

Installing DXLab Applications

With respect to installing a DXLab application, there are three possible scenarios

1. you've never installed any DXLab application on your PC
2. you've already installed one or more DXLab applications on your PC, and wish to install another
3. you've already installed one or more DXLab applications on your PC, and wish to upgrade one of them

All three of these scenarios are supported by the **DXLab Launcher**, which automates the installation and upgrading of DXLab applications and helps you manage their execution once installed.

- if you're not sure whether you've installed the Launcher on your PC, use the Windows Control Panel to check as described in **section I** below
- if you've never installed any DXLab application on your PC, then install the Launcher as described in **section II** below
- if you've installed one more DXLab applications on your PC but not the DXLab Launcher, then install the Launcher as described in **section II** below
- if you've previously installed the DXLab Launcher on your PC but have determined that a newer version is available, then upgrade the Launcher as described in **section III** below

Once you're running the DXLab Launcher's latest version, you can

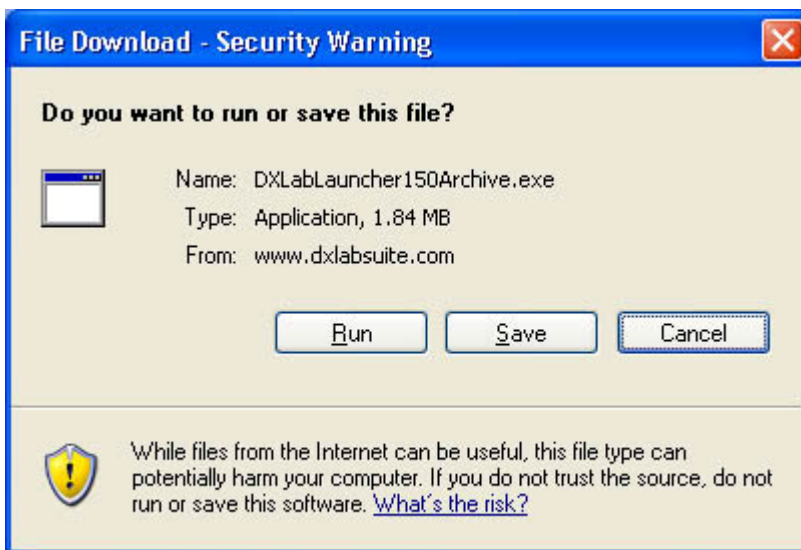
- install a DXLab application, as described in **section IV** below
- upgrade a DXLab application, as described in **section V** below

I. Determining whether the DXLab Launcher is already installed on your PC

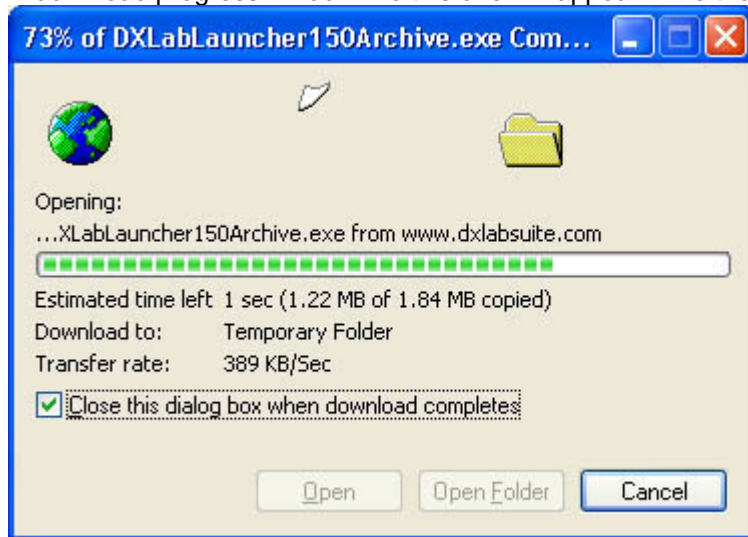
1. open the **Windows Control Panel**
2. run the **Add or Remove Programs** applet
3. inspect the list of programs that appears in the Add or Remove Programs window to see if there's an entry name **DXLabLauncher**; if so, then the DXLab Launcher is installed on your PC
4. close the Add or Remove Programs window and the Windows Control Panel

II. Installing the DXLab Launcher

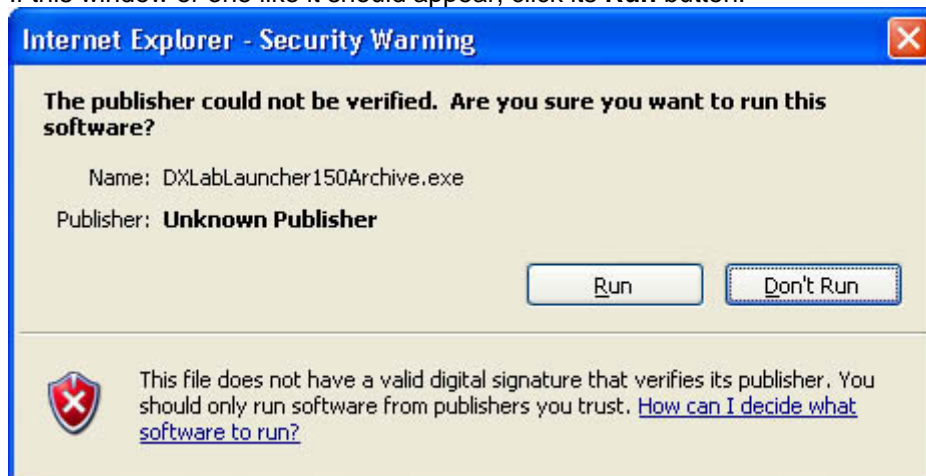
If the Launcher is not already installed on your PC, visit <http://www.dxlabsuite.com/download.htm> and click the **Install Launcher** button. When the following window appears, click its **Run** button:



