

SparkleUtil_II Help

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Figure 1: **SparkleUtil_II** Version 2.3.5

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1 What is the use of **SparkleUtil_II** ?

This application is a small utility to ease the integration of **Sparkle** in a program created with **RealBasic** and using the **Sparkle.framework** (Sparkle Version1.5 Cocoa) distributed by:

[Monkeybread Software.](#)

SparkleUtil_II allows to create automatically from an application build by **RealBasic** the following files (*assuming that the RealBasic application has for name **Sparkle Test.app***):

- **DescriptionSparkle_Test.html**
- Create the file **Info.plist** and make a copy in the bundle **Sparkle Test.app** (*Sparkle Test:Contents:*).
- Copy the **Sparkle.framework** in the bundle **Sparkle Test.app** (*Sparkle Test:Contents:Mac OS:*).
- Create a public key **dsa_pub.pem** and copy it in the bundle **Sparkle Test.app** (*Sparkle Test:Contents:Resources:*).
- Create an **application signature**.
- Compress **Sparkle Test.app** in **Sparkle_Test_X.X.X.zip**, X.X.X being the version number.
- Create **XSparkle_Test.xml** containing the signature for Sparkle Version 1.5 Cocoa.
- Create **Sparkle_Test.xml** for compatibility with Sparkle Version 1.1 Carbon.
- Create **DescriptionSparkle_Test.html** for update informations.

Note that **SparkleUtil_II** can update an application using Carbon Sparkle.framework version 1.1 as a system update, in an application using Cocoa Sparkle.framework version 1.5.

1.1 History

1.1.1 What is new in Version 2.35 ?

This version can process independently of the Linux and Windows.

1.1.2 What is new in Version 2.32 ?

This version improves the system update on a change of site, keeping the preference list of sites used.

2 Installation

2.1 Installation of Sparkle framework

First you need to buy the [MBS Realbasic MacOSX Plugin](#) (30 Euros without VAT.) or [the full set of plugins](#) (196 Euros without VAT).

2.2 Installation of **SparkleUtil_II**

You simply need to download [SparkleUtil_II.dmg.zip](#). Once the file unzipped, you mount the disk image and get:



Figure 2: Installation of **SparkleUtil_II**

and you have to drag SparkUtil.II in your Application folder. The folder SparkUtil.II contents (see also figure [13]):

- **SparkleUtil_II** , the application.
- A Licence for using this freeware.
- A folder containing **examples**.
- A folder **Sparkle Carbon** .
 - The folder **Sparkle.framework** (version 1.1 Carbon)
- A folder **Sparkle Cocoa** with:
 - The folder **Sparkle.framework** (version 1.5 Cocoa).
 - The file **generate_keys.rb**.
 - The file **sign_update.rb**.

Note that most of the files are the property of Monkeybread Software (except **SparkleUtil_II** and the doc files) and we assume that you have purchased the license.

Important notice: For a correct behavior of **SparkleUtil_II** you must copy the folders **Sparkle Carbon** and **Sparkle Cocoa** in your **Documents** folder.

