



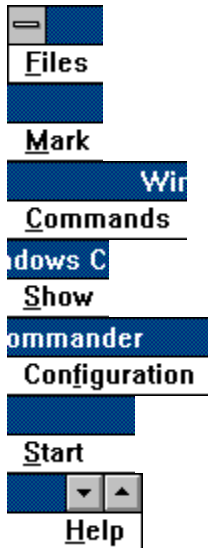
# Windows Commander Help-Index

What is Windows Commander?

Licence/Copyright

Registration

Menu:



Files

Mark

Commands

Show

Configuration

Start

Change main menu

User interface

File operations

Keyboard layout

Drag & Drop

Handling of archives (ZIP, ARJ, LZH)

The internal file lister (Start with F3)

What is Info-ZIP? - free source-code to unzip files!

## Menu Show, Left or Right

Brief

Full

Tree

All files

Programs

\* \*

Custom ...

Name

Extension

Time

Size

Unsorted

Reversed order

## **Menu: Files**

Change attributes

Pack

Unpack all files

Associate with...

Version info

Calculate occupied space...

Print

If you use the old style menu,  
there are some menu points  
for marking groups of files

Quit

## **Menu: Commands**

CD-tree

Search

Volume label...

System information

Run DOS

Network connections

Disconnect network drives

Share directory

Unshare directory

Source<->Target

Target=Source

If you use the old-style menu,  
then here comes:

Compare directories

Mark newer, hide same

Reread source

If you use the old-style menu,  
there comes a submenu here  
for the Configuration

## **Menu: Mark**

Menu entries to mark files

Compare directories

Mark newer, hide same

## **Menu: Configuration**

General settings

Viewer/Editor

Packer

Change button bar

Font

Colors

Tabstops

Confirmation

Language

Save position

## **Menu: Start**

You can place your favourite applications in this menu . Start them automatically with the file under the cursor. See also

Dialog box "Change start menu"

You can also change the main menu. See Dialog box "Change main menu"

## What is Info-ZIP?

Info-ZIP is a Group of C programmers, with the goal of offering a free ZIP packer and unpacker on as many platforms as possible. With their permission, we translated parts of their code to Turbo Pascal and integrated it into Windows Commander. The condition was that we did not charge additional fees for their code and that the source code is free (see below).

The Chief contributor to the unzipping code was Mark Adler. Special thanks go to him for making it available for free!

If you can access the internet, you can get the original c code in

<ftp.uu.net:/pub/archiving/zip/...> [THIS MIRRORS THE INFO-ZIP HOME SITE]

or on some simtel20 mirrors. Our code will be available in the future on some internet hosts (look for info-unz.dll)

## Free source code in Turbo Pascal

If you are a Turbo Pascal programmer, you can get the source code to my unzipping unit free by proceeding as follows:

Send a **formatted** 3 1/2 inch-Disk and postage

- Switzerland: 80Rp. (current 'A' postage) in Swiss stamps
- Europe and mediterranean countries: international reply coupon: SFr.2.-
- Rest of the world SFr.3.-

to the following address:

Christian Ghisler  
Lindenmattstr. 60  
CH-3065 Bolligen  
Schwitzerland

This offer is **totally independent of Windows Commander**. There is absolutely no obligation to buy! However, if you buy Wincmd, I can put the source code on the distribution disk. **You will not have to mail me a disk and reply coupon in this case!** Just make a note on the order form that you want the code.



## Info-ZIP programmers

This is a partial list of contributors to Info-ZIP UnZip and the code upon which it is based. Others have also contributed, and if you are among them, please let us know (don't be shy!). Everyone who contributed via the Info-ZIP digest **should** now be listed here, but oversights are possible. Note also that contributors to the makefile are listed at the bottom of Makefile.

Mark Adler	decryption, inflate, explode, funzip code; misc. casts
Glenn Andrews	MS-DOS makefiles; prototyping bugfix
Joel Aycock	descrip.mms bugfix
Allan Bjorklund	in misc.c
James Birdsall	extract.c bugfix; etc.
Wim Bonner	original OS/2 port
John Bush	first full Amiga port (all utils); FileDate; etc.
John Cowan	mods to original match.c; other stuff?
Frank da Cruz	xxu.c, on which original mapname.c was based
Bill Davidsen	-q(q); mapname stuff; envargs; Xenix stuff; etc.
Arjan de Vet	various things, but I don't remember exactly what
James Dugal	ZMEM stuff; unshrink bugfix; file perms stuff; etc.
Jim Dumser	-z stuff; umask bugfixes; etc.
Mark Edwards	in mapname.c, misc.c
David Feinleib	Windows NT port
Jeffrey Foy	OS/2 stuff(?); [CP/M]
Mike Freeman	VMS GCC makefiles; etc.
Jean-loup Gailly	decryption code; ReadByte replacement; much nagging :-)
Hunter Goatley	VMS RUNOFF source (documentation)
Steve Hanna	Macintosh stuff
Robert Heath	Windows port (WizUnZip)
Dave Heiland	new usage screen [, new documentation...?]
Ron Henderson	-a bugfix
Larry Jones	ZMEM stuff; unimplod bugfix; etc.
Kjetil J{\o}rgenson	ln/copy misc_.c Makefile bugfix
Bob Kemp	NOTINT16 rewrite (byte arrays instead of structs)
J. Kercheval	filmatch.c, on which match.c is based
Paul Kienitz	continuing general Amiga porting; Aztec C support
David Kirschbaum	mapname port; general-purpose meddling; Python jokes
Alvin Koh	Borland C++ bugfixes
Bo Kullmar	-z code; bugfixes: umask, do_string, BSD time; etc.
Johnny Lee	Macintosh port; Mac resource fork stuff; Win3.1 port
Hogan Long	Borland preprocessor bugfix
Warner Losh	in misc.c
Igor Mandrichenko	vms.c; many improvements and VMS modifications
Fulvio Marino	revised UnZip and ZipInfo man pages
Carl Mascott	original Unix port
Rafal Maszkowski	Convex unzip.h fixes
Gene McManus	-o code
Joe Meadows	file.c, on which VMSmunch.c (timestamps) was based
Jason Merrill	Sequent patches
Walter Moore	VM/CMS port...someday...maybe
NIIMI Satoshi	Human68k port
Mike O'Carroll	early OS/2 stuff
Humberto Ortiz-Zuazaga	Linux port; permissions bugfix; missing declarations
Rafael Pappalardo	Convex CRYPT bugfix; useful Convex information

Keith Petersen	former Info-ZIP list maintainer
Piet W. Plomp	nice fix for msc_dos Makefile target
Antonio Querubin, Jr.	descrip.mms (VMS makefile)
David Robinson	fix for MSC 6.0 stat() bug
Greg Roelofs	UnZip maintainer; ZipInfo; orig VMS port; (see History)
Kai Uwe Rommel	"real" OS/2 port; bugfixes; etc.
Steve Salisbury	CountryInfo bugfix; variable INBUFSIZ
Georg Sassen	Amiga DICE compiler port
Jon Saxton	date formats
Hugh Schmidt	VMS stuff
Martin Schulz	Atari port, symlinks bugfix
Charles Scriptor	various bug reports and bugfixes
Chris Seaman	Unix time stuff
Richard Seay	MS-DOS Quick C makefile
Alex Sergejew	file_io.c bugfix; stat() bugfix; Down Under jokes :-)
Fred Smith	Coherent 4.0 fix
Samuel H. Smith	original unzip code (Pascal and C) for MS-DOS
Cliff Stanford	file_io.c umask bug
Onno van der Linden	SCO optimization bugfix; etc.
Jim Van Zandt	one of original man pages
Antoine Verheijen	MTS/EBCDIC stuff; FILENAME_MAX stuff; Mac fixes; etc.
Rich Wales	former Info-ZIP moderator and zip guy; MKS stuff
Frank Wancho	TOPS-20 port
Paul Wells	original Amiga port for SAS/C and Lattice C (?)
Mark Wright	Netware 3.11 NLM port

## What is Windows Commander?

**Windows Commander** is a file manager for Windows™ similar to the Windows file manager WINFILE.EXE. But **Windows Commander** uses a different approach: it has two fixed windows like a well-known file manager for DOS.

Here are some key features of **Windows Commander**:

- Keyboard functions similar to the DOS original.
- Supports Drag & Drop with the mouse, including to the print manager.
- Extended copying, moving, renaming and deleting of entire trees (Enables deleting "full" directories).
- Archives are handled like subdirectories. You can easily copy files to and from archives. The appropriate archiving program is automatically called. **pkzip**, **arj** and **lha** are all supported.
- Start-menu (User-defined commands) to place your frequently used DOS or Windows programs into a drop-down menu. The actual directory and/or the file under the cursor can be delivered to the application.
- Command line for the simple starting of programs with parameters, simply by typing the program name or by pressing CTRL+ENTER or CTRL+SHIFT+ENTER.
- Enhanced search function with full text search in any files across multiple drives.
- Built in file viewer (**F3**) to view files of ANY SIZE in hex, binary or text format, using either the ASCII- (DOS) or the ANSI- (Windows) character set. The line width and font size can now be changed.
- Internal Unzip by Info-Zip, which allows unzipping without calling an external program! The source code in Turbo-Pascal **is free** and can be obtained directly from the author.
- Configurable button bar to start external programs or internal menu commands.
- Configurable main menu.
- Internal unpackers for ARJ and LZH formats.

**Order form** (See also: [Software licence](#) and [How to register](#))

To register **Windows Commander**, please send a check in the amount of **SFr. 30.-, in Swiss Francs**, or a **Eurocheque in Swiss Francs**, or a US cheque (personal or cashier's check) drawn on a US bank in the amount of **US\$ 30.-** (or \$25 cash) together with this order form to the following address:

Christian Ghisler  
Lindenmattstr. 60  
CH-3065 Bolligen

SWITZERLAND

Foreign (non-Swiss) postal checks are **NOT ACCEPTED!!!** Sorry, we cannot accept card orders. You will then get the latest version on disk. Please do **NOT** call me at home!

See [How to register](#) for details on registration and support and other ways to register (on Compuserve, from other countries like South Africa).

**Order:** (price valid through December 1995, all prices Swiss Francs!)

Windows Commander personal licence SFr. 30.- \_\_\_\_\_

Student version (add photocopy of school identity card) SFr. 20.- \_\_\_\_\_

Additional licences to the same name, without disk

Additional licence 2-10, \_\_\_ x SFr 20.- \_\_\_\_\_

Additional licence 11-25, \_\_\_ x SFr 15.- \_\_\_\_\_

Additional licence 26-100, \_\_\_ x SFr 12.- \_\_\_\_\_

Additional licence 101-1000, \_\_\_ x SFr \_8.- \_\_\_\_\_

Additional disks (you can also copy them yourself) \_\_\_ x SFr 10.- \_\_\_\_\_

Cheque drawn on a foreign (US) bank SFr. \_8.- \_\_\_\_\_

(if you send an Eurocheque, do NOT add this fee!)

