



Product Documentation

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# Embarcadero® AppWave™ Studio

## Quick Start

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July, 2012

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# THE APPWAVE STUDIO QUICK START

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. Mastering is the process of wrapping an application to create the App. This quick start walks you through the basic steps of mastering applications three different ways.

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 **Studio** to access the Studio application where you master applications and then use them in your organization.



## CREATING AN APP

This Quick Start covers three 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.

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.

The AppWave Browser is hosted outside of your site and is managed by Embarcadero.

## 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 the other two App mastering processes, you start this process from the Apps tab in the AppWave Browser and then broadcast it in the Studio tab.



## Setup

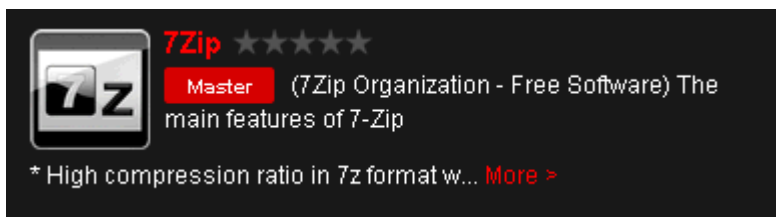
- 1 We are going to use the 7Zip application for this process. So first we need to download the executable for a free trial from <http://www.7-zip.org/>.
- 2 Save this executable in the c:\root directory.

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

**NOTE:** Click **View All** to see a complete list of the apps found in your search.



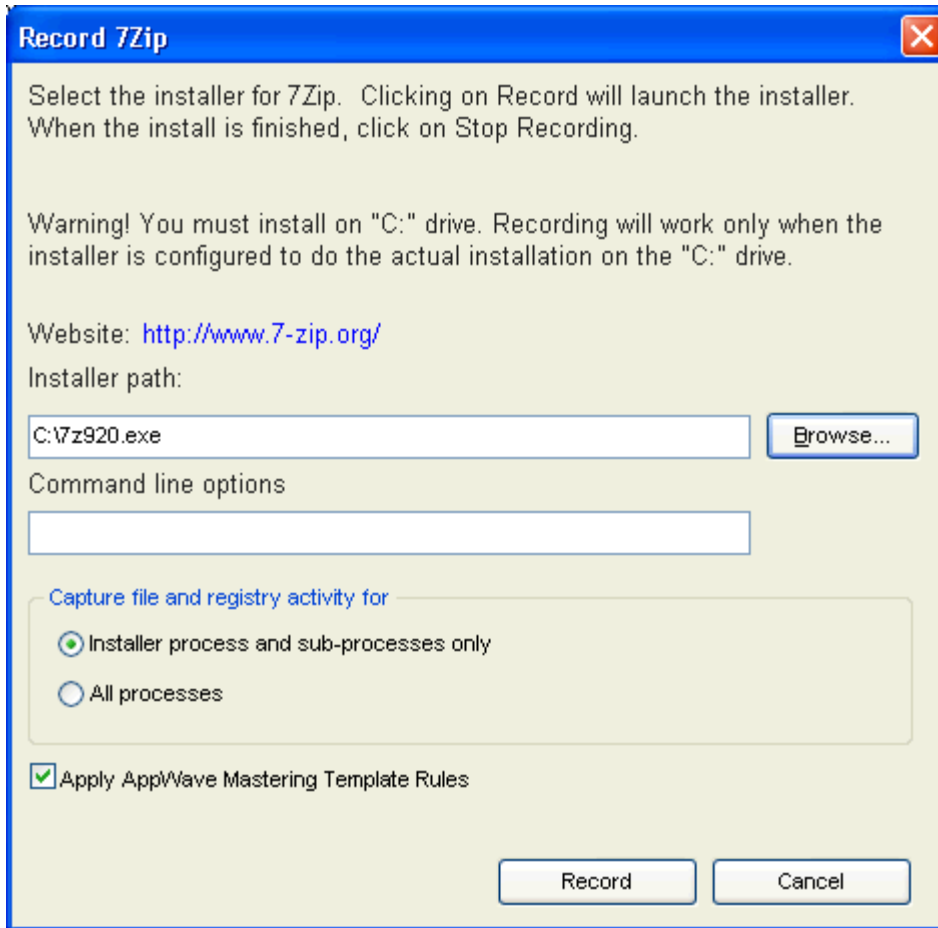
- 4 Scroll down to **7Zip AppWave Template**. The screen shot shown below shows that the 7Zip application is available to be mastered.



**NOTE:** Click **More** to view additional information on the app.

- Click **Master** located to the right of the application icon. The **Record Installation** dialog briefly appears and then is replaced by the **Record 7Zip** dialog.

**NOTE:** If you have not already downloaded the executable, go to the website listed in Record dialog and download it into the C:\ folder.



- 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 c:\ 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.

- 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.
- 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.

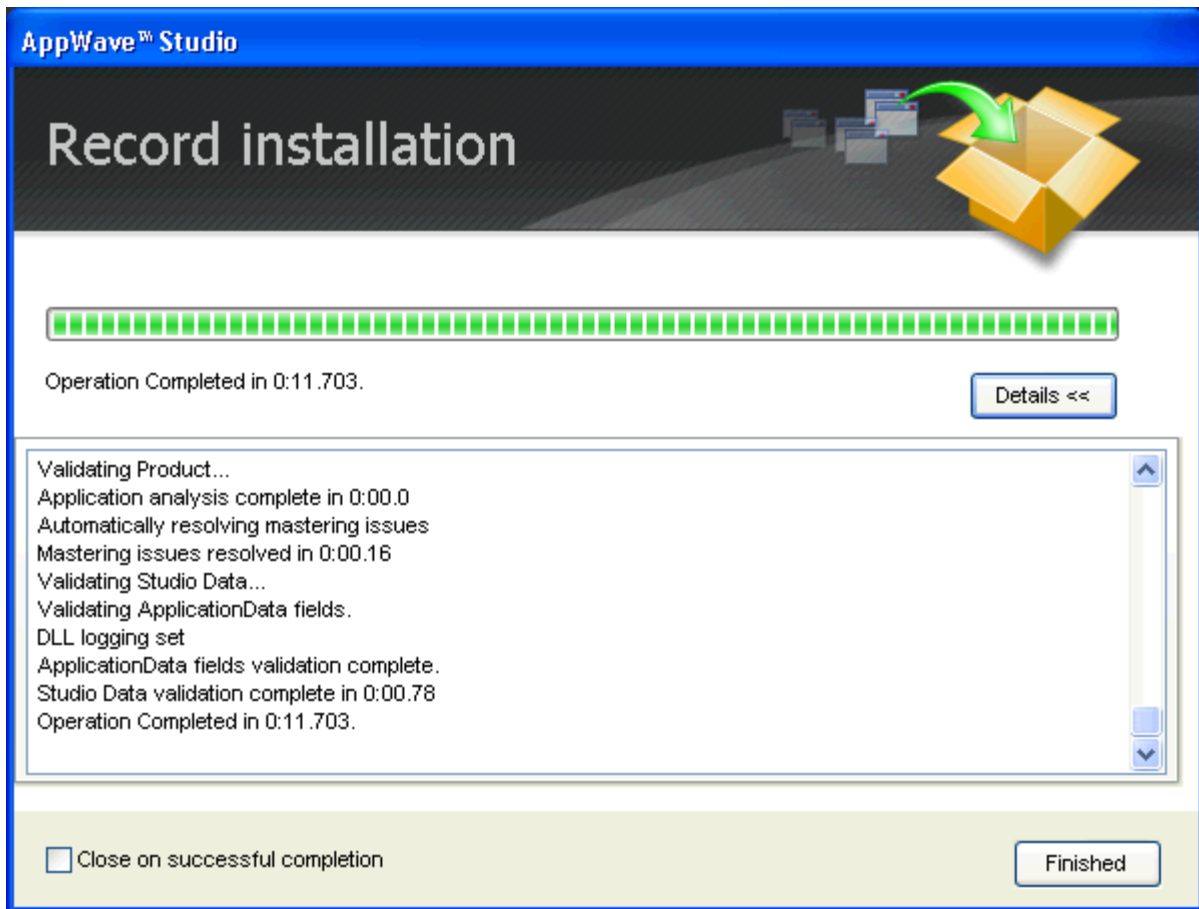


## Recording

- 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 briefly appears.



