

## ZipShell Pro Help Index

[Commands](#)

[Procedures](#)

[Compression / Decompression Options](#)

[Explanation of Errors](#)

[Registration Information](#)

## ZipShell Pro Commands

### File Menu:

- [New Archive](#)
- [Open Archive/\(New or Current Window\)](#)
- [Close Archive](#)
- [Delete Archive](#)
- [Rename Archive](#)
- [Convert](#)
- [Make EXE](#)
- [MakeWinSFX](#)
- [Exit](#)

### Setup Menu:

- [Options](#)
- [Internal Extraction](#)

### Sort Menu

### ARJ Menu: (visible only when an ARJ file is open)

- [Test Archive Integrity](#)
- [Join Archive](#)
- [Extended File Info](#)

### ZIP Menu: (visible only when a ZIP file is open)

- [Test Zipfile Integrity](#)
- [Fix Corrupted Zipfile](#)
- [Extended File Info](#)

### Help Menu:

- [Help Index](#)
- [ZipShell Manual](#)
- [Order Form](#)
- [About](#)

**NOTE:** The ARJ and ZIP menus are only visible when an archive of the appropriate format is open.

## Sort Menu

The Sort Menu contains several commands which let you sort the files displayed in the main listbox according to various criteria. When you open an archive, the list is initially displayed in the "original order," the order that the files occur within the archive. You can choose to sort the list by filename, extension, length, or last modification date simply by selecting the appropriate command from the Sort Menu.

## Convert Archive

Selecting the **Convert** command from ZipShell's **File** menu will display the Convert Archive dialog. This enables you to convert an archive of any supported format to another format. The source archive is indicated at the top of the dialog, and there is a dropdown listbox listing four choices for destination format (ZIP 2.04, ZIP 1.10, ARJ, and LZH). Conversion to the ARC format is not supported, although you may convert from an ARC archive to any other archive format.

If you have ZipShell Pro set up to work with PKZIP 1.10, the ZIP 2.04 format will not be listed in the destination format listbox, since PKZIP 2.04 is needed for the conversion. See the [Archivers](#) section for information on configuring ZipShell Pro to work with different archivers.

To begin the conversion, simply select the desired destination format, and press the OK button. ZipShell Pro will automatically extract the archive and re-compress the extracted files into a new archive of the specified format.

For same format conversions (i.e. ZIP to ZIP, ARJ to ARJ), ZipShell Pro will save the original archive as a .BAK file, and the newly converted archive will be given the name of the original source archive.

When ZipShell Pro is finished with the operation, the converted archive will be opened and its contents displayed.

## Internal Archiving

Selecting this command from ZipShell Pro's **Setup** menu will bring up a window containing ZipShell Pro's internal compression/decompression options.

ZipShell Pro has the ability to extract and test most ZIP and ARJ archives internally, without shelling to DOS to use the appropriate unarchiver. It is also able to create and add to ZIP files internally, without using PKZIP.EXE. To enable these features, check both the "Use Internal Zip & Unzip When Possible" and "Use Internal Unarj When Possible" boxes.

**NOTE:** A 386 or better processor is required for internal ARJ and ZIP extraction.

## Extended File Info

This command is available under both the ARJ and ZIP menus when an archive of the appropriate type is open. Selecting this command will open a window which will display an extended listing of the current archive, such as might be displayed when using PKUNZIP.EXE or ARJ.EXE from the DOS prompt. It includes information not displayed in ZipShell Pro's main listing, such as time stamp, CRC, etc.

## **Compression / Decompression Options**

[ARJ Compression Options](#)  
[ARJ Extraction Options](#)

[ZIP Compression Options](#)  
[ZIP Extraction Options](#)

## Registration Information

ZipShell Pro is not public domain software, nor is it free. It is ShareWare. Non-licensed users are granted a 21-day period during which they may use ZipShell Pro on a trial basis, to see if it is suitable for their needs. After the 21-day trial period, users are required to register the program or discontinue using it.

The single-license registration fee for ZipShell Pro is \$29.95 (plus \$2.00 S/H in the US). In return you will receive a diskette containing the latest version of ZipShell Pro (without the nag screen!) and accompanying documentation files, along with a unique registration number. Additionally, your name will be displayed in the "About" box as the registered user. Registering ZipShell Pro enables us to continue to develop high-quality, inexpensive software for you to use, so please support the Shareware concept and register this program if you find it of use! Also, if you register you will be eligible for discounts on futures upgrades.

Commercial site licenses are also available. Please refer to ZSORDER.TXT for rates.

To order, please fill out the accompanying order form (ZSORDER.TXT), and send to:

NewVision  
800 5th Ave #382  
Seattle, WA 98104

To print out the order form, use an editor such as NOTEPAD or select the **Order Form** command from ZipShell Pro's **Help** menu.

### **Online Registration Via CompuServe**

You may also register ZipShell Pro by charging it to your CompuServe account. To do this, type GO SWREG at any CompuServe ! prompt, and use ID 1551. As soon as you do this, NewVision is notified, and you should receive your copy of ZipShell Pro in the mail within a week or so.

Additionally, if you have any questions, problems, comments, or suggestions regarding ZipShell Pro, contact us at the above address, or on CompuServe at 76020,732, on America Online at NewVision1, or by phone at (206) 557-8330. All comments and suggestions are appreciated and welcome.



## Enter Password

The file you have selected to view is scrambled with a password. You must enter the password in the box provided and press OK in order for the file to be extracted successfully. If you specify an incorrect password, you will receive an error.

## **Make EXE File / Module Size**

Using ZipShell Pro, you can create a stand-alone executable (EXE) file from any ZIP, ARJ, or LZH archive. Code is added to the archive which enables it to be extracted without the use of a separate unarchiving program (i.e., PKUNZIP, ARJ, or LHA). Thus, archives modified in this manner may be extracted by people who do not possess the original archiver, simply by executing the file.

