

Thursday, October 20. 2005

The spanking new installer...

After decided to dump the QS game (for a few weeks at least) and get the basic frontend functionality finalised as opposed to doing it in half measures) it is now just about complete. All it's missing are translations - something I hope to arrange at the weekend.

So what differs between the installer in QS2 and the new QS v3?

For starters it no longer requires a user to define paths. Remember the hours spent staring at that first install page wondering what drugs the developer was on? No more. I've added an SQL parser that will read in a standard SQL dump file, and import the contents into a database. This is currently the standard method of updating our SQL schema - we don't use a separate manually edited PHP file. The layout and design has been updated - it does in fact look very much like the Mambo Installer - which is a good thing, and what inspired the visual component. Attempted chmod's by PHP have been pushed into a separate Auto-Fix command - iffy whether it works all that well given the various server configurations, but useful to some few.

Overall it's briefer I think. QS3 requires less input from the user, which is good. The trade off is that some elements may be misjudged in extreme circumstances - usually badly configured hosts.

Final stage is to link an installation check to the front page of the game - so the installer is automatically invoked when the game is not yet installed.

Posted by Pádraic Brady at 18:18