

Tinu 1.1

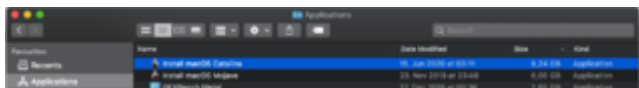
Beitrag von „HAI“ vom 17. Juli 2020, 01:17

Ich versuche einen neuen Bootstick mit Catalina und Tinu zu erstellen:



... dann bekomme ich obigen Fehler.

Hier meine Apps:



Grüße.

Beitrag von „blaze1984“ vom 17. Juli 2020, 01:37

[HAI](#)

Denke du darfst nur eine App zurzeit im Programme Ordner haben !


Außerdem lade dir Mal die aktuellste Tinu Version aus diesem Thread ganz weit unten herunter.

[TINU oder besser gesagt "TINU Is Not Uni*****"](#)

Beitrag von „HAI“ vom 17. Juli 2020, 02:38

Die 2.0er Version funktioniert prinzipiell, nur ist mein Stick (8GB) zu klein ;-).

Beitrag von „blaze1984“ vom 17. Juli 2020, 02:50

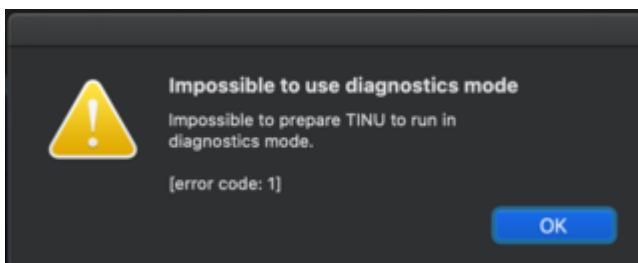
Da hilft wohl nur ein 16gb stick 



Mittlerweile gibt es aber die Version 3.0 Beta von Tinu....

Beitrag von „HAI“ vom 17. Juli 2020, 03:43

Ja, die meldet:



Beitrag von „blaze1984“ vom 17. Juli 2020, 04:30

https://drive.google.com/drive...vMWX_xoSH9?usp=drive_open

Versuche Mal diese App

https://drive.google.com/drive...vMWX_xoSH9?usp=drive_open

Oder hier.

Beitrag von „al6042“ vom 17. Juli 2020, 06:54

Für den Catalina Stick reicht auch die Tinu 3.0 Beta2, die ohne den Diagnostic Mode arbeitet.

Beitrag von „ITzTravellnTime“ vom 19. August 2020, 04:07

[Zitat von hai](#)

Ja, die meldet:

known bug which is being worked on, moove the app to the desktop and it should no longer be there

[al6042](#)

Proper catalina and big sur support has been added with beta 3, so i reccommend all the people to just use the latest beta and, to avoid the bug, just moove it to the desktop before opening it, because apparently the desktop is threated differently from other folders in terms of sandboxing, this issue is being worked on and it will be at least improved with beta 4

[HAI](#) in your previous post you were using a version from 2017 which was coded poorly (respect to how i write code now) so go to github and grab the latest version of TINU (3.0 beta 3): <https://github.com/ITzTravellnTime/TINU/releases>

[HAI](#) Checks for installer app size and volume size will be added with BETA 4, those are currently tested and working and all the info in the app have been updated, i just need to update the github documentation when i release the beta

Beitrag von „al6042“ vom 19. August 2020, 08:48

Mornin' [ITzTravellnTime](#) and thanks for the heads up...

In regards to permissions it makes perfectly sense to have TINU running on the desktop, since this is part of the user environment (located in "~/Desktop/", aka "/Users/%USERNAME%/Desktop") in which he or she has to have the highest permissions available to create documents and content of all sorts.

If TINU has issues to temporarily log stuff within its own file structure, wouldn't it be feasible to pipe this data to a file within the user context, i.e. ~/Library/Preferences (configurations) or ~/Library/Logs (log files)?

Beitrag von „ITzTravellnTime“ vom 19. August 2020, 12:46

[Zitat von al6042](#)

Mornin' [ITzTravellnTime](#) and thanks for the heads up...

If TINU has issues to temporarily log stuff within its own file structure, wouldn't it be

feasible to pipe this data to a file within the user context, i.e. ~/Library/Preferences (configurations) or ~/Library/Logs (log files)?

Hi, for the files the diagnostics mode needs a .sh File to run the tinu executable from the terminal and that file is located inside the app right now and needs to have the executable attribute in order to be successfully executed by the terminal, but i guess you are right i can just dynamically create the .sh file in ~/Library/Preferences or in any other folder in which my app has free access and then launch tinu from there, i have to do some research and try it out.

Beitrag von „ITzTravellnTime“ vom 24. September 2020, 00:19

News:

About the diagnostics mode file it is now dynamically created into the ~/Application Support folder which is freely accessible by any app and so those script files are created there when needed, and also the diagnostics mode is prompted just when needed, which is on catalina and newer version with [SIP](#) enabled.

By the end of the month the new beta 4, which includes all of this and way more stuff will be out for all of you to use, i still have to work some stuff regarding a new aspect of the app, which you can't really experience yet, but it's almost completed, i have also uploaded a preview version to let you try the fixes, enjoy:

https://mega.nz/file/K4BHHAQJ#...laaMkJVrfo4AL63WMLII_Wz6M