When creating this self-extracting archive (sometimes referred to as an SFX file), some decompression code is attached to the file to enable it to run by itself. Therefore, the size of the archive is increased. When creating an EXE file with ZipShell Pro, you may specify either the large or small SFX module to be attached to the archive. They both contain the code necessary to decompress the archive; however, the larger archive contains code which gives the EXE file greater capabilities, such as the creation of subtrees. The large SFX module usually adds about 10K extra to your archive.

It is suggested that unless you need one of the capabilities provided only by the large SFX module, you use the small SFX module instead. This will result in a more compact EXE file. To determine what capabilities are supported by the different SFX modules, refer to the documentation that comes with the appropriate archiver.

## Make EXE File

Using ZipShell Pro, you can create a stand-alone executable (EXE) file from any ZIP, ARJ, or LZH archive. Code is added to the archive which enables it to be extracted without the use of a separate unarchiving program (i.e., PKUNZIP, ARJ, or LHA). Thus, archives modified in this manner may be extracted by people who do not possess the original archiver, simply by executing the file.

To create an EXE file from an existing archive, simply open the archive and choose the **Make EXE** command from ZipShell's **File** menu. ZipShell Pro will activate the appropriate archiver, which will attach the necessary code to make the archive a self-extracting EXE file. When the process is complete, the newly created EXE file will be opened in a new window for your inspection.

ZipShell Pro treats self-extracting archives just like any other archive. You can perform any action on such a file that you can on any archive, such as extracting files, adding files, deleting files, etc.

## ZIP Extraction Options

When you extract files from a ZIP file, a window will appear with the following extraction options.

### **-o: Overwrite Existing Files**

If this box is checked, files in the archive will overwrite existing files with the same names when they are extracted. If this box is not checked, ZipShell Pro will check for the presence of files before extracting, and if duplicate names are found, will ask you whether to delete the existing file, or skip the file's extraction.

### **-d: Recreate Stored Paths**

If this box is checked, any files stored with path information will be extracted using this information. That is, they will be extracted to the subdirectories stored in the ZIP file.

### **-\$: Extract Volume Label**

If this box is checked, any volume label stored in the ZIP archive will be extracted to the drive that the files are being extracted to.

### **-s: Unscramble With Password**

Checking this box will cause PKUNZIP to descramble any scrambled files with the password given in the text box below the option. You must specify a password in order to extract garbled files. Specifying and password for non-scrambled files will have no effect on them.

## ZIP Compression Options

When you add files to a ZIP file or create a new one, a window will appear with the following compression options.

### Compression Options

ZipShell Pro lets you specify the method of compression used to compress your files. The choices shown depend on which version of PKZIP you are using.

#### Version 1.10

The first option, "**-ex: Use Imploding**", is the default, and generally results in better compression and uses less memory than the other options. However, there are three more available options. The "**-es: Use Shrinking**" option uses more memory and generally is not as efficient. The other two options are combination of the above options. The "**-ea: Implode ASCII, Shrink Binary**" option will Implode all ASCII files (generally documents) and Shrink all binary files (programs, etc). The "**-eb: Implode Binary, Shrink ASCII**" options does just the opposite.

#### Version 2.04

The first option, "**-ex: Max compression**", results in the best compression ratios, but takes the most time. The last option, "**-es: Super-fast compression**", takes the least time but also compresses the least. The middle two options are compromises between speed and compression. The second option, "**-en: Normal compression**", is the default when using PKZIP from the DOS command line.

#### **-P: Include Pathnames**

Checking this box will cause PKZIP to include pathnames inside the ZIP file. Files can then be restored to their original locations during extraction.

#### **-!: Use Authenticity Verification**

This option is available only to registered users of PKZIP who have inserted an authenticity code into their copy of PKZIP.EXE using the PUTAV.EXE program provided with PKZIP. Checking this box will insert this authenticity code into a ZIP file. If a file created with this code is subsequently modified, a Warning Error will be reported when the file is tested or files are extracted from it.

#### **-b: Store Temp Zipfile on Drive**

When PKZIP updates an archive, it creates a temporary file which can consume considerable disk space. Normally, the file is created on the same drive as the ZIP archive which is being updated is located. This can cause Disk Full errors to occur if you are working with a ZIP archive on a floppy disk, even if it seems there is plenty free space. To fix the problem, check this option, and set the drive box below it to a local hard drive. This will cause PKZIP to store the temporary file on the specified disk, freeing up space on the floppy.

#### **-\$: Add Volume Label Of Drive**

Checking this option will cause the volume of the drive indicated by the drive box below to be added to the ZIP file. It can then be restored during extraction.

#### **-s: Scramble With Password**

Checking this option will cause all files added to a ZIP file in the current operation to be scrambled using the password specified in the text box below. **REMEMBER THIS PASSWORD**, because neither ZipShell Pro nor PKZIP retains it. It is necessary to specify the password in order for the files to be successfully extracted.

## ARJ Extraction Options

When you extract files from an ARJ archive, a window will appear with the following extraction options.

### **-jy: Overwrite Existing Files**

If this box is checked, files in the archive will overwrite existing files with the same names when they are extracted. If this box is not checked, ZipShell Pro will check for the presence of files before extracting, and if duplicate names are found, will ask you whether to delete the existing file, or skip the file's extraction.

### **-\$: Extract Volume Label**

If this box is checked, any volume label stored in the ARJ archive will be extracted to the drive that the files are being extracted to.

### **-jr: Recover Broken Files**

Checking this option will allow ARJ to extract files with CRC errors, as well as extract files from archives with more serious errors. It should be noted that files extracted with this switch on may contain errors. Also, after the extraction process is complete, a Fatal Error will be reported. This is normal and does not indicate a serious problem.

