Zipman version 2.1

Table Of Contents

Section 1

Introduction

Zipman was initially created to ease the use of PKZIP and PKUNZIP under Windows 3.1, but now includes support for other archive methods such as LZH, ARJ, and ARC. The process of running COMMAND.COM and typing in the command line then exiting was tedious at best. Hopefully you will find Zipman a great improvement over the previous method. Some of the features include:

- Support of File Manager's Associations and Drag and Drop features.
- Support for new switches of PKZIP and PKUNZIP version 2.04e.
- Viewing an archive quickly without having to shell out.
- Create self-extracting archives on the fly.
- Disk utilities such as create and delete subdirectories, and deleting files.
- Adding or moving files into an archive which are located in different directories or even different disk drives.

1.1 System Requirements

Windows version 3.1.

A 80386SX processor or higher.

640 x 480 VGA or higher.

A coprocessor is supported if it exists.

1.2 Archive Methods

Zipman supports most of the functions of PKZIP and PKUNZIP since this compression method is the standard on almost all bulletin board systems in this country. However, Zipman will also create LZH and ARJ files, and will extract LZH, ARJ, and ARC. As of this writing the current versions of these programs are:

PKZIP	pkzip.exe	2.04e
PKUNZIP	pkunzip.exe	2.04e
ARJ	arj.exe	2.30
LZH	lha.exe	2.11
ARC	pkarc.exe	3.61
UNARC	pkxarc.exe	3.61

Support for other versions are not guaranteed to work, since the command line parameters may change between versions.

See **section 4.2.3** for information on entering the filenames for the above programs. Zipman is designed to work with the default filenames as listed. You may enter different program names, but the commands for the different program may not work.

1.3 Setting Up Zipman

The following files should be included with ZIPMAN20.ZIP:

zipman20.exe	Main Zipman program
ctl3d.dll	DLL for 3-d controls
custbut.dll	DLL for Custom Buttons
rz.exe	Used internally by zipman20.exe
rz.pif	PIF file for rz.exe
register.txt	Information on registering Zipman
zipman20.wri	This document
zipman20.hlp	This documentation on-line

You can start Zipman either from Windows or from a DOS prompt. Windows will automatically be loaded if you're not already running it.

When you first run Zipman, you will be ask to select the directory of the location of zipman20.exe. Once that is done, associations for ZIP, LZH, ARJ, and ARC will be created for the file manager.

As soon as you're in Zipman, you should set up your default directories, filenames, and other default options. See **section 4** for more information.

Section 2

Creating An Archive

2.1 Adding and moving to an archive

You create a ZIP, LZH, or ARJ file by pressing the **Add** or **Move** button located on the main Zipman screen. **Add** will create an archive without affecting the files which it is created from. **Move** will create an archive while deleting the files which were added to the archive.

You may also use file manager's drag and drop technique to add to an archive. When Zipman is running and its main window is displayed, you can drag a group of files or directories that you want to add to an archive from the File Manager to the Zipman window. If a directory is dragged to Zipman, each individual file in that directory will not be listed, but will be in the format **drive:\directory*.***

After the add, move, or drag and drop function is executed, you will be prompted to enter an archive name. You can select an existing name or enter a new name. If you do not type in an extension for the file name, the default extension will be used. See **section 4.2.4** for more information about default extensions. Other archive types may be listed by making a selection from the List Files Of Type drop box. Selection of a file may be toggled by holding down **Control** while clicking on the filename. A range of files can be selected by selecting the first file in the range, holding down **Shift,** then select the last file in the range. Control and shift can be combined to select and deselect a wide range of files.

If you used the drag and drop method to add files to the archive, Zipman will now run the appropriate archive program to execute the add function. The add process is now finished.

If you started the add or move process by pressing on a button, Zipman will open a dialog box asking you to enter the filenames you want to add or move. The Files To Archive box displays the files which are going to be added or moved. You may add or remove files from this list box by various ways:

This will add all the files in the selected directory by specifying them as **drive:\path*.***

This will remove all the files from the Files To Archive box.

This will add any of the files which are selected in the File box. You may double-click on a file to add it as well.

This will remove any of the files which are selected in the Files To Archive box. You may also double-click on a file to remove it from the box.

This starts the archive process, no matter if it's a ZIP, LZH, or ARJ file that you're creating.

This will cancel the archive process.

Drag and drop is supported while in the select file to archive screen. The files and directories which are dragged to Zipman will be added to the Files To Archive box. Filenames will not be duplicated if you try to add a file to the Files To Archive box that already exists.