- 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 re-appears. This dialog identifies everything 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.



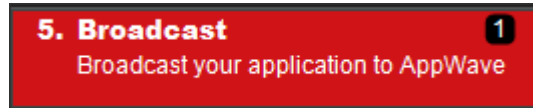
- 5 If the Record Installation dialog did not close automatically, click **Finished** and the **Broadcast your application to the AppWave** page appears.
- 6 During the mastering, the AppWave template populates the various fields in the Steps (Launch & Brand, App, Test, and Broadcast). If one of the steps is missing required information, the mastering process opens to that page. If all the information is completed, the Studio opens to the Broadcast step.
- 7 Click **Broadcast** and you are asked to save your current working file before broadcasting.
- 8 Click **Yes** and save the file. Note that the app file has a .tca file extension.
- 9 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

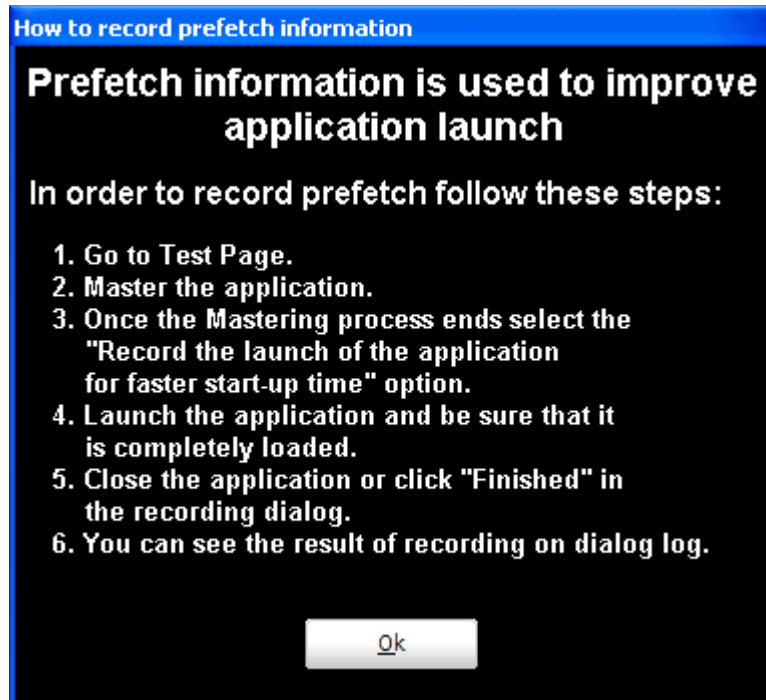
Prefetch is the process of streaming application blocks in anticipation that those blocks are needed by an application. When you record with prefetch you can launch the application with faster start up times.

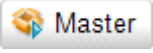
Notice that a Task appears at the bottom of the Broadcast page. This task indicates that *“in order to Record the launch of the application for faster start-up time, you need to master the App from the Master tab before broadcasting. Once the launch data was recorded, remastering before broadcast will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

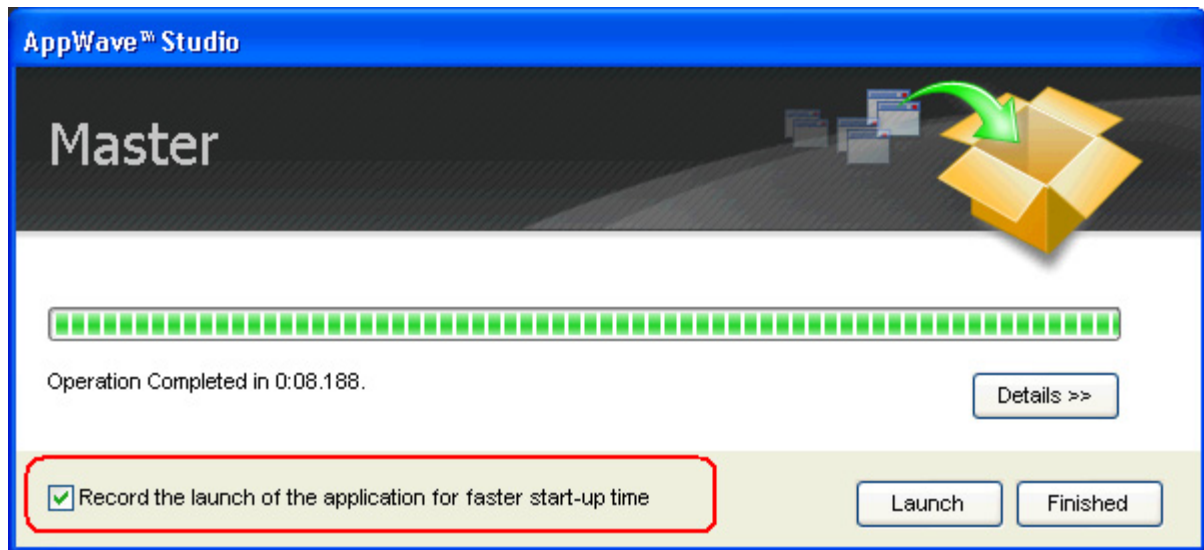
**NOTE:** There is also an indicator next to the Broadcast step showing that there is a task that needs to be fixed.



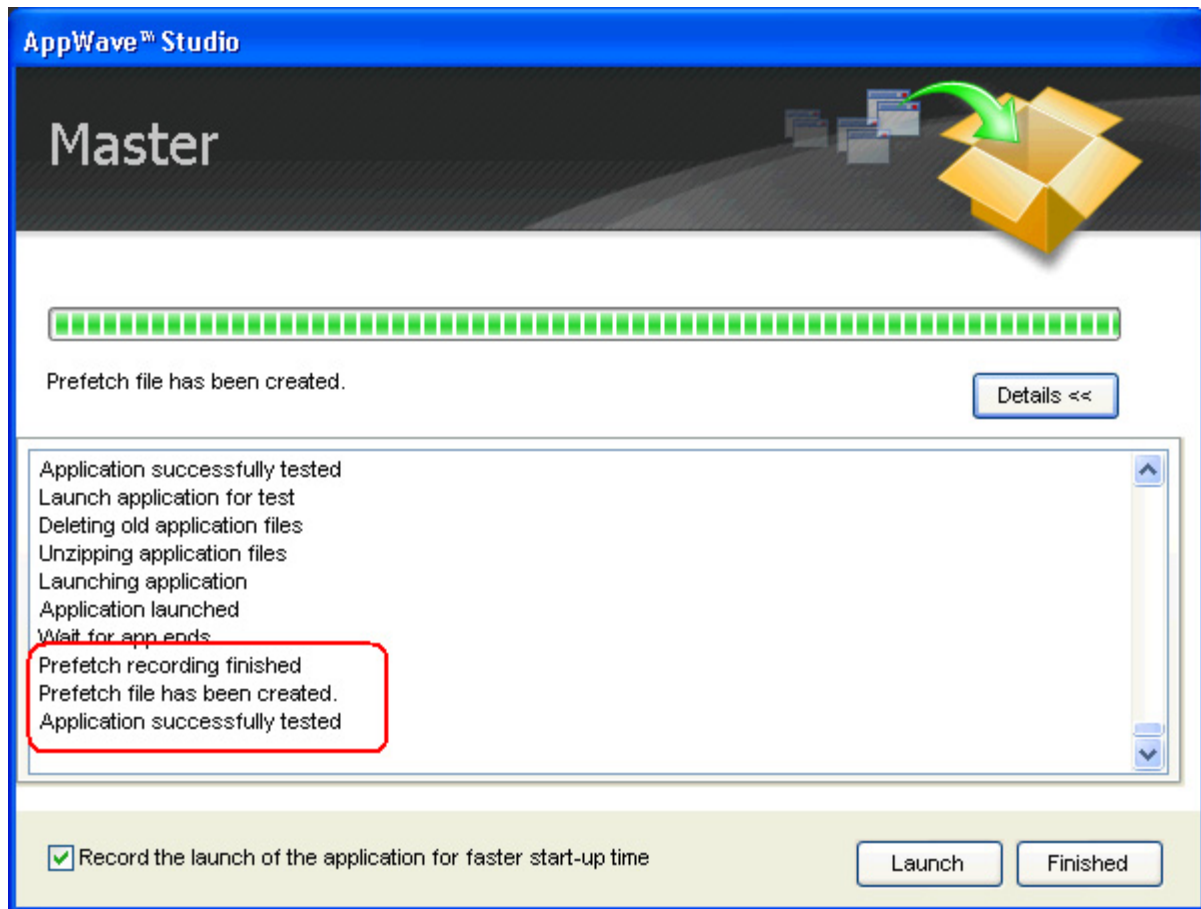
- 1 In the Task list area, click **Fix** and a dialog appears instructing you on how to record prefetch information. Click **OK** to close this dialog.



