ESS-Code

ESS-Code is an application designed to allow computer users to exchange <u>binary files</u> (pictures, applications, music, documents) across computer networks that do not support the transmission of binary information.   This task is accomplished by converting the binary file to a plain text file, then converting that file back to its original format after it has been transmitted.   There are many conversion methods, but the four most popular are called UUE, MIME, BTOA, & SHIP.   Since each of these conversion methods is an accepted standard, there are a wide variety of encoding/decoding utilities available for every computing environment, including UNIX, Macintosh, Amiga, Atari, and many others.

Why should you use ESS-Code instead of one of the many other utilities currently available?   There are many reasons:

- **SPEED:**   ESS-Code is *much* faster than other file conversion applications.   In some cases, the difference in speed is as much as 40%!   ESS-Code was tested against several major shareware applications, and not one of them was faster.

- **APPEARANCE:**   ESS-Code is a Windows application, which means that it makes extensive use of menus, dialog boxes, and windows.   There are no command line parameters to remember or type.   You can also access other applications while ESS-Code is performing a conversion, or even perform more than one conversion at once.

- **FLEXABILITY:**   ESS-Code supports the most popular conversion methods.   All of your file conversion needs are handled by one application.

- **COMPATIBILITY:**   ESS-Code is available for DOS, Windows, Windows 95, & Windows NT.   The conversion methods used by ESS-Code are standard, too, so you can use other conversion programs on other platforms (UNIX, Amiga, Atari, & Macintosh) to process files that have been converted with ESS-Code.

- **OPTIONS:**   ESS-Code was written with *your* needs in mind.   There are a host of user-configurable options that affect how files are converted.   Even the user interface can be customized to suit your needs.

- **HELP:**   As you would expect of any application written for the Windows environment, ESS-Code has extensive online help.   You can read the documentation online, search for keywords, and find information quickly when you need it.

- **NEWSGROUPS:**   Many USENET discussion groups (newsgroups) encode messages so that they can be distributed to the public at large.

- **ONLINE SERVICES:**   Do you have a Genie, CompuServe, or AOL account?   Many online services do not provide a way to send a file to another user in electronic mail, or charge for such service.   If this is the case, you can avoid this trap by using ESS-Code.

I.   General Information

<u>Electric Storm Software</u>

II.   Using ESS-Code

III.   Appendices

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Electric Storm Software

DRAG & DROP SUPPORT

ESS-Code, like many other applications available, allows you to drag a file from the program manager or explorer to the ESS-Code application window to perform a conversion operation.   When the file is dropped on the ESS-Code application window, a dialog box will appear requesting additional information (such as the operation to perform).

HELP

The help menu allows you to search for help on a specific topic, use the online manual, learn how to use the help system, and much more.

Contents   If you select this menu entry, you will be shown the contents of the online manual.

Search...   This menu entry will allow you to search for help within the online manual on a topic of your choosing.

Index   If you select this menu entry, you will be shown the index of the online manual.

Using Help   If you do not know how to use the help system, select this menu entry to learn more about it.

About ESS-Code...   This menu entry will allow you to view general information about ESS-Code, including copyright and shareware information.

ELECTRIC STORM SOFTWARE

Programming: Michel Forget
Design Testing: Mike Bublitz

     If you would like to contact Electric Storm Software, please send an electronic mail message to **mforget@planet.eon.net** or **mbublitz@worldgate.com** -- your message will be answered promptly.   If you would like to contact Electric Storm Software in writing, either for the purposes of <u>registration</u> or to offer comments or suggestions, please write to:

Michel Forget (RE: PC)
12209 Dovercourt Avenue
Edmonton, Alberta
CANADA
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GLOSSARY

The following special terms are used in this online manual:

- ASCII

- Binary

- Pathname

- Segment

- Servers

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INDEX *(HELP MENU)*

      If you select this menu entry, you will be shown the index of the online manual.   The index contains information in alphabetical order (like the index you would find in a book) which can be used to locate information on a specific topic.

CONTENTS *(HELP MENU)*

If you select this menu entry, you will be shown the contents of the online manual.   The contents contains broad topics (like the contents you would find in a book) that you can select to read more about them.   Unlike the index, the contents contains information about many topics under one heading, whereas the index contains information about only one specific topic for each heading.