3 Use of **SparkleUtil_II**

3.1 First Launch and Preferences use.

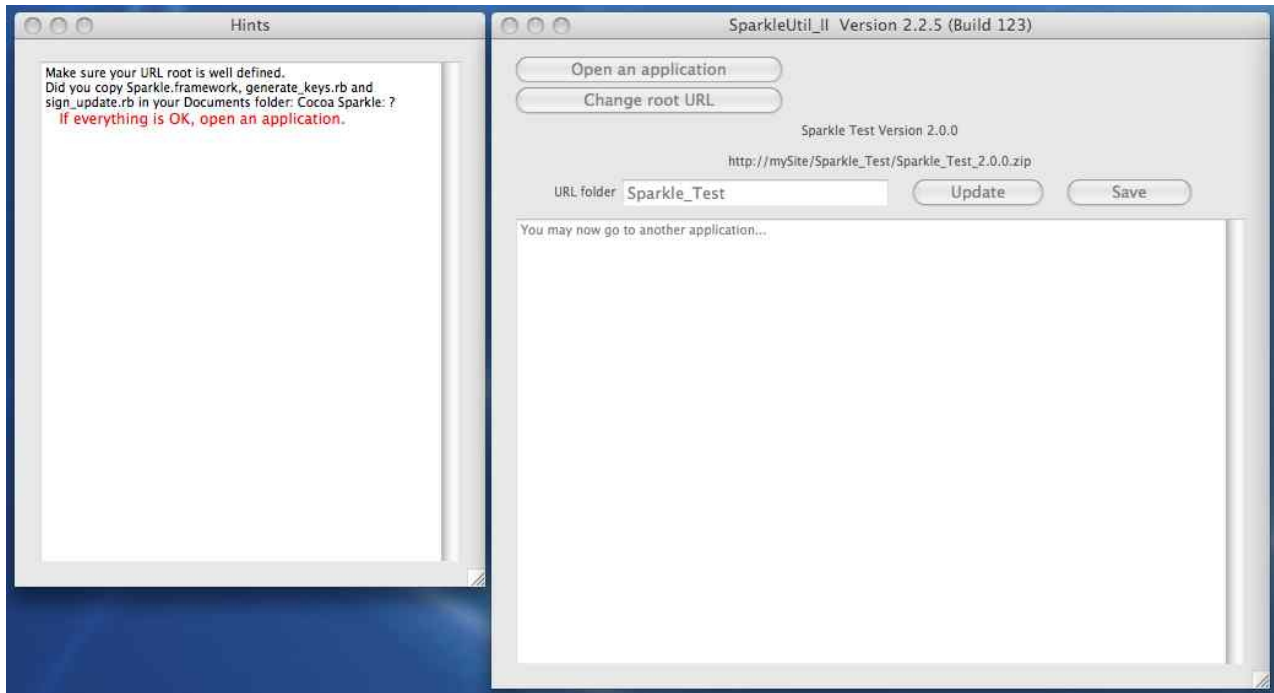


Figure 3: Launch of **SparkleUtil_II**

The application has 2 windows: an active window on the right and a hints windows on the left. The hint window shows things to do or the job progress.

You will remark that the URL shown is not valid. To specify a correct URL, you must use the menu **SparkleUtil_II** → **Preferences**. Then you obtain the dialog shown on figure [4]. With this dialog you can:

- Choose for an update check at each program launch.
- Choose the interface language (*english, french or german*). Note that the *Automatic* choice selects the language used by the system.
- Define your root URL.
- The Sparkle.framework folder location on your computer.

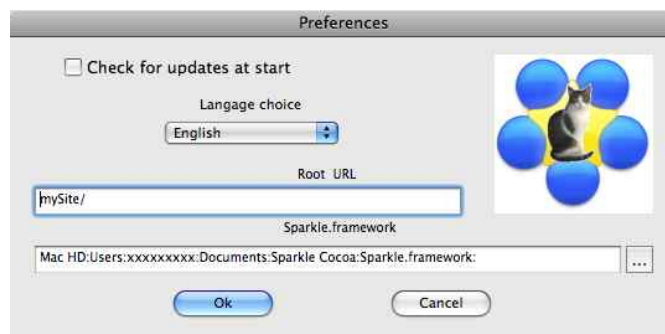


Figure 4: Preferences dialog

3.1.1 Root URL definition

Let us suppose that your site URL is:

`http://mySite/`

and you wish to store your update program **Sparkle_Test_X.X.X.zip** (X.X.X being the version number) in the folder with URL:

`http://mySite/Sparkle_Test/`

then, your root URL is simply: **mySite/**.

3.2 Patching an application

Suppose an application **Sparkle Test.app**, created with **RealBasic** and using **Sparkle**. The version properties seen from RealBasic are shown on figure [5].



Figure 5: Version properties of the application

Important remark: The version is defined by three numbers (to see figure [5]):

- The major version number. Here **2**.
- The minor version number. Here **0**.
- The bug version number. Here **0**.
- So that the long version number is: **2.0.0 (build 45)**.
- And the short version number is: **2.0.0**.

You will click on the button **Open an application** (see figure [3]) to select **Sparkle Test.app**. **SparkleUtil_II** first send a message indicating that **Sparkle.framework** has been patched in **Sparkle Test.app:Contents:MacOSX:** (see figure [6]).

Next the program show the dialog (voir figure [7]) and edit the file **Info.plist** (see figure [8]). It is then possible to select different version numbers of the Mac version for Linux and Windows.