- 2 Click the **Test** step and the **Master and Test your App** page appears.
- 3 Click  **Master**, save your changes to the working file, 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, it appears. Click **Accept** and the application opens.
- 6 Close the application or click **Finished** in the Recording dialog.
- 7 Click **Details** to view the results of the recording.



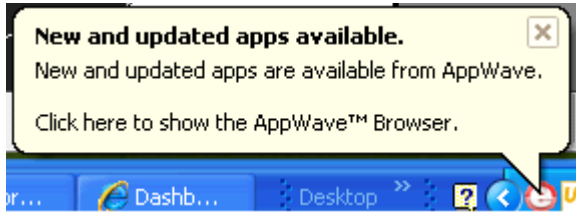
- 8 Click **Finished** in the **Master** dialog and then click **Next** to advance to the **Broadcast** page.
- 9 Leave the AppWave URL as is. It does not require editing.
- 10 Make sure the option to **Always remaster projects before broadcasting to the AppWave** is selected.
 

**NOTE:** This is a best practice to ensure any changes you might have made are included in the final mastering.
- 11 Click **Broadcast**. You are then prompted to save the changes to the current working file. Click **Yes** and save your .tca file in a directory of your choice.
 

**NOTE:** It is a best practice to save your .tca file in a specific directory (i.e., c:\7Zip\ ) rather than a directory in the Program Files directory.
- 12 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.

- Once you get the indication that the operation is complete, click **Finished** and the Broadcast dialog closes. A popup also appears in the lower right-hand corner of your screen indicating that this app is now available.



- Click **Apps** to return to the Apps portion of the application.



- Once your application is broadcast, the newly mastered App build is placed in a personal folder. The following screen shot shows one App has been placed in "KathyB's Folder" designated by the **1**, as well as the App that was just mastered.



- Click **Run** and the EULA dialog 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. If you are installing a trial version for the first time the Register Trial Owner dialog box opens. This is where you enter your EDN user name and password to request a trial.

17 Click **Accept**, the dialog closes and the application opens and is ready to use on your computer.

**NOTE:** Click **View Channel** to access details and reviews for this App. You can also write a review on the application.

**7Zip**  
9.20  
Run License: 7zip Workstation

Details Reviews Write a review

**7-Zip is a file archiver with a high compression ratio.**

Vendor: 7Zip Organization - Free Software  
Visit Website  
Latest Version: 9.20 App  
Release Date: 11/18/2010  
Launch Type: App  
Edition:  
License Type: 7zip  
Seats: 1  
Status: Mounted  
Readiness: Local  
System Req.:

The main features of 7-Zip \* High compression ratio in 7z format with LZMA and LZMA2 compression \* Supported formats: o Packing / unpacking: 7z, XZ, BZIP2, GZIP, TAR, ZIP and WIM o Unpacking only: ARJ, CAB, CHM, CPIO, CramFS, DEB, DMG, FAT, HFS, ISO, LZH, LZMA, MBR, MSI, NSIS, NTFS, RAR, RPM, SquashFS, UDF, VHD, WIM, XAR and Z. \* For ZIP and GZIP formats, 7-Zip provides a compression ratio that is 2-10 % better than the ratio provided by PKZip and WinZip \* Strong AES-256 encryption in 7z and ZIP formats \* Self-extracting capability for 7z format \* Integration with Windows Shell \* Powerful File Manager \* Powerful command line version \* Plugin for FAR Manager \* Localizations for 79 languages

✓ **Most Helpful Favorable Review**  
Be the first to review this App

✗ **Most Helpful Critical Review**  
Be the first to review this App

## 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 Step

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

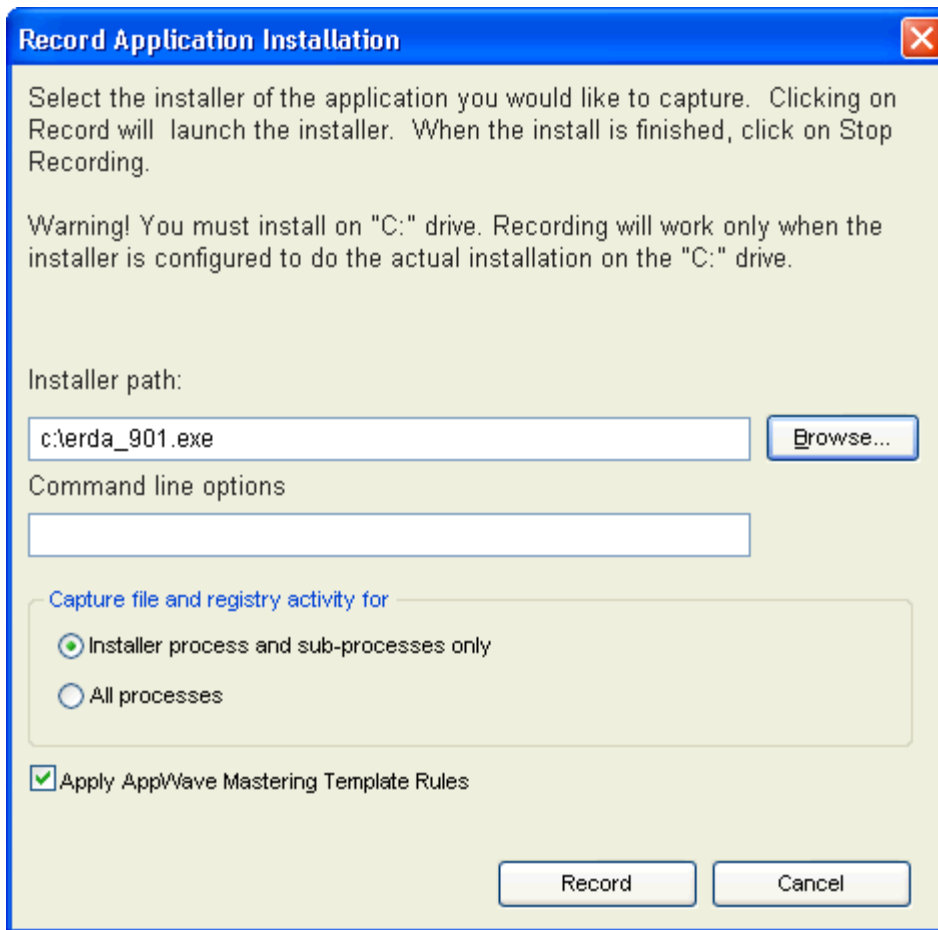
or click  .