SEARCH *(HELP MENU)*

If you select this menu entry, you will be able to search the online manual for specific information. This allows you to rapidly find the information you are looking for by typing only the first few letters of the subject you are interested in.

HELP USING HELP *(HELP MENU)*

If you do not know how to use the help system, select this menu entry to learn more about it.

ABOUT ESS-CODE *(HELP MENU)*

       If you select this menu entry, you will be shown copyright information and shareware information about ESS-Code.   If you have registered, this menu entry will also allow you to enter your personal key.

REGISTRATION

OR: Is this program worth $15.00 to me?

If you believe that ESS-Code is a quality product and would like to receive the registered version of the software, please send $15 (US/CDN) to:

Michel Forget (RE: PC)
12209 Dovercourt Avenue
Edmonton, Alberta
CANADA
T5L 4E1

If you send a cheque to the address listed above, please make it payable to Michel Forget.

If you do not live in North America (and you are writing to this address instead of the address for users in the United Kingdom), please send an international money order or the equivalent of $15 in your own currency.   Please do not send a personal cheque unless you live in North America.

For your convenience, we have included a registration form which can be printed for easier (and very likely quicker) service.

If you live in the United Kingdom, you can send your registration (10 UKP) to:

ESS-PC (c/o Denesh Bhabuta)
203 Parr Lane
Unsworth
Bury
Lancashire
BL9 8JW

If you send a cheque to the address listed above, please make it payable to Denesh Bhabuta.

For your convenience, we have included a United Kingdom Registration Form for those who live in the United Kingdom.

UUENCODE FILE *(HELP MENU)*

This command will allow you to convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the Dumas UUEncode file conversion method.

If segmentation is enabled, the resulting output files will have extensions of .UAA, .UAB, .UAC, and so on. If segmentation is not enabled, the resulting output file will have an extension of .UUE.

This method of file conversion is very fast, but it is also very inefficient. After being converted, files are typically 20% larger than their binary counterparts. The most attractive feature of this file conversion method is that it is supported by virtually every computer platform in existence.

UUDECODE FILE *(FILE MENU)*

This command will allow you to return a file converted with the Dumas UUEncode file conversion method to its original <u>binary</u> state.

Files that have been converted with the Dumas UUEncode file conversion method have extensions of .UUE, .UAA, .UAB, .UAC, [...],.UBA, .UBB, .UBC, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each of the segments.

MIME-ENCODE *(FILE MENU)*

        This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the MIME file conversion method.

        If segmentation is enabled, the resulting output files will have extensions of .01, .02, .03, and so forth. If segmentation is not enabled, the resulting output file will have an extension of .M.

        This file conversion method, which is the newest of the file conversion methods to be developed, is rapidly gaining in popularity.   It is fast, efficient, and flexible.   If you know that the person or machine receiving your data can process MIME-Encoded files, this is the best file conversion method to use.

MIME-DECODE *(FILE MENU)*

This command will allow you to return a file converted with the MIME file conversion method to its original <u>binary</u> state.

Files that have been converted with the MIME file conversion method have extensions of .M, .01, .02, .03, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each segment of the file to be decoded (though you can do so if you wish).   Only the first segment must be specified.

SHIP-ENCODE *(FILE MENU)*

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the SHIP file conversion method.

To retain compatibility with the UNIX implementation of SHIP, the output of this encoding method is always a series of files named PART0001, PART0002, and so forth. While not a desirable situation, this is an unfortunate necessity.

This file conversion method, though available, should not be used unless there is no other option available. MIME-Encoding, which is nearly as efficient, is much more flexible than SHIP-Encoding.

SHIP-DECODE *(FILE MENU)*

This command will allow you to return a file converted with the SHIP file conversion method to its original <u>binary</u> state.

Files that have been converted with the SHIP file conversion method have names such as PART0001, PART0002, PART0003, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each segment to be decoded (though you can do so if you wish).   Only the first segment must be specified.

BTOA-ENCODE FILE *(FILE MENU)*

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the BTOA file conversion method.

To retain compatibility with the UNIX implementation of BTOA, the output of this encoding method cannot be segmented.   If you need to segment the output, you can use the Split File... command to do so.   If the resulting file is to be rebuilt on a UNIX system, you will need to use the cat command in the following fashion (after removing network message headers):

/usr/mforget/> cat file.1 file.2 file.3 file.4 file.5 >the.whole.file
/usr/mforget/> atob the.whole.file output

BTOA-DECODE FILE *(FILE MENU)*

This command will allow you to return a file converted with the BTOA file conversion method to its original <u>binary</u> state.