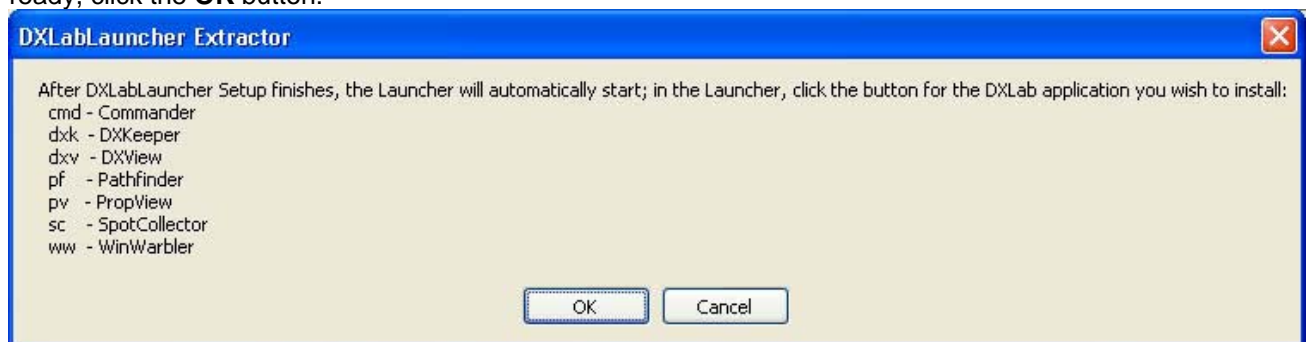
A download progress window like this one will appear while the file is being downloaded:



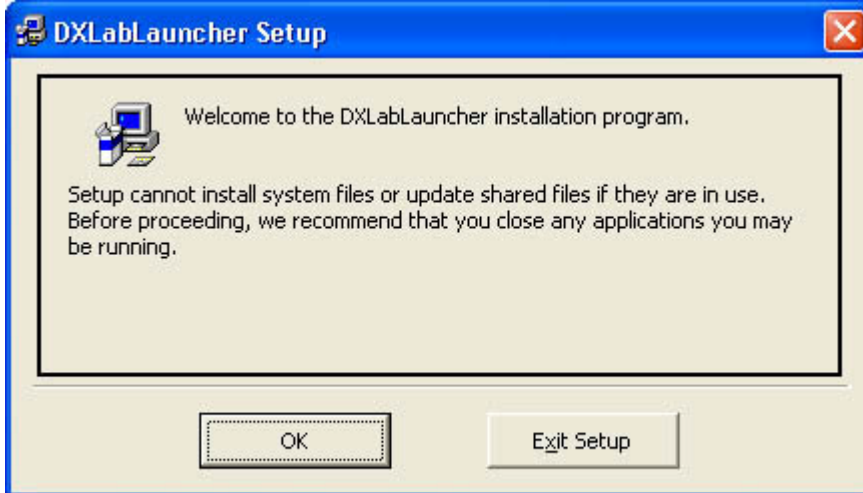
If this window or one like it should appear, click its **Run** button:



The next window informs you that the **DXLabLauncher Setup** program will run, after which the Launcher itself will start. The abbreviated captions on the Launcher's buttons are expanded here so you'll know which button to click to install the desired DXLab application. Before proceeding, it's best to terminate any other applications running on your PC; this prevents conflicts when installing shared files. When you're ready, click the **OK** button:

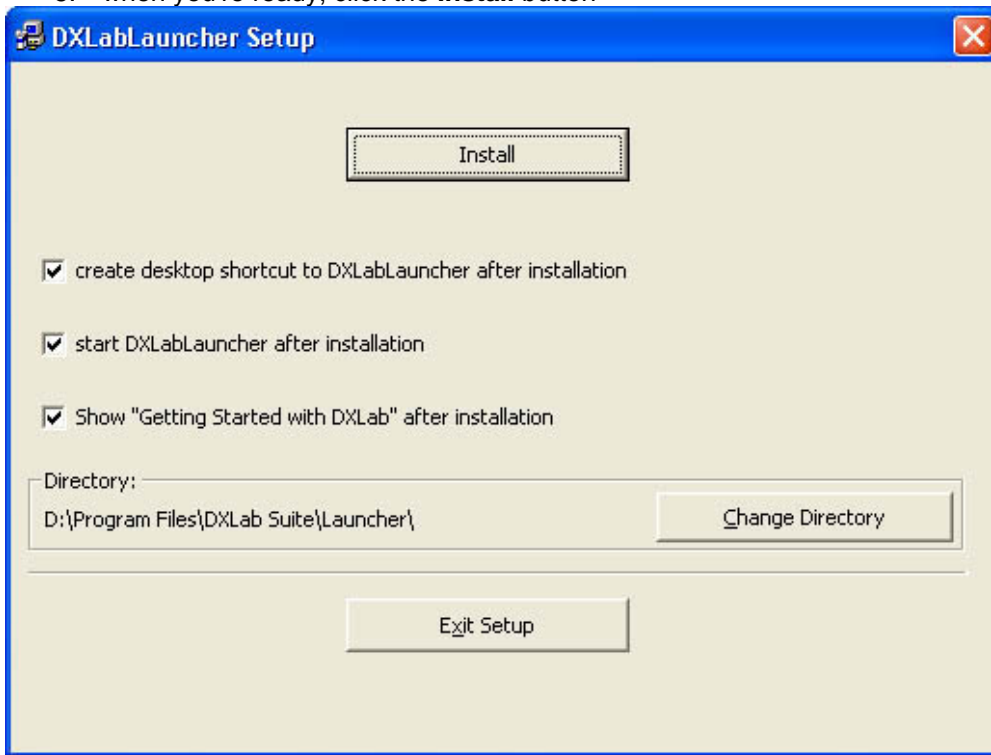


Several windows will flash by while the DXLabLauncher initializes. You should have already terminated any other running applications, so click the **OK** button when this Welcome window appears:

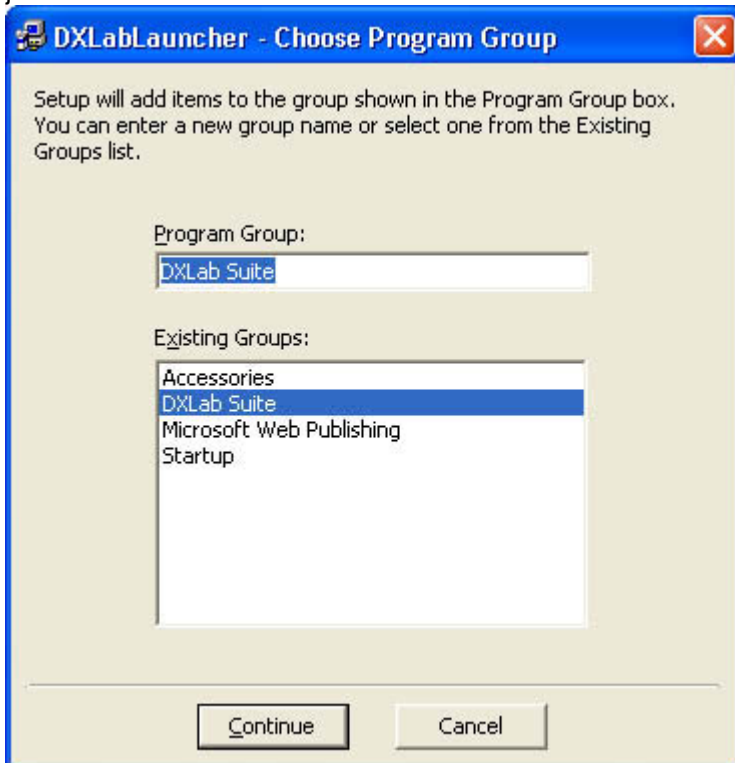


Before clicking the **Install** button in the window below,

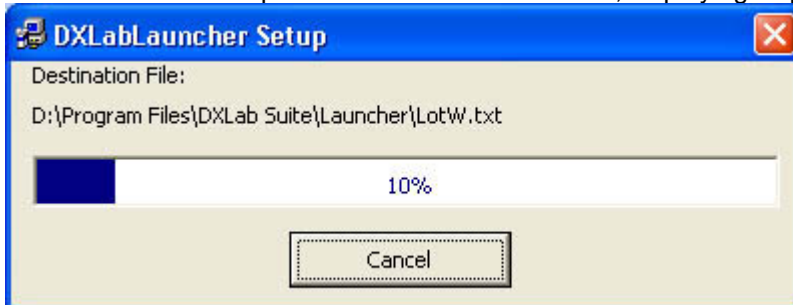
1. leave the **create desktop shortcut...** box checked unless you **don't** want a desktop shortcut to the Launcher created; a desktop shortcut makes it easy to start the Launcher, which in turn can start any DXLab application, so most users will leave this box checked
2. leave the **start DXLabLauncher...** box checked
3. since you're already viewing **Getting Started with DXLab**, uncheck the **Show Getting Started...** box
4. if you want to install the Launcher in a folder **other than** the one shown in the **Directory** panel, then click the **Change Directory** button and select the desired destination folder
5. when you're ready, click the **Install** button



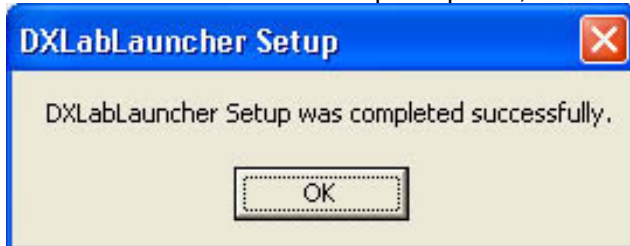
Placing start menu entries for DXLab applications in a group named **DXLab Suite** is recommended, so just click this window's **Continue** box:



DXLabLauncher Setup will now install the Launcher, displaying its progress as it proceeds:



When the DXLabLauncherSetup completes, click the **OK** button:



The DXLab Launcher will now start. If no other DXLab applications are installed, the LED-like displays above each of the Launcher's application control buttons are shown in **black**. If you previously installed other DXLab applications, their LED-like displays will be shown in **red** (assuming they aren't running).



