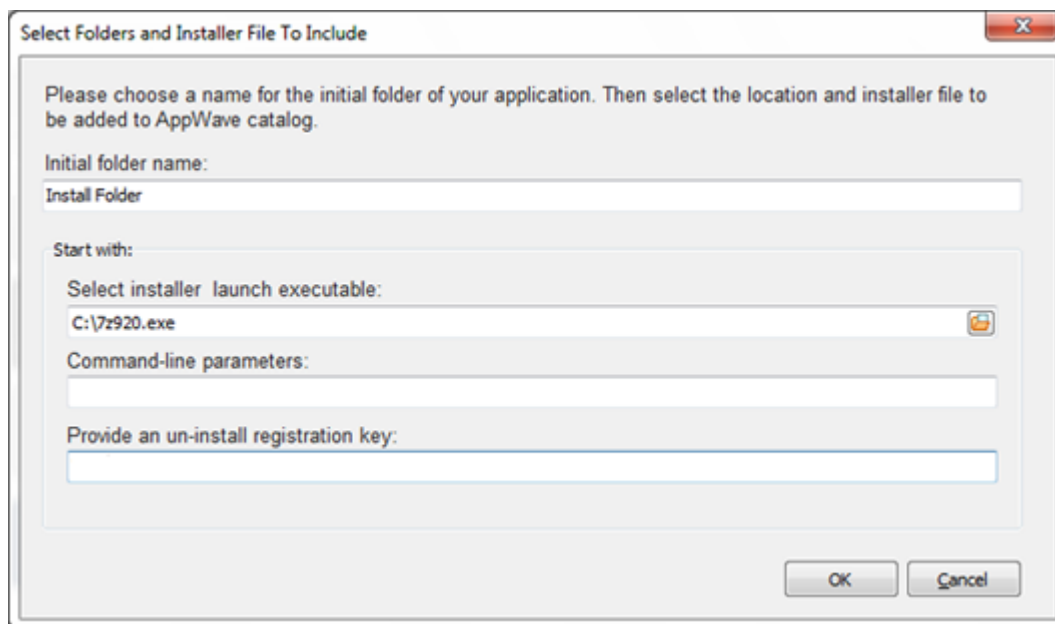
5   Click **OK** and the **Create Installer** dialog opens. Click **Finished** once the creation process is completed.
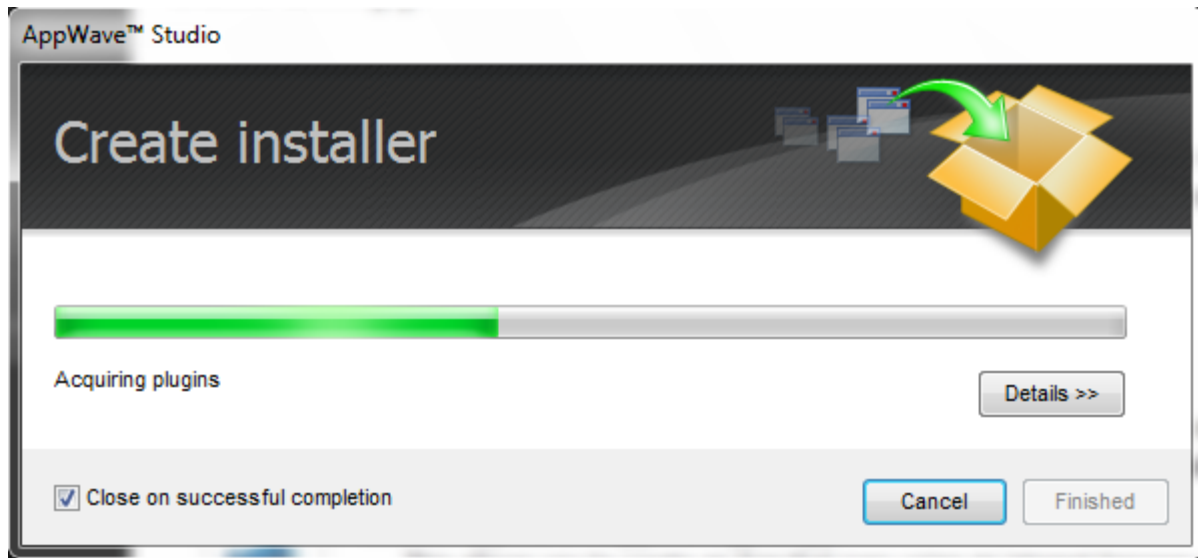
6   The **Launch & Brand** page opens. Note that there are a number of Tasks that must be completed. Each required field is marked with a warning icon (⚠). Complete the following fields:

- Launch Executable: 7z920.exe

- Working Folder: Select **Install Folde**r from the open dialog

- Product Name: Enter **7zip streamed installer.** Notice that the Display name is automatically populated.

- Product Version: Enter **9.20**

- Publisher: **Igor Pavlov**

For purposes of this Quick Start we will leave the rest of the fields blank.

7   Click **Next** and click the Installer tab on the **Configure you App** page.
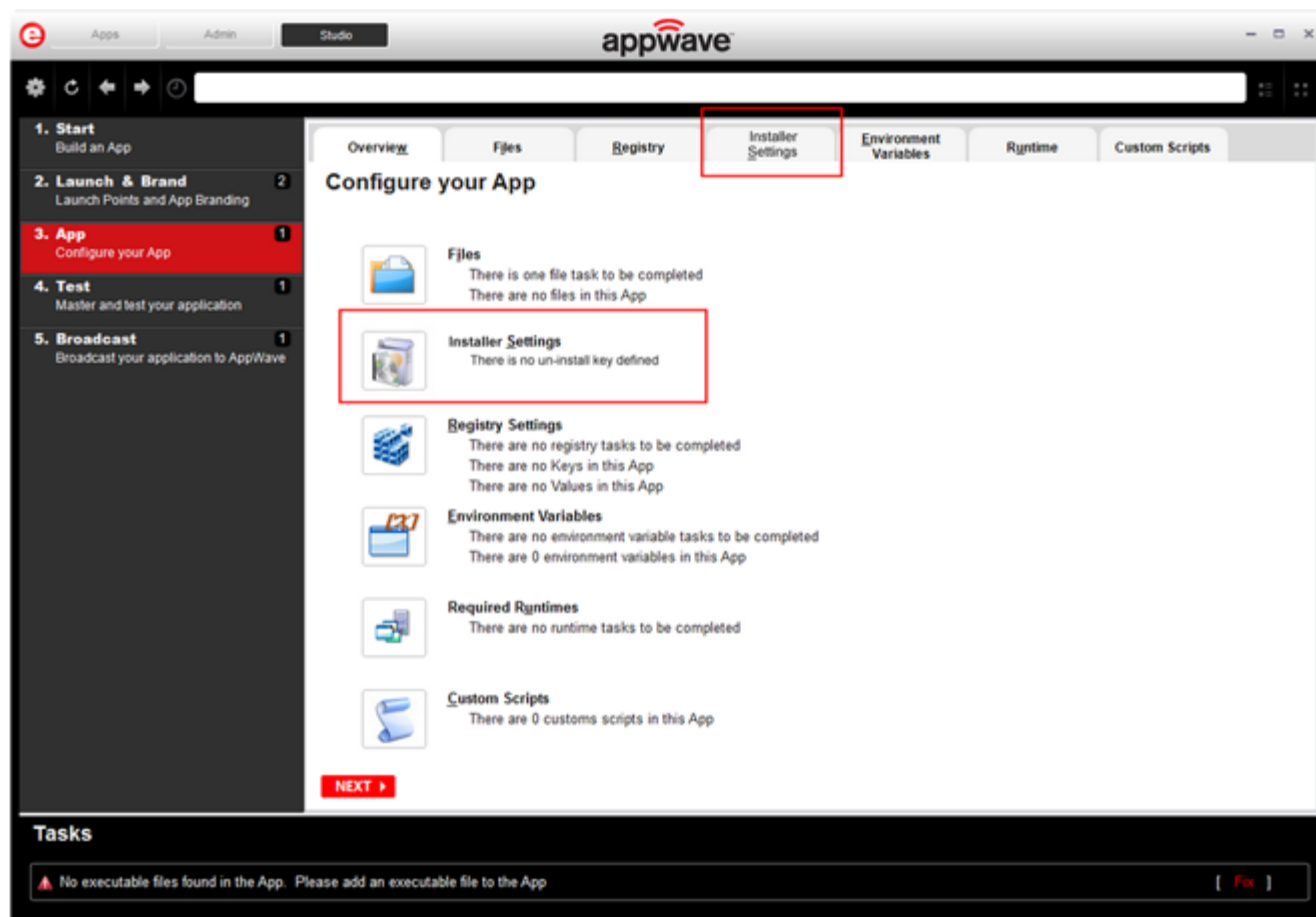
8   The **Select installer launch executable** field is automatically populated.