You may note in the file **Info.plist** (see figure [8]) that the key **SUFeedURL** has been added with the URL path of the file **XSparkle Test.xml**. Another key **SUPublicDSAKeyFile** has been created defining the existens of **dsa_pub.pem**.



Figure 6: Installation of Sparkle.framework.

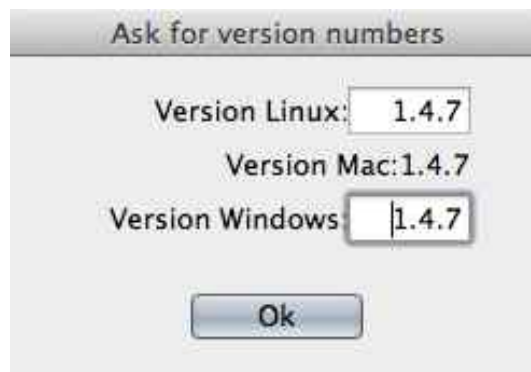


Figure 7: Dialogue choice of version. You can choose different version numbers for the Mac, Linux and Windows.

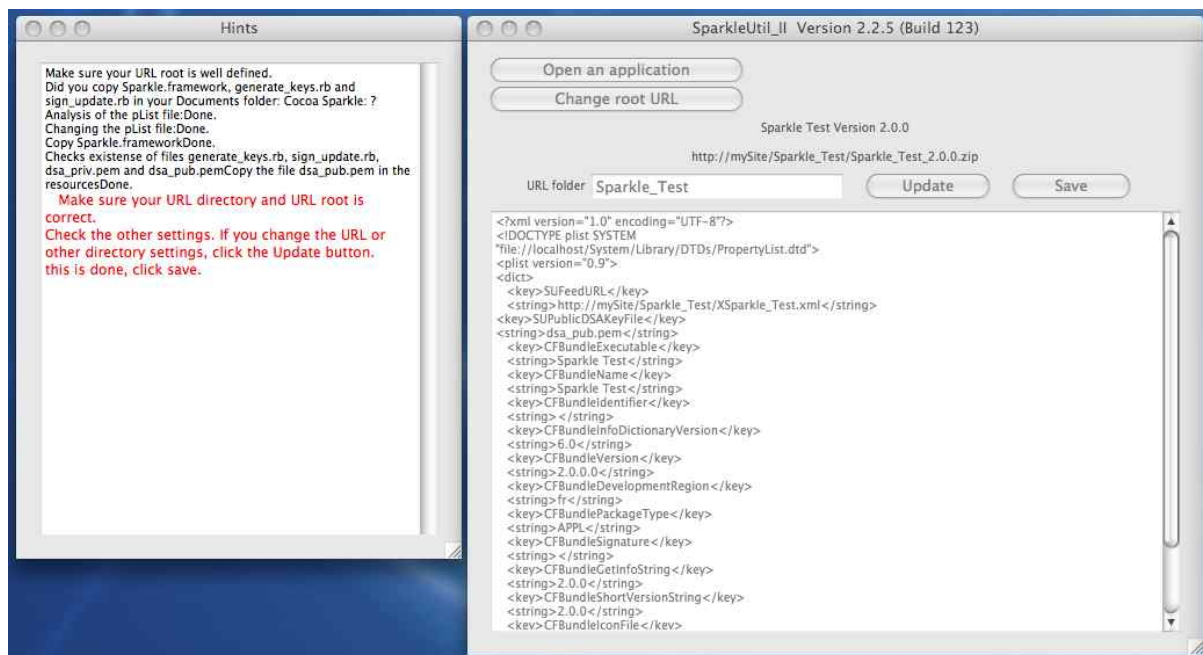


Figure 8: File Info.plist.

Important remark: One can modify the URL root of the site (mySite/) as well as the URL of the folder, that by default carries the name of the program. To take in account the modifications it is necessary to click on the button **Update**. To record the Infos.plist file one clicks on the button **Save**.

You may note that the distribution file (**SparkleUtil_II 2.0.0.zip**) will be located at URL

http://mySite.com/SparkleUtil_II/SparkleUtil_II_2.0.0.zip.

