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Multi-Edit 2006

Let the Power of ME, bring out the Programmer in You



Multi-Edit 2006 Installation Guide

Overview

This guide tells you everything you need to know to install *Multi-Edit 2006*, whether you have acquired a single-user stand-alone license or a multi-seat network license. The installation procedure is remarkably similar for the two types; in fact, should you have any reason for doing so, you could install a single-user copy to run networked, exactly the way a multi-seat version does, save that you can only run one seat. The [Configuration](#) section below explains this in detail.

Multi-Edit 2006 has only a few requirements, but you should verify that you can meet them *before* beginning installation. The section titled [Things to Do Before Installing Multi-Edit](#) gives a detailed walk-through of all pre-installation issues.

The section titled [Installing Multi-Edit](#) gives a similarly detailed walk-through of the actual installation, broken into two sections: installing a stand-alone copy or the server-side copy of *Multi-Edit*, and installing the client software for users. The second of these sections is only necessary for an installation that runs across a network.

The section titled [Installing on a NetWare Server](#) gives ad-hoc directions for getting the networked version of *Multi-Edit 2006* working in a *Novell* environment.

Configuration

There are two basic configurations: stand-alone and networked. The sole difference between them is not, as you might surmise, the number of seats licensed, but whether you set *Multi-Edit 2006* up to run as a local client or as a client/server application. This differs somewhat from the way in which previous versions of *Multi-Edit* worked. The salient features of the two *Multi-Edit 2006* setups are as follows:

- A **local client version** installs to a local directory on the same machine it will be run from, and its various configuration files are by default located in subdirectories of the installation directory, requiring the user to have *Read*, *Execute*, and *Modify* access rights to several of these locations;
- A **client/server version** installs on a file server in a similar manner, but requires a directory, called the *Access File Path*, to contain the *Network Access File*. In addition, each user client installed must have a configuration directory (which can be anywhere the user has full access rights) and an environment variable, `ME100_CFG_DIR`, set to the configuration directory path. This mechanism allows each user complete control over every aspect of *Multi-Edit's* configuration and customization, while requiring only one installed server executable. Each user's personal configuration, including macros, templates, keymaps—any and all possible customizations—is stored in his/her personal configuration directory, and takes precedence over its counterpart in the server installation.

The determining factor in which kind of installation occurs, is simply the existence of the `ME100_CFG_DIR` environment variable. If it is not defined, then you are performing either a stand-alone or server-side installation; else, a user client installation. You should *not* define it for your installation account before installing the server portion of a networked installation, or all you will end up with is a single-user stand-alone copy. In addition, there are two internal path metacommands you can use after installation that assume different values, depending on the type of installation see the examples below:

Metacommand	Value in Stand-alone	Value in Network
<USER_PATH>	<ME_PATH>	ME100_CFG_DIR
<MAC_PATH>	<ME_PATH>Mac	<USER_PATH>Mac