Files that have been converted with the BTOA file conversion method have extensions of .B2A.

SPLIT FILE *(FILE MENU)*

This command will allow you to split a file into segments so that it may be written to disk for transportation or so that it may be transmitted across a network. It is important to recognize that the file (once split using this method) will not be able to be processed by any conversion method until it is once again rebuilt. If ESS-Code is not available for the platform on which the file will be rebuilt, there are many other utilities available that can perform this task (or it could be performed manually using a text editor).

JOIN FILE *(FILE MENU)*

This command will allow you to rejoin the parts of a file that has been split by ESS-Code.   You do not need to specify the name of each segment to join.   Instead, you are only required to specify the name of the first segment (and ESS-Code will determine the other segment names).

EXIT *(FILE MENU)*

This command will allow you to exit ESS-Code.   You will not be asked for confirmation unless your options have changed and the AutoSave Options feature is disabled.

FILE MENU

The file menu allows you to perform various operations on files, such as encoding and decoding.

UUEncode File...

This command will allow you to convert a file of your choosing from binary to ASCII using the Dumas UUEncode file conversion method.

If segmentation is enabled, the resulting output files will have extensions of .UAA, .UAB, .UAC, and so on. If segmentation is not enabled, the resulting output file will have an extension of .UUE.

This method of file conversion is very fast, but it is also very inefficient.   After being converted, files are typically 20% larger than their binary counterparts.   The most attractive feature of this file conversion method is that it is supported by virtually every computer platform in existence.

UUDecode File...

This command will allow you to return a file converted with the Dumas UUEncode file conversion method to its original binary state.

Files that have been converted with the Dumas UUEncode file conversion method have extensions of .UUE, .UAA, .UAB, .UAC, [...],.UBA, .UBB, .UBC, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each of the segments.

MIME-Encode File...

This command will allow you convert a file of your choosing from binary to ASCII using the MIME file conversion method.

If segmentation is enabled, the resulting output files will have extensions of .01, .02, .03, and so forth. If segmentation is not enabled, the resulting output file will have an extension of .M.

This file conversion method, which is the newest of the file conversion methods to be developed, is rapidly gaining in popularity.   It is fast, efficient, and flexible.   If you know that the person or machine receiving your data can process MIME-Encoded files, this is the best file conversion method to use.

MIME-Decode File...

This command will allow you to return a file converted with the MIME file conversion method to its original binary state.

Files that have been converted with the MIME file conversion method have extensions of .M, .01, .02, .03, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each segment of the file to be decoded (though you can do so if you wish). Only the first segment must be specified.

SHIP-Encode File...

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the SHIP file conversion method.

To retain compatibility with the UNIX implementation of SHIP, the output of this encoding method is always a series of files named PART0001, PART0002, and so forth. While not a desirable situation, this is an unfortunate necessity.

This file conversion method, though available, should not be used unless there is no other option available. MIME-Encoding, which is nearly as efficient, is much more flexible than SHIP-Encoding.

SHIP-Decode File...

This command will allow you to return a file converted with the SHIP file conversion method to its original <u>binary</u> state.

Files that have been converted with the SHIP file conversion method have names such as PART0001, PART0002, PART0003, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each segment to be decoded (though you can do so if you wish). Only the first segment must be specified.

BTOA-Encode File...

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the BTOA file conversion method.

To retain compatibility with the UNIX implementation of BTOA, the output of this encoding method cannot be segmented. If you need to segment the output, you can use the Split File... command to do so. If the resulting file is to be rebuilt on a UNIX system, you will need to use the cat command in the following fashion (after removing network message headers):

/usr/mforget/> cat file.1 file.2 file.3 file.4 file.5 >the.whole.file
/usr/mforget/> atob the.whole.file output

BTOA-Decode File...

This command will allow you to return a file converted with the BTOA file conversion method to its original <u>binary</u> state.

Files that have been converted with the BTOA file conversion method have extensions of .B2A.

Split File...