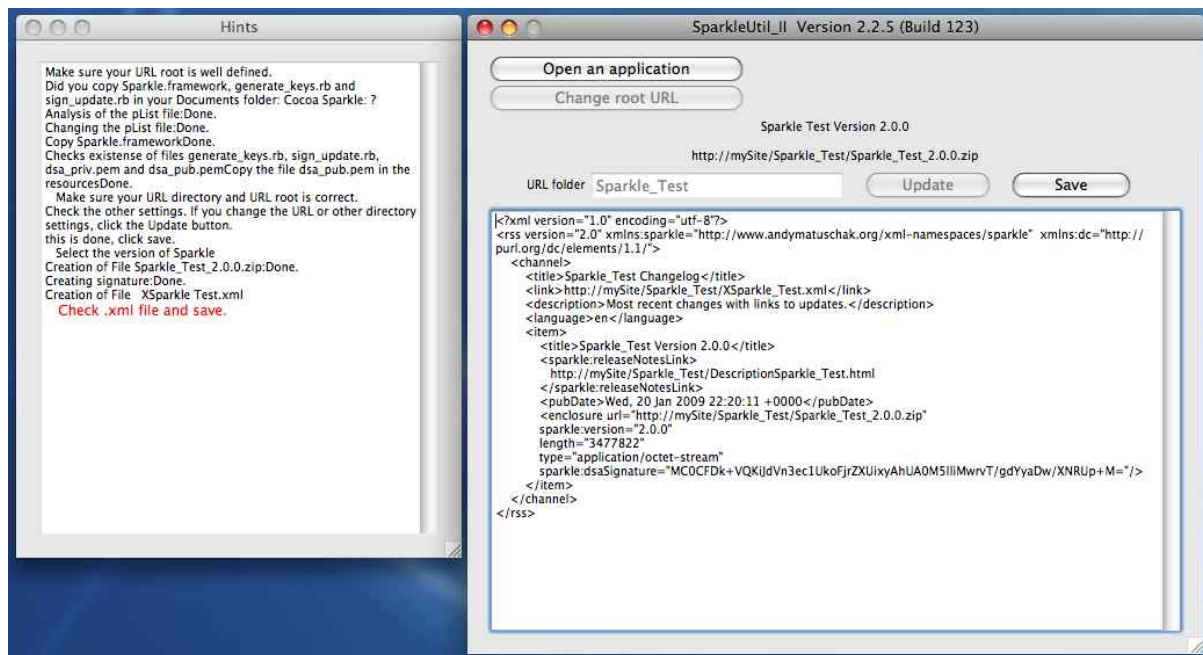


Figure 9: File Sparkle Test.xml.

Once the Info.plist file (after optional modifications) is recorded, the XSparkle_Test.xml file is generated (see figure [9]), as well as the file **Sparkle_Test 2.0.0.zip** whose length is placed in the file XSparkle_Test.xml. Once XSparkle_Test.xml recorded, it is the Sparkle_Test.xml (see figure [10]) that is generated that you have to save.