- 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.





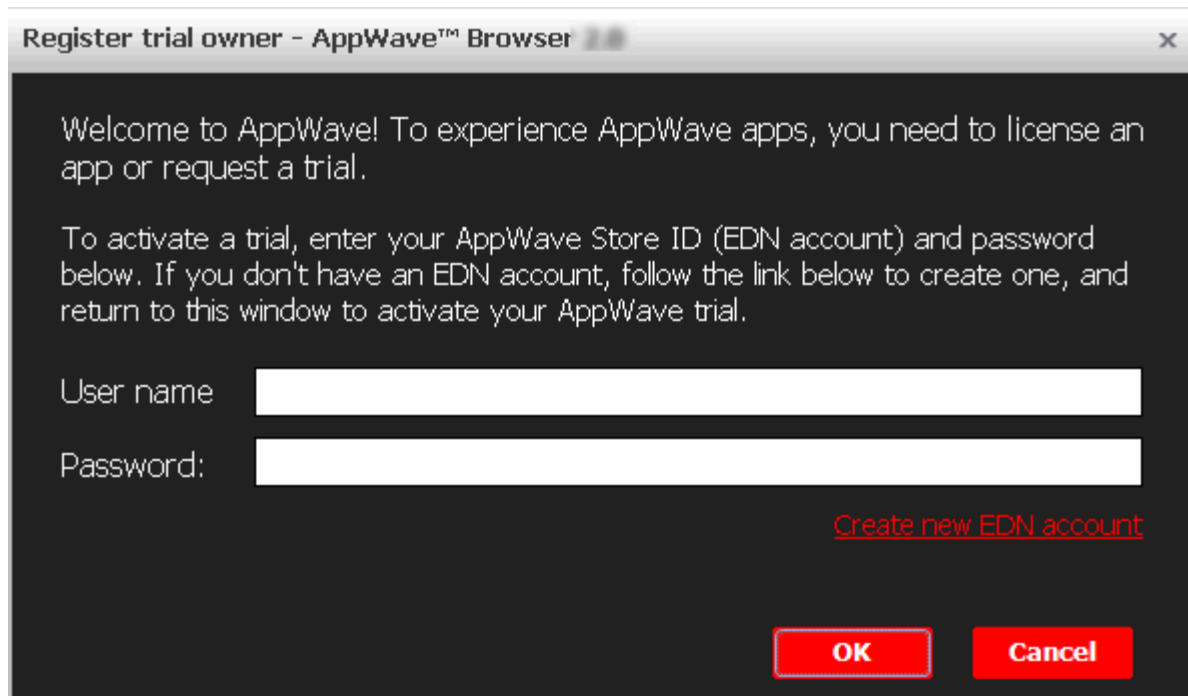
- 3 Leave the default setting of **Installer process and sub-processes only**. This option captures only the install processes instead of all the processes associated with the application.
- 4 Leave the default setting of **Apply AppWave Mastering Template Rules**. As the process goes through the steps 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" in this dialog.

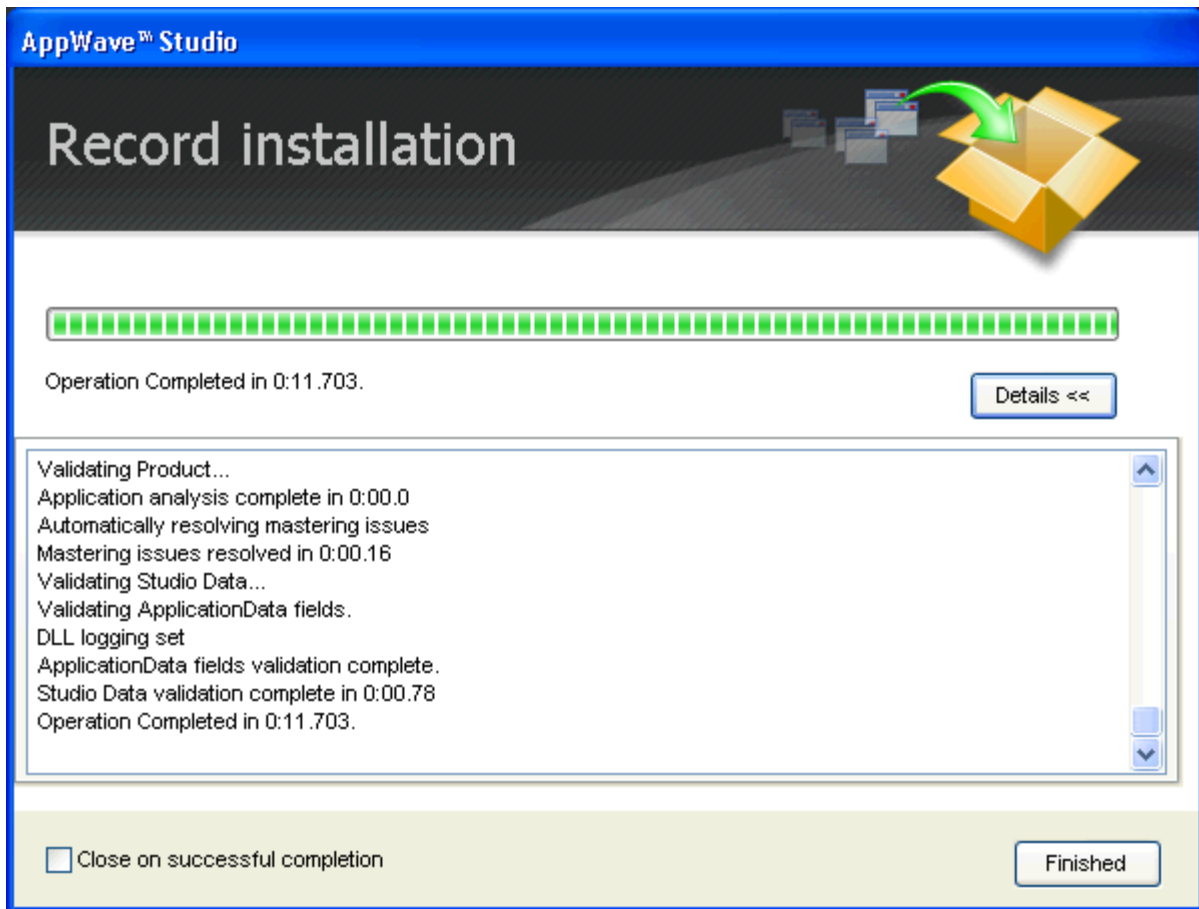


- 7 Once you enter the required information, click **OK** and the Embarcadero Product Registration opens.

- 8 Insert the serial number that was sent to your e-mail address. You also need to enter your 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 Data Architect 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](#)
- [Master](#)
- [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.
 