2.1.1 Recurse Subdirectories

When the ***recurse subdirectories*** option is selected from the main Zipman window, the archive program will search the source directory for any subdirectories. If any subdirectories are found, the archive program searches them for files. If a further level of subdirectories are found, the archive program will search them as well. The archive program will search all the levels of subdirectories that exist. To archive all the files in all the directories, you must use the **+ All** option to select files. See **section 2.1** for information on this control.

2.1.2 Store Pathnames

This option, when checked, will save the pathname of the file that you are archiving in the archive file. The method on which this is done depends on what type of archive you're creating. When zipping a file, you may select Specified & Recursed Into, which will store the entire pathname of the file. If Recurse Into option is selected, the archive program will only store the pathname if the file is not in the main directory of the files you are archiving.

2.1.3 Make A Self-Extracting Archive

This should be selected if you want to create a file which will extract itself when it is run. A ZIP self-extracting file may be a standard or mini file. See the manual for PKZIP for more information. At this time, self-extracting files are only supported by PKZIP and LHA programs.

2.1.4 Show Creation Output

If Show Creation Output is selected, a window will be opened and you will view the archive being created. Otherwise an icon will me minimized at the bottom of the screen. If the **Pause Archive Window** in your setup is checked, you will have to close the window manually, otherwise it will close upon completion of the archive. You can identify a paused window by the word **(Inactive)** located on the title of the window.

If an error occurs when this option is off, you will not see the error until you open up the icon. Zipman will pause the archive window if an error is returned from the archive program, and you must press **Enter** to continue. If you see the icon at the bottom of your screen for an unusually long time, this probably means that some sort of error occurred.

Section 3

Opening An Archive

3.1 Extracting from an archive

A file may be open by either selecting the ***Open*** button on the main window of Zipman, or by clicking on an archive in the file manager.

Once the file is selected, a list box will be shown with each items listed that is stored in the archive, along with the compressed size, uncompressed size, storage percentage, date, time, and filename.

You select files by clicking on a file or clicking on one file and dragging the mouse up or down. File selection can be toggled by holding down **Control** while selecting one or more file, and a range of files can be selected by holding down **Shift** while selecting files.

All files will be selected.

The selected files will be extracted using the appropriate archive program.

The integrity of the selected files will be tested using the appropriate archive program.

The selected files will be deleted from the archive.

The selected file will be extracted and loaded into the default editor for you to view. The file is not checked to determine if it's an ASCII file.

This will allow you to change the font which is used to display the internals of the archive.

This will cancel the open operation and return you to Zipman's main window.

3.1.1 Create Extraction Directory

When you press the **Unzip** button, Zipman will prompt you for a directory to extract to. Press **OK** to extract or **Cancel** to quit. If **Create Directory Named** is checked, Zipman will create a directory that you specify (the default is the name of the archive) and extract the archive into that directory. This is a great feature to use when you extract a program and it needs to be installed later. The initial state of the **Create Directory Named** button is determined by the state of **Create Extraction Directory** located in the main window of Zipman.

3.1.2 Create Directories In Archive

When this option is on, the archive program will create any directory names that are stored in the archive. The pathnames of the file will be disregarded if this option is off.

3.1.3 Overwrite Without Confirmation

The archive program will overwrite any existing file without confirmation when extracting an archive.

3.1.4 Create Group Upon Extraction

When this is control is on, This control will delete the archive when Zipman finishes extracting files from it. The file will be deleted even if you don't extract all the files from it. If you have **Confirm Deletes** turned on in your setup, you will be prompted before this file is deleted.

3.1.5 Show Extraction Output

When turned on, Show Extraction Output will display a window as the archive is being extracted. Otherwise the icon will be minimized at the bottom of the screen.

If the **Pause Archive Window** in your setup is checked, you will have to close the window manually, otherwise it will close upon completion of the archive. You can identify a paused window by the word **(Inactive)** located on the title of the window.

If an error occurs when this option is off, you will not see the error until you open up the icon. Zipman will pause the window if an error is returned from the archive program, and you must press **Enter** to continue. If you see an icon at the bottom of your screen for an unusually long time, this probably means that some sort of error occurred.

3.1.6 Exit Zipman After Extraction

Zipman will automatically exit after you extract a file if this option is on. This is useful if you use the association feature in file manager to open archives. If this selection is on, it overrides the **Auto Reopen Archive After Extraction** setting.

Section 4

Menu Commands

4.1 File

4.1.1 Create Subdirectory

Select the path that you want to create the directory in, enter the directory name you want to create, and press **OK.**

4.1.2 Delete Subdirectory

Select the directory you want to delete and press **OK**. Any directories and files that are stored in this directory are also deleted. If **confirm deletes** is on, you will be prompted before any directory or file is deleted.