Things to Do Before Installing *Multi-Edit*

- 1 Make sure you have enough disk space in the location where you are going to install *Multi-Edit*. For a stand-alone or server-side installation, you will need approximately 28 MBytes, when all components are selected for installation. Bear in mind, that for a networked installation, you *must* install *all* components on the server that your users might need, so each configuration will have available the components necessary for customization.
- 2 Verify that you have available the **Serial Number** and **Release Code** issued with your purchase. Should you lose this, you will be unable to install *Multi-Edit 2006* until you contact our Sales Department (sales@multieditsoftware.com) and arrange for it to be regenerated.
- 3 **Important note:** if you have an existing installation of a previous version of *Multi-Edit*, install *Multi-Edit 2006* to a different directory! Installing over the old copy can cause problems. If you want the new version in the old directory, simply rename the old directory before installation. Should you wish, you will have the opportunity to import the settings from any existing installation. **It is very important that you use the installer to perform a full install.** Simply copying old configuration files over the new ones can easily lead to corrupt files, and depending on the age of the version, you are copying from, important run-time files may not be updated correctly. If you want to make sure you are installing to a clean environment, make a backup copy of all your old *Multi-Edit*-related files wherever they are located, including the old *Multi-Edit* installation directory, then uninstall the old copy and reboot your machine. Except in very unusual circumstances, this will eliminate *all* trace of the old program, including all registry entries other than file class entries. Since you made a backup of the original directory, you can still import its settings into *Multi-Edit 2006*; an installed copy of the old version is not necessary for this process.
- 4 Log on to *Windows* using an account with full rights. On a *Windows NT/2K/XP* system, this account should be a member of the *Administrators* group.
- 5 If you are doing a network installation, there is a bit more to prepare. If you want, you can defer steps (b) and (c) until you are ready to install your user clients.
 - a) First, create a directory on the server. It does not matter where it is located or what the name is, so long as all users have *Read* and *Write* access rights to it. This will allow *Multi-Edit's* network licensing to function. Later on, when the installer asks for your *Access File Path*, the path to this directory is what you will enter.
 - b) Second, create a configuration directory for each user. Again, it does not matter where it is located or the name, so long as the user has full access rights to the directory. Make sure that each user has adequate disk space in which he or she will keep his personal configuration files. Potentially this can include not only all of the configuration files, but personalized copies of the *Multi-Edit* macro source, header, and compiled files, as well as portions of the *AddOns* that he or she intend to install. Since this is also likely to be where temporary files will be stored, and possible work files, you will have to estimate how much space this might take. Again, 28 MBytes is an upper bound, but most users are not likely to come close to that, **unless they save work files there.**
 - c) Third, create the environment variable *ME100_CFG_DIR* for each user, setting it to the path of that user's configuration directory.
Important note: do *not* create this variable for your own account until after you have completed the server installation. In essence, you have created a stand-alone installation

accessible by your installation account; thus you might prefer to have two accounts: the installation account, from which you can run *Multi-Edit 2006* from the server's console; and a separate user account, which will be exactly like any other user client account.

Installing *Multi-Edit*

Stand-alone and Server Installation

- 1 After completing the preparations described in the previous section, run the installer. Remember, you *must* have Administrative rights for this installation, the [Access File Path](#) *must* exist and be accessible to your account, and you should have *no* `ME100_CFG_DIR` defined for the account logged in.
- 2 The first thing you will see is the welcome screen; if you haven't read it before, do so, then click on the [Next](#) button.
It is a good idea, as the screen cautions, to be running as few other programs and processes as possible, preferably start the process just after rebooting. This will minimize the chance of another process locking a file that the installer will have to modify, and it will make available as much contiguous free memory as possible (Incidentally, this is good advice when installing *any* program).
- 3 The next dialog displays *Multi-Edit's* license agreement. When you are satisfied, you understand and agree to the terms set forth, check the box titled "I Agree to the terms of the license agreement" and click on the [Next](#) button.
- 4 The Registration Validation dialog that follows, as shown below, is where you will place your Serial Number and Release Code.
If you have not purchased *Multi-Edit 2006*, but are interested in evaluating a time-limited but fully functional copy, click on the [blue](#) hotlink [Request Evaluation Code](#) immediately above the first textbox to request your code, this will unlock *Multi-Edit* in evaluation mode.

Fill in the first four fields appropriately.
Note the hotlink above the first textbox, which lets you request a time-limited evaluation code. If this is the server portion of a network client/server installation, supply the path to the [Access File Path](#) directory you created.
Note that you *must* give this path in **UNC** format.
For a Stand-Alone installation, leave this field blank.
When you have filled the dialog in appropriately, click on the [Next](#) button.
- 5 The next dialog proposes a default installation path.
If you want to install *Multi-Edit 2006* to a different location, click on the [Browse...](#) button to display a dialog that allows you to specify any currently reachable location.
Once you are satisfied with the install location, click on the [Next](#) button.
- 6 The installer now gives you the opportunity to import configuration settings from an already-installed copy of *Multi-Edit*.
Simply click on the appropriate radio-button, then click on the [Next](#) button.
Note that although the dialog currently says that template files will not be copied, in fact they will be, if they are located in the `<ME_PATH>Config` directory of the existing installation.
If you chose **not to copy a prior configuration**, skip to Step 8 below.
- 7 If you have chosen to copy a previously existing configuration in Step 6, you will now see a dialog with instructions and a [Browse...](#) button. That button displays a dialog that lets you navigate to any reachable and existing installation of *Multi-Edit*.
As noted, this can be any version 7, 8, or 9 for *Windows*. Once you have located the base directory of that installation, click on the [Next](#) button.
If you change your mind or cannot locate any such installation, click on [Cancel](#) to proceed without copying a configuration.