### **-g: UnGarble With Password**

Checking this box will cause ARJ to descramble any scrambled files with the password given in the text box below the option. You must specify a password in order to extract garbled files. Specifying and password for non-scrambled files will have no effect on them.

## ARJ Compression Options

When you add files to an ARJ file or create a new one, a window will appear with the following compression options.

### Compression Method

There are five available compression methods to choose from. The first, **-m0**, simply stores files in an ARJ archive and does not compress them. The remaining options, from **-m1** to **-m4**, are each faster, compress less, and consume less memory than the previous option. The option **-m1**, which delivers maximum compression, is the default option.

### -k: Keep a .BAK of ARJ Archive

If this box is checked, and an ARJ archive is about to be modified, a backup copy of the archive will be created with a BAK extension before the original archive is changed. If a BAK file already exists, it will be deleted.

### -e: Exclude Pathnames

If this box is checked, ARJ will NOT include a file's path in the ARJ archive. ARJ's default method is to include pathnames, so if you do not want them, it is essential to keep this box checked. If this box is clear, files added to an ARJ archive will include their paths.

### -w: Use Working Drive

When ARJ updates an archive, it creates a temporary file which can consume considerable disk space. Normally, the file is created on the same drive as the ARJ archive which is being updated is located. This can cause Disk Full errors to occur if you are working with an ARJ archive on a floppy disk, even if it seems there is plenty free space. To fix the problem, check this option, and set the drive box below it to a local hard drive. This will cause ARJ to store the temporary file on the specified disk, freeing up space on the floppy.

### -\$: Add Volume Label Of Drive

Checking this option will cause the volume of the drive indicated by the drive box below to be added to the ARJ file. It can then be restored during extraction.

### -g: Garble With Password

Checking this option will cause all files added to an ARJ file in the current operation to be scrambled using the password specified in the text box below. **REMEMBER THIS PASSWORD**, because neither ZipShell Pro nor ARJ retains it. It is necessary to specify the password in order for the files to be successfully extracted.

## Make WinSFX

Selecting the **MakeWinSFX** command from ZipShell Pro's **File** menu causes ZipShell Pro to convert the current ZIP archive into a Windows Self-Extracting Archive. The resulting file will have an EXE extension and can extract itself on any system running Windows, without the use of PKUNZIP.EXE, ZipShell Pro, or any other program or DLL.

Traditionally, self-extracting archives have been DOS-only programs, such as those made with PKWARE's ZIP2EXE.EXE. Now, ZipShell Pro allows users to turn ZIP archives into Windows self-extracting archives. Such archives are still 100% compatible with PKZIP.EXE and PKUNZIP.EXE, should they need to be extracted from a DOS prompt.

ZipShell Pro only can create a WinSFX file from ZIP archives created with PKZIP 2.04 or ZipShell Pro's internal zipper. If you attempt to create a WinSFX file from a PKZIP 1.10 archive, ZipShell Pro will offer to convert it first to a PKZIP 2.04 archive, and then turn it into a Windows self-extracting archive.

Features not supported for WinSFX files include password encryption and extraction of path names.



## Help Index

Selecting the **Help Index** command from ZipShell's **Help** menu brings up this help file and displays its index.

## About

Selecting the **About** command from ZipShell Pro's **Help** menu will cause ZipShell Pro to display a window containing information such as version number, copyrights, NewVision's address, etc. Also displayed are your computer's CPU type, and the mode in which Windows is currently running.

## Order Form

Selecting the **Order Form** command from ZipShel Prol's **Help** menu will cause ZipShell Pro to open the file ZSORDER.TXT using NOTEPAD. You may then view and print this file, if you wish.

For information about registering ZipShell Pro, see [Registration Information](#).

## **ZIPHELL.WRI**

Selecting the **ZIPHELL.WRI** command from ZipShell Pro's **Help** menu will cause ZipShell Pro to launch WRITE.EXE and open the file ZIPHELL.WRI for you to view. This file contains general instructions and other important information about ZipShell Pro.

## **File: Exit Command**

Selecting the **Exit** command from the **File** menu closes ZipShell Pro. It is not necessary to close any open archive with the **Close Archive** command first.

It is best not to exit ZipShell Pro while one of the archivers it launched is still running. If you do, ZipShell Pro will leave several temporary files on your hard drive that it normally would have cleaned up.

## **ZipShell Pro Procedures**

[Adding Files To An Archive](#)

[Closing An Archive](#)

[Creating A New Archive](#)

[Deleting File\(s\) Within An Archive](#)

[Deleting An Entire Archive](#)

[Drag And Drop Operation](#)

[Error Detection](#)

[Extracting Files From An Archive](#)

[Opening An Archive](#)

[Renaming An Archive](#)

[Viewing A File Within An Archive](#)

[Working With Archive Comments](#)

[ZipShell Pro Setup](#)

## Error Detection

ZipShell Pro performs error detection when working with DOS-based archivers. This means that when ARJ.EXE, LHA.EXE, PKZIP.EXE, or PKUNZIP.EXE reports an error, ZipShell Pro intercepts it and delivers the error to you. If you receive an error, you will always have the option of pressing the help button for more information about the nature and solution of the error.

## Working With Archive Comments

**NOTE:** ZipShell Pro only supports archive comments in archives of ZIP or ARJ format. ZipShell Pro does not currently support comments for individual files within an archive, only for comments for the archive itself.

When you open a ZIP or ARJ archive, the comment button will be enabled. If the button shows the word "NOTE" written in red on the picture of the piece of paper, it means that the file contains an archive comment. If the word "NOTE" is missing, the file does not contain a comment.



Indicates no comment included in archive.



Indicates a comment is included in the archive.