9   Provide an un-install registration key. This key identifies the registry location that contains the application's uninstall information. This is a required field. For the Quick Start enter **7-Zip**.

10   Select **Test** to open the **Master and Test your App** page. The Output folder is already populated.

11   Click [**Master**] and save the changes to your current working file. Note that the file extension is .tca. Once the file is saved the **Master** dialog opens. This is where the operation masters the installer.

12   Click **Finish** and then advance to the **Broadcast** page.

13   Click **Broadcast** and the Broadcast dialog opens. Once the broadcasting is complete a notification appears in the bottom right corner of the screen. This lets you know that your app is available.

     NOTE: You do not have to do the "Prefetch" task in this step.

14   Click the **Apps** tab and note that the install app is placed in your folder.
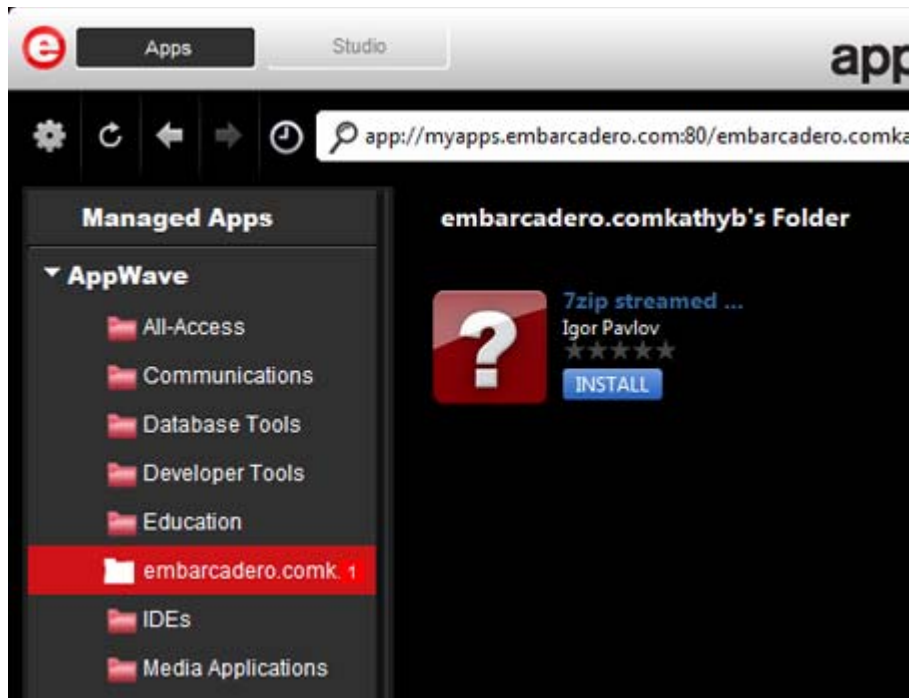
15 Click **Install** and when the installation finishes check that program is registered (Control Panel\Programs and Features) and mark the app as Installed.

16 Click **Run** which then executes the entry point target.

This completes the AppWave Studio Quick Start. For more information please refer to the *AppWave Studio Users Guide.*