**Total: (multiply with 0.8 to get amount in US\$)** \_\_\_\_\_

Disk size: [ ] 3 1/2 inch [ ] 5 1/4 inch

Language: [ ] English [ ] French [ ] German

(Your name OR company name appears in the title bar - please check off)

( ) Name \_\_\_\_\_

( ) Company \_\_\_\_\_

Address \_\_\_\_\_

ZIP Code \_\_\_\_\_ City \_\_\_\_\_

State/Country \_\_\_\_\_

Phone/FAX \_\_\_\_\_ / \_\_\_\_\_

E-mail-address \_\_\_\_\_

Payment: ( ) Check ( ) Cash ( ) other: \_\_\_\_\_

Which version do you own (see Help - About) ? \_\_\_\_\_

Where did you get Windows Commander (Mailbox name, CIS forum...)

Date \_\_\_\_\_ Signature \_\_\_\_\_

**Order form for South Africa** (See also: [How to register](#) and [International order form](#) for all other countries)

**Note:** This form is for registration in **South Africa** only. If you live in any other country please use the form [International orders!](#)

Please send this form together with a cheque, postal order or your credit card details to:

Windows Commander Registration  
S.P. Systems cc  
P.O. Box 74749  
Lynnwood Ridge  
0040

or fax this form to the following number if payment is by credit card : 012 348-3175

I order: (All prices are in South African Rand)  
(All prices include VAT)

Windows Commander personal licence		R	150.-	_____	
or: Student version (add photocopy of student identity card)		R	100.-	_____	
Additional licences to the same name, without disk					
Additional licence	02-10,	_____ x	R	100.-	_____
Additional licence	11-25,	_____ x	R	75.-	_____
Additional licence	26-100,	_____ x	R	60.-	_____
Additional licence	101-1000,	_____ x	R	40.-	_____
Additional disks (you can copy them yourself)		_____ x	R	50.-	_____

Disk size:  3 1/2 inch  5 1/4 inch  does not matter

(Your Name or company name appears in the title bar - please check off)

Name \_\_\_\_\_

Company \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ Code \_\_\_\_\_

Phone/FAX \_\_\_\_\_ / \_\_\_\_\_

E-mail-address \_\_\_\_\_

Which version do you own (see Help - About) ? \_\_\_\_\_

Where did you get Windows Commander (which mailbox, ...) \_\_\_\_\_

For payments by Credit card :

Card No \_\_\_\_\_

Expiry \_\_\_\_\_

Total amount of order R \_\_\_\_\_

Cheque/Postal Order payment of R \_\_\_\_\_ enclosed.

Date \_\_\_\_\_ Signature \_\_\_\_\_

Found bugs, suggested improvements: (use back of the page)

## How to register

### 1. From Europe

If you live in Europe, please send a **Eurocheque in Swiss Francs**, in the amount of **SFr. 30.-** together with the order form to my home address. A foreign (non-Swiss) Postcheque **cannot be accepted!!!** If you don't have Eurocheques, we can also accept other bank cheques, if they are filled in Swiss Francs.

Alternatively, you could remit **SFr. 30.-** to the Swiss postal account **Nr 30-87193-6**. This should work from all (western) European countries. Please do not forget to write on the coupon your name, address and country, the desired disk size (3 1/2 inch or 5 1/4 inch) and the desired language (English or German)!

Cash is also accepted, but only bank notes (no coins and no small bank-notes!). If you want to send foreign currency, please add around SFr. 5.- for currency handling.

### 2. From the USA

Send in a US cheque drawn on a US bank in the amount of **US\$ 30.-**, together with the order form. Warning: US cheques are very expensive to get! If you have access to Compuserve, use it!

You can also send **US\$ 25.-** cash to my home address. However, there is now way for you to prove that you sent money in a letter (the postman could steal it)! To be on the safe side, send a crossed (not negotiable) cheque.

### 3. From South Africa

If you live in South Africa, I have now an official distribution site there! Please send a check or Postal Order or your Credit Card details together with the order form to

Windows Commander Registration  
S.P. Systems cc  
P.O. Box 74749  
Lynnwood Ridge  
0040

At the moment, I'm not setting up new distribution sites because of bad experience in one country.

### 4. On Compuserve

On any ! prompt, type **GO SWREG**.

This brings you to the Software registration forum. Choose Menu point 2, **Register Shareware**. The price per registration is **\$US 28.-**. In the search criteria, choose option 1, the REGISTRATION ID.

The registration ID for the **English** version is **2013**.

The registration ID for the **German** version is **2014**.

Enter this ID, and make sure the displayed program description fits to Windows Commander and the **correct language**. Enter 'Y' at the prompt to register or 'N' if you changed your mind or entered the wrong number.

You are then prompted to enter your name, company name (optional), your complete address, your phone number (optional) and the number of copies you want. **See below for the calculation of the multiple licences discount!** You will get only 1 Disk for each SWREG order, together with the licence to install the program on the desired number of computers

Select VIEW to confirm that the information you entered is correct. Select CHANGE to edit any of the

information you entered. Select SEND to complete your registration, receive a detail of your total charges, and to send the information to the author (to us). Your Compuserve account will then be charged with the registration fee, and we'll be noticed of your registration. Please allow 2 weeks for delivery (to the US, less within Europe). You will then get the most recent version of the program on a **3 1/2" Disk**.

**IMPORTANT: If you want your company name in the title bar, you must enter an X and a ":" in front of the company name, e.g. X:MYCOMPANY. Otherwise, your name will appear in the title bar!!!**

**Calculation of the discount for multiple licences (Compuserve SWREG):** You normally need to fill in a smaller number of licences than you actually need! First, calculate the cost for the desired amount of licences in Swiss francs (Use table on the order form). Multiply the result with 0.8 to get the amount in \$US. Multiply by 1,177 (Compuserve fees). Divide the result by 28.- (price per single licence on CIS) and round up to the next integer number. The resulting number must be given to SWREG.

**Example:** You want **25 licences of Windows Commander**

Price in SFr.: 1x30.- + 9x20.- + 15x15.-	= SFr. 435.-
Price in \$US: SFr. 435.- * 0.8	= \$US 348.-
With Compuserve fees (x1.177)	= \$US 410.-
divided by 28	= 14.64
Rounded up to next integer:	15

**You would have to pay for only 15 licences to get 25. Compuserve will bill you for 15x28=\$US420.-. If you have questions (or the calculation is too complicated for you), just send EMail to my CIS ID. For large quantities, it is much cheaper to send a cheque!**

## Updates

As soon as you are registered, all updates are free. Just install the new version over the old one. The only important thing is to keep the file **wincmd.key**.

## Support

If you have questions, suggestions or bug reports, you can reach me at the following addresses:

- If you're on the Internet, write to **ghisler@iap.unibe.ch** This address can also be reached from Fidonet and AOL (ask your sysop!).
- On Compuserve, you have two choices: if you want a **fast** response (usually the next day), write to **>INTERNET:ghisler@iap.unibe.ch** (including the leading ">"). You can also try to write to my **CIS account 100332,1175**. The answer will usually take a few (2-3) days.
- On ILINK or SWISSLINK, write to **Christian Ghisler** in the Windows conference.
- If you live in South Africa, call my official distributor S.P. Systems cc at (012) 348-6060
- Distribution sites for other countries are in preparation, but nothing yet signed. Please be patient.
- You can also write to my postal address:

Christian Ghisler  
Lindenmattstr. 60  
CH-3065 Bolligen  
Switzerland

## **Software Licence / Copyright**

### **Software Licence**

Please read the following lines carefully before using this software. If you disagree with any of the following, you are not allowed to use this program. You MUST then delete it immediately.

### **Shareware-version**

You have the right to test this program for a period of one month. You are allowed to copy this Shareware-version (and ONLY the Shareware version) and give it to any other person, as long as it is not modified in any way. Under modifications is understood the changing, adding or removing of any files of this package without the author's written permission. You are NOT allowed to pack this program together with a commercial program or a book. Shareware dealers are allowed to sell the Shareware version for a small fee (around SFr./US\$ 10.-). You are encouraged to put this program on as many BBS systems as possible. The distribution on CD-ROM is also permitted, as long as the original files are not changed in any way. Please contact me if you want to distribute the program with a different installation program, changed files etc.

Use of this software after the trial period of one month is in violation of international Copyright law! It is also unfair to the author, who has spent hundreds of hours developing this program.

### **Registration**

This program is neither freeware nor public domain. Use after the 30 day trial period requires registration. The registration fee is only SFr. 30.- (\$ 30.- US personal cheque or \$25.- US cash including handling fees) for a personal licence. See [How to register](#) for details on registration and support.

### **Registered version (personal licence)**

The registered version may be installed on as many computers as desired, as long as it is ONLY running on one at any one time (i.e. one installation at home and one at the office used by the same person). The usage by multiple people at the same time (on multiple computers) requires additional licences.

### **Multiple licences (additional licences)**

Multiple licences allow an institution, company or school to install the program on multiple computers or on a server. It must be guaranteed that the program does not run on more machines at the same time than there are licences purchased. All licences are issued to the same (company) name, which appears in the program's title bar. Additional licences cost SFr. 20.- for the 2nd to 10th licence, etc. (see [Registration](#) for an international order form). For larger amounts than 1000 please contact the author. Each additional licence also allows a single user to use the program at home.

Legal domicile is **Bern, Switzerland**.

### **Liability**

We try to keep our software as bug-free as possible. But it's a general rule (Murphy's), that no software ever is error free, and the number of errors increases with the complexity of the program. That's why we cannot guarantee that this software will run in every environment, on any Windows compatible machine, together with any other application, without producing errors. Any liability for damage of any sort is hereby denied. In any case, the liability is limited to the registration fee.

Please test this program with non-critical data. We cannot guarantee the safety of your data. Especially new operating systems like Windows NT or OS/2 can cause trouble. Should you detect errors before registration, you accept them if you register. Any description of bugs will be accepted, but we cannot



guarantee that we will be able to correct them.

### **Development of Windows Commander**

Windows Commander was written utilizing Turbo Pascal for Windows 1.5 (© 1991 by Borland International). The Drag&Drop-algorithms, especially the undocumented parts, were found in the very good book "Undocumented Windows", Andrew Schulman, Addison Wesley 1991. The DPMI-handling for setting the volume label was taken from the book "Turbo Pascal für Windows - Object Windows", A. Ertl/R. Machholz, Sybex 1992. Only the algorithms were taken and rewritten in Pascal. The idea for the screen layout was taken from DCC, a Norton Commander (© Symantec) clone. All code from the German issue WinDOS was removed and rewritten for Copyright reasons. The ARJ and LHA code was translated by Mart Heubels (WinCAT PRO) and myself from public C sources to Pascal. A free unpacking DLL is in preparation.

Many thanks go to Austin Basso and James Morris for correcting the English help file and to Thierry Charles and Thomas Zehnder for correcting the French version.

All mentioned Trademarks and Copyrights belong to their respective owners.