If a comment is present, click on the comment button to view it. Whether or not a comment is present, you may click on the comment button to bring up the comment editor. Here you may view the file's comment (if any), and make any changes to it you wish. You may copy text into the clipboard with another application and then paste it into the comment with the paste button. When you are done viewing/editing the comment, press OK. If the comment has changed, ZipShell Pro will ask you if you wish to save the new comment back into the archive. If you reply 'yes', the new comment will be inserted into the archive.

**NOTE:** Many archives downloaded from BBS's contain BBS advertisements which may look rather strange in Windows' proportional font. To better view these, check the "Fixed Pitch Font" box at the bottom of the window.



## **File: New Archive Command**

Selecting the **New Archive** command from ZipShell Pro's **File** menu opens up a new (untitled) window, which you may then add files to.

**NOTE:** ZipShell Pro allows a maximum of 6 archives to be open at once. If you have already have this number of files open when selecting the File...New command, ZipShell Pro will request that you close an existing archive before trying to create a new one.

There are two methods of adding files to a new archive:

### **Method 1**

You may select and drag any number of files from the File Manager and drop them anywhere on ZipShell Pro's window or icon. You will be prompted for a filename for the new archive. You may choose to create an ARJ, ARC, LZH or ZIP file, merely be using the appropriate file extension when specifying the name for your archive. You will then be asked for confirmation, and if the file is a ZIP or ARJ file, you will be presented with a list of available compression options. See **Drag And Drop Operation** for more information on using ZipShell Pro's drag and drop capabilities, or **ZIP Compression Options** or **ARJ Compression Options** for more information on options available during compression.

### **Method 2**

Press the **Add Files** button, which will bring up a window that enables you to navigate your system looking for files you wish to add. When you press this window's OK button, you will be prompted for the new archive's name and location. Enter any valid name and ZipShell Pro will activate the appropriate archiver to compress the files. When the archiver is finished, ZipShell Pro will open the newly created archive and display its contents.

## ARJ: Test Archive Integrity Command

**NOTE:** The ARJ menu is available only when an ARJ archive is open.

Selecting the **Test Archive Integrity** command from the **ARJ** menu will cause ZipShell Pro to launch ARJ.EXE to test the current archive's integrity. You should use this command if you suspect an archive has been corrupted. If an error is found in the archive, it will be reported; otherwise, it will be stated that no errors were found.

If you have internal extraction for arjfiles turned on, this process will be done internally and will not require ARJ.EXE.

If an error is found using this command, you should extract all the files in the archive using the **"-jr: Recover Broken Files"** option, and then create a new archive with the extracted files. Be careful, though, because some of the extracted files may contain errors.

## ZIP: Test Zipfile Integrity

**NOTE:** The ZIP menu is available only when a ZIP archive is open.

Selecting the **Test Zipfile Integrity** command from the **ZIP** menu will cause ZipShell Pro to launch PKUNZIP.EXE to test the current zipfile's integrity. You should use this command if you suspect an archive has been corrupted. If an error is found in the archive, it will be reported; otherwise, it will be stated that no errors were found.

If you have internal extraction for zipfiles turned on, this process will be done internally and will not require PKUNZIP.EXE.

If a correctable error is found using this command, you should repair the zipfile using the Fix Corrupted Zipfile command.

## ZIP: Fix Corrupted Zipfile Command

**NOTE:** The ZIP menu is available only when a ZIP archive is open.

Selecting the **Fix Corrupted Zipfile** command from the **ZIP** menu will cause ZipShell Pro to launch PKZIPFIX.EXE (which comes with PKZIP.EXE) to fix the current zipfile. You should use this command to reconstruct a damaged zipfile so files can safely be extracted from it. Note that even after a file has been fixed using this command, you may still receive Bad CRC errors.

PKZIPFIX.EXE reconstructs the zipfile and names it PKFIXED.ZIP. After PKZIPFIX is done, ZipShell Pro automatically opens up PKFIXED.ZIP and displays it's contents.

## **ARJ: Join Archive Command**

**NOTE:** The ARJ menu is available only when an ARJ archive is open.

Selecting the **Join Archive** command from the **ARJ** menu will let you combine your current ARJ archive with another ARJ archive. After selecting this command, you will be presented with two dialog boxes. The first allows you to choose which other ARJ file you wish to join to the current ARJ file. The second allows you to define the name of the new ARJ file to be created from the two others. Note that the new ARJ file cannot have the same name as one of the files it is being created from.

After you press 'OK' on the second dialog box, ZipShell Pro will activate ARJ.EXE to join the archives. When ARJ.EXE is finished, ZipShell Pro will open the newly created archive and display its contents.

## **File: Close Archive Command**

To close an open archive, choose the **Close Archive** command from the **File** menu. If no archive is open, selecting this command will have no effect.

The primary use for this command is to clear the screen so that a new archive may be created in the current window. It is not necessary to close one archive before opening another, or before exiting the program.

## Drag And Drop Operation

One of ZipShell Pro's most useful features is its use of the Windows 3.1 File Manager's drag and drop capabilities. This provides an easy, intuitive way to add files to an existing archive, or to create a new one.

**To add files to an existing archive** using the drag and drop method, first use ZipShell Pro to open the archive to which you wish to add more files. Next, open the File Manager (if it is not already open), and select the files you wish to add. Then drag these files and drop them anywhere on the main ZipShell Pro window (or its icon, if it's minimized). A dialog box will appear, listing the names of the files you have dropped on ZipShell Pro, and ask you to confirm their addition to the current archive. In addition, you are asked if you wish to delete the original files after they are zipped. The default answer (if you press "Enter" in response to the question) is "No," which means that the files will be left in their original location after zipping. If you decide you do not want to add any files at this time, press the Cancel button.