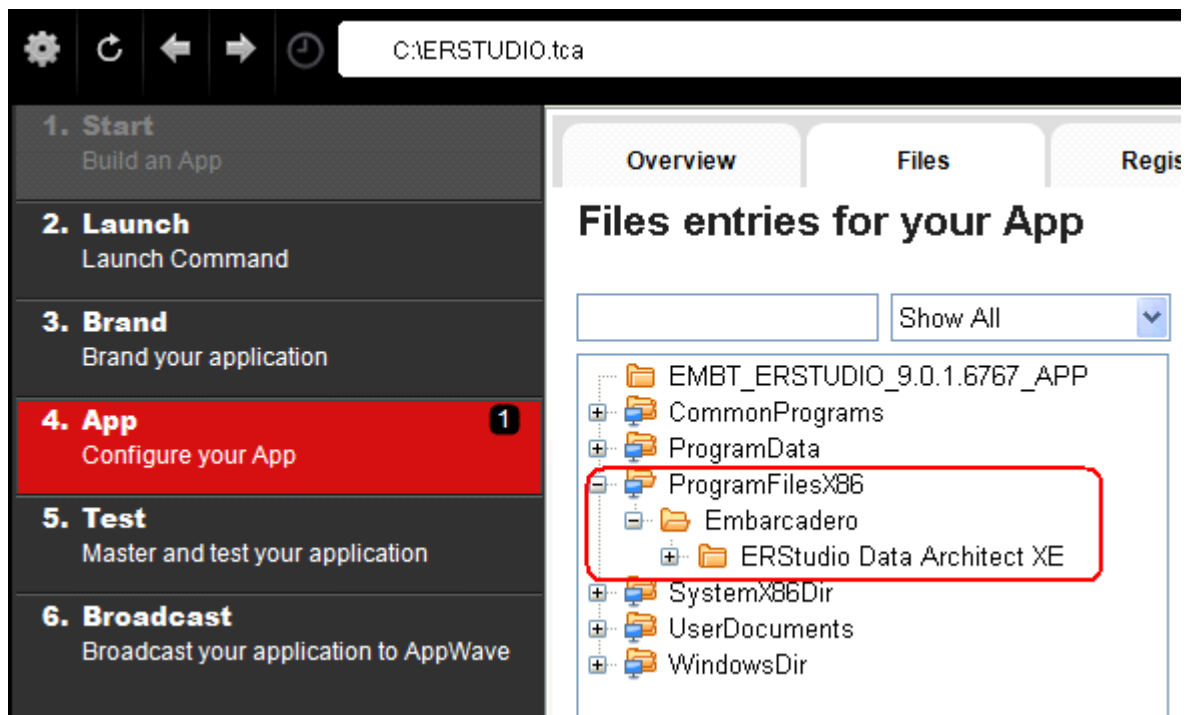
**NOTE:** The Working Folder and Icon information fields are then automatically populated.
- 3 Next you will select a Product name. Click the drop-down arrow in the **Product Name** field and select *ER/Studio Data Architect* from the list.

- 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.

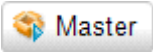
## App

- 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  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.

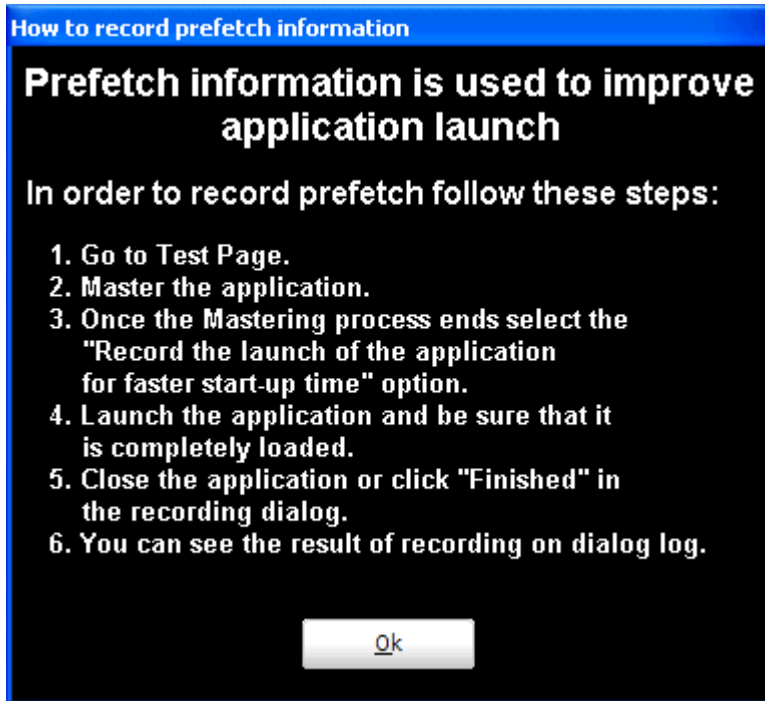
Notice that a Task appears at the bottom of the Broadcast page. This task indicates that *“in order to Record the launch of the application for faster start-up time, you need to master the App from the Master tab before broadcasting. Once the launch data was recorded, remastering before broadcast will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

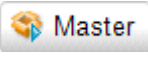
**NOTE:** There is also an indicator next to the Broadcast step showing that there is a tasks that needs to be fixed.