This command will allow you to split a file into segments so that it may be written to disk for transportation or so that it may be transmitted across a network. It is important to recognize that the file (once split using this method) will not be able to be processed by any conversion method until it is once again rebuilt. If ESS-Code is not available for the platform on which the file will be rebuilt, there are many other utilities available that can perform this task (or it could be performed manually using a text editor).

Join File...

This command will allow you to rejoin the parts of a file that has been split by ESS-Code. You do not need to specify the name of each segment to join. Instead, you are only required to specify the name of the first segment (and ESS-Code will determine the other segment names).

Apply Filter...

This command will allow you to repair UUEncoded files that have been distributed in a corrupted (non-standard) format. This is most often the case when files are distributed through USENET discussion groups or when files are distributed by ftp-mail software.

Files are repaired by using a special template called a filter. The filter consists of a *data start sequence*, a *data end sequence*, and two *instance counters*.

bml tri.bmp}Process Batch...

This command will allow you to execute a batch (a series of stored commands much like a DOS batch file) written using the ESS-Code Internal Batch Language.

Reset LOG File...

This command is only available in the 32-BIT version of ESS-Code.

This command will allow you to erase the file that ESS-Code uses to record information about the actions you perform while using ESS-Code. This file is required so that you have a way of tracking where encoded/decoded files have been placed, and what options were used for each encoding/decoding operation. It also provides you with a cumulative written record of what you have done with ESS-Code. If you find that the file is growing too large, simply select this command to erase it.

View LOG File

This command is only available in the 32-BIT version of ESS-Code.

This command will open the LOG file for viewing (or editing) in the system text editor.

Print LOG File

This command is only available in the 32-BIT version of ESS-Code.

This command will print the LOG file using the system text editor.

Exit

This command will allow you to exit ESS-Code.   You will not be asked for confirmation unless your options have changed and the AutoSave Options feature is disabled.

SEGMENTATION MENU

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.   The segmentation menu allows you to determine the size of the segments that ESS-Code will create.

Preset Segment Size

The segment sizes that are shown in this submenu are typical segment sizes that are commonly used.

User Defined Size

If none of the preset segment sizes match your needs, you can specify a segment size of your own by selecting this menu entry.

No Segmentation

If you do not need segmentation, select this menu entry to disable it.

OPTIONS MENU

The options menu allows you to control how ESS-Code encodes and decodes files.   You can also significantly alter the look-and-feel of the application using the commands found in this menu.

UUEncode

Full Path Specification   This command forces the inclusion of the full pathname of the file being encoded in the encoded file.   Normally, UUEncoded files only contain the filename and extension of the file being encoded.

Generate Table   This command forces the UUE file conversion method to generate a table of characters to compensate for corruption by ill-behaved network mailers.   This table, while not usually required, can be useful in some situations.

SHIP-Encode

Fast Mode   Selecting this menu entry will force the SHIP file conversion method to use a slightly less efficient (but slightly faster) method of encoding.

MIME-Encode

Subject   If you select this menu entry, the MIME file conversion method will prompt you for a message subject to apply to the outgoing (encoded) data.

Description   If you select this menu entry, the MIME file conversion method will prompt you for the name of a file containing a description of the outgoing (encoded) data.

Specify Content Type   Selecting this menu entry will cause the MIME file conversion method to prompt you for a content-type to apply to the outgoing (encoded) data.   The content-type must be a subtype of application, audio, image, or video.

MIME-Decode / SHIP-Decode

Quick Find   If you select this menu entry, ESS-Code will only require you to specify the name of the *first* segment of a file that was encoded with the MIME/SHIP file conversion methods.   ESS-Code will attempt to determine the names of all subsequent segments.   This option, which is enabled by default, should only be disabled if the file you are decoding does not conform to the naming standard used by ESS-Code, or if the segments of the file you are decoding reside in multiple directories on your system.

Client Execution Mode (16-BIT VERSION ONLY)

Hidden   If you select this menu entry, ESS-Code will hide servers when they are launched so that they have no visible output and do not appear on your monitor.

Minimized   If you select this menu entry, ESS-Code will minimize <u>servers</u> when they are launched so that they have no visible output, but appear as an icon (which can be opened should the need arise).

Background Window   If you select this menu entry, ESS-Code will display the output of <u>servers</u> in a background window when they are launched.   This leaves you free to continue working with ESS-Code.