## File operations

### Selecting files

F2 reread source directory

F4 Edit

F6 Rename/Move

F8 Delete

F3 list file contents

F5 Copy

F7 Make directory

ALT+F4 Exit

## **File listing brief and long**

**Brief** only shows the file names. **Long** shows the file names and also the file's size, creation date and time, and their attributes.

## Show directory tree

The option **Tree** shows the directory tree. This includes all directories and subdirectories of the current drive. After reading the directory structure, the tree is saved in the file **treeinfo.wc** in the root directory of the drive. Only this file is changed when you add and delete directories. This is much faster than rescanning the whole tree each time.

If you select tree in the **left menu**, the tree is scanned with the **right drive**, (the drive shown in the right directory).

If you added or deleted directories with an external program, you must rescan the tree by pressing **F2** or **CTRL+R**.

## Show files of type

These options select which files are shown:

All files	Shows all files.
Programs	Shows programs (*.com;*.exe;*.bat;*.pif).
(user selected)	Shows all files with the latest user-defined specification.
Custom...	Invokes a dialog box, in which you can specify the file types you want to be shown, delimited with a semicolon ";".

## Sort

Sorts the files in the corresponding directory using a selected file property:

Name	Sorts the files by name, then by extension.
Extension	sorts the files by type (extension), then by name
Size	sorts the files by their size on disk
Time	sorts the files by their creation date and time
Unsorted	only separates files and directories, the files are in the same order as in the <b>dir</b> command.

Reversed order      sorts backwards, i.e. Z to A, the largest to smallest, youngest to oldest

**Hint:** With the sort orders *Name* and *Extension* the files are automatically sorted in alphabetically ascending order, with *Size* and *Time* in descending order, since these combinations are the most used.

## Select files

To select files, simply click on them with your mouse or move to them with the cursor keys and press **insert**. If in the configuration dialog you chose to use the right mouse button, your left mouse button just moves the cursor. You have to use the right mouse button for selecting items.

## Select multiple consecutive files

Click on the first file to be selected with the correct mouse button (as selected in configuration), press and hold down the shift key and click on the last file you want to select. With the right mouse button selected, you can click and drag over the files you want to select.

## Select / unselect files of special types

Press the **+** (or **-**) **key** of the numerical block on your keyboard or select one of the selection options from the menu *Commands*. Then type the desired file type (for example \*.txt)

## Select all / no files

Press CTRL and the **+** (or **-**) key on the numerical block of your keyboard or choose *Select all/Unselect all* from the menu *Commands*.

## Reverse selection

This option will mark all files in the source directory which were not marked and unmarks the previously marked files. This is especially useful after comparing directories. Press the **\*** **key** on the numerical block of your keyboard.

## **F2: Reread source directory**

Press **F2** (no mouse equivalent). This causes the source window (with the thick frame around it) to be reread. Another key combination for the same action is **CTRL+R**.

This procedure should be used after a floppy disk change to update the contents of the window.



### **F3: List file contents**

Select the files you want to list and press **F3**. The built in file viewer (called **lister**) then shows the selected files, or the file under the cursor (as configured). By holding down the SHIFT key and pressing **F3**, you select the alternative method (i.e. view selected files when the default is the file under the cursor). In **lister**, you can switch from file to file (when viewing multiple files) by pressing **n**, **ESC** closes **lister** and returns to Windows Commander. You can also configure Windows Commander to show the files with an external viewer of your choice.

With **ALT** you can switch between external and internal viewer, and with **SHIFT** between one and multiple files (multiple only with internal viewer).

If the source directory shows the contents of an archive, you will be asked if you really want to unpack and view the marked files. The files are then unpacked to the directory determined by the environment variable **temp**. You can set it in your **autoexec.bat**, for example **settemp=c:\windows\temp**. If this does not exist, Windows Commander's program directory is used. A subdirectory `\$wc` is created, where all temporary files are stored. When Windows Commander is closed, this directory is removed (provided it is empty).

## **F4: Edit**

Place the cursor bar (small rectangle) over the file you want to edit and press **F4**. This starts the editor you selected in the configuration dialog, and loads the selected file. As a default, Windows **notepad** will start. It is limited to **text files** of limited size. If you want to edit files of different types, just double click on the file or press **ENTER**. The program associated with the file will then be started. You can associate data file extensions with programs using **Commands - Associate**.

If the source directory shows the contents of an archive, the file under the cursor is unpacked to a temporary file and loaded into the (previously) selected editor. If you change the file and then close the editor, Windows Commander will ask you if you want to repack the file into the archive. If you choose **yes**, the archive will be updated and the temporary file erased. If you choose **no**, the temporary file is erased and the archive is left unchanged.

## **F5: Copy**

This command copies files and **whole directories** from the source directory to another directory.

Select the files you want to copy and press **F5**.

This opens a dialog box where you can type the target path and a file mask. As a default, the path of the target window is presented together with \*.\* as the file mask. You can use any type of valid DOS file name including wild cards as your target file name. To copy a file in the same directory (to a different name), press SHIFT+F5.

With the button labeled Tree you can choose the target directory from a directory tree. If you want to choose from a different directory, you can specify the drive (including the :) in the dialog box before selecting the *Tree* button.

If the source directory shows the contents of an archive, the dialog to unpack files is shown.

Alternatively, if the target directory shows the contents of an archive (and the source directory shows a normal directory), the dialog to pack files is shown.

It is not possible to pack files directly into the subdirectory of a packed file. However, you can pack whole directories with their path into an archive file.

## **F6: Rename / Move**

This command permits the renaming of files and whole directories in the source directory, and can be used to move them to different directories or even to different drives. You can also move (pack & delete) files into archives.

Select the files and/or directories you want to rename or move, then press **F6**. If you only want to rename a file in place, press **SHIFT+F6** instead.

This opens a dialog box where you can type the target path and a file mask. As a default, the path of the target window is presented. If you do not specify a target directory, the source directory is assumed, i.e. you rename the files. If you do not specify a file mask, the file name is not changed. Additionally, you can choose the target directory with the directory tree by pressing the tree button. See also copy (F5).

If the source directory shows the contents of an archive, this function is unavailable.

## **F7: Create directory**

This command creates a new subdirectory in the source directory. After pressing **F7**, simply type the desired name for the directory (8 characters, extension if desired).

If the source directory shows the contents of an archive, this function is unavailable.

## **F8: Delete**

Select the files and/or directories you want to delete, then press **F8**.

After confirmation, the files are deleted. The process can be interrupted at any time with the Cancel dialog. For each non-empty directory, an additional dialog box will ask for confirmation. **Warning:** All files AND DIRECTORIES in that directory will be deleted. You could use Microsoft Undelete to recover those files.

If the source directory shows the contents of an archive, the corresponding packer is started to delete the files.

## **ALT+F4: Exit**

Closes Windows Commander and saves the current directories to the file **wincmd.ini** in your Windows directory.

## **CD-Tree**

Opens a dialog box with the tree of the current drive. Select a directory (by pressing OK or double click on it) to change to the selected directory in the source window.

See also: [Dialog box Tree](#)



## **Find**

Searches for files and directories specified by the user. Can also be used to search for file contents.  
See also [dialog box Find](#)

## Change file attributes

Allows the setting and resetting of the attributes **read only (r)**, **archive (a)**, **hidden (h)** and **system (s)**. Select the files whose attributes you want to change, then choose *Change attributes* from the menu *Commands*.

You can also change the file's date and time (only files, not directories).

This command also works on files in subdirectories, if the corresponding option is selected.

If the source directory shows the contents of an archive, this function is not available.

See dialog box **Change attributes**

## Pack

Allows packing of the selected files with one of the packers **pkZIP**, **ARJ** and **LHA**. Select the files and directories you want to pack and choose *pack* from the menu *Commands*. When you press **SHIFT** while selecting this menu point, the files will be moved (packed and deleted).

This will open a Dialog box to select the packing parameters.

**Important:** In the dialog box you must now specify the **name of the packer** (zip, arj or lha) with a double point between packer and file name, **otherwise the files will be copied!!!**

**Hint:** To unpack the packed files, simply double click on an archive. This opens the archive and shows its contents. You can then copy the files to the desired directory.

## Unpack all files

Allows the unpacking of all files from the archive under the cursor bar or from an open archive. Move the cursor bar to a valid archive and choose *Unpack all files* from the menu *Commands* or press **ALT+F6**.

This will open a Dialog box to choose a target directory.

**Hint:** To unpack only a few files, simply double click on the archive. This opens the archive and shows its contents. You can then copy the files to the desired directory with **F5** - copy.

## **Associate with...**

This menu option opens a dialog box where you can associate data files with programs.

The association allows starting the appropriate editor for a file, simply by double clicking on the file. The association is not restricted to Windows Commander, but also works in file manager and program manager.

If you selected the corresponding options in the configuration dialog box (and are running Windows 3.1), the icon of the associated program is shown to the left of the file name.

## **Calculate occupied space**

Calculates the space occupied by the marked files and their complete subdirectories. If no file is selected, the space occupied by the file or directory under the cursor bar is calculated. Additionally, the file size is rounded to the cluster size of the source and destination directory, to get real space required. The space for the directory information itself is not considered.

If the source directory shows the contents of an archive, this function is not available.

## Version Info

This dialog box shows several data on executable files and DLL's, if they contain the structure **VERSIONINFO** (most new Windows programs contain this data). In this structure one can find interesting data about the program or file, including a short description, product name to which the file belongs, company, version number of file and product, and the Copyright.

This dialog box can also be opened by pressing ALT+ENTER.

## Print

Allows printing of one selected file. This only works if the file is associated with a program **for printing**. For files which are not associated with a program **for printing**, you must load them into an editor and print from there.

If the source directory shows the contents of an archive, this function is not available.



## **Volume label...**

Allows setting and changing the volume label of the drive shown in the source window. The actual volume label is shown to the right of the drive selection box.

## **System information**

Opens a Dialogbox with a variety of system information on your hard- and software.

## **Run DOS**

Starts the DOS command processor (the DOS prompt), the program where the environment variable COMSPEC points to. Normally, this is COMMAND.COM, but can also be 4DOS. DOS will start in the current source directory.

## **Network connections**

If a network supported by Windows is installed, this menu option opens a dialog box to connect network drives. This dialog does not belong to Wincmd, but is specific to the network. The corresponding menu option is only shown if such a network is present.

See also [Disconnect network drives](#)

## **Disconnect network drives**

If a network supported by Windows is installed, this menu option opens a dialog box to disconnect network drives. This dialog does not belong to Wincmd, but is specific to the network. The corresponding menu option is only shown if such a network is present and if this network supports the disconnect dialog. Some networks allow to disconnect network drives with the dialog box "Network connections".

See also [Network connections](#)

## **Share directory**

If Windows for Workgroups or Windows NT is installed, this menu option allows to share the directory under the cursor with other computers. The function works the same as in windows file manager. To share the root directory (c:\), you can switch to tree view. Shared directories are shown with a hand below their icon.