After selecting "Yes" or "No" (depending on whether you want to delete the original files after zipping or not), ZipShell Pro will activate the appropriate archiver to update the archive. When the archiver is done, ZipShell Pro will re-read the archive and update its statistics.

**To create a new archive** using the drag and drop method, you follow similar steps. The only difference is that before you drop any files on ZipShell Pro, no archive should currently be open in the active window. (See Closing An Archive for more information.) Then the files will be added to a new archive. As soon as you drop the files onto ZipShell Pro, a dialog box will appear prompting you for a filename and directory for the new archive. Choose the directory you want it to be created in, type in the name of the archive, and press OK. If you do not specify an extension, ZipShell Pro assumes you wish to create a ZIP file. If you wish to create an ARJ, LZH or ARC file instead, be sure to include its extension when specifying its file name. After you do this, the next dialog box will appear, listing the names of the files about to be added to the new archive. Proceed as outlined above.

## **File: Delete Archive Command**

ZipShell Pro allows you to delete an entire archive. To do so, open the file you wish to delete, then choose the **Delete Archive** command from the **File** menu. A message box will pop up asking you to confirm the deletion, and if you reply "yes", the file will be deleted. The Delete Archive command is only available while an archive is open.

Note that this command deletes an **ENTIRE** archive. If you wish to delete particular file(s) within an archive, see [Deleting Files Within an Archive](#).



## File: Rename Archive Command

If you wish to rename an archive, it must first be open. (See [Opening An Archive](#) for more information.) Then select the **Rename Archive** command from the **File** menu of ZipShell Pro's main window. You will be shown a dialog box with which you can specify the new name and path for the archive.

Note that you can use this command to move the file from one directory to another, AS LONG AS BOTH DIRECTORIES ARE ON THE SAME DRIVE. You cannot use this command to copy or move an archive from one drive to another. For example, if your current archive is "c:\windows\newstuff\utility.zip", you may rename it to "c:\dos\utility\new.zip." The file will then be renamed and moved from one location to the other. You can not, however, rename the above file to "d:\temp\utility.zip," because that involves a different drive. If you attempt to do this, ZipShell Pro will generate a "Could not rename file" error.

If you specify a filename which already exists, you will be asked if you wish to overwrite the existing file. If you reply "yes," the existing file will be deleted so that the new file may be moved into its place.



## Extracting Files From An Archive

In order to **extract** files from a archive, you must have first **opened** it. Then click on the Extract button at the bottom of the screen. A dialog box will appear with two list boxes: the first (which initially contains all of the files within a archive) lists files which are to be extracted, and the second (which is initially empty) lists files which are NOT to be extracted. To move a file from one box to the other, double-click on it, or select it and choose the Move button. All the files in one box can be moved to the other by choosing the appropriate Move All button.

Once you have placed all the files in the appropriate list box (according to whether or not you wish to extract them) and examined the extraction path (see below), choose the Extract button. After you do this, ZipShell Pro will then activate the appropriate archiver to decompress whichever files you have selected for extraction.

**NOTE:** If the archive you are working with is a ZIP or ARJ file, an additional window will appear before ZipShell Pro activates the appropriate unarchiver, listing available extraction options. See [ARJ Extraction Options](#) or [ZIP Extraction Options](#) for more information.

### Extraction Path

At the very bottom of the dialog box is a combo box containing the Extraction Path. This is the directory in which ZipShell Pro will place the extracted files. If the directory shown is not the directory into which you wish to extract files, either scroll down the list to choose from any of the given directories, or type in the name of a different directory.

**NOTE:** If you wish to save your Extraction Path into ZIPSHELL.INI so that you do not have to type it in again, use the **Paths** command from ZipShell Pro's **Options** window. See [ZipShell Pro Paths](#) for more information.

The term "extracting files" (also called "unzipping" when in reference to ZIP files) is the process of expanding them, or decompressing them, from their compressed state into their original, uncompressed state, in order to make them usable.



## Viewing A File Within An Archive

To view a file within an archive, you must first **open the archive** which contains the file you wish to view. Then simply select the file in the listbox, and press the View button. Alternatively, you may double-click on the filename. In either case, ZipShell Pro will execute the appropriate de-archiver to extract the selected file to a temporary location. After the de-archiver has finished, ZipShell Pro will launch the editor you have specified under the "**Default Editor**" section of the **Options** window. If you haven't specified any editor, ZipShell Pro uses Windows' NOTEPAD.EXE. After the editor is launched, it will open up the extracted file for you to view.

If the file you want to view is associated with a program in the [Extensions] section of your WIN.INI file, ZipShell Pro will retrieve this information. For information on how to specify which viewer to use in this case, see the "**Viewer Behavior**" section of the **Options** window.

**NOTE:** All files unzipped for viewing will be deleted when ZipShell Pro is closed. If you wish to retain any of these files, use the "**Save As**" command from the editor you are using to save the file to a different location.

## File: Open Archive Command

The process "opening an archive" refers to reading its directory in order to determine its contents. An archive must be opened before any other operations can be performed on it. There are two methods you may use to open an archive with ZipShell Pro.

### Method 1

To open an archive, choose the **Open / Current Window** command (to open the archive in the current window, replacing any currently open archive), or the **Open / New Window** command (to open the archive in a new, empty window) from the **File** menu. Select the file you wish to open from the directory and file lists provided, and ZipShell Pro will open it for you.

After ZipShell Pro has finished reading the file, it will display its contents on the screen. The file's name, **length**, **size**, compression ratio, and last modification date are displayed. (For ZIP and ARJ files, additional information may be displayed, such as the fact that a particular file is encrypted.) From this point, you can go on to perform any operations on the archive (deleting, extracting, adding, viewing, etc.) you wish to.