Foreground Window   Selecting this menu entry will cause ESS-Code to display the output of <u>servers</u> in a foreground window when they are launched.   This allows you to see the contents of the entire window.   If you wish to continue working with ESS-Code while the server is operating, simply click on the main application window of ESS-Code.

Quick Termination   Selecting this menu entry will cause ESS-Code to remove <u>server</u> windows (if visible) immediately after the server has finished the task it was assigned. While this prevents you from viewing the output of the encoding/decoding operation, it makes system resources available to the system that would otherwise be unavailable until the server window was closed manually.

UNIX Line Termination

If you select this menu entry, each line of encoded output will end with a UNIX line-end character instead of a DOS line-end character.   This prevents ^M from appearing after every line when the encoded file is processed by a UNIX network mailer.

Overwrite Confirmation

Selecting this menu entry will cause ESS-Code to ask for confirmation before it overwrites any existing files during an encoding, decoding, file splitting, of file joining operation.

AutoSave Options

If you select this menu entry, ESS-Code will automatically save your options before you exit if they have been changed.

Save Options

Selecting this menu entry will cause your options to be saved immediately.

Save Options As...

Selecting this menu entry will allow you to save your options using a filename (and location) of your choosing.

Load Options...

Selecting this menu entry will allow you to load a previously saved set of options.

A binary file is a file that contains characters which cannot be transmitted across networks.   A binary file can be a picture, an archive, a database, an executable file, or anything else that is not considered plain text.

A server, in the context of this online manual, is a utility used by ESS-Code to convert a file from binary to ASCII, or to convert a file from ASCII to binary.

PRESET SEGMENT SIZE *(SEGMENTATION MENU)*

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.

The segment sizes that are shown in this submenu are typical segment sizes that are commonly used.

USER DEFINED SIZE *(SEGMENTATION MENU)*

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.

If none of the preset segment sizes match your needs, you can specify a segment size of your own by selecting this menu entry.

NO SEGMENTATION *(SEGMENTATION MENU)*

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.

If you do not need segmentation, select this menu entry to disable it.

FULL PATH SPECIFICATION *(OPTIONS MENU)*

      This command forces the inclusion of the full <u>pathname</u> of the file being encoded in the encoded file.   Normally, UUEncoded files only contain the filename and extension of the file being encoded.

FAST MODE *(OPTIONS MENU)*

        Selecting this menu entry will force the SHIP file conversion method to use a slightly less efficient (but slightly faster) method of encoding.

SUBJECT *(OPTIONS MENU)*

If you select this menu entry, the MIME file conversion method will prompt you for a message subject to apply to the outgoing (encoded) data.

DESCRIPTION *(OPTIONS MENU)*

If you select this menu entry, the MIME file conversion method will prompt you for the name of a file containing a description of the outgoing (encoded) data.

SPECIFY CONTENT TYPE *(OPTIONS MENU)*

       Selecting this menu entry will cause the MIME file conversion method to prompt you for a content-type to apply to the outgoing (encoded) data.   The content-type must be a subtype of application, audio, image, or video.

HIDDEN *(OPTIONS MENU)*

       This option is only available in the 16-BIT version of ESS-Code.

       If you select this menu entry, ESS-Code will hide <u>servers</u> when they are launched so that they have no visible output and do not appear on your monitor.

MINIMIZED *(OPTIONS MENU)*

This option is only available in the 16-BIT version of ESS-Code.

If you select this menu entry, ESS-Code will minimize <u>servers</u> when they are launched so that they have no visible output, but appear as an icon (which can be opened should the need arise).

BACKGROUND WINDOW *(OPTIONS MENU)*

This option is only available in the 16-BIT version of ESS-Code.

If you select this menu entry, ESS-Code will display the output of <u>servers</u> in a background window when they are launched.   This leaves you free to continue working with ESS-Code.

FOREGROUND WINDOW *(OPTIONS MENU)*

This option is only available in the 16-BIT version of ESS-Code.

Selecting this menu entry will cause ESS-Code to display the output of <u>servers</u> in a foreground window when they are launched.   This allows you to see the contents of the entire window.   If you wish to continue working with ESS-Code while the server is operating, simply click on the main application window of ESS-Code.

UNIX LINE TERMINATION *(OPTIONS MENU)*

If you select this menu entry, each line of   encoded output will end with a UNIX line-end character instead of a DOS line-end character.   This prevents ^M from appearing after every line when the encoded file is processed by a UNIX network mailer.