No DXLab applications installed



Pathfinder and WinWarbler already installed

To install an uninstalled application, click the appropriate Launcher button:

- **cmd** - Commander (transceiver control)
- **dxk** - DXKeeper (logging)
- **dxv** - DXView (DX information and antenna rotator control)
- **pf** - Pathfinder (QSL route discovery)
- **pv** - PropView (Propagation Prediction)
- **sc** - SpotCollector (DX and WWV spot collection and analysis)
- **ww** - WinWarbler (PSK31, PSK63, RTTY, CW, and Phone operation)

III. Upgrading the DXLab Launcher

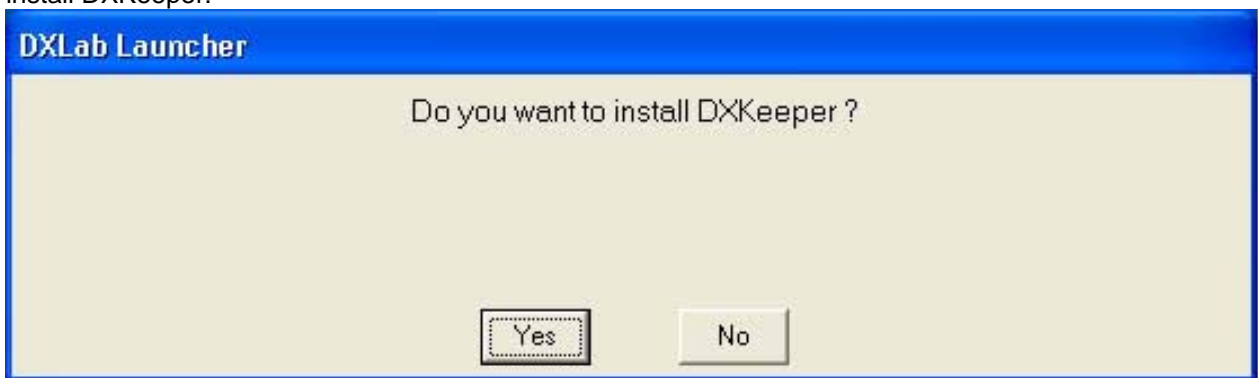
1. run the Launcher that is installed on your PC and note the **version number** shown in the **title bar** of its window
2. if the version number is **greater than 1.5.0**, then
 - a. click the **Config** button to open the **Configuration** window
 - b. in the Configuration window's **DXLab Applications** panel, the Launcher's **Available** version number will be depicted with **red** characters if a newer version is available; click the **Upgrade** button to initiate the upgrade process
 - c. a small window will appear, informing you that the Launcher is about to terminate; click its **OK** button, and the Launcher will terminate
 - d. a **DXLab Launcher Agent** window will appear, informing you that it is waiting for the Launcher to complete its termination (no user interaction with this window is required)
 - e. the latest version of the Launcher will appear
3. if the version number is **1.5.0 or less**, then
 - a. terminate the Launcher
 - b. navigate to <http://www.dxlabsuite.com/Launcher/DXLabLauncher152Update.exe> to download a self-extracting archive containing the Launcher upgrade
 - c. when asked by your browser whether to save or run downloaded file, choose **Run**
 - d. a **WinZip Self-Extractor** window will appear; in this window,
 - i. the **UnZip to Folder** textbox shows the pathname of the **destination folder** into which the Launcher upgrade will be placed; if necessary, change this pathname to reference the folder in which the Launcher is installed on your PC
 - ii. click the **UnZip** button
 - e. run the new **DXLabLauncher.exe** file now present in the destination folder

IV. Using the Launcher to install a DXLab application

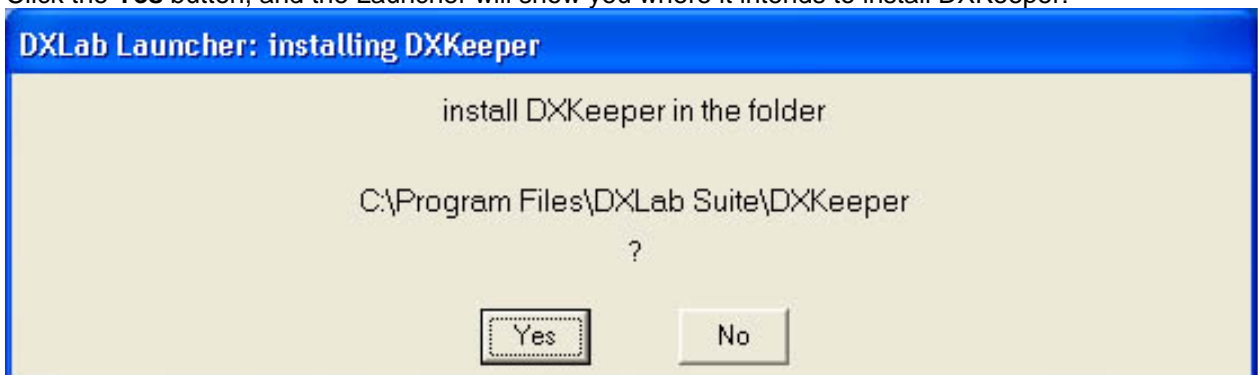
To install an uninstalled DXLab application, run the Launcher. The LED-like displays for uninstalled applications will be shown in black, as is the case for DXKeeper, Pathfinder, PropView, and WinWarbler in this screen shot:



