

Opener

docAPP.tiff ⇝ docPS_1.tiff ⇝

docShar.tiff ⇝ docTar_2.tiff ⇝ docZ_1.tiff ⇝ ...

- o **Opener** unpacks various common types of archived files; handy when perusing **ftp** servers. Currently handles:

*.Z, tar, shar, lzh, lha	unix compressed files
*.z, gz	GNU <i>gzipped</i> files
*.taz, tgz	msdos .tar.Z, .tar.gz
*.uu	<i>uuencoded</i> file
*.hqx, bin, sit, cpt	macintosh archives
*.arc, zip, zoo	msdos <i>arc</i> archives
*.PS, EPS	(<i>Preview</i> doesn't catch caps)
*.arj	msdos <i>arj</i> archives (extraction only)
*.compressed	NeXT compressed files
*.asc	encoded printable ASCII
*.mime	MIME format files
*.gsm	<i>toast</i> sound files
*.au	Sun sound files

When you double-click on one of these files in the Workspace, Opener will catch it and unpack it. If the file comes from a Usenet source archive (like *mod.sources*) Opener can additionally unpack and compile that software: e.g., open *comp.sources.unix/.../cpp/part{1,2,3}.Z*, and Opener will extract and attempt to build that code.

- o **Opener** creates `.tar.Z` or other archives:
drag a collection of directories and files onto Opener's icon. A dialog panel will appear, and you can pick the format to use (`.tar`, `.tar.Z`, `.lzh`, etc), edit the archival command if you like, and edit the underlying commands by pushing the "*Edit archive table*" button in the *Preferences...* panel. In general, if you want to interact a bit to adjust the specific archival command, then drag files onto Opener's icon.
- o **Remote NeXT archives:** to submit a directory to the NeXT archives at *sonata.cc.purdue.edu* and *cs.orst.edu*, put your contribution in a folder, say *x.app*, make sure that a plain text file *x.app/README* exists, and drop *x.app/* onto Opener, creating a *remote* archive. The files *x.app.README* and *x.app.tar.Z* will be created, *ftp*-ed to the archives, and an e-mail note will be composed and addressed to the archivists

to announce it. The shell scripts *Submit* and *submit* do this.

o **To install:**

Because Opener includes all its source, simply put *Opener.app* in the appropriate *Apps/* directory. Make any changes in place. You may wish to remove *Opener.app/test** (archive files used only for testing). If you want to use other versions of archival commands, you can: put them in *Opener.app/*; or, edit *Opener.app/Opener.table* to make paths explicit; or, put them in a well-known place and make sure that *Opener.app/*, which is typically searched first, does not contain redundant commands.

o **To add new file types:**

The file *Opener.table* lists suffix/command pairs that are used to identify and unpack various kinds of files. You need to edit this table, and add an icon for the new type:

add ...

- a line to *Opener.table*,
(formerly, new code in *Controller.m:doFile()*)
- a utility in *utils/...*, and in *Makefile.postamble*
- an icon to the TIFF suitcase in *Opener.nib*
- suffixes to *types[]* in *Controller.m:-openRequest*

o ***To make suggestions:***

There is a "*Suggestion...*" menu item under "*Info ±>*" which lets you send suggestions to the maintainer. Thanks for your help.

o ***Summary of changes in version 3.2a:***

- Fixed bug in setting of default directory preference (really this time!)
- Added .mime to Opener.table and Controller.m (omitted before)
- Added docAu.tiff to project and to app wrapper (omitted earlier)

o ***Summary of changes in version 3.2:***

- Made app quad-fat (NeXT, Intel, HP/PA-RISC, Sparc)
- Added support for .mime files (MIME format)
- Added support for .asc files
- Added toast/untoast (.gsm) utility
- Added support for Sun .au sound files
- Use gnutar instead of tar
- Fixed bug in handling .ps and .eps files
- Fixed bug in setting of default directory preference
- Removed infamous new-user monitoring code

Please let me know if you find bugs or make changes.

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arc v1.2 (5.21) 7-31-88

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booz v2.0 7-7-91

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gzip + gunzip v1.2.4 8-18-93

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hexbin + **macunpack** v2.01b 4-26-92

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lha v1.0

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mpack + **munpack** v1.4

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unarj v2.3 1-92

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zip v2.0.1 9-93 + **unzip** v5.1 2-94

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toast v1.0 10-28-92

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And countless others!