OVERWRITE CONFIRMATION *(OPTIONS MENU)*

Selecting this menu entry will cause ESS-Code to ask for confirmation before it overwrites any existing files during an encoding, decoding, file splitting, of file joining operation.

AUTOSAVE OPTIONS *(OPTIONS MENU)*

If you select this menu entry, ESS-Code will automatically save your options before you exit if they have been changed.

SAVE OPTIONS *(OPTIONS MENU)*

Selecting this menu entry will cause your options to be saved immediately.

SAVE OPTIONS AS *(OPTIONS MENU)*

Selecting this menu entry will allow you to save your options using a filename (and location) of your choosing.

LOAD OPTIONS *(OPTIONS MENU)*

Selecting this menu entry will allow you to load a previously saved set of options.

QUICK TERMINATION *(OPTIONS MENU)*

       Selecting this menu entry will cause ESS-Code to remove <u>server</u> windows (if visible) immediately after the server has finished the task it was assigned.   While this prevents you from viewing the output of the encoding/decoding operation, it makes system resources available to the system that would otherwise be unavailable until the server window was closed manually.

QUICK FIND *(OPTIONS MENU)*

       If you select this menu entry, ESS-Code will only require you to specify the name of the *first* segment of a file that was encoded with the MIME/SHIP file conversion methods.   ESS-Code will attempt to determine the names of all subsequent segments.   This option, which is enabled by default, should only be disabled if the file you are decoding does not conform to the naming standard used by ESS-Code, or if the segments of the file you are decoding reside in multiple directories on your system.

REGISTRATION FORM (Version ID: 7.5, NA)

You do not need to print this form to register. It is provided for your convenience only. If you do not have a printer, or simply do not wish to print this form, simply send your name, address, and registration fee to the address listed below.

TO: Michel Forget (RE: PC)
         12209 Dovercourt Avenue
         Edmonton, Alberta
         CANADA
         T5L 4E1

Dear Michel,

        I am sending you $15.00 (US/CDN) as my registration fee for ESS-Code.   Please send me a key that I can use to unlock all current and future versions of ESS-Code.

Name: _____

Address: _____

               _____

               _____

               _____

               _____

If you supply an Internet electronic mail address, your key will me sent to you by electronic mail (in addition to being sent through normal paper-mail.

E-Mail: [Internet]

               _____

                       [Other]

               _____

[_____]   Please send a note to my Internet electronic mail address when new versions of ESS-Code are
                released.

Please feel free to use the space provided below to record your comments, suggestions, or bug reports (if any):

DISCLAIMER

ESS-CODE (THE SOFTWARE) DOES NOT COME WITH ANY WARRANTY, EXPRESS OR IMPLIED.   IF YOU MAKE USE OF THE SOFTWARE, PLEASE BE AWARE THAT YOU DO SO **AT YOUR OWN RISK**.   NEITHER THE AUTHOR OF THE SOFTWARE (MICHEL FORGET) NOR ANY OTHER PARTY WILL ACCEPT RESPONSIBILITY FOR ANY DATA LOSS, EQUIPMENT DAMAGE, OR OTHER UNFORESEEN CONSEQUENCES OR DAMAGES THAT ARISE AS A RESULT OF THE USE OR MISUSE OF THE SOFTWARE.

DISTRIBUTION

The **unregistered** version of ESS-Code may be distributed with the following limitations:

▼ GENERAL

ESS-Code may be distributed free of charge; there can be no fee charged for the distribution of ESS-Code other than reasonable media charges.   ESS-Code may only be distributed in its entirety -- the archive format may be changed, but all of the files in the original archive must be included in the new archive.

▼ MAGAZINES

ESS-Code may be included on disks or CD-ROMs included with (or sold by) magazines without permission, providing that a courtesy copy of the magazine (and media) is sent to Electric Storm Software and all other rules of distribution are adhered to.

▼ CD-ROM SOFTWARE COLLECTIONS

ESS-Code may be included on CD-ROM collections, providing that all rules of distribution are adhered to.   A courtesy copy of the media would but sincerely appreciated, but is not manditory.

The limitations specified in this section are not designed to interfere with you; they are designed to protect the interests of Electric Storm Software.   If there are any questions about these limitations, please do not hesitate to contact Electric Storm Software.