### Method 2

You may also open an archive by dragging it from the File Manager and dropping it onto ZipShell Pro. It will then automatically be opened for you in the current window. If you do this, make sure you only drag one file at a time, and that it has a ZIP, ARJ, LZH or ARC extension. If these conditions are not met, ZipShell Pro will begin the process of adding the dropped file(s) to the current archive. (See **Drag And Drop Operation** for more information.)

### See Also

**Extracting An Archive**

The length of a file within an archive is its uncompressed size, or in other words, its original size before it was compressed.

The size of a file within a an archive is its compressed size; the amount of space it takes up inside the archive.



## Deleting File(s) Within An Archive

To delete files from within an archive, you must first have **opened the archive**. Then simply select the file or files you wish to delete from the list, and press the Delete button. ZipShell Pro will ask you if you are sure you wish to proceed with the deletion, and if you reply "yes", ZipShell Pro will execute the appropriate archiver to delete the file(s) from within the archive. After the archiver has finished this operation, ZipShell Pro will re-read the archive in order to update the file list.

**NOTE:** This operation should be used with caution, since files deleted in this fashion are unrecoverable.





## Adding Files To An Archive

There are two main ways to add files to an archive. To add files to an existing archive, you must first have **opened** it.

### **Method 1**

You may add files to an archive using drag and drop. To do this, simply drag any number of files from the File Manager and drop them on top of ZipShell Pro while an archive is open. ZipShell Pro will ask you to confirm whether you wish to add the files to the archive. It will also ask you if you wish to delete the files after they have been added. After you reply to this query, you will be presented with the ARJ or ZIP compression options (if the current archive is of ZIP or ARJ format), and then ZipShell Pro will activate the appropriate archiver to add your files to the archive. See **Drag and Drop Method** for more information.

### **Method 2**

Click on the Add Files button at the bottom of the screen. A dialog box will appear prompting you for the files you wish to add to your archive. On the left are the drive/directory/file boxes which enable you to navigate through your system looking for files. When you see a file you wish to add, simply double-click on it, or select it and click on the Add Selected File button. The name of the file will appear in the right-hand box, which contains names of all the files to be added. If you wish to add all the files in the currently displayed subdirectory, click on the Add All button, and a line something like c:\dos\\*. \* will appear in the list box on the right, indicating that all the files in the c:\dos directory will be added to the archive. When you are finished selecting files, click the OK button. If you are adding files to a ZIP or ARJ file, an additional window will be displayed allowing you to choose from various compression options. See **ZIP Compression Options** and **ARJ Compression Options** for more information.

When you have completed these steps, ZipShell Pro will activate the appropriate archiver to add the files to the current archive. When the archiver is finished, ZipShell Pro will re-read the archive in order to update its display.

## Font Command

Selecting the Font command from the Display Options window brings up a dialog box allowing you to select a font to be used in the listbox in ZipShell Pro's main window. Only fixed-pitch fonts are shown, and the size is restricted to between 8 and 16 pts. The default font is Windows' FixedSys font.

**NOTE:** At larger point sizes with some fonts, the display may appear garbled. If this happens, either reduce the size of the font (to 10 or 12 points) or change which font you are using.

## **Color Command**

Selecting this command from the Display Options window brings up a dialog box allowing you to select any of Windows' standard colors. The color you select will be applied as the background color to all list and text boxes within the program.



## Paths

The "paths" window displays a list of directory paths ZipShell Pro uses for various operations, and allows you to edit and/or browse them. To make a set of paths active, just enter them and press OK. If you want them to be the default paths everytime ZipShell Pro starts, select the Save button.

If you wish to select a path from the directory listing to the right (instead of typing it in manually), first select the path you wish to work with by clicking on it with the mouse. You will know a path has been selected when a black box appears around its frame. After selecting a path, just double-click on the appropriate directory in the list. Below is a description of each of the paths.

### **Extraction Path**

This is the path ZipShell Pro uses when extracting an archive. Regardless of where the archive is located, the files residing within the archive will be extracted to this location. You may also edit the Extraction Path during the extraction process; you don't need to bring up the paths window to change the Extraction Path, only to save it as the default.

### **Open Archive Path**

When ZipShell Pro is given the **Open Archive** command, it displays a list of archives for you to choose from. The directory it first looks in is the Open Archive Path. This is especially useful if you regularly download compressed files to a particular directory. Simply use the browse button to locate that directory, then press the Save button, and everytime ZipShell Pro displays the open archive window, it will first display the contents of that directory.

### **Add Files Path**

The Add Files Path is simply the path that ZipShell Pro first displays in the Add Files window (i.e. when you are adding files to an existing archive, or creating a new one).

## ZipShell Pro Options

Selecting the Options command from ZipShell Pro's Setup menu brings up a window which contains options and preferences which you can configure to make ZipShell Pro work best for you. There are four different types of options:

General Options

Display Options

ZipShell Pro Paths

Archivers



## Archivers

The Archivers window (accessed from the Options command from ZipShell Pro's Setup menu), lets you specify location of all the archivers which ZipShell Pro supports. Simply type in the full name and path of the archivers in their appropriate locations, and press OK to save the information to disk. Alternatively, click on one of the fields to activate it, then press the "?" key to bring up a dialog box allowing you to browse for the appropriate archiver.

Setting up these paths before using ZipShell Pro is not necessary. If ZipShell Pro is unable to find an archiver which it requires to complete an operation, it will prompt you for its location and save the information to disk.

**NOTE:** It is important that you accurately indicate which version of PKZIP you are using, version 1.10 or version 2.04. You select the version by checking the appropriate option button next to the "PKZIP.EXE" label. If you indicate an incorrect version, you will receive many spurious error messages when attempting to work with ZIP files.



## Display Options

Going to the Display Options window (using the Options command from ZipShell Pro's Setup menu), brings up a window with a "sample" listbox on the top. Use the commands available to alter the appearance of the listbox, and when you are satisfied, press the OK button to save the changes and apply them to ZipShell Pro's main window. Below are explanations of the different options.