See also [Unshare directory](#)

## **Unshare directory**

If Windows for Workgroups or Windows NT is installed, this menu option allows to unshare the directory under the cursor, i.e. block external access to this directory. The function works the same as in windows file manager.

See also [Share directory](#)

## **Mark groups of files**

5 menu items, used to select and deselect files.

See [Mark files](#)



## **Exit**

This menu point closes Windows Commander and saves the current settings in **wincmd.ini**.

## **Source<->Target**

Exchanges the contents of the left and right file Windows. Settings like sort order are retained.

## **Target=Source**

Changes the target path to the current source path.

## **Compare directories**

Compares the contents of the source and destination directory. Newer files are selected. Files missing in one directory are also marked in the other. Contrary to older versions of Wincmd, only newer files are marked, not all differing files. This behaviour is similar to a popular Commander for DOS.

## Mark newer, hide same

Compares the contents of the source and destination directory. Files which are the same are hidden, (they are only hidden to the user, they are **NOT** deleted!) Of the differing files, only the **newer** are selected. Files missing in one directory are also marked in the other.

## **Configuration - General settings...**

Allows the configuration of certain parameters like left or right mouse button for selection. See also [Dialog box configuration](#).

## **Configuration - Viewer/Editor...**

Allows the selection of a file viewer for **F3** and an Editor for **F4**. See also [Dialog box configuration - Viewer/Editor](#).

## **Configuration - Change button bar...**

Allows to change the Button bar directly below the main menu.

See

[Configuration - Change button bar.](#)



## Configuration - Packer

With this option you can prepare Windows Commander for the use with archivers (**ZIP**, **ARJ** and **LHA**). Archivers allow packing of files to a much smaller size. Programs cannot be executed in packed form and must be unpacked first. Windows Commander can do this automatically.

See

- Dialog box Configuration - Packer.
- Handling of archives (ZIP, ARJ, LZH)

## **Configuration - Font**

With this option you select the font and icon size for Windows Commander. The selected font can be either normal or bold (default). The selected font and its size is saved for each screen resolution separately, which is very practical when working with different resolutions. When changing the font, Windows Commander is automatically resized, but can only reach the size of the screen (as a maximum). You can change the tabstops in the file windows to fit the files better into the selected size.

See [Dialog box Configuration - Select Font](#).

## Configuration - Colors

With this option, you can control text color, background color, marked and cursor color of the file windows. However, you cannot change the color of buttons and lines (only global with control panel), because they use the standard given by Windows.

Furthermore, if you wish to give Windows Commander a three-dimensional look, you can select this in the dialog box. This only works if you have a recent version of CTL3DV2.DLL (like the one coming with this program). If it does not work, please copy the file **ctl3dv2.dll** which comes with Windows Commander to your **windows\system** directory, unless there is a newer version already there! Then delete all other occurrences of **ctl3dv2.dll**, especially in your windows directory!

See [Dialog box Configuration - Colors](#).

## **Configuration - Tabstops**

Use this option to set the tabstops for the two file windows.

You can also determine if the file extension should be appended directly to the filename (only separated by a point), or if it should also be aligned.

See [Dialog box Configuration - Tabstops](#)

## **Configuration - Confirmation**

Use this option to select the file action for which Windows Commander will show confirmation dialogs. More confirmation means more security, but also slower working speed. You must decide how much security you need. Unless specified, maximum security is selected.

See [Dialog box Configuration - Confirmation](#).

## **Configuration - Language**

Use this option to choose another language for the menu, buttons, dialogs and (error) messages. The language information for English is saved in the file wincmd.exe itself, for all other languages in external DLL's. The name of these DLL's starts with WCMD\_ (e.g. WCMD\_FRA.DLL for the French language).

## **Configuration - Save position**

With this menu option the current position and size of Windows Commander is saved. The position is saved separately for each screen resolution.

## Drag & Drop

Select some files, click on them with your left mouse button and hold it down. Move the mouse pointer to the other file window or to any other application which supports drag & drop. The mouse pointer will change its shape during this process:

A slashed circle means that the application under the pointer will not accept a drop, or that the dragged files have the wrong extension.

An arrow with three little squares attached to it means that the application is ready to accept the files. If you now release the left mouse button the files are accepted by the application.

If the mouse points to a subdirectory or an archive (in Windows Commander), a frame will appear around it. This means that the selected files will be moved/copied there if you release the left mouse button. If the whole target directory is full of directory entries, you can make a drop to the target directory itself by releasing the files a little above or below the target directory.

The buttons **View (F3)**, **Edit (F4)** and **Delete (F8)** can also be a target for drag&drop actions. The initiated actions are the same as if you just press the button(s) directly.

You can also drop files on the **button bar**. If you drag a file onto an icon, the corresponding program is started with this file (or the first marked file). If you drag a file on a blank space in the bar, or if you hold down the **SHIFT** key during the drop, the file will be **inserted** into the bar at this position.

### Examples for drag&drop:

- Drag the selected files from the root to the target directory. This will copy the files after confirmation by the user.
- Drag the files to a subdirectory to copy them there.
- Keep the **ALT** or **SHIFT** key depressed to **move** the files instead of copying them. This will be shown by a minus (-) sign in the drag cursor.
- Drag the files to an archive to **add** them to this archive.
- You can drag a single file to the print manager to print it. If the file is associated for printing with a program, this program will be loaded and the file is printed.
- Some other programs like Paintbrush, Write, Cardfile and a few Shareware programs also support drag&drop. Just try it out. (Caution with trashcans, they will delete your files!)



## Working with archives (ZIP, ARJ, LZH)

### What are archives?

Archives (packed files) are normal files with the extensions **.ZIP**, **.ARJ** or **.LZH**. Such files contain other files in a compressed form, which takes up less disk space than uncompressed files. To access these files, they have first to be uncompressed.

### How to produce archives?

To pack and unpack files, you need special pack programs like **pkzip.exe**, **pkunzip.exe**, **arj.exe** and **lha.exe**. Windows Commander can act as a shell for these programs.

### Using Windows Commander as an archiver shell

Windows Commander can work with packed files as if they were directories. This means that you can **double click** (or press ENTER) on such an archive, and Windows Commander will show the contents of this file. All files packed into the archive are shown in a normal file window.

If a file was packed into the archive together with its path, the relevant directories are shown as normal directories. You can navigate in these directories as normal and unpack any files and even complete directories. If you want to know more about a packed file, just press ENTER to show details like full path, compression method and ratio.

### Packing / unpacking with Windows Commander

#### Unpacking

Open the file to be unpacked in one of the file Windows (by double clicking on its filename). Change the path of the other file window to the destination where you want to put the files. In the source directory, choose the files you want to unpack. Press **F5 (copy)**. This opens the [dialog for unpacking](#) files. To unpack all files, just press **ALT+F6**. Windows Commander has built-in unpackers for ZIP, ARJ and LZH files. Because these unpackers are rather slow, you can select a size from which an external unpacker will be used.

#### Packing

Choose the files you want to pack. Then choose *pack* from the menu *Commands* or press **ALT+F5**. A [dialog](#) will appear, where you can select options for packing the files. ENTER the desired file name for the archive you want to create. After you press ENTER, the files are packed to this file.

To move (pack & delete) the selected files, press **SHIFT** while pressing **ALT+F5** or choosing *pack* from the menu.

**Important:** In the dialog box you must specify the **name of the packer** (zip, arj or lha) and a double point in front of the file name, e.g. **zip:c:\test.zip**, **otherwise the files will be copied/moved normally!!!**

#### Adding files to an existing archive

If you want to add files to an existing archive, proceed as follows: open the archive file in one file window. Select the files and directories you want to add in the other window. Press **F5** to pack the selected files. This will again show the [dialog for packing](#), pressing ENTER starts the appropriate packer.

Pressing **F6** will move (pack & delete) the selected files.

**Restriction:** You cannot add files to any subdirectory of an archive. However, you can add whole directories with all their files. You can choose whether you want to save the packed files including their paths, or simply the files alone.

### **Deleting files from an archive**

Open the archive you want to delete files from by double clicking on it. Select the files and/or directories you want to delete and press **F8** to delete them.

### **List files from an archive**

To show files with the built-in or external lister, just press **F3**. After a warning dialog box, the file is unpacked and then shown. After you close the lister, the temporary file is deleted though the original archive is not affected.

### **Edit files from an archive**

To edit a file with the editor of your choice, just press **F4**. The file is then automatically unpacked and will be repacked into the archive if it was changed with the editor.

To edit a file with its associated program, press ENTER, then select *Unpack and Execute*. The file is then automatically unpacked. It can also be repacked if it was changed.

## The internal file lister (F3)

The integrated file lister allows to view files of any size in text, binary or hex format. It keeps only a small part of the file in memory, the rest is automatically loaded when scrolling through the text. If you open the viewer with multiple files, (see **Configuration - Viewer / Editor**), you can switch from one file to the next/previous using the keys **n** (next) and **p** (previous file). You can use the cursor keys and **Home**, **End**, **PgUp** and **PgDn** to scroll trough the text. Alternatively you can use your mouse. You can open as many file viewers as you want (and your memory can hold). All file viewers are closed when Wincmd terminates.

Description of lister's menu:

**File**            **Edit**                    **Options**            **xxx %**

## Lister: File menu

- Open:** Allows to load a single file into lister.
- Next file:** If multiple files are loaded into lister, you can switch to the next file using this menu item. You can also press **n** to do this.
- Previous:** Switches to the previous file. You can also press **p** to do this.
- Close:** Closes lister. Keys: **ESC** or **q** or **ALT+F4**

## Lister: Edit menu:

- Copy as text:** Copies the text selected with the mouse to the clipboard. All end of string signs (#0) are converted to blanks (#32).
- Find:** Allows to search for a string from the current position forward. The option "**whole words only**" allows to search for words but not parts of words ('man' will only find 'man', but not 'manager'). the option "**Case sensitive**" respects the case of the specified words. A search can also be started by pressing **F7**. If a string is found, lister scrolls to the line where it is found and shows the string inverted.
- Find next:** Continues a search. The current search string is stored both in Wincmd and in Lister for future searches. Key: **F5** or **SHIFT+F7**.

## Lister: Options menu:

- 1. Text only:** The currently loaded file is interpreted as text. The characters #13 (carriage return) and #10 (line feed) are interpreted (together or one of them) as a new line sign. Lines of more than 80 characters (can be changed) are also split into multiple lines.
  - 2. Binary:** Here a fixed line width of 74 characters (default) is used. This is useful to look at executable files or other non-text files.
  - 3. Hex:** The following is shown (from left to right): 32-bit-offset (distance in bytes from the beginning of the file), 16 characters in hex, the same 16 characters as plain text.
- ANSI (Windows):** This charset should be used for all files created within Windows. The ANSI charset can be selected with the **a** key.
- ASCII (DOS):** This charset is meant for DOS texts containing DOS graphical characters like lines, or country-specific characters (umlauts) It can be activated with the **s** key.
- Variable char width:** This charset is optimal for Windows text without tables or other justified text parts.  
Key: **v**.
- Configure:** Activates a dialog to configure lister.
- Save position:** Saves the current position of lister in the file wincmd.ini.

