How to Build VStar Windows Installer

Windows installer is created from the vstar-win.zip package.
The installer is built using Inno Setup https://jrsoftware.org/isinfo.php (currently, Inno Setup 6 is used). So a user must install it before creating the setup.
To prepare it one should:

1) Build Windows VStar package vstar-win.zip:

   ```
   >ant win
   ```
2) Build the installer itself:

   ```
   >ant -f build-win-installer.xml
   ```

Before the next release, a proper VStar version should be specified in the build-win-installer.xml, see line <property name="app_version" value ="2.2x.y"/>

What the installer does:

1) It checks if Java exists (trying to run javaw.exe). If failed, it prompts the user to download and install JRE. This does not prevent installing the VStar itself.
2) It creates desktop and start menu shortcuts to VStar.exe. The VStar.exe is a new Vstar launcher, see below.
3) It sets Java startup options (maximum heap size) in VStar.ini (launcher configuration) and generates an alternative launcher: VStar.bat with the same startup options. Currently, -Xmx parameter (maximum heap size) is set to a half of physical memory available.

New VStar launcher VStar.exe

The launcher (VStar.exe) invokes jawaw.exe instead of java.exe to suppress the console window. A configuration file VStar.ini can be used to specify additional jawaw.exe startup parameters (currently, only memory-related options are used). A shortcut to VStar.ini is created in the Windows Start menu in VStar group by the installer.

Windows-specific javaw.exe does not show startup errors (for example, invalid -X specifications) and dies silently. It is recommended to use VStar.bat to test non-standard options. If VStar.exe does not run, a user should open VStar.ini and modify or comment out 'Parameters' item. In the critical case, a user can simply delete VStar.ini, in this case no additional parameters will be passed.

See the launcher source code in VStar\install-files\vstar-launcher-windows\src\