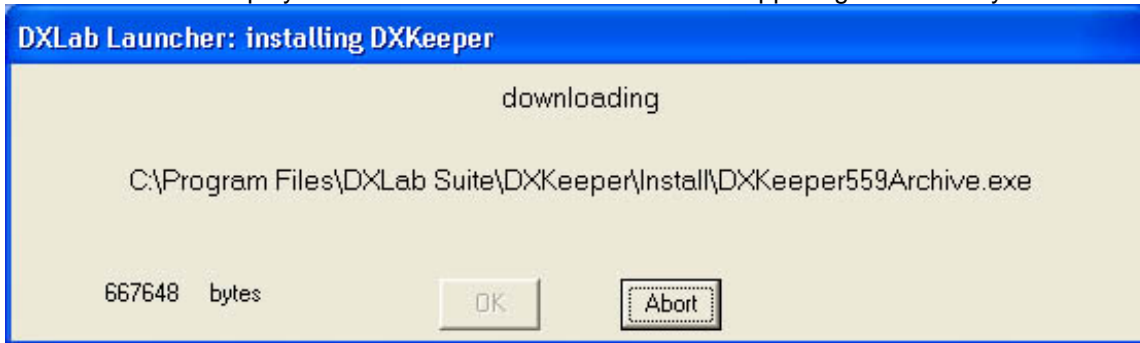
In this example, we'll install DXKeeper, so click the **dxk** button; the Launcher will confirm your intention to install DXKeeper:



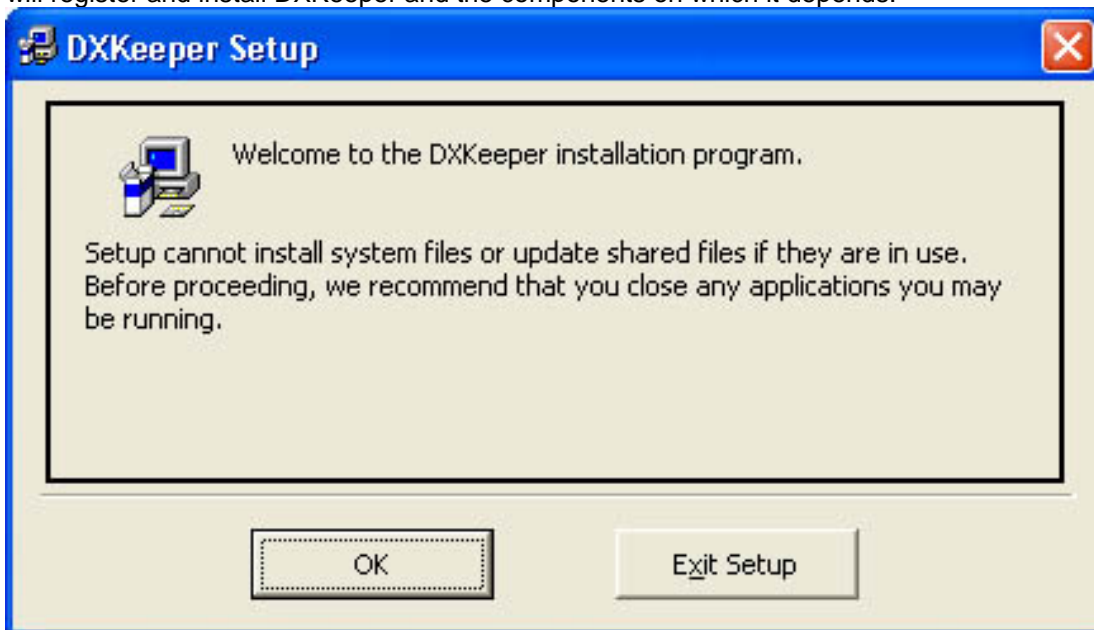
Click the **Yes** button, and the Launcher will show you where it intends to install DXKeeper:



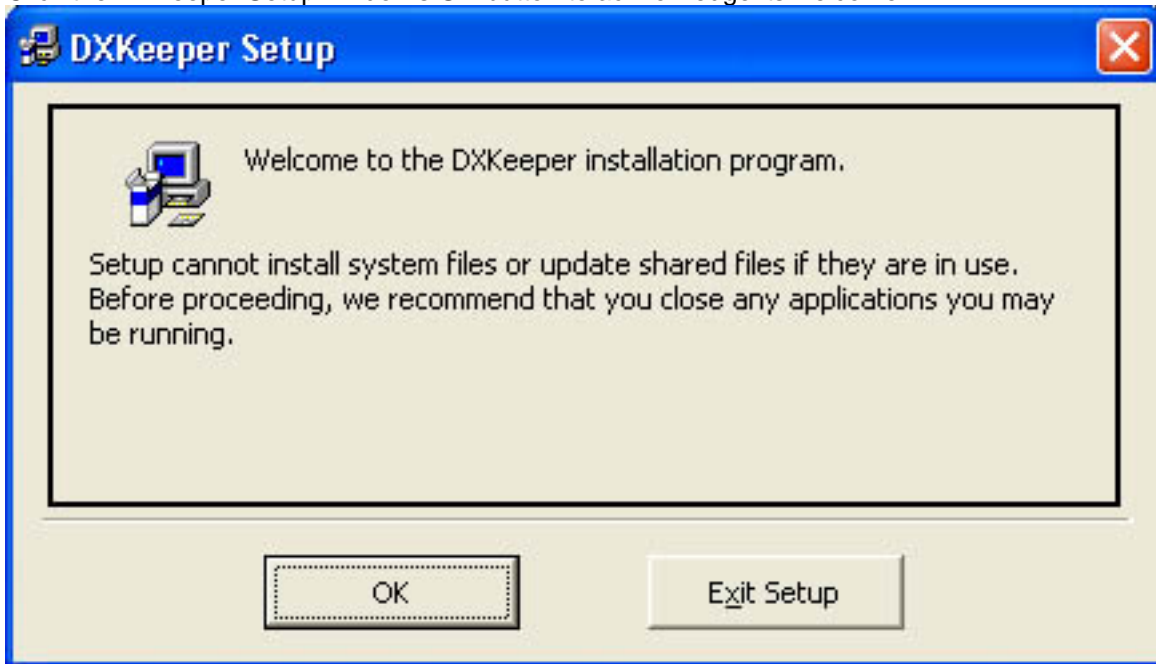
If the proposed destination folder is acceptable, click the **Yes** button; otherwise click the No button and DXKeeper will display a window that lets you select your desired destination folder. When that's complete, the Launcher will display its **Installation Status** window in the upper right corner of your screen:



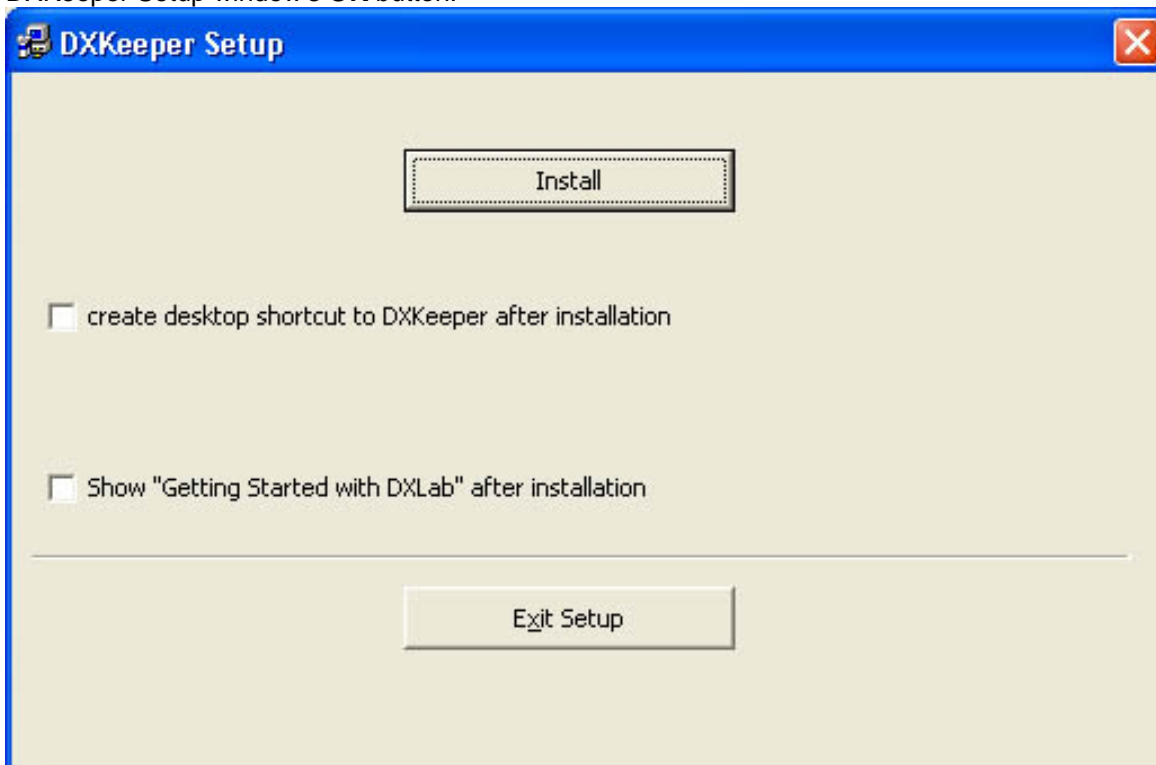
The Installation Status window will keep you abreast of progress throughout the installation process. After downloading DXKeeper's latest full release, the Launcher initiates the **DXKeeper Setup** application that will register and install DXKeeper and the components on which it depends.