**Lister: Menu item xxx%:**

This menu item shows the current file position in percent. The location of the **last line** on screen is shown. A click on this menu item allows to jump directly to a specific position.

## Source directory

The two list boxes in Windows Commander each show the contents of a directory. The one surrounded by a frame holds the **source directory**. This list box reacts to keyboard input like the cursor keys or the ENTER key.



## Target directory

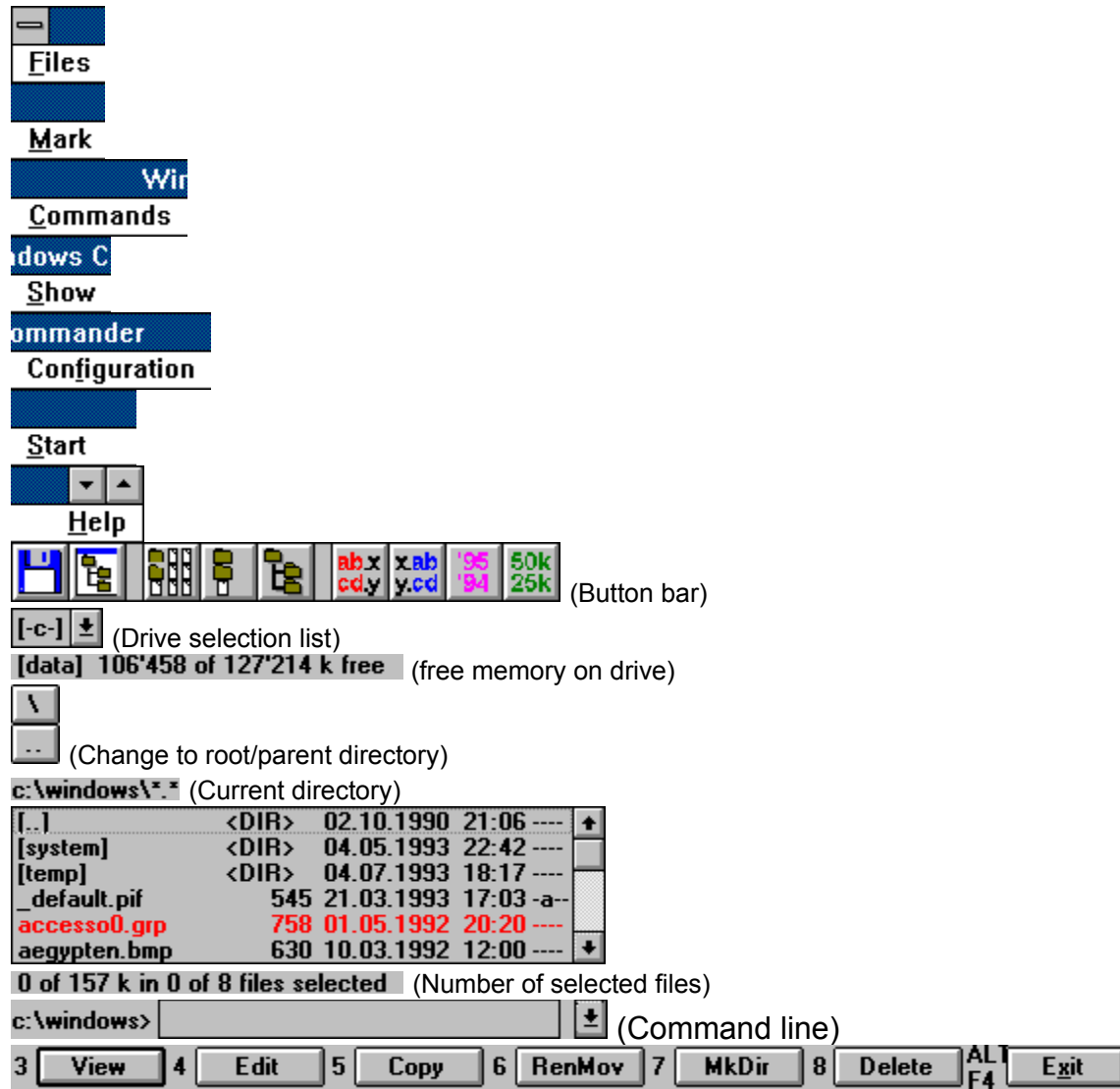
This is the directory to which files are copied/moved. The directory you specify must exist (You must create it before copying). .. or \ are also accepted as the target directory, and relate to the **source** directory. If no target is specified, the **source** directory is assumed.

## **File mask**

This determines how files are renamed while being copied. For example, you can specify **\*.new**, to change the extension of all copied files to **new**. If no mask is given,  **\*.\*** is taken, which means that the file keeps its original name.

# User interface

Click on the section on which you want to have information!



## The menu bar

The menu bar can now be changed by the user! Just select **Change main menu** from the start menu.

With the menus **Show** (or Left and Right in old style menu) you can set some options for the current file window, such as the sort order or the type of the displayed files. In the menu **Files** you find some additional file commands. In the menu **Commands** you can start further actions which cannot be reached with the function keys, such as starting DOS or finding files. The menu **Configuration** allows to configure Wincmd to your needs.

You can place any commands in the menu **Start**. It is possible to pass the file under the cursor as the actual parameter.

Finally, the menu **Help** allows starting the online help and an about box.

## **The Button bar**

With the button bar you can call menu commands, external programs and even other button bars. If you leave the mouse cursor on a button for a moment, a small window with a description will appear.

You can easily add buttons to the button bar using Drag&Drop (with pressed SHIFT key). By pressing the right mouse button, you can open a local menu, which allows to change or delete buttons. For further changes in the button bar you should use the Dialog box to change the whole button bar.

## **The drive selection box**

By pressing the down arrow with the mouse (or pressing ALT+F1/ALT+F2), a list box opens with the available drives. After about one second, a box with the volume labels or the server/net directory names for network drives is shown. For speed reasons, the names of the floppy disks aren't shown.

Just click on the desired drive or press the drive letter to open the drive.

## **Free and total disk space**

In brackets, the volume label is shown. Behind it, the free and total disk space on the current volume are shown in kilobytes (1024 bytes).

## **Change to root/parent directory**

Pressing the left button switches to the root directory of the current volume. The right button changes to the parent directory.



## **Current directory**

The current directory is shown directly above the file window. If you move inside a packed file, this file and all subdirectories in this file are also shown here.

## **File window**

In the file windows there are shown (if **full** is selected in the **Show** menu) the file names, size, date and time of last change and the file attributes in the current directory. Alternatively (Option **brief**) you can also show only the file names (in three columns). Marked files are shown in red (can be changed in **Configuration-Colors**). The current file is surrounded by a fine rectangle. If the corresponding option is selected, there are icons shown to the left of the file names. The icons show the file type (directory, archive) and all associations.

## **Number of selected files**

Below the file window the amount of disk space of the selected files is shown. Behind this, the disk space occupied by ALL files in the file window is shown. The number of marked and the total number of files are also shown.

## Command line

All letters you type are redirected to the command line. By pressing **ENTER** you can execute the command line. Old command lines are saved in a history list. By pressing **CTRL+Cursor down** you can open this history list. Hold down the **CTRL** key and choose an entry using the cursor keys. Then release the **CTRL** key and press any cursor key to close the history list.

For a list of all function keys see [Command line: keys](#)

## Function key bar

By pressing one of these buttons or by pressing one of the Function keys F1 to F8 you can activate the corresponding function. For the functions **Help (F1)** and **Reread directory (F2)** there are no buttons to avoid overcrowding the window. The **F3**, **F4** and **F8** buttons also work as targets for drag&drop.

## Command line: keys

If Windows Commander is active, nearly all keyboard input is directed to the command line. Here is the layout for some keys:

<b>ENTER</b>	The command line is executed, if it contains at least one character (otherwise, the program under the cursor in the source window is started). If the command is <b>cd</b> , <b>md</b> or <b>rd</b> , it is executed internally. If it is an internal <b>DOS command</b> , DOS will be executed with this command. Otherwise, a program with the given name is executed.
<b>SHIFT-ENTER</b>	Similar to ENTER, but with preceding <b>command /c</b> . After the called DOS program is terminated, its window is not automatically closed. This will only work if the file <b>noclose.pif</b> is in your windows directory.
<b>CTRL-ENTER</b>	The file under the cursor in the source directory is added to the end of the command line.
<b>CTRL-SHIFT-ENTER</b>	The file under the cursor <b>including its path</b> is added to the end of the command line.
<b>CTRL-CURSORDOWN</b> or <b>ALT+F8</b>	A list with the latest command lines (history-list) is opened. Hold down the CTRL key and use the <b>up</b> and <b>down</b> cursor keys to select an entry. By pressing the left or right key, you can edit the command line. This automatically closes the list.
<b>TAB</b> <b>Cursor keys</b>	Puts the cursor back to the source directory. <b>Cursor left</b> and <b>cursor right</b> move the cursor through the command line, even if the cursor was in the source directory before. If <b>brief</b> was selected, these keys move the cursor through the source directory. You then have to hold down <b>SHIFT</b> to move it inside the command line. <b>Cursor up</b> and <b>cursor down</b> move the cursor bar inside the source window, even if it was inside the command line.
<b>ESC, CTRL+Y</b>	Clears the command line.
<b>CTRL+E</b>	Copy the previous command to the command line
<b>CTRL+X</b>	Copy the next command to the command line
<b>CTRL+K</b>	Delete to end of line
<b>CTRL+W</b>	Delete the word to the left of the cursor
<b>CTRL+T</b>	Delete the word to the right of the cursor