Color Command

Font Command



## General Options

### Display Open ZIPFile Window On Startup

If this option is checked, the Open Archive Window will be displayed immediately after startup, just as if you had selected the **Open Archive** command from the **File** menu. This is for people who primarily use ZipShell Pro to unzip programs downloaded from BBS's, etc.

### Exploding Windows

If this option is checked, every time ZipShell Pro creates a new window, it will appear to "explode" outwards from its central point. This is an interesting special effect, but on computers with slow graphics cards, the process may be slow or annoying. In that case, you may turn it off by unchecking the option and pressing the "OK" button to save your preference to ZIPSHELL.INI.

### Disable On Startup

This option, just below the **Exploding Windows** option, is only enabled when the Exploding Windows option is checked. It allows you to disable the explosion of ZipShell Pro's main window. All other windows will be exploded as usual. It's main purpose is for users who start ZipShell Pro in a minimized mode (via a Program Manager group, for instance). If this box is NOT checked, and ZipShell Pro is started in a minimized mode, the exploding effect will cover part of the screen with a gray rectangle that is more or less permanent until something else is put on top of it.

### Viewer Behavior

This is a group of three option buttons, which tell ZipShell Pro which viewer to use when viewing files.

If the option "**Always Use Default Editor**" is checked, the editor specified in the **Default Editor** box below will always be used to view files.

If the option "**Always Use Associated File, If Any**" is checked, ZipShell Pro will always use whatever program is associated with the type of file you are trying to view. If no program is associated with the file you are viewing, ZipShell Pro will use the Default Editor instead.

If the option "**Prompt For Viewer To Use**" is checked, ZipShell Pro will ask you which viewer to use each time you try to view a file, providing it can find an association for the file you are viewing. If it can not, it will use the Default Editor without asking you for confirmation.

### Default Editor

Use this section to specify which editor you wish ZipShell Pro to launch when it unzips files for you to **view**. The default is Windows' NOTEPAD.EXE. If you would like to add a program to the list, select the **Add To List** item at the bottom of the drop-down box. A dialog box will appear allowing you to select a file to add to the editors list.

### Associate Command

Clicking on this button will cause ZipShell Pro to edit the [Extensions] section in your WIN.INI file. After this is done, all ARJ, ARC, LZH and ZIP files are said to be "associated" with ZipShell Pro. What this means is that when you try to run one of these archives (by double-clicking on it in the File Manager, or using the "Run" command from the Program Manager, for example), ZipShell Pro will be launched first and will open the archive automatically and display its contents.



## ZipShell Pro Error Index

Click on any of the following errors to see a full explanation of it and possible solutions.

- [Error 201: Archive Structure Error](#)
- [Error 202: Missing Or Empty Archive](#)
- [Error 203: Out Of Memory](#)
- [Error 204: Temp File Failure](#)
- [Error 205: Input File Read Failure](#)
- [Error 206: Nothing To Do!](#)
- [Error 207: Output File Write Failure](#)
- [Error 208: File Not Found Or No Read Permission](#)
- [Error 210: Multi-Disk Archive, Not Supported](#)
- [Error 211: Bad CRC](#)
- [Error 212: Disk Full](#)
- [Error 213: File Skipped, Encrypted](#)
- [Error 214: File Skipped, Unknown Compression Method](#)
- [Error 215: Bad Parameters](#)
- [Error 216: ARJ SECURITY error](#)
- [Error 217: Too Many Files](#)
- [Error 218: Archive is READ ONLY](#)
- [Error 219: Unsupported Compression Type for SFX](#)

## Error 219: Unsupported Compression Type for SFX

**Applies To:** ZIP2EXE.EXE

**Cause:** This error occurs when you are creating a DOS self-extracting (EXE) archive from a ZIP archive. In order to reduce the size of the self-extracting archive, the SFX module does not support all compression types. The version of ZIP2EXE.EXE which ships with PKZIP 2.04 does not support the impllosion method of compression, for example.

**Solution:** Choose the Convert command from ZipShell Pro's **File** menu to convert the ZIP archive to the appropriate version. For example, if you are using ZIP2EXE.EXE version 2.04 to create self-extracting archives, and you have an archive which contains imploded files (denoted by a "1" in ZipShell Pro's display list), convert the archive to ZIP 2.04 format and then try again.

## **Error 218: Archive is READ ONLY**

**Applies To:** PKZIP.EXE

**Cause:** The ZIP archive you are working with is marked with the READ ONLY attribute and cannot be modified.

**Solution:** Use Windows' File Manager or other file management tool to clear the READ ONLY attribute from the archive, and try again.

## **Error 217: Too Many Files**

**Applies To:** PKZIP.EXE

**Cause:** This error message indicates that you tried to add or delete too many files at once.

**Solution:** Try your operation again, this time specifying fewer files for deletion or compression.

## **Error 216: ARJ\_SECURITY error**

**Applies To:** ARJ.EXE

**Cause:** This error will occur when you try to update an ARJ-SECURED archive, or when the security envelope of the ARJ file you are working with has been violated.

This version of ZipShell Pro does not support the manipulation of ARJ-SECURED archives other than extraction.

**Solution:** If you receive this error while extracting files, the archive you are using is probably corrupted. Use an uncorrupted copy.

## **Error 215: Bad Parameters**

**Applies To:** ARJ.EXE, PKUNZIP.EXE, PKZIP.EXE

**Cause:** The most probably cause of this error is that you are using ZipShell Pro with a version of ARJ, PKZIP, or PKUNZIP which is not supported. Also, when running PKZIP or PKUNZIP, this error will result if ZipShell Pro is set up to use PKZIP or PKUNZIP 2.04, but it is version 1.10 of these programs which you are using.