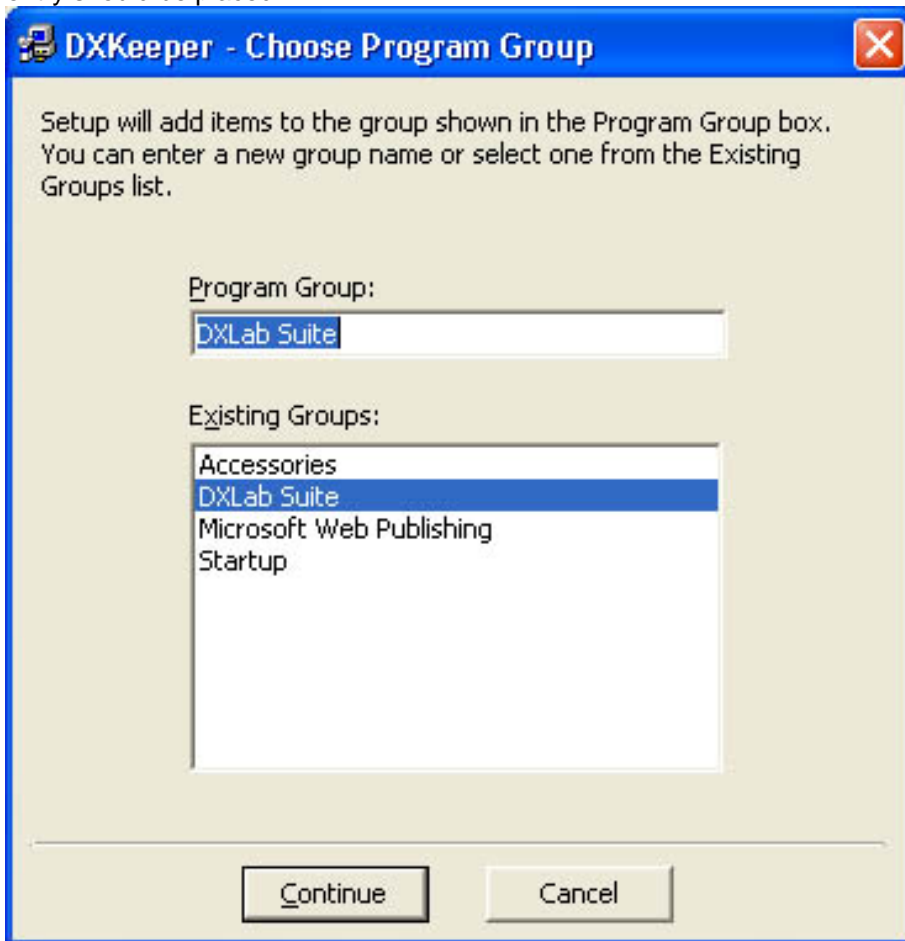
Click the DXKeeper Setup window's **OK** button to acknowledge its welcome.



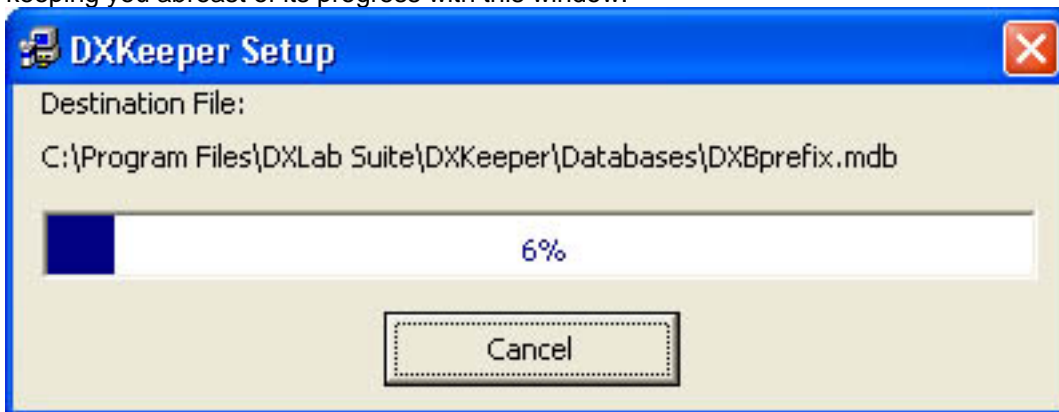
If any other applications besides the Launcher and DXKeeper Setup are running, terminate them. The Launcher's window above shows Commander to be running, so we'll terminate it and then click the DXKeeper Setup window's **OK** button.