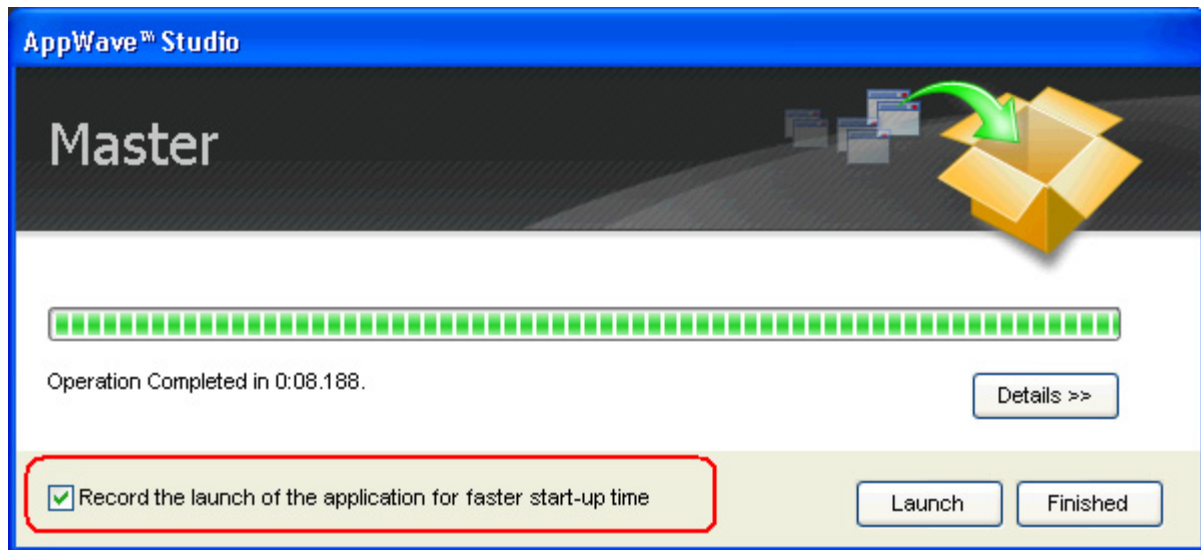
**5. Broadcast****1**

Broadcast your application to AppWave

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

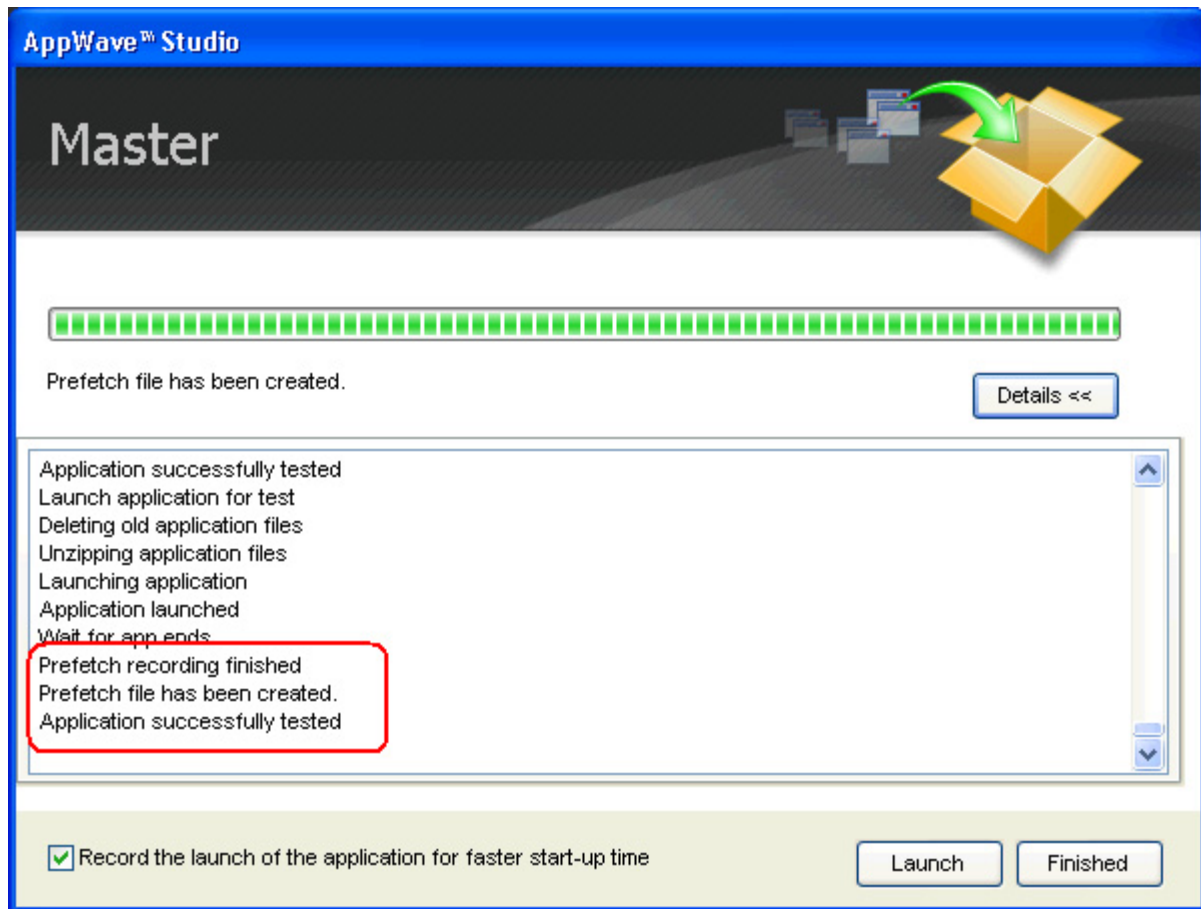


- 2 Return to the **Test** page and click  **Master**. Save your current file and the **Master** dialog appears.
- 3 Once the mastering is complete, select "Record the launch of the application for faster start-up time" and click **Launch**. This is to ensure that the application is completely loaded.



- 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.

## Run Application

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

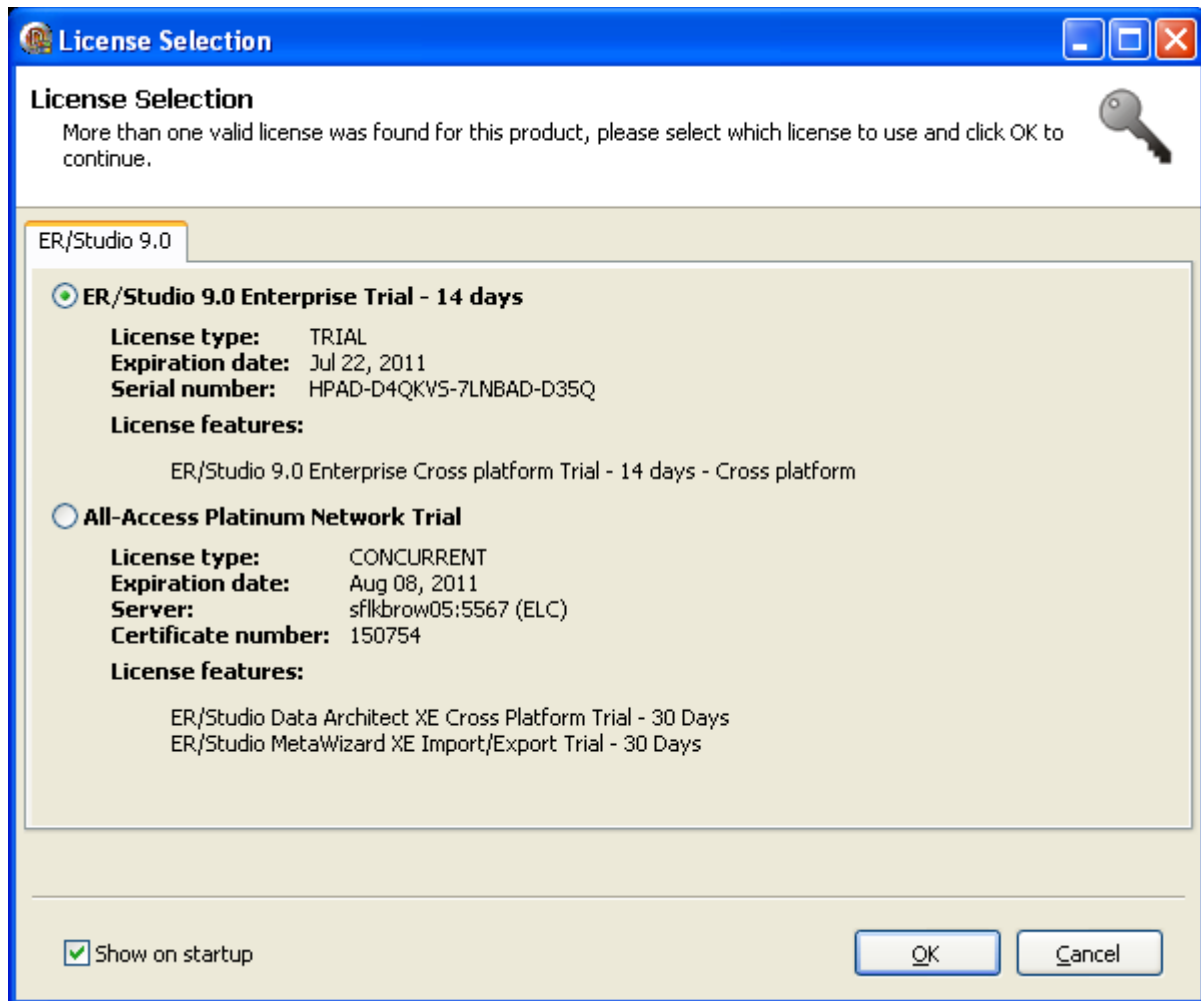
- 1 Click **Apps** to open the AppWave Browser. Then click **<user's folder>** and select the ERStudio Data Architect application from your folder in AppWave. In the following example the ER/Studio Data Architect x.x App appears in the KathyB's folder.



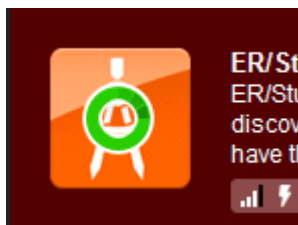
- 2 Click **Run** and the End User License Agreement opens.



- 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 mastering 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.