## Keyboard layout

Key	Action
<b>F1</b>	Help
<b>F2</b>	<u>Reread source window</u>
<b>F3</b>	<u>List files</u>
<b>F4</b>	<u>Edit files</u>
<b>F5</b>	<u>Copy files</u>
<b>F6</b>	<u>Rename or move files</u>
<b>F7</b>	<u>Create directory</u>
<b>F8</b>	<u>Delete files</u>
<b>F9</b>	Activate menu above source window (left or right)
<b>F10</b>	Activate left menu or deactivate menu
<b>ALT+F1</b>	change left drive
<b>ALT+F2</b>	change right drive
<b>ALT+F3</b>	Use alternate (external or internal) viewer
<b>ALT+F4</b>	<u>Exit</u>
<b>ALT+F5</b>	<u>Pack files</u>
<b>ALT+SHIFT+F5</b>	<u>Pack files</u>
<b>ALT+F6</b>	<u>Unpack all files</u>
<b>ALT+F7</b>	<u>Find</u>
<b>ALT+F8</b>	Opens the history list of the command line
<b>ALT+F10</b>	Opens a dialog box with the current directory tree
<b>SHIFT+F5</b>	<u>Copy files</u> (with rename) in the same directory
<b>SHIFT+F6</b>	<u>Rename</u> files in the same directory
<b>NUM +</b>	<u>expand</u> selection
<b>NUM -</b>	<u>shrink</u> selection
<b>NUM *</b>	<u>invert</u> selection
<b>CTRL+NUM +</b>	<u>select all</u>
<b>CTRL+NUM -</b>	<u>deselect all</u>
<b>CTRL+PgUp</b>	Change to parent directory (corresponds to <b>cd ..</b> )
<b>CTRL+F3</b>	Sort by name
<b>CTRL+F4</b>	Sort by extension
<b>CTRL+F5</b>	Sort by date/time
<b>CTRL+F6</b>	Sort by size
<b>CTRL+F7</b>	Unsorted
<b>TAB</b>	Switch between left and right file list
<b>Letter</b>	Redirect to command line, cursor jumps to command line
<b>INSERT</b>	Select file or directory
<b>ENTER</b>	Change directory / run program / run associated program / execute command line if not empty. If the source directory shows the contents of an archive, further information on the packed file is given.
<b>SHIFT+ENTER</b>	<ol style="list-style-type: none"><li>1. Runs command line / program under cursor with preceding command /c and leave the program's window open. Only works if NOCLOSE.PIF is in your Windows directory!</li><li>2. With ZIP files: use alternative choice of these (as chosen in Packer config): (Treat archives like directories &lt;-&gt; call associated program, i.e. winzip or quinzip)</li></ol>
<b>CTRL+I</b>	Switch to target directory
<b>CTRL+U</b>	Exchange directories
<b>CTRL+R</b>	<u>Reread source directory</u>
<b>ALTGR+Letter(s) or CTRL+ALT+Letter(s)</b>	<u>Quick search</u> for a file name (starting with specified letters) in the current directory

**Other keys:** See [command line](#)



## Dialog box: Quick search for file name

By pressing **CTRL+ALT+Letter** there appears a small dialog box below the active file window, allowing quick search for file names. As soon as the dialog box has appeared, you can release CTRL+ALT and enter further letters directly. The cursor jumps to the **next** file name starting with the letters you typed. By pressing cursor down or cursor up, you can jump to the next or previous match. You can close the box by pressing **ESC**. The box is automatically closed when you start another action.

On most European keyboards there is an additional key to the right of the space bar, labeled **AltGr**, which works like the combination of CTRL+ALT.

In Configuration-General settings the key combination can be changed to **ALT+Letter(s)**.

## Dialog box: Find

Hint: A search can be started by pressing ENTER and aborted by pressing ESC. If files were found, they can be viewed with the built-in lister by pressing F3. Furthermore, one can jump to the directory of the file by pressing ENTER.

Field	Meaning
<b>Search for:</b>	In this field, you can enter the starting directory and the search mask for the files you want to find. <u>Examples:</u> c:\windows\*.ini finds for example <b>win.ini</b> d:\winword\texts\morris*.doc finds for example <b>morris2.doc</b>
<b>Start search:</b>	This button starts the search. It can be interrupted by pressing <b>ESC</b> or the <b>Cancel</b> button.
<b>Drive(s):</b>	Selects the drive(s) you want to search. You can select multiple drives either with the mouse (hold down CTRL key) or the keyboard (hold down SHIFT)
<b>Feed to listbox</b>	Transfers the files you found to the source file window, where they can be listed, copied or even deleted. This can only work when archives aren't searched.
<b>go to file</b>	If you selected a file in the list of files you found, you can change to the directory of this file by pressing <b>go to file</b> .
<b>Cancel</b>	Interrupts the search process or closes the dialog box.
<b>Find text &gt;&gt;&gt;</b>	Enlarges the dialog box to show <u>additional options for text search</u>
<b>Archives</b>	Enables search in files with extension ZIP, ARJ and LZH. Even text can be searched in archives! The files are unpacked, searched and deleted on the fly.

## Enlarged dialog box for text search

Field	Meaning
<b>Find text &gt;&gt;&gt;</b>	Shrinks the dialog box to its original size to search for file names only.
<b>Text to find:</b>	Here you ENTER the text you want to find. With \t you find tabstops, with \n you find a new line.
<b>Whole words only</b>	Limits the search to whole words only.
<b>Case sensitive</b>	Recognises the case (small or big letters) of the word. Example: <b>Windows</b> finds only "Windows", but not "WINDOWS"
<b>ASCII-Charset (DOS)</b>	Special characters like the pound sign (£) are translated to their DOS equivalents (they have a different place in the DOS charset than in the Windows charset).

## Dialog box: Change start menu

To move menu items to a different line, put the cursor bar on the desired entry, hold down the SHIFT key and move it using up and down arrow keys (NOT the mouse!).

Field	Meaning
<b>Start menu:</b>	Shows the existing entries of the start menu. If you select an entry, the command line and parameters belonging to it are shown.
<b>Add item...</b>	Creates a new entry in the start menu. Asks for a menu title first. A <b>&amp;</b> sign causes the letter behind it to be underlined.
<b>Delete Item</b>	Deletes the selected menu entry. Choose CANCEL to cancel all changes.
<b>Change title...</b>	Changes the title of the menu entry.
<b>Command:</b>	In this box you may specify the program to be run, including its search path. You can also specify fixed parameters here. <b>Important:</b> You must give the extensions <b>.com</b> and <b>.bat</b> , because by default Windows only finds <b>.exe</b> !
<b>Start path:</b>	Determines the path to be set before the program is started. If no path is given, then the path of the source window is set.
<b>&gt;&gt;</b>	Opens a dialog box to browse for the desired file name.
<b>Run iconic:</b>	Program will be started as an icon
<b>OK</b>	Saves the changes made to the file <b>wincmd.ini</b> in the Windows directory.
<b>Cancel</b>	Closes the dialog box without saving.
<b>Help</b>	Opens Windows Help with this page.
<b>Parameters:</b>	Here you can specify command line parameters. Special parameters: <b>?</b> as the <b>first</b> parameter causes a <b>Dialog box</b> to be displayed before starting the program, containing the following parameters. You can change the parameters before starting the program. You can even prevent the program's execution. <b>%p</b> causes the source path to be inserted into the command line, including a backslash (\) at the end. <b>%n</b> places the filename under the cursor into the command line. <b>%t</b> inserts the current target path. Especially useful for packers. <b>%o</b> places the current filename <b>without extension</b> into the command line. <b>%e</b> places the current <b>extension</b> (without leading period) into the command line. <b>%%</b> inserts the percent-sign.

## Dialog box: Change main menu

In this dialog box you can change the whole menu structure! E.g. if you want to continue to work with Wincmd's old menu, you can choose oldstyle.mnu in this dialog box. You can also modify the menu to your needs. See below for a description of a menu file. You open this dialog box by selecting **Change main menu** in the **Start** menu. The Start menu was chosen because it is always present, even in an empty main menu.

### First the fields in the dialog box:

Field	Description
<b>M</b> enu file:	This file contains the current main menu for Windows Commander. If no file is specified, Wincmd uses its internal default menu. See below for a description of the menu file.
>>	Opens a dialog box to browse for another menu file.
<b>E</b> dit	Loads the selected menu file into <b>notepad.exe</b> .
<b>O</b> K	Makes the selected menu file the new main menu.
<b>C</b> ancel	Closes the dialog box without saving.

### Menu file layout:

A menu file is a normal text file which describes the main menu. If you want to change the main menu by hand, you should save it with a different name, **otherwise it will be overwritten with your next update!!!**

- Every submenu starts with the command **POPUP**, followed by the title of the submenu **in double quotation marks** (""). Popup Menus can have submenus themselves. In the title, a letter with a & in front of it will be underlined and can be jumped at with **ALT+Letter**. Example for a popup menu:

#### **POPUP "&Files"**

- A menu item is defined as follows: After the command **MENUITEM** follows the text of the item in **double quotation marks**, then a **comma**, and finally the identifier for the menu command. A list with all identifiers can be found in **wincmd.inc**. Wincmd uses this file to translate identifiers to numbers. You should open this file with notepad and print if you plan to change the main menu. In the menu item text, the characters **lt** will be converted to a tabstop. Example for a menu item:

#### **MENUITEM "&Pack...ltALT+F5", cm\_PackFiles**

- With the command **MENUITEM SEPARATOR** you can add a horizontal line.
- Every POPUP menu ends with the command **END\_POPUP**. Example:

#### **POPUP "&Files"**

```
MENUITEM "&Change attributes...", cm_SetAttrib  
MENUITEM "&Pack...ltALT+F5", cm_PackFiles  
MENUITEM SEPARATOR  
POPUP "&More commands"
```

```
MENUITEM "&Associate...", cm_associate
MENUITEM "&Calculate occupied space...", cm_GetFileSpace
END_POPUP
END_POPUP
```

#### Special commands:

- With the command **STARTMENU** you insert the menu **Starter** at the actual position in the **main menu bar**.
- With the command **HELP\_BREAK** you insert a break in the main menu. After that break, all menus will be right adjusted. **Note:** STARTMENU cannot follow directly after HELP\_BREAK!

#### Identifiers:

All identifiers start with the letters **cm\_** (abbrev. for command). Identifiers which start with **cm\_src** act upon the source directory. Identifiers with **cm\_left** act on the left, with **cm\_right** on the right directory window.

Only identifiers which are in **wincmd.inc** can be used! You can also directly specify the numbers given in wincmd.inc. However, the file wincmd.inc **must be present** at runtime if you want to use an external menu.

## Dialog box: Configuration - General settings...

### Mouse selection mode

Choose between right and left mouse button to select files:

#### Use right mouse button (as in NC)

To select files, just hold down the right mouse button and drag your mouse cursor over the files you want to select.

#### Left mouse button (Windows default)

The mouse works as in file manager. Look in your Windows manual for an explanation of how it works.

#### Show hidden/system files (for experts only)

You should activate this option only if you always know what you're doing!!! I have it **disabled** for myself and only activate it if I have to deal with a hidden or system-file. If you accidentally destroy IO.SYS and MSDOS.SYS, you will have to boot from a DOS disk and reinstall them with SYS C:!

#### Show symbols to the left of the filename

**All** For all files which are associated with a program, the icon of that program is shown to the left of the file. Archives have a parcel as a symbol. Directories appear as a folder. Programs look like a window. Non-associated files have a white sheet, hidden and system files have in addition an exclamation-mark as their symbol.

#### Only standard symbols

All files have a white symbol, associations are not shown. This option is especially useful for slow computers (and harddisks).

#### No symbols

No symbols are shown (for icon-haters and NC-purists)

#### Sorting directories

**Always by name** The directories are always sorted by their name in ascending order.

#### Like files (also by time)

The directories are sorted in the same way as the files, i.e. also chronologically and in reverse order.

#### Selection (with Gray +)

**Select files only** When pressing **Gray +**, **CTRL+Gray +**, or **Gray \***, only files and no directories are selected.