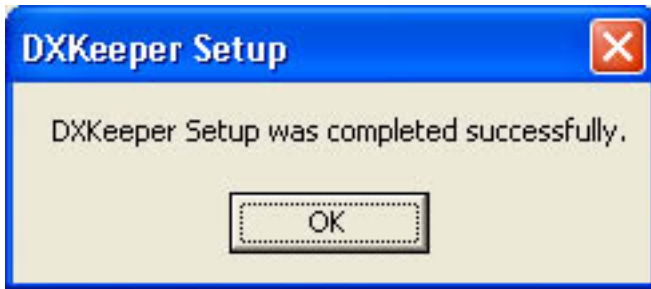
If you want the Launcher to create a desktop short to DXKeeper after DXKeeper is installed, check the **create desktop shortcut** box; if you want the Launcher to display **Getting Started with DXLab** in your browser after DXKeeper is installed, click the **Show Getting Started with DXLab** box. When you're ready, click the **Install** button, and DXKeeper Setup will let you specify in which start menu group DXKeeper's entry should be placed:



The default will place DXKeeper's start menu entry in the DXLab Suite group, which is recommended. Click the **Continue** button, and DXKeeper Setup will begin registering DXKeeper and its components, keeping you abreast of its progress with this window:



After DXKeeper and all of its components have been registered, DXKeeper will indicate its completion with this window:



Click the **OK** button. Within 10 seconds, the Launcher will notice that DXKeeper Setup has installed DXKeeper:



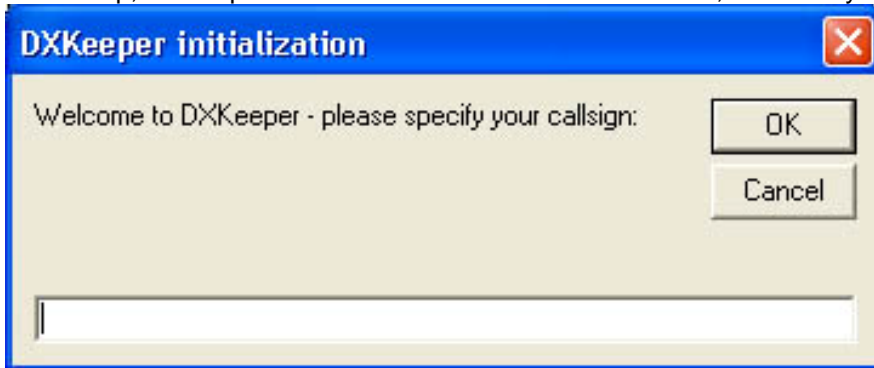
In DXKeeper's case, installation is now complete. If a development update for DXKeeper were available, the Launcher would automatically apply it before declaring installation to be complete. Were you installing DXView or SpotCollector, the Launcher's Install Status window would ask whether to download and install optional files -- country maps in the case of DXView, and audio announcements in the case of SpotCollector -- before display this installation complete window. Click the **OK** button to acknowledge that installation is complete.



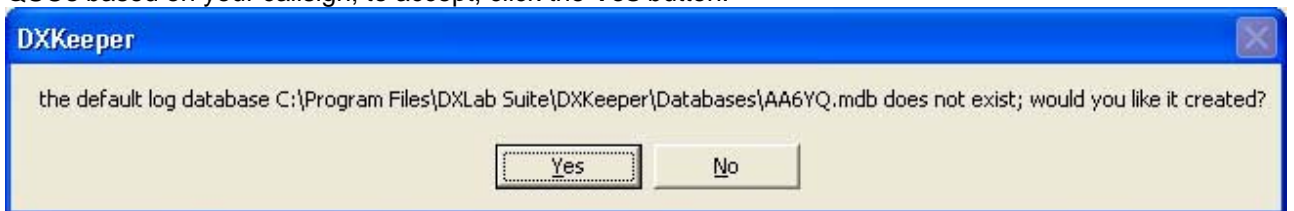
The Launcher's Main window now show's DXKeeper's LED-like display to be red, which means **installed but not running**. To start DXKeeper, click the **dxk** button; DXKeeper's LED-like display turns light blue, which means **starting**:



On startup, DXKeeper notices that its never been run before, and asks you to specify your callsign:



Type your callsign, and click the **OK** button. DXKeeper will then offer to create an empty new log for your QSOs based on your callsign; to accept, click the **Yes** button:



Note: if you take more than a minute or so to type in your callsign and accept DXKeeper's offer to create your log, the Launcher will display a small window indicating that DXKeeper failed to start within a minute, and will change the color of DXKeeper's LED-like display back to green. Not to worry -- when you complete the above two steps, DXKeeper will inform the Launcher of its successful startup, and the Launcher will show DXKeeper's LED-like display as green, which means **running**.



V. Using the Launcher to upgrade a DXLab application

1. click the Launcher's **Config** button to display its **Configuration** window
2. click the **New ?** button in the Configuration window's upper right corner to update the installation status and release availability of all DXLab applications
3. locate the the DXLab application you wish to upgrade in the Configuration window's **Program Paths** panel; if a newer release of this application is available, this applications **Available** release will be shown with **red** characters, and its **Action** button will be labeled **Upgrade**
 - o if the Action button is instead labeled **Install**, then the application has not yet been installed and thus cannot be upgraded; see **section IV** above.
4. click the application's Upgrade button, and the Launcher will display its **Upgrade Status** window while downloading and deploying upgraded application; successful completion will be reported in this window
 - o if the application's Program Path entry is empty or specifies a non-existent file, then clicking the Upgrade button will generate an error message; using the **Sel** button, locate the pathname of the application's executable, and then click the Upgrade button