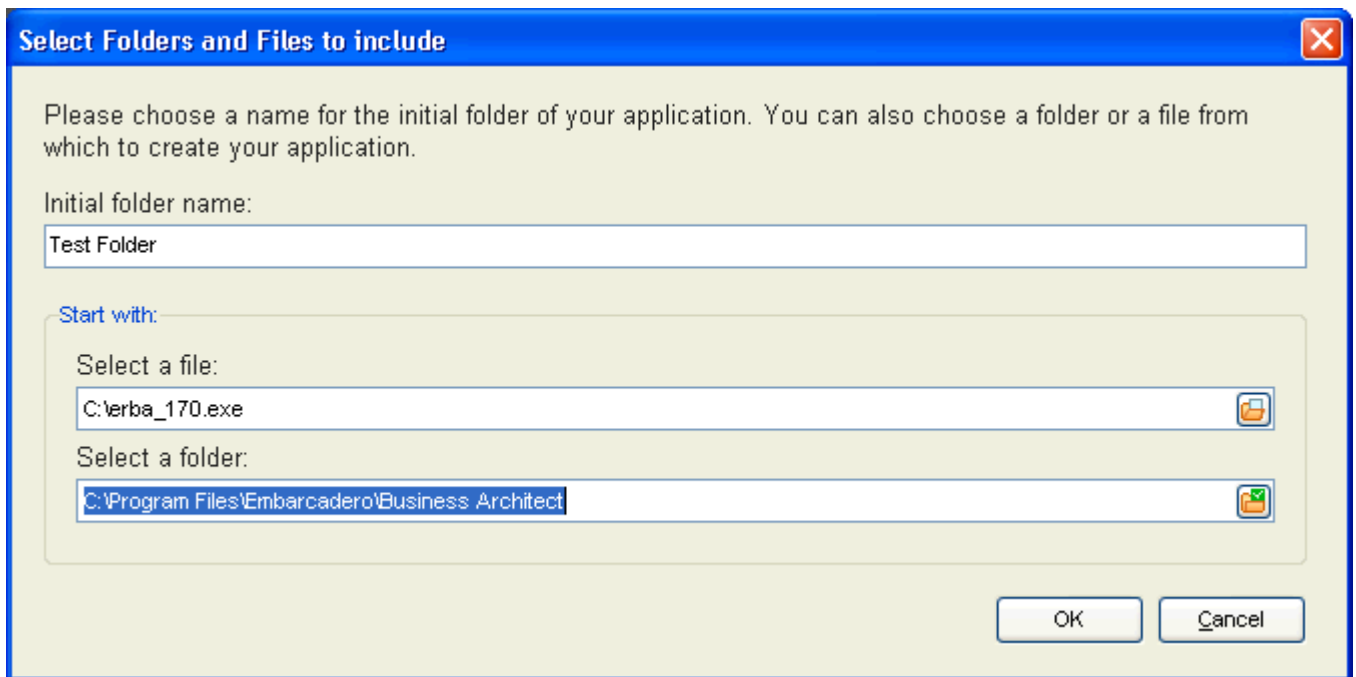
- 2 Download the **ER/Studio Business Architect Trial** executable from <http://www.embarcadero.com>.

**NOTE:** Your serial number is sent to the e-mail 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 "C:" 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](#)
- [Master](#)
- [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.

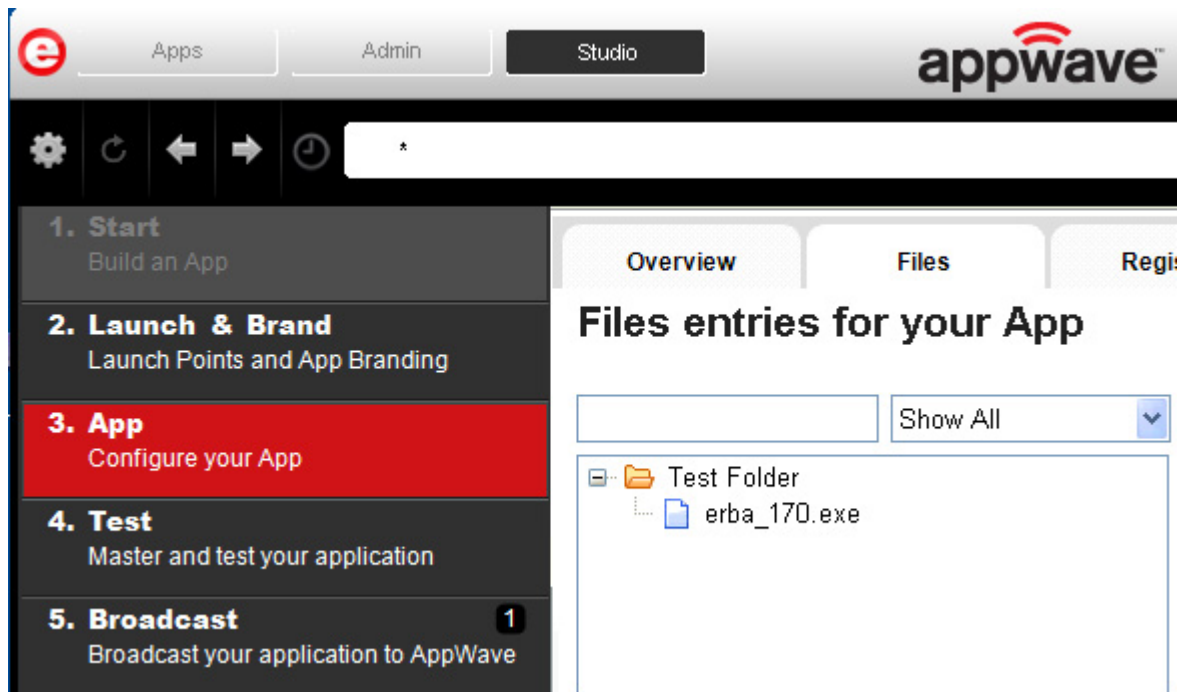
- 1 The Launch Executable field is automatically populated.
- 2 If the Working Folder is not automatically populated, select one from the Browse dialog. This is a required field.
- 3 Click the drop-down in **Product Version** and select the version from the list.
- 4 The **Publisher** is a required field, so enter *Embarcadero Technologies*.
- 5 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

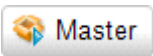
Click **Next** to advance to the **App** page: This is where you can view your files, registry settings and environment variables created during the mastering task. Files created by an application installer are placed in their appropriate folders. You also can select runtimes required by your App.

- 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.

## Master

- 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 want to broadcast it to AppWave.