#### Also select directories

**Directories can also be selected with the Gray keys** (numeric keypad)

#### Quick search in current directory

**CTRL+ALT+Letters** The quick search window is opened with CTRL+ALT+Letter. Once the window is open, the CTRL and ALT keys can be released. The ALT key together with a letter activates the menu item which is underlined.

#### ALT+Letters

With this setting, **ALT+Letter** activates the quick search window. The menu can be activated with **F9**, **F10** or **ALT - release ALT - Letter**.

#### Letter only

Like in file manager, typing a letter jumps to the next file starting with that letter. To use the command line, you must press the right cursor key, or shift-right key if **brief** file display is on.

**Save on exit  
Directories**

When Windows Commander is closed, the directories shown in the left and right panel will be saved.

**Panels (brief/full/tree, etc.)**

When Windows Commander is closed, the display type for the left and right panel will be saved. This includes Brief / Full / Tree, All files / Programs /Custom, and the sort order. If this feature is not chosen, the settings which were last saved are taken when Windows Commander starts (or the default settings if nothing was saved before).

**Ok**

Saves the changes you made to the file **wincmd.ini** in your Windows directory.

**Cancel**

Ignores the changes and returns to Windows Commander.

**Help**

Starts Windows Help with this page.



## Dialog box: Configuration - Viewer/Editor...

- Viewer for F3** Allows selection of the file viewer for the function key **F3** and button **3** below the command line:
- Internal viewer with file under cursor**  
**F3** will start the lister with the file under the cursor, not the selected files.
- Internal viewer with selected files**  
**F3** will start the lister with the files selected in the source directory. With **n** and **p** you can browse through these files.
- Hint:** Pressing the SHIFT-key while pressing F3 will select the other method of the two methods described above!
- External Viewer** You can choose any other viewer(s) if you do not want to use the built in viewer.
- Associations** Here you can choose a different viewer for every file extension. The selection works the same as in the dialog box **associate**. However, the associations are saved in **Wincmd.ini**.
- Default** Here you can choose the file viewer which will be called if there is **no** association for the specific file. If you do **not** specify a viewer, the internal viewer will be used.
- Editor for F4** ENTER the name of an editor to use with **F4**. Default is **notepad.exe**.
- >>** Opens a dialog to browse for the desired file.
- Ok** Saves the changes you made to the file **wincmd.ini** in your Windows directory.
- Cancel** Ignores the changes and returns to Windows Commander.
- Help** Starts Windows Help with this page.

## Dialog box: Configuration - Packer

### Treat archives like directories

If you choose this option, you can double click on archives to show their contents. You can then copy, delete and view files from the archive and add files to it with the normal Windows Commander functions.

**ZIP-packer** ENTER the name and path of your **ZIP**-packer (**pkzip.exe**). You can use the >> button instead.

**ZIP-unpacker** ENTER the name of your **ZIP**-Unpacker (**pkunzip.exe**), including the path.

### Use internal unzipping

Windows Commander has an internal unzip written by [Info-ZIP](#), which allows unzipping without requiring pkunzip. To use it, select this check box.

### up to a maximum Size of [     ] k (larger files externally)

Since the internal unzip is not very fast, you can select a size where the external unzipper pkunzip replaces the internal unzipper. For large ZIP files, the time lost by starting an external program like pkunzip is easily compensated for by a much faster unzipping time. However, for small files the internal unzip is faster.

**ARJ-packer** ENTER the name and path of your **ARJ**-packer (**ARJ.EXE**)

**LHA-packer** ENTER the name and path of your **LHA**-packer (**lha.exe**). It will create files with the extension **'lzh'**.

### use internal up to [     ] k (same as ZIP)

As for the ZIP unpacker, there are internal ARJ and LHA unpackers. They are both slower than ARJ and LHA, so you can switch to an external unpacker if you want to.

>> Opens a dialog to browse for the desired file.

**Ok** Saves the changes made to the file **wincmd.ini** in your Windows directory.

**Cancel** Ignores the changes and returns to Windows Commander.

**Help** Starts Windows Help with this page.

## Dialog box: Configuration - Change button bar

**Hint:** By dragging a file on the button bar **with pressed SHIFT key** you can easily add buttons to the button bar. By pressing the **right** mouse button on the button bar, you can open a local menu which allows to change or delete the button under the mouse cursor. The **Change button** dialog box has exactly the same structure as the lower part of the **Change button bar** dialog box.

Field	Description
<b>Button bar:</b>	<p>Behind this identifier the file name of the actual button bar is shown. Behind the file name, you can choose another button bar using the <b>&gt;&gt;</b> button. You cannot change the bar name if you are in a <b>subbar</b>. You can only change the name of the default bar (loaded at startup).</p> <p>Below this identifier you can see the actual button bar in a raw form (only the icons).</p> <p><b>Hint:</b> You can use <b>SHIFT+arrow keys</b> to move buttons or drag them around with your mouse!</p>
<b>Size:</b>	<p>Here you can choose a size for the icons in the button bar. A size of 32 corresponds to the normal icon size.</p>
<b>Append...</b>	<p>Adds a new entry in the button bar directly <b>BEHIND</b> the current position.</p>
<b>Delete</b>	<p>Deletes the currently selected icon.</p>
<b>Command:</b>	<p>In this box you may specify the program to be run, including its search path. You can also specify fixed parameters here. <b>Important:</b> You must give the extensions <b>.com</b> and <b>.bat</b>, because by default Windows only finds <b>.exe</b>! With <b>&gt;&gt;</b> you can search for the desired program.</p> <p>You can also place one of Wincmd's internal menu commands here. Just click on the button with the down arrow and choose a command.</p> <p>Furthermore, you can make a button to change directories, by specifying <b>cddirectory name</b> as the command.</p> <p>As a fourth possibility, you can insert a button to <b>switch to another button bar</b>. To do this, click on the button <b>Add subbar &gt;&gt;</b>. In the appearing dialog box you can choose an existing bar as a subbar or enter a name for a new bar. After this, another bar appears, which allows to change the subbar. You can make circular references (bar 1 calls bar 2 calls bar 3), but avoid to edit a bar for which you have already a window opened!</p> <p><b>Note:</b> If you want have another bar at this position, you you must delete the file name of the old bar before pressing the <b>Add subbar &gt;&gt;</b> button.</p>
<b>Start path:</b>	<p>Determines the path to be set before the program is started. If no path is given, then the path of the source window is set.</p>
<b>Parameters:</b>	<p>Here you can specify command line parameters. Fixed parameters <b>must</b> be specified directly after the file name, because otherwise, in a drag&amp;drop, only the file name would be given to the program.</p> <p>Special parameters:</p> <p><b>?</b> as the <u>first</u> parameter causes a <b>Dialog box</b> to be displayed before starting the program, containing the following parameters. You can change the parameters before starting the program. You can even prevent the program's execution.</p> <p><b>%p</b> causes the source path to be inserted into the command line, including a backslash (\) at the end.</p>

**%n** places the filename under the cursor into the command line.  
**%t** inserts the current target path. Especially useful for packers.  
**%o** places the current filename **without extension** into the command line.  
**%e** places the current **extension** (without leading period) into the command line.  
**%%** inserts the percent-sign.

- Run iconic:** Program will be started as an icon
- Icon file:** File which contains the icon for the button bar. For Windows programs, you can specify the name of the exe file itself. (e.g. notepad.exe). For internal commands, there are some icons available in **wcmicons.dll**. (By the way: Because of an internal Windows bug, you loose some bytes at every change of icon file. But after leaving Wincmd, these bytes are released. The same problem appears e.g. in program manager!)
- Icon:** In this list, all icons contained in the specified **icon file** are shown. The number of the selected icon is shown in front of the list. Just click on an icon to select it for the button bar.
- Tooltip:** Content of the small window which is shown when the mouse cursor is pointed on a button for more than one second.
- OK** Saves the changes made to the specified icon file.
- Cancel** Closes the dialog box without saving.
- Help** Opens Windows Help with this page.

## Dialog box: Configuration - Font

<b>Font</b>	Choose a font for Windows Commander. Some fonts will not be displayed correctly, like <b>script</b> . All fonts will be bold.
<b>Size</b>	Choose a size for the selected font. Please consider that large fonts cause Windows Commander to expand. Since it cannot expand in excess of the whole screen, it will be cut down. For scalable fonts (truetype), you can ENTER the size by hand. For all other fonts, the size is reduced to the next-smaller size.
<b>Symbol size</b>	Choose a size for the symbols to the left of the file name. If symbols are not shown, this size determines the height of one file entry.
<b>Example</b>	A sample text with the chosen font style and size is shown here. The selected size may differ from the size shown later in Windows Commander. A sample symbol is shown beside it.
<b>Ok</b>	Saves the selected font, its size and the symbol size in the file <b>wincmd.ini</b> in your Windows directory. Windows Commander is then restarted with the new font.
<b>Cancel</b>	Ignores the changes made.
<b>Help</b>	Starts Windows Help with this page.

## Dialog box: Configuration - Colors

<b>3d-main window</b>	If the file <b>ctl3dv2.dll</b> exists in your system (in a version newer than January 1993), you can make the main window appear in pseudo three dimensions. You must always put the newest version of <b>ctl3dv2.dll</b> into your <b>windows\system</b> directory and delete all other occurrences of this file!
<b>Font color:</b>	Use this option to select the text color for the main window.
<b>Background:</b>	Select the background color of your choice. If you selected <b>3d-main window</b> , only the file windows are drawn in that color.
<b>Mark color:</b>	You can select the color for marked files here. Avoid selecting the same color as for text.
<b>Cursor color:</b>	Use this to chose a color for the selection frame around the curent file. The default is a dashed inverted frame (Windows default).
<b>Example</b>	This shows a sample text with text color and the background you selected.
<b>Ok</b>	Saves the selected colors in the file <b>wincmd.ini</b> in your Windows directory. Then, Windows Commander is then restarted with the new colors.
<b>Cancel</b>	Ignore the changes you made.
<b>Help</b>	Start Windows Help with this page.

## Dialog box: Configuration - Tabstops

- Show file extensions** Choose a display mode for the file extension (3 letters behind filename)
- directly after filename** The file extension is appended to the filename, only separated by a point (as in Windows file manager)
- aligned (with TAB)** All file extensions are show left adjusted.
- Tabstops** You can choose the tabstops for **extension, size, date, time** and **attributes** here. The position of the file extension can only be changed when **aligned** is selected in the above section. You can use the scroll bars behind the edit fields to adjust the Tabstop positions.
- Apply** Applies the current settings to the two file windows **without closing the dialog box**. This allows a preview of the selected tabstops.
- Default** Sets the tabstops to the default values as they appear when wincmd is started for the first time.
- Ok** Closes the dialog box and saves the changes in **wincmd.ini**.
- Cancel** Closes the dialog box and undoes all changes made with **Apply**.

## Dialog box: Configuration - Confirmation

### Deleting non-empty directories

If you selected this option you will be asked if you really want to delete the directory with all files in it, for each non-empty directory.