- 8 The following dialog (whether you arrived via Step 6 or Step 7) is where you specify which components you want installed.

First, you should always select both **Program Files** and **Program Help**; any other choices are optional, but some are always advisable.

If you do **Web work**, you will certainly like the **HTML Reference Help**, and possibly one or more of the Web tool integrations.

If you work in any of the languages the *Trita* formatter supports, you will want to give this handy formatter a spin.

The **Evolve** support is a big win for *XBase* programmers, and a full version of it, as with *Trita*, comes with *Multi-Edit 2006*.

The three items that include the word **AddOn** are actually new portions of *Multi-Edit 2006*, supplying new functionality. **Do Not Pass** them by thinking they will not relate to your work.

Important note: if you are performing the server portion of a network install, you *must* include *all* components that *any* of your users may want, or they will be unable to install them into their local clients later on. This is because the client installers draw their files from the server installation.

We strongly recommend that you install the macro source and compiler; not only is it very likely that one of your users will want to write macros at some point, but we occasionally issue bug-fixes, some of which you can easily apply to the source files yourself, rather than wait for the next checked release.

Next, the checkbox near the bottom of the dialog gives you the choice of only updating program shortcuts and registry entries, but not actually installing any files; this is useful for restoring corrupted items to their default states.

Once all is to your liking on this dialog, click on the **Next** button to continue.

- 9 The next dialog lets you specify where in *Windows' Start Menu* you want your *Multi-Edit* shortcuts.
If you leave the **Add to NT/2K/XP Common Shortcuts** checkbox unchecked, each user will have a personal set; check it, and all users will share the same shortcuts.
Again, click **Next** to pass on.
- 10 At this point, you will see a dialog listing the install options you have chosen, giving you the option of clicking **Back** to return to the previous dialog (see Step 9) to make changes, or **Next** to begin copying files.
- 11 The installer displays a progress bar while copying files. Upon a successful completion, a dialog appears from which you can check for any more-recent updates, or click on the **Finish** button to complete the installation.
To check for updates, you need an active Internet connection; if you do not want to check at this point, you can always do so later, either from the link in *Multi-Edit's Help* menu, or by browsing our web site (<http://www.multieditsoftware.com/downloads>) and looking in the *Download* area.
- 12 At this point, *Multi-Edit* will run its update scripts, which display the next few dialogs you will see.
The first dialog asks you to choose a *command map* from several predefined ones. These files contain maps that bind specific *Multi-Edit* functionality to a particular key combination, as well as a few other related items.
Unless you have a predilection for, say, *Brief* or *WordStar* key commands, or have a prebuilt command map of your own, your best choice is the *Default* map.
Note that if your command map is a part of an installation you copied the configuration from, this task is done; simply select the predefined command map you based your own version on originally.
To use a command map of your own devise, click on the **Insert** button.
You can also edit any displayed command map by clicking on **Edit**.

When you have clicked on your preferred map to highlight it, click the **Select** button to continue.

- 13 If, in Step 8, you selected any components that require configuration, such as **Microsoft Support**, you will see a sequence of dialogs. Each dialog is different for each component and this will allow you to configure them.
If you are installing a stand-alone, fill out all the required configuration information.
If you are doing a networked install, do not bypass any of these menus by pressing **Cancel**; instead, enter each one and click on whatever the equivalent to an **OK** button is in all of them. You may have to click through some dialogs that complain that you have not configured something, but ignore these; **all that is important for a server installation is that the files are copied**. Of course, if you happen to have the necessary programs installed on the server, you can certainly fill in the required information.
- 14 After any component configuration that may be required, you will reach a dialog titled "Configuration Update." Unless you've reached this point while trying to restore a default configuration where you have corrupted files, always answer by clicking the **Yes(full)** button.
This is very important, as failing to do so may mean that some key files necessary for **Multi-Edit's** correct operation may not be updated correctly.
- 15 At this point **Multi-Edit** displays its user interface, with the "Tip of the Day" dialog in the foreground, and some readme files loaded (and yes, you should certainly read them :)
Once you have exited that dialog, you will see the following two dialogs, one after the other.

