

Creates a self extracting setup.exe and msiexec.exe using setup.exe from the specified.exe. Allows the user to specify a custom action to be run on successful completion of setup. When used as a child of an install action, setup.exe will force the user to reboot after install and will run custom actions as well. NOTE: setup.exe is in your installation directory. The files msiexec and setup.exe must be in the same directory as setup.exe. NOTE: InstallAction does not work with "InstallExe" Flags: /qn - QN is needed for custom actions. /passive - Do not display UI. /nocancel - Do not show the installation progress dialog. /promptrestart - Prompt the user if the target application requires the target machine to be restarted. /log - Logging to the specified file. /logconsole - Logging to the console.

What's New In?

This application allows a user to execute setup.exe and have the setup executed with administrator privileges. Example Usage: RunSetup.exe [-?/??] {setup.ini} RunSetup.exe [-?] {setup.ini} ----- V 1.0 28.10.2012 Check out (from MSDN Help) A: You can use start explorer.exe /d /b and then use your setup.exe Note: I have no idea if this works as intended. A: You can use the run method of the RegistryKey class. Here is an example from MSDN: static void Main(string[] args) { string shortcutName = "TestShortcut.lnk"; string shortcutPath = @"c:\projects\TestShortcut.lnk"; // Create a shortcut to the application. using (RegistryKey registryKey = Registry.ClassesRoot.CreateSubKey(shortcutName)) { registryKey.SetValue(@"shell\open\command", @""C:\Windows\system32\otepad.exe"); registryKey.SetValue(@"shell\open\ddeexec", @""C:\Windows\system32\cmd.exe"); // Add the shortcut to the registry. registryKey.SetValue("displayname", "TestShortcut"); registryKey.SetValue("description", "Test Shortcut"); // Set the working directory to the application folder. registryKey.SetValue

System Requirements For Setupexe:

OS: Windows 7/8/8.1/10 Processor: Intel i5 or AMD equivalent or better Memory: 2 GB RAM Graphics: DirectX 10-capable with Shader Model 5.0
DirectX: Version 11 RELEASE DATE: Feb 19, 2014 LATEST UPDATES: Feb 11, 2014 ATTENTION: the content of this game are not old, the content of this game will never be old. For those of you who

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