## 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.

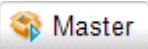
## 5. Broadcast

1

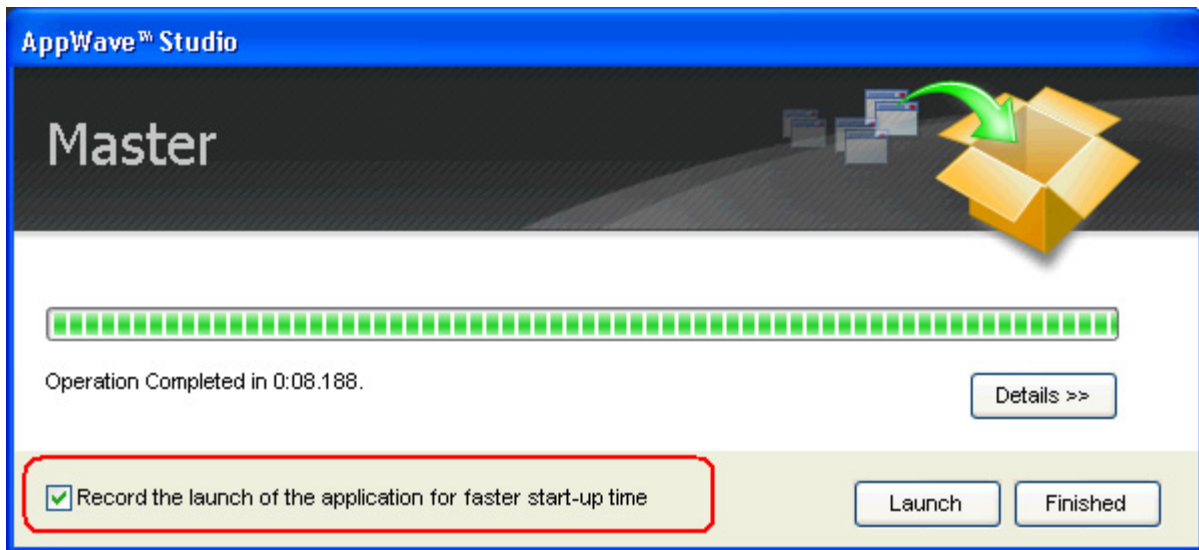
Broadcast your application to AppWave

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

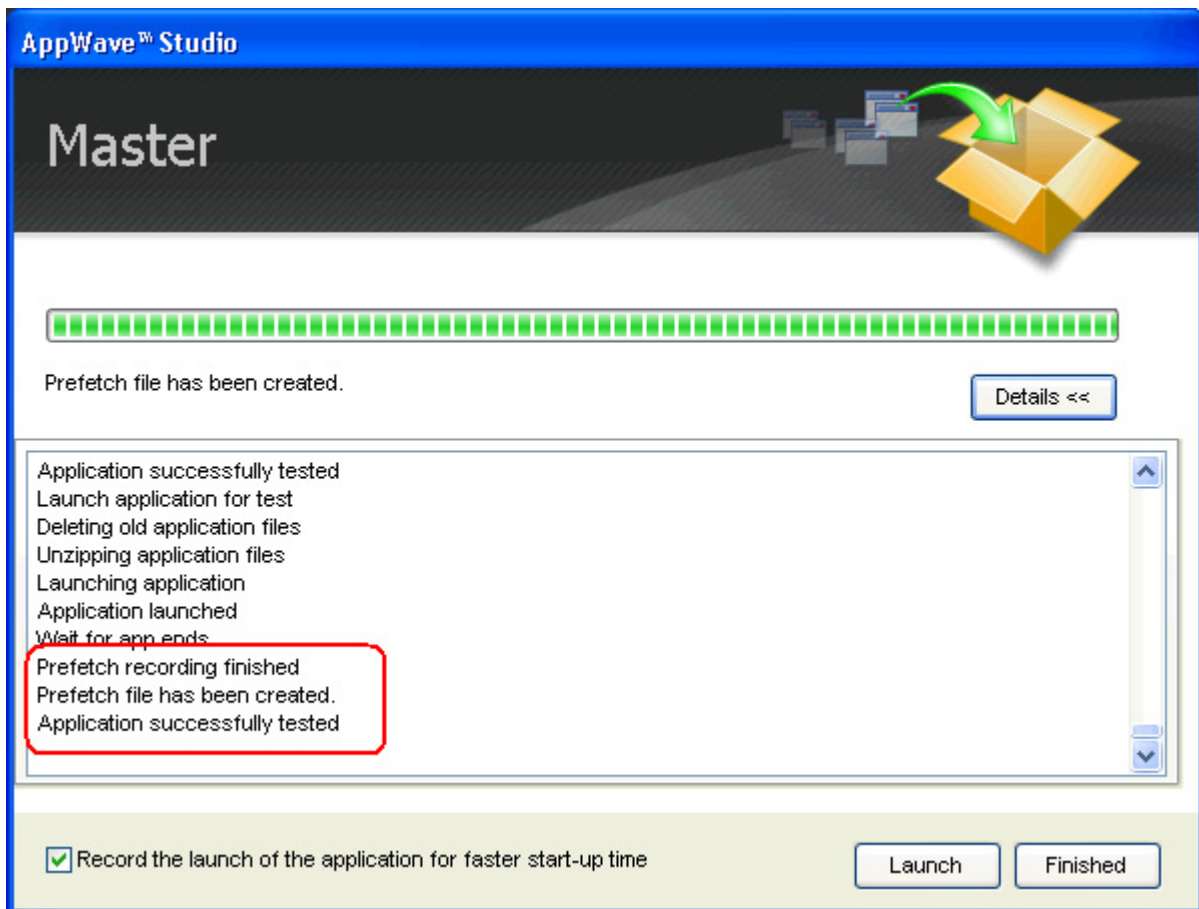


- 2 Return to the **Test** page and click  **Master**. Save your current file and then the **Master** dialog appears. The mastering process is tracked by a progress bar.
- 3 The "Record the launch of the application for faster start-up time" option is selected by default. Click **Launch** to ensure that 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.

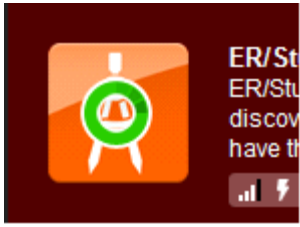
**NOTE:** You will get a pop-up notification that new apps are now available as well.

## 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 the KathyB's folder.

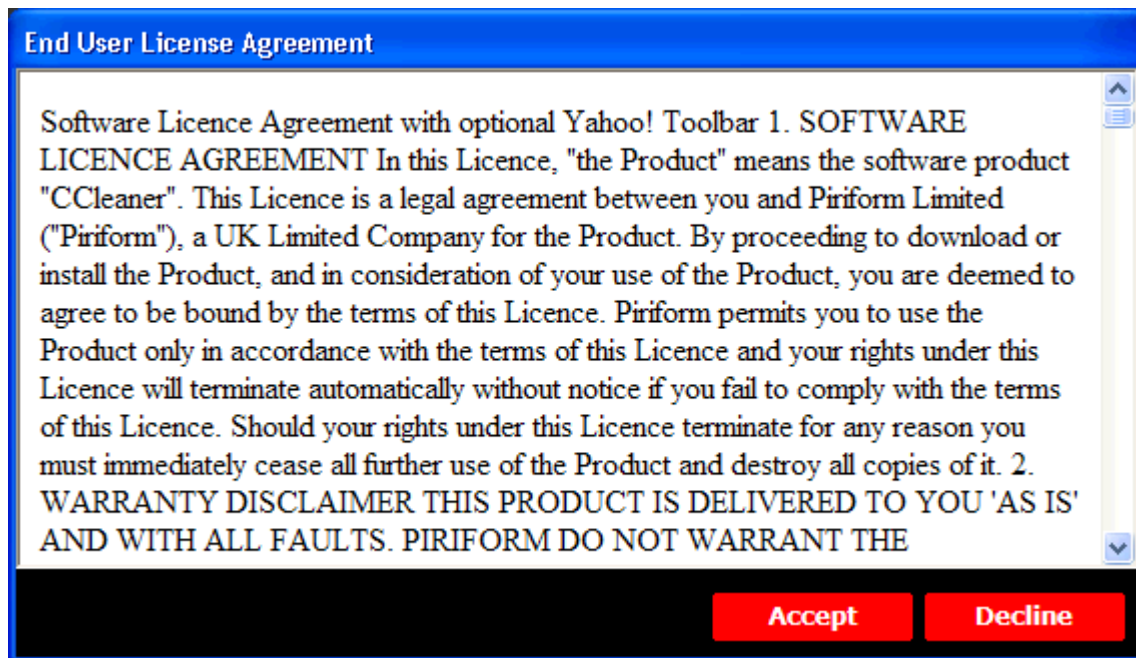


- 4 Click **Run**, the load indicator appears in the middle of the application icon.



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

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



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

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