**Solution:** Make sure ZipShell Pro is properly configured for the archivers you are using.

## **Error 214: File Skipped, Unknown Compression Method**

**Applies To:** Internal Unarj, Internal Unzip

**Cause:** This error occurs when ZipShell Pro's internal extraction routines encounter a file which they can't deal with, because the file employs an unknown method of compression.

**Solution:** Try turning off internal extraction and using ARJ.EXE or PKUNZIP.EXE to extract the file. Also contact NewVision for information about upgrading your copy of ZipShell Pro.

## **Error 213: File Skipped, Encrypted**

**Applies To:** Internal Unarj, Internal Unzip

**Cause:** This error will occur when trying to extract encrypted files from ARJ or ZIP archives when using ZipShell Pro's internal extraction routines.

**Solution:** Normally, ZipShell Pro detects the presence of encrypted files and automatically uses ARJ.EXE or PKUNZIP.EXE to extract encrypted files. If it does not, turn off ZipShell Pro's internal extraction and try again.



## Error 212: Disk Full

**Applies To:** ARJ.EXE, LHA.EXE, PKUNZIP.EXE, PKZIP.EXE, ZIP2EXE.EXE, Internal Unzip

**Cause:** This error occurs when the target drive of an archive operation is full.

**Solution:** If you are modifying a ZIP archive on a floppy drive in any way, try using the -b (Store Temp Zipfile on Drive) option and assign a local hard drive as the working drive. (See [Zip Compression Options](#) for more information about this option.) If you are modifying an ARJ archive on a floppy drive, try using the -w (Use Working Drive) option. (See [Arj Compression Options](#) for more information on the -w option.) This will free up space on floppies during compression operations. If you are modifying an archive on a hard drive or extracting files from an archive, try freeing up space on the target drive.

## **Error 211: Bad CRC**

**Applies To:** ARJ.EXE, LHA.EXE, PKUNZIP.EXE, Internal Unarj, Internal Unzip

**Cause:** The file being extracted or tested has become corrupted. Be cautious when using such files. PKUNZIP.EXE will also produce this error for ZIP archives which fail their Authenticity Verification checks.

**Solution:** Use an uncorrupted copy of the archive, if available.

## **Error 210: Multi-Disk Archive, Not Supported**

**Applies To:** Internal Unzip

**Cause:** ZipShell Pro's internal archiving routines cannot handle ZIP archives that span multiple floppy disks.

**Solution:** To work with archives that span floppies, use PKUNZIP.EXE from the DOS command line.

## Error 208: File Not Found Or No Read Permission

**Applies To:** ARJ.EXE, PKUNZIP.EXE, PKZIP.EXE, ZIP2EXE.EXE, Internal Unarj, Internal Unzip, Internal Zip

**Cause:** One of the source files for an archive operation (usually the archive itself) could not be found, or could not be opened for reading.

**Solution:** Sometimes this error can occur if you move an archive *after* opening it up in ZipShell Pro, and then attempting to perform an operation on it. In this case, close the archive and then reopen it in its new location.

## **Error 207: Output File Write Failure**

**Applies To:** Internal Unarj, Internal Unzip, Internal Zip

**Cause:** One of the output files for an archiving operation could not be written to. Possible causes are a full disk, a write-protected floppy, a sharing violation.

**Solution:** If this error occurs while working with floppies, a full disk or write-protection are the most likely causes. If this is the case, remove the write-protection or free up room on the floppy. If working on a hard drive, a sharing violation is the most probably culprit. If this is the case, find what other process has opened the output file and close it.

## **Error 206: Nothing To Do!**

**Applies To:** PKUNZIP.EXE, PKZIP.EXE, Internal Unzip, Internal Zip

**Cause & Solution:** If this occurs during a zipping process, the most likely cause is that the files to be added were moved by the user before they could be added. If this is the case, try your process again. If this error occurs during an unzipping process, it is most likely an internal error and should be reported to NewVision.

## **Error 205: Input File Read Failure**

**Applies To:** Internal Unarj, Internal Zip

**Cause:** If this error occurs during an unarjng process, there are two possible causes: the archive was moved after it had been opened in ZipShell Pro, or contains an internal error. If this error occurs during a zipping process, then one of the files to be added to the ZIP archive could not be read.

## **Error 204: Temp File Failure**

**Applies To:** LHA.EXE, Internal Zip

**Cause:** A temporary file created by LHA.EXE or ZipShell Pro's internal zipper could not be read from or written to.

**Solution:** Try your operation again, ensuring there is adequate free space on all involved drives.



## **Error 203: Out Of Memory**

**Applies To:** ARJ.EXE, PKUNZIP.EXE, PKZIP.EXE, ZIP2EXE.EXE, Internal Unzip, Internal Zip

**Cause:** ZipShell Pro or one of the DOS-based archivers could not allocate enough memory to complete an operation.

**Solution:** Free up more memory. If this error occurs during an operation in a DOS window, you need to free up more DOS memory, by unloading any unnecessary TSR's, etc.

## **Error 202: Missing Or Empty Archive**

**Applies To:** PKZIP.EXE, Internal Unzip, Internal Zip

**Cause:** The current archive could not be found or contains no files.

**Solution:** If the archive has been moved, close it and reopen it in its new location.

## Error 201: Archive Structure Error

**Applies To:** ARJ.EXE, LHA.EXE, PKUNZIP.EXE, PKZIP.EXE, ZIP2EXE.EXE, Internal Unarj, Internal Unzip, Internal Zip

**Cause & Solution:** The current archive contains an internal error. If working with a ZIP archive, you may try reconstructing the archive by selecting the **Fix Corrupted Zipfile** command from the **ZIP** menu. If using an ARJ archive, you may attempt to extract at least some of the files by using the **-jr: Recover Broken Files** option during extraction.