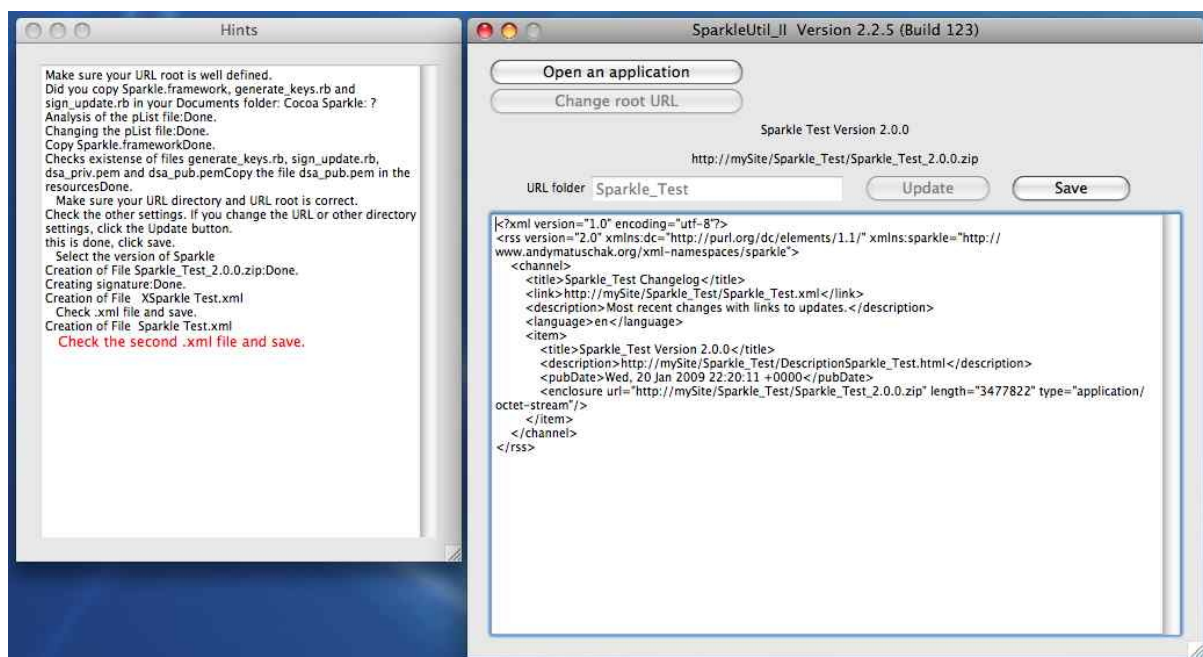


Figure 10: File XSparkle_Test.xml.

Once Sparkle_Test.xml recorded, it is the DescriptionSparkle_Test.html (see figure [11]) that is generated that you have to save.

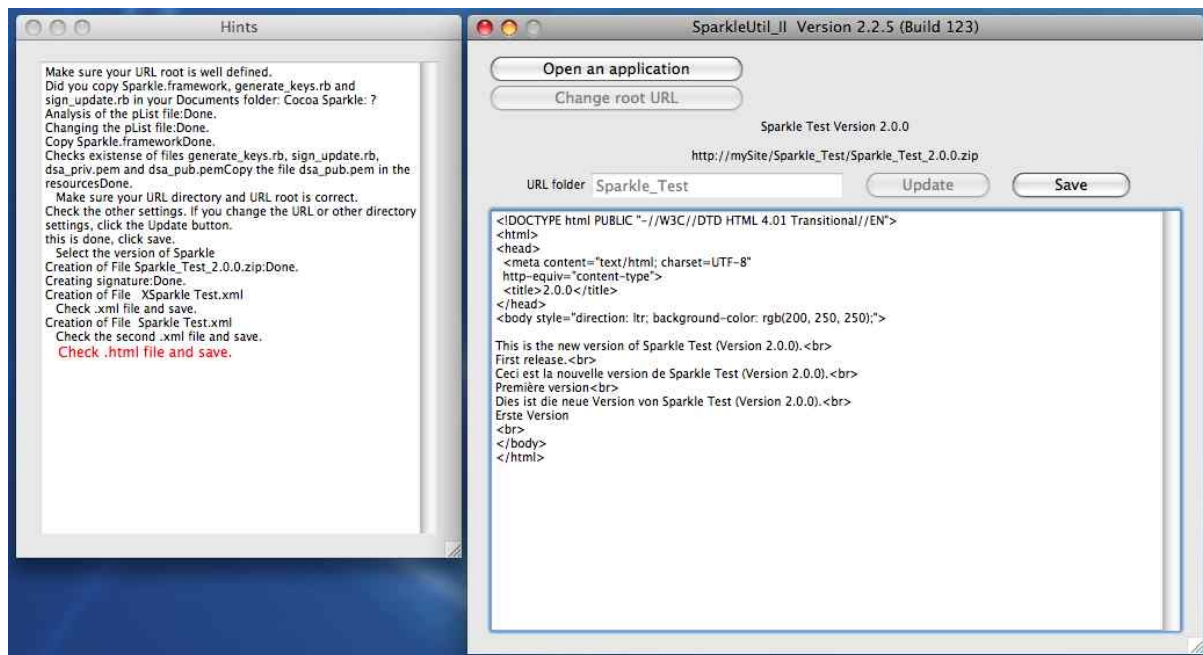


Figure 11: File DescriptionSparkle_Test.html.