4.1.3 Delete a File

Choose the file you wish to delete and press **OK.** If **confirm deletes** is on, you will be prompted before the file is deleted.

4.1.4 Make Self-extracting Archive

Select the file you want to make a self-extracting archive out of and press **OK.**

4.1.5 Save Setup

This will save the configuration of all configurable options in the **zipman.ini** file. The position and size of the Zipman window will also be saved.

4.1.6 Quit Zipman

You can quit Zipman by selecting this option, or double-clicking on the system box (upper left corner of the window).

4.2 Setup

4.2.1 Set Archive Directory

Select the path in which you want Zipman to default to when selecting an archive to open.

4.2.2 Set Destination Path

This option will allow you to choose the default destination path of when you extract an archive. A different directory may be chosen at the time of extraction if so desired.

4.2.3 Set Zipman Executables

You can change the name of the editor (used for viewing ASCII files within an archive) and the names of the archive programs if you select this option. Be warned that Zipman has been tested using only the following versions:

ZIP	pkzip.exe	2.04e
UNZIP	pkunzip.exe	2.04e
ARJ	arj.exe	2.30
LZH	lha.exe	2.30
ARC	pkarc.exe	2.51
UNARC	pkxarc.exe	2.51

If you do not have one of more of the archive programs, leave the space blank.

4.2.4 Default Extension

You can change the filename extension that Zipman defaults to by selecting this menu item. Possible choices are ZIP, ARJ, and LZH.

4.2.5 Reopen Archive After...

Setting these checkmarks will cause Zipman to reopen the archive after the specified action.

4.2.6 Select File Types To Include In Group

If you choose to create a group after extracting a file, this option will allow you to choose what type of files to include in the group box. Possible selections are EXE, COM, DOC, TXT, or All Files

4.2.7 Include Extension In Group Filenames

If this menu item is checked, Zipman will include the extension of the filename in the filename title, when creating a group. If this is off, the extension will be ignored.

4.2.7 Confirm Deletes

If this menu item is checked, Zipman will prompt you on whether to

delete a file or directory before the action takes place.

4.2.8 Pause Archive Window

If this item is checked, Zipman will pause the window when any archive is extracted or added to. A paused window can be identified by the word **(Inactive)** preceding the text on the title bar. The archive window is not pause if you do not have **Show Creation Output** or **Show Extraction Output** on. If you are testing an archive, the window is paused automatically so you may view the result. If an error occurs while archiving or extracting, you must press **Enter** before continuing.

4.3 PKZIP

4.3.1 Disable 32-bit Instructions

This option is available for users with 80386/80486 type computers. It is used to turn OFF the added 32-bit instructions and register usage. When 32-bit instructions are available, PKZIP will utilize them to allow the program to function even faster. However, if you are running a different program that may conflict with the use of 32-bit instructions, you can disable them by using this command.

4.3.2 Disable Expanded memory (EMS) Usage

To use EMS features, PKZIP requires EMS LIM 4.0 or greater.

PKZIP will use up to 256K of EMS memory. If you are in a situation where you need to preserve EMS memory for other use, such as when running a multi-node BBS system, you may wish to disable this feature.

A conflict with your EMS driver can be eliminated by disabling EMS usage.

Problems relating to EMS usage would manifest themselves as:

- Unexplainable machine lock-up.
- Receiving "Warning:Bad Table" and "File fails CRC check" for every file in a .ZIP file being extracted.

4.3.3 Disable UMB/HMA Memory (XMS) Usage

To use XMS features, PKZIP requires XMS version 2.0 or greater.

An XMS driver is required in order to have UMB and HMA support available.

A conflict with your XMS driver can be eliminated by disabling XMS usage.

Problems relating to XMS usage would manifest themselves as:

- Unexplainable machine lock-up.
- Receiving "Warning:Bad Table" and "File fails CRC check" for every file in a .ZIP file being extracted.

4.3.4 Disable 32-bit DPMI Usage

PKZIP requires 32-BIT DPMI 0.90 or greater. DPMI support uses an extra 6.5K of conventional or UMB memory. If you are extremely tight on memory you may wish to disable DPMI support. If a failure occurs in the DPMI Support it can be disabled with this

option.

4.3.5 Disable Network Usage

When this option is specified, Network specific operations are disabled. If you feel you are experiencing problems due to a conflict with the Network specific operations use this option.

4.3.6 Use "Slow" MemCopy

Some computers suffer from a flaw that causes them to have errors when performing simple MemCopy functions. This problem is generally caused the manufacturer's use of inferior grades or speeds of RAM chips for the external CPU memory cache on the motherboard. This behavior will most commonly be seen on relatively fast machines (486/25 and higher).