**Overwriting files:** If this option is chosen, you will be asked if you want to overwrite existing files while copying/renaming files.

### Overwriting/deleting read-only files:

When you try to rename or overwrite files marked as read-only, you will be asked a second time if you really want to delete / overwrite the file. This is an additional security feature to preserve your valuable data. Normally, this option should not be disabled.

### Drag&Drop (copying files with the mouse)

If this option is disabled, the files will be copied immediately without a dialog box asking for the target directory when copying / moving files with the mouse.

**Ok** Saves the selected options in the file **wincmd.ini** in your Windows directory.

**Cancel** Ignore the changes you made and returns to Windows Commander.

**Help** Start Windows Help with this page.



## Dialog box: Associate

Allows the association of certain file extensions (for example **.txt**) with programs.

### All files with extension (ending with):

**Enter the file extension without a leading asterisk (\*)**. It does not matter if you type a period in front of the extension. If there is already an association, it is shown in the box below.

### Associate with:

Here you ENTER the program name you want to associate with the file extension given above. Under Windows 3.1 you can choose from a list of predefined files, which are presented in the list below. If the program does not show up in the list, you can ENTER the program name by hand (including the search path), or browse for the program with the **browse** button.

### Browse...

Starts another dialog box to browse for programs (\*.exe). If the desired program has any other extension (for example **.com**), you can type **\*.com ENTER** in the dialog box, which shows the **.com**-files in the current directory.

### Ok

Saves all changes in the files **reg.dat** and **win.ini**, or in **wincmd.ini** for the viewer associations.

### Cancel

Ignores all changes and returns to Windows Commander.

### Help

Starts Windows Help with this page.

## Dialog box: Change attributes

Use this dialog box to change the attributes of the selected files, as well as the file's date and time.

**Warning:** Hidden and System files are shown only if the corresponding option is chosen in **Commands - Configuration**.

### Recurse subdirectories

**If directories are selected and you selected this option, the attributes of the files in these subdirectories will also be changed. Otherwise, only the attributes of the directories themselves are changed.**

<b>Archive (a)</b>	Here you can change the state of the archive bit. The archive bit is automatically set each time a file is changed.
<b>Read only (r)</b>	By setting the read only bit, you prevent the accidental erasure of important files. Windows Commander can delete files with this bit, but you are asked before.
<b>Hidden (h)</b>	Marks a file as hidden. Hidden files are not shown in a <b>dir</b> listing. Windows Commander can be configured to show hidden files. (See <a href="#">Configuration</a> )
<b>System (s)</b>	Marks a file as a system file. The files <b>IO.SYS</b> and <b>MSDOS.SYS</b> in the root directory of the boot drive are system files. System files cannot be moved by disk optimizers like <b>defrag</b> .
<b>Unchanged</b>	Leaves the attribute unchanged, as it was before.
<b>Set</b>	Will set the attribute for all selected files and directories, but <b>not</b> for the files in the subdirectories.
<b>Clear</b>	Will clear the attributes.
<b>Change date/time</b>	Choose this option to change the file's date and time.
<b>Date</b>	You can enter the desired date here. It must be in the format shown by the letters!
<b>Time</b>	Here you can enter the desired time. You can leave out the seconds (they will be set to 0)
<b>Ok</b>	Sets/Clears the selected attributes
<b>Cancel</b>	Returns to Windows Commander without making any change.
<b>Help</b>	Starts Windows Help with this page.

## Dialog box: Pack

With this dialog box, you can make settings for packing files. The files are then packed externally by one of the packers **pkZIP**, **ARJ** or **LHA**.

**Important:** You **must** specify the correct packer (zip, arj or lha) in front of the archive file, separated by a double point (:). Otherwise, the selected files will be copied/moved instead!

### Pack n files to the archive

ENTER the name of the archive where you want to place the selected files. If the archive does not exist, it will be created. When the dialog appears, a file name is proposed, which is composed of the target path and the source directory. You can choose any valid DOS filename.

### also pack path names (recursed only)

If you marked subdirectories for packing, they will be stored with their path **relative to the source directory**. Example: You selected the directory '**[test]**', which contains the file '**document.txt**'. In the archive, the file will be saved as '**test\document.txt**'. If this option is not checked, all files are packed without their path names.

### Recursively pack subdirectories

If you marked subdirectories for packing and selected this option, the directories you marked are searched for subdirectories and these are also packed. Example: If you selected the directory '**[Windows]**', then the directory '**windows\system**' will also be packed. Otherwise, only the files in the marked subdirectory are packed.

**Packer** Here you select the desired packer (**ZIP**, **ARJ**, **LHA**). If the selected packer is not in your path, you must ENTER the full path in **Commands - Configuration - Packer...** including the filename.

**Ok** Closes the dialog and starts the chosen packer.

**Cancel** Closes the dialog without packing the files.

See also:

- [Working with archives](#)

- [Dialog box: Unpack](#)

## Dialog box: Unpack

With this dialog box, you can choose settings for unpacking files. The files are then unpacked by one of the external unpackers **pkunZIP**, **ARJ** or **LHA**.

**Unpack n file(s) to** Enter the target path where you want to place the selected files. As a default, the path of the target directory is given. However, you can enter any valid path name.

### Unpack path names if stored with files

If you marked directories for unpacking, all files in these directories will be unpacked with their paths.

### Overwrite existing files

If this option is selected and a file in the archive already exists in the destination path, the destination file will be overwritten. Otherwise the unpacker asks for each file if it can be overwritten.

**Ok** Closes the dialog and starts the unpacker.

**Cancel** Closes the dialog without unpacking the files.

See also:

- [Working with archives](#)
- [Dialog box: Pack](#)

## Dialog box: Directory tree

With this dialog box you can choose the target path where you want to copy, move, pack or unpack the selected files.

### List box with directory tree

Contains the directory tree of the target drive. You can select a target directory with the cursor keys. By pressing ENTER, a double click on the desired directory or by pressing the **Ok Button** you can transfer the path to the calling dialog box.

### Quick search

If the dialog box with the directory tree is active, you can type the first letters of the desired directory. They are then shown in this field. The cursor is automatically positioned on the next directory starting with these letters. Press **CTRL+ENTER** to move the cursor to the next match.

### Ok

Closes the dialog and copies the selected path to the edit field.

### Cancel

Closes the dialog without changing the original path.

## Dialog box: System Information

In this dialog box, data on your computer is shown. On the left is shown data on your hardware, whilst on the right, there is data on your software. Some of these items will display garbage under Windows NT, since NT does not offer BIOS calls any more!

<b>CPU Type</b>	Type of the micro-processor (The Pentium cannot be detected yet).
<b>BIOS Version</b>	Revision date of the system BIOS (used for disk and screen access). On some computers, this information cannot be retrieved.
<b>Math. coprocessor</b>	The coprocessor supports the main processor with numeric calculations, mainly in spreadsheets like Excel.
<b>Display driver</b>	Shows the current display driver. This can be either a board-specific (i.e. ATI ULTRA) or a general purpose (VGA or Super VGA).
<b>Display resolution</b>	Shows the width and height of the screen in pixels, followed by the number of possible colors.
<b>Current printer</b>	Printer selected as the default.
<b>COM/LPT-Ports</b>	Number of serial and parallel ports. Serial ports are used to connect mice and modems, parallel ports mainly for printers.
<b>Installed RAM</b>	Main memory of the computer. The first number is the memory accessible from DOS, the second number is the amount of extended memory, which can be accessed from Windows.
<b>DOS version</b>	Version of the operating system.
<b>Windows version</b>	Version of Microsoft Windows.
<b>Windows mode</b>	Mode in which Windows runs at the moment. There are three different modes: - REAL (only 3.0): out of date mode, taken from Windows 2.0 - STANDARD: Mode for 80286, and for 80386 with little RAM - ENHANCED: Enhanced mode, only possible with 80386sx and above
<b>Swap file</b>	Size of the virtual memory simulated on your hard disk (only ENHANCED mode). This can be either <b>permanent</b> or <b>temporary</b> . In the latter case, the maximum size allowed is shown.
<b>Free memory</b>	Free memory, including memory simulated on disk (swap file).
<b>Free resources</b>	Free system resources in %. If this value gets too low, you cannot start additional programs. The shown value, normally called "free resources", is the minimum of free GDI (graphics) and USER (Window management) resources, shown in brackets.
<b>Time since win. start</b>	Elapsed time since Windows was last started. Unfortunately, the counter wraps to 0 approx. every 50 days.
<b>Temporary dir</b>	Defines the directory where programs put their temporary files. If nothing is shown here, add the following line to your <b>autoexec.bat</b> : <b>set temp=c:\temp</b> .Then create this directory <b>temp</b> . You can also choose any other directory, but you should <b>not</b> use an existing directory like c:\dos.
<b><u>Network</u></b>	Opens a dialog box with information on the installed network

## Dialog box: Network

Data on the installed network is shown in this dialog box. If the network is not directly supported by Windows, "No network installed" will be shown (e.g. TCP/IP network).

<b>Network-type</b>	Shows type of the network. Only networks directly supported by Windows are shown (e.g. Novell).
<b>Novell-Net</b>	If a Novell network is installed, some additional data is shown here if the file <b>nwnetapi.dll</b> is found.
<b>Connection nr.</b>	Network connection number
<b>Network nr.</b>	Network number
<b>Station address</b>	Address of the local computer

## Dialog box: Configure lister

**Display at startup:** Choose here how lister is started when **F3** is pressed in Wincmd. Lister can start up showing the file as **text**, **binary** (fixed width) or **hex**. When **Autodetect** is selected, lister can distinguish in a limited way between text files and binary files.

**Font at startup:** Choose here if lister should start up with the **ANSI-** (Windows), **ASCII-** (DOS) or **variable** font (Windows, text only). When **Autodetect** is selected, lister tries to distinguish between ANSI und ASCII text.

**Font:** Here you can select a font for the three possible font selections. **Warning:** When selecting a DOS font, also non-DOS fonts are listed because of a bug in the Windows standard dialog.

**Display width:** Choose a line width for the text and binary modes.





Start

## About Windows Commander

Windows Commander, © 1992-1995 by Christian Ghisler

All rights reserved, especially copying of the registered version, translation to foreign languages and the decompilation. This program is Shareware, please register it to allow further development of the program.

## Context Sensitive Topics

### [MAP]

#define dlg_search	100
#define dlg_usermenu	110
#define dlg_config	120
#define dlg_associate	130
#define dlg_attrib	140
#define dlg_pack	150
#define dlg_unpack	160
#define dlg_configpack	170
#define dlg_configfont	180
#define dlg_configcolor	190
#define registration	200
#define dlg_changetree	210
#define dlg_configconfirmation	220
#define dlg_sysinfo	230
#define dlg_network	240
#define dlg_configedit	250
#define dlg_configtabs	260
#define dlg_configbuttonbar	270
#define dlg_mainmenu	280
#define KEYBOARD	420