You can, if you so choose, skip this registration.
We do recommend, however that you take the time to fill it out and submit it. It not only gives you an easy way to get on our private mailing list which will notify you of future updates, site changes, and special offers, but it will also activate your support account.

If you were installing a stand-alone, you are done at this point, and ready to write that killer app you have been planning.
If you were installing the server portion of a networked installation, you now need to install your users' client software so they can access the server installation remotely using their own configurations.
You no longer require full access rights, merely *Read* and *Execute*, to the server copy, unless you want to modify its default configuration.

User Client Installation (Network Install Only)

- 1 For each user, if you have not already done so, create, or have him create, a configuration directory. This directory can be called anything legal within the filesystem, and can be located anywhere, so long as it is *always* accessible while the user is running **Multi-Edit**.
The user must have full access rights to this directory, as well as *Read* and *Modify* rights to the *Access File Path* directory.
- 2 Next, create an environment variable called **ME100_CFG_DIR** for each user, set to the path of his or her configuration directory. The easiest way to do this is to add it to the user's login script. Under *Windows NT/2K/XP*, you can also add it to either the **User** or **System variables** section of the **Environment variables** section of the **Advanced** tab of the **System Properties** dialog (**User** for different individual user paths, **System** for one common path for all users). You will require *Administrator* access to set variables in this manner. Under *Windows 95/98/ME*, you can also set the variables in the *AutoExec.bat* file instead of a login script, but this is not the preferred method.
- 3 Make sure no copy of **Multi-Edit** is running on the server or client machine, and have each user run the *Client Install Program NetSetup.exe* from the server directory into which you installed **Multi-Edit**.

The environment variables created in the previous step must exist during client installation, and there must be *no* copy of *Multi-Edit* running, or the client installation will fail. The installer will prompt you for the server directory containing the installation you created in the previous section, followed by options for that particular client.

Should the user wish to keep his configuration from an earlier version of *Multi-Edit*, he should copy the files from that installation's `<ME_PATH>Config` directory into the new directory pointed to by his `ME100_CFG_DIR` environment variable *before* running the *Client Install Program*.

Once you have gotten this far, your users can log in and run the network installation of *Multi-Edit* using their own configurations, up to the user-count limit specified by your license.

It does not matter how many clients are installed; what matters is how many are active at any one time. Should a user try to run *Multi-Edit* at a time when all licensed seats are already active, *Multi-Edit* will display an error message. Once one of the other users shuts his client down, the seat becomes available, and the previously locked out user can then log on.

Note that a user's `ME100_CFG_DIR` must exist and point to his or her configuration directory each time he runs *Multi-Edit*.

Installing on a NetWare Server

Multi-Edit 2006 is primarily a *Windows* program at present, and the installer makes the assumption that the server you are installing to can execute a *Windows* program, and that you will be installing from the server console (a plus on a *Windows* server, as it gives the sysadmin an extra console login for use on the server itself).

This is a problem if you are in a *NetWare* environment. We are currently working on making the installation compatible, but in the meantime, you can still get running using a work-around technique.

First, log on to your *NetWare* server as *Supervisor* from a *Windows* client machine, and run the installation just as you would ordinarily. After you have entered all the information in the dialog for Step 8, things will go as expected until the installer attempts to write to the registry on the server. Since there is no such thing on a *NetWare* server, the installer will cause a kernel fault on the remote console, forcing a power-down and reboot. Before this occurs, however, all needed files will have been copied to the server installation directory. This is disturbing, but we have had no reports of any problems caused on the remote machine because of this process.

At this point, you can perform your user client installations exactly as described for the *Windows* environment with no further issues. The only functionality that will be unavailable will be the console copy of *Multi-Edit*, and the default setup values you would have entered later in the installation process. Any clients you install, which simply mean that all clients will install Multi-Edit's default values, instead of any customizations you might have created for your users, inherit these default values. It is still possible to create these files separately and install them on the server by hand, but there is no substitute for the missing registry entries, unless you care to handcraft registry files for your users to install.