This feature is only available on 486 (or higher) CPU's.

This problem will most frequently exhibit itself in the form of unexplainable CRC failures.

Use of this switch causes PKZIP to manipulate memory in a way that is less susceptible to this problem. Note that the added overhead in this process may slow down PKZIP by 20% to 40%.

PKUNZIP has been designed to be mostly immune to this problem.

4.3.7 Echo Command Line

This option is used to display the PKZIP command that has been passed to it. It is useful when things aren't working the way you expected. The file specifications that were entered will be echoed on the console along with the command output. If you are having problems with Zipman, include this command line when reporting bugs.

4.4 PKUNZIP

4.4.1 Disable 32-bit Instructions

This option is available for users with 80386/80486 type computers. It is used to turn OFF the added 32-bit instructions and register usage. When 32-bit instructions are available, PKUNZIP will utilize them to allow the program to function even faster. However, if you are running a different program that may conflict with the use of 32-bit instructions, you can disable them by using this command.

4.4.2 Disable Expanded memory (EMS) Usage

To use EMS features, PKUNZIP requires EMS LIM 4.0 or greater.

PKUNZIP will use up to 256K of EMS memory. If you are in a situation where you need to preserve EMS memory for other use, such as when running a multi-node BBS system, you may wish to disable this feature.

A conflict with your EMS driver can be eliminated by disabling EMS usage.

Problems relating to EMS usage would manifest themselves as:

- Unexplainable machine lock-up.
- Receiving "Warning:Bad Table" and "File fails CRC check" for every file in a .ZIP file being extracted.

4.4.3 Disable UMB/HMA Memory (XMS) Usage

To use XMS features, PKUNZIP requires XMS version 2.0 or greater.

An XMS driver is required in order to have UMB and HMA support available.

A conflict with your XMS driver can be eliminated by disabling XMS usage.

Problems relating to XMS usage would manifest themselves as:

- Unexplainable machine lock-up.
- Receiving "Warning:Bad Table" and "File fails CRC check" for every file in a .ZIP file being extracted.

4.4.4 Disable 32-bit DPMI Usage

PKUNZIP requires 32-BIT DPMI 0.90 or greater. DPMI support uses an extra 6.5K of conventional or UMB memory. If you are

extremely tight on memory you may wish to disable DPMI support. If a failure occurs in the DPMI Support it can be disabled with this option.

4.4.5 Echo Command Line

This option is used to display the PKUNZIP command that has been passed to it. It is useful when things aren't working the way you expected. The file specifications that were entered will be echoed on the console along with the command output. If you are having problems with Zipman, include this command line when reporting bugs.

4.5 Help

4.5.1 Help Index

Selecting this option will bring up the main index of Zipman Help.

4.5.2 Glossary Index

Selecting this option will bring up the main Glossary Index. The glossary contains terms relating to Zipman and archiving.

4.5.3 About Zipman

This will give you important information about Zipman. Contained here is my address to send your registration fee. The registration fee will abort all of the nag screens you see when running Zipman. It will also entitle you to cheap upgrades. Registration fee is $25.00, and should be sent to:

Bob Areddy
2607 Clawson Ave.
Royal Oak, MI 48073

Or send mail to R.Areddy on GEnie.

Please specify disk size and the version you currently have. You will be sent the latest version of Zipman if you don't already own it, and you will be given a registration code for immediate registration.

Section 5

Appendix

5.1 A Word About Fonts

It used to be in the good ol' days that every character you typed on the screen was exactly the same height and width. But now with Windows 3.1 and TrueType Fonts, this has changed. If you don't know what TrueType Fonts are, well, you're looking at 'em (unless you've deleted the Arial font from your disk). Each character is proportionately spaced, which makes them easier to read and nicer to look at. But when aligning number, this is not the greatest method to use. Zipman 20 does, however, support TrueType Fonts when viewing an open archive. When you choose your font, you should be aware that most of the TrueType Fonts are created with the numbers mono-spaced: Meaning when you type the numbers under each other, they will all be in a straight line. This is required for proper viewing when looking at an open archive. Some fonts, however, also have proportional numerals, and the screen looks mixed up when trying to view the columns in this text mode. The following list is by no means complete, and you may have fonts with the same name that do not have mono-spaced numbers, but these are the fonts I have which HAVE mono-spaced numerals, and should look OK as your viewing font:

Arena Condensed	Arial	Avian
Basset	Bordeaux Black	Bordeaux Bold
Bordeaux Light	Bordeaux Medium	Boston
Brush Hand	Brush Script	Courier New
Fritz	Furturist	Gilde
Hobby Headline	Koffee	Krone
Krone Extrabold	Letter Gothic	Marquee
Minstrel	OCR-A	Optima
Oracle	Soutane	Stencil
Times New Roman	Vagabond	

Of course any mono-spaced font which is not TrueType can also be included on this list.