Finally the results from **SparkleUtil_II** are:

- Patching of Info.plist in the bundle Sparkle Test.app.
- Copy of Sparkle.framework in the bundle Sparkle Test.app.
- Copy of dsa_pub.pem in the bundle Sparkle Test.app.
- The compression of Sparkle_Test.app renamed Sparkle Test_2.0.0.zip.
- The file XSparkle_Test.xml.
- The file Sparkle_Test.xml.
- The file DescriptionSparkle_Test.html.

Remark: The item title of the DescriptionSparkle_Test.html file indicates the version numbers:

```
<title>Linux version:2.0.0/Mac version:2.0.0/Windows version:2.0.0</title>
```

Note that for compatibility with download an earlier version, the title should be replaced by:

```
<Title>>2.0.0<Title>
```

This can to be used by others update systems that Sparkle (on Windows or Linux). But except this detail, you can modify this file according to your goal which should be to inform the users of the changes brought by your update.

3.3 The last touch.

Now you can upload on your site the 4 files:

- Sparkle_Test_2.0.0.zip
- XSparkle_Test.xml

- Sparkle_Test.xml
- DescriptionSparkle_Test

in the folder with URL:

`http://mySite/Sparkle_Test`

4 Using the examples.

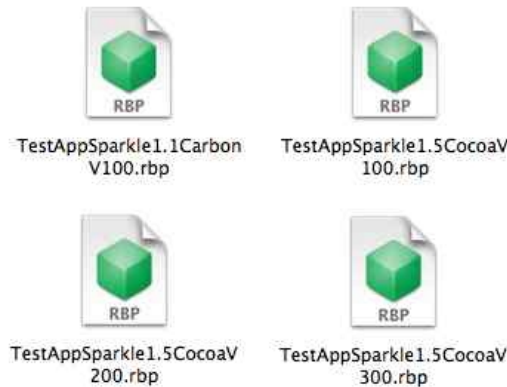


Figure 12: Folder Examples.

This folder contains 4 RealBasic Programs:

- **TestAppSparkle1.1CarbonV100.rbp**: version 1.0.0 written with Sparkle version 1.1 Carbon.
- **TestAppSparkle1.5CocoaV100.rbp**: version 1.0.0 written with Sparkle version 1.5 Cocoa.
- **TestAppSparkle1.5CocoaV200.rbp**: version 2.0.0 written with Sparkle version 1.5 Cocoa.
- **TestAppSparkle1.5CocoaV300.rbp**: version 3.0.0 written with Sparkle version 1.5 Cocoa.

These programs are directly coming from the examples given by **Monkeybread Software**. Their first interest is to give practical examples for using Sparkle in your applications. Their second interest is to give you examples for testing **SparkleUtil_II**. For this goal, first you should compile these 4 programs for Mac Universal.

After the choice of your Site URL, patch Sparkle Test.app from TestAppSparkle1.5CocoaV100, TestAppSparkle1.5CocoaV200 and TestAppSparkle1.5CocoaV300 with **SparkleUtil_II**.

Next, upload on your site the 4 files Sparkle_Test_2.0.0.zip, XSparkle_Test.xml, Sparkle_Test.xml and DescriptionSparkle_Test.html coming from the TestAppSparkle1.5CocoaV200.rbp compilation.

Considering Version 2.0.0 as an update for Version 1.0.0, you may check this update running Sparkle Test.app coming from the compilation of TestAppSparkle1.5CocoaV100.rbp.

To check the update of Sparkle Test.app coming from the compilation of TestAppSparkle1.1CarbonV100.rbp, you must patch Sparkle Test.app with **SparkleUtil for Carbon** (it's also a freeware). Running this Carbon version of Sparkle_Test.app it will be updated to Sparkle_Test.app version 2.0.0 using Cocoa.

5 The folder **SparkleUtil_II** .



Figure 13: Folder SparkleUtil_II (to be copied in folder **Applications**). The folders **Sparkle.framework Carbon** and **Sparkle Cocoa** should be copied in folder **Documents**.

6 Acknowledgements and Technical Contact.

My thanks go to Christian Schmitz from **Monkeybread Software** for video documenting Sparkle 1.5 Cocoa.

If you have technical question about **SparkleUtil_II** , you may write to [Max Stirner](#).