USER DEFINED SIZE *(SEGMENTATION MENU)*

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.

To set the segment size manually (instead of using one of the preset segment sizes) you only need to enter the number of bytes (approximately) that you would like each segment to be.

If you decide that you do not want to set the segment size manually, click on the Cancel button.

SUBJECT *(OPTIONS MENU)*

The MIME file conversion method requires that an encoded file be written as a message (for electronic mail).   The text that you enter in the subject field will be written to the header of the encoded file, or to the header of each segment of the encoded file if segmentation is enabled.

SPECIFY CONTENT TYPE *(OPTIONS MENU)*

The MIME file conversion method assigns a type to each file that it encodes.   There are many different types available.   The text that you enter in this field will be the type assigned to the encoded file, and must be a subtype of application, image, audio, or video.

Unless you are very experienced with MIME, we suggest that you click on the Automatic button and allow ESS-Code to determine the content type.   There are very few reasons why you would ever want to manually set the content type.

A pathname is the complete specification of a filename.   (Example: C:\IMAGES\DRAGON.GIF)

A segment is one portion of an encoded file.   Segmentation is used to make a large encoded file easier to handle by breaking it up into segments.

An ASCII file, for the purposes of this document, is a file that contains only printable characters that can be transmitted across a computer network.   ASCII files are commonly referred to as plain text files.

GENERATE TABLE *(OPTIONS MENU)*

      This command forces the UUE file conversion method to generate a table of characters to compensate for corruption by ill-behaved network mailers.   This table, while not usually required, can be useful in some situations.

SYSTEM REQUIREMENTS

ESS-Code is not an application that will consume a large proportion of your system resources.   If you would like to use ESS-Code on your system, you should have:

DOS Version

- DOS >= 3.3

Windows 3.1/3.11 16-BIT Version

- DOS >= 3.3
  - Windows >= 3.1, Windows NT, Or Windows 95
- VGA (>=16 Colours)

Windows 95/Windows NT Version

- 386/486/Pentium Processor
- Windows 95/Windows NT
  - VGA (>=16 Colours)

APPLY FILTER *(FILE MENU)*

      This command will allow you to repair UUEncoded files that have been distributed in a corrupted (non-standard) format.   This is most often the case when files are distributed through USENET discussion groups or when files are distributed by ftp-mail software.

      Files are repaired by using a special template called a filter.   The filter consists of a *data start sequence*, a *data end sequence*, and two *instance counters*.

FILTERS

This command will allow you to repair UUEncoded files that have been distributed in a corrupted (non-standard) format.   This is most often the case when files are distributed through USENET discussion groups or when files are distributed by ftp-mail software.

Each filter consists of four individual elements; a *data start sequence*, a *data end sequence*, and two *instance counters*.   The *data start sequence* is a unique set of characters that appear on the line immediately before the encoded data begins.   The *data end sequence* is a unique set of characters that appear on the line immediately after the encoded data (for the segment) is complete.   The two *instance counters* determine how many times the sequence in question (start or end) should be located before ESS-Code starts or stops recording data.

There are several filters included with ESS-Code, but the filter you need may not be available.   If this is the case, you can create your own filter (and save it if you expect to need it more than once).   If the filter you need already exists, simply load it, select each of the files that makes up the encoded file, and click on the OK button.

Once a file has been passed through a filter, the output will consist of one non-segmented, standard, UUEncoded file.

THE ESS-CODE ARCHIVES

There are several distinct versions of ESS-Code available, each serving a different operating environment but sharing a common version number. The archive you received this manual with will contain only one version of ESS-Code. If you should desire another of the available versions of ESS-Code, it should be available where you found this archive under one of the following filenames:

➤ THE WINDOWS VERSION

   ECD75WIN.ZIP

➤ THE WINDOWS 95 / WINDOWS NT VERSION

   ECD75W95.ZIP

➤ THE DOS VERSION

   ECD75DOS.ZIP

16-BIT VERSION INFORMATION

The 16-BIT version of ESS-Code is massive; it requires approximately 1.1 megabytes of space on your hard disk.   This is due, in large part, to the design philosophy of the application.   Since Windows 3.1/3.11 does not support multithreading or preemptive multitasking, ESS-Code was developed as a series of independent components.   Each of the components is a self-contained unit, needing no other component in order to execute.   This allows an individual   component to be executed in the background without interfering with the user, and it also allows multiple copies of a component to be executing at the same time.