Glossary Index For Zipman

Scroll bar
Subdirectory

-T-
Title bar

-W-
Window
Wildcard

ASCII

Acronym for the **American Standard Code for Information Interchange**. It is a table of seven-bit binary numbers that encode the letters of the alphabet, numbers, punctuation, and the most commonly used control sequences for printers and terminals. ASCII codes are used on all microcomputers sold in the United States.

Button

A control which can be pressed to activate a particular function, such as **Open**.

Checkbox

A small square box that appears in a dialog box, and that can be selected or cleared. When the checkbox is selected, an X appears in the box. A checkbox represents an option that you can turn on or off.

Checksum

A value derived using a 16 or 32-bit mathematical logarithm. Usually used in compression programs or telecommunication file transfers, to check for errors.

Click

To press and release a mouse button quickly.

Control-menu

A menu that contains commands that you can use to manipulate a window. To open the control menu, you choose the Control-menu box at the left of the title bar in a window, or you select an application icon at the bottom of the desktop. Every application that runs in a window and some non-Windows applications have a Control-menu. Document windows, icons, and some dialog boxes also have Control menus.

Control-menu box

The icon at the left of the title bar. This icon opens the Control menu for a window.

Control Panel

The Microsoft Windows Control Panel adjusts operations and formats such as the insertion point blink rate, date and time formats, communications setup, screen colors, and mouse control. The settings affect all windows applications.

Controls

A button, check box, or an edit field are all controls. Controls represent ways of inputting and outputting information.

Directory

Part of a structure for organizing your files on a disk. A directory can contain files and other directories (called subdirectories). The structure of directories and subdirectories on a disk is called a directory tree.

Double-click

To rapidly press and release a mouse button twice in succession without moving the mouse

File

A collection of information that has been given a name, and is stored on a disk. This information can be a document or an application.

Filename

The name of a file. Windows uses MS-DOS naming conventions.

Insertion point

The place where text will be inserted when you type. The insertion point usually appears as a flashing, vertical bar in an applications window or in a dialog box.

List box

In a dialog box, a type of box that lists available choices -- for example, a list of files in a directory. If all the choices do not fit in the list box, there is a scroll bar.

Menu

A list of available commands in an application's window. Menu names appear in the menu bar near the top of the window. The control menu, represented by the Control-menu box at the left end of the title bar, is common to most windows applications. You open a menu by selecting the menu name.

Menu bar

The horizontal bar containing the names of all the application's menus. It appears below the title bar.

Path

Specifies the location of a file within the directory tree. For example, to specify the path of a file name README.WRI located in the WINDOWS directory on drive C, the path would be defined as C:\WINDOWS\README.WRI

PKZIP Compression/Update Utility

7545 North Port Washington Road
Glendale, Wisconsin 53217

PKUNZIP Extraction Utility

7545 North Port Washington Road
Glendale, Wisconsin 53217

Recurse

When zipping files, if the **Recurse Subdirectories** option is on, PKZIP will zip the files in the directory that you selected, along with the files in all the subdirectories that are also located there.

Scroll

To move through text or graphics (up, down, left, or right) in order to see parts of a file that cannot fit on the screen.

Scroll arrow

An arrow on either end of a scroll bar that you use to scroll through the contents of the window or list box. Click the scroll arrow to scroll one line at a time, or continue pressing the mouse button while pointing at the scroll arrow to scroll continuously.

Scroll bar

A bar that appears at the right and/or bottom edge of a window or list box whose contents are not completely visible. Each scroll bar contains two scroll arrows and a scroll box which enables you to scroll through the contents of the window or list box.

Subdirectory

Part of a structure for organizing your files on a disk. A subdirectory is a directory contained in another directory. The structure of directories and subdirectories on a disk is called a directory tree.

Title bar

The horizontal bar (at the top of a window) that contains the title of the window or dialog box.

View Window

This contains the output of the ZIPMAN.LOG file, or the contents of an ASCII file. You may cut and paste to this window. As of this version of Zip Man, you cannot re-save the changes you have made. This will be an option in future versions.

Window

A rectangular area on your screen in which you view an application or document.

Wildcard

A character that represents one or more characters in a filename. The question mark (?) wildcard is used to represent any single character, and the asterisk (*) wildcard is used to represent any character, or group of characters. For example, *.EXE represents all files that end with the .EXE file extension.