32-BIT VERSION INFORMATION

The 32-BIT version of ESS-Code is much smaller than the 16-BIT version, which is due in large part to the fact that it is an integrated product.   Unlike the 16-BIT version of ESS-Code, which consists of many individual components, the 32-BIT version of ESS-Code consists of one component.   This is possible because Windows 95 and Windows NT support multithreading, which allows a single application to do more than one task at once.

The 32-BIT version of ESS-Code was also designed to handle long filenames, so you no longer need to create meaningless names such as QSRT9506.UUE.   You can simply name the file Quarterly Sales Report, 1995/06.uue and it will be expanded (***only on file systems capable of handling long filenames***) as Quarterly Sales Report, 1995/06.

RESET LOG FILE...   *(FILE MENU)*

This command is only available in the 32-BIT version of ESS-Code.

This command will allow you to erase the file that ESS-Code uses to record information about the actions you perform while using ESS-Code.   This file is required so that you have a way of tracking where encoded/decoded files have been placed, and what options were used for each encoding/decoding operation.   It also provides you with a cumulative written record of what you have done with ESS-Code.   If you find that the file is growing too large, simply select this command to erase it.

DRAG & DROP

ESS-Code allows you to <u>drag</u> a file from the file manager (or explorer) and <u>drop</u> that file on the ESS-Code application window in order to process it automatically.   This allows you to bypass the complex menu system and only be forced to enter required information.

Select an operation using the drop-down list, then click on the OK button to execute the operation.   If you do not want to perform any operation on the file in question, click on the Cancel button.

SITE LICENSE REGISTRATION FORM (Version ID: 7.5)

You do not need to print this form to register.   It is provided for your convenience only.   If you do not have a printer, or simply do not wish to print this form, simply send your name, address, and registration fee to the address listed below.

TO: Michel Forget (RE: PC)
        12209 Dovercourt Avenue
        Edmonton, Alberta
        CANADA
        T5L 4E1

Dear Michel,

      I am sending you $100.00 (US/CDN) as the site license registration fee for ESS-Code.   Please send a single key that can be used to unlock ESS-Code on an unlimited number of computers within my organization.   It is my understanding that the key sent will be capable of unlocking all current and future versions of ESS-Code.

Name: _____

Organization: _____

Address: _____

                 _____

                 _____

                 _____

                 _____

If you supply an Internet electronic mail address, the key will be sent to you by electronic mail (if possible) in addition to being sent through normal mail channels.

E-Mail: [Internet]

                 _____

                 [Other]

                 _____

[_____]   Please send a note to the above Internet electronic mail address when new versions of this
                 application are released.

How many computers (approximately) will ESS-Code be used on? _____

Please feel free to use the space provided below to record your comments, suggestions, or bug reports (if any):

VIEW LOG FILE *(FILE MENU)*

This command is only available in the 32-BIT version of ESS-Code.

This command will open the LOG file for viewing (or editing).

PRINT LOG FILE *(FILE MENU)*

This command is only available in the 32-BIT version of ESS-Code.

This command will print the LOG file using the system text editor.

UNINSTALLATION WITH WINDOWS 95/WINDOWS NT

Windows 95

If you have Windows 95, ESS-Code can be automatically uninstalled simply by following this procedure:

1. Open "Control Panel"
2. Select "Add/Remove Software"
3. Select "ESS-Code"
4. Select "Add/Remove"

Windows NT

If you have Windows NT, the uninstallation process can still be automated after following this procedure:

1. Open A Console Window

2. Type:

   ***[windows path]*\delsrv.exe *[windows path]*\ESS-Code - Uninstallation Data**

   NOTE: Substitute the path of your windows directory where appropriate.

   This can also be done by creating a program manager item with the command line shown above.

U.K. Registration Form (Version ID: 7.5, UK)

You do not need to print this form to register.   It is provided for your convenience only.   If you do not have a printer, or simply do not wish to print this form, simply send your name, address, and registration fee to the address listed below.

TO: ESS-PC (c/o Denesh Bhabuta)
        203 Parr Lane
        Unsworth
        Bury
        Lancashire
        BL9 8JW

Dear Denesh,

        I am sending you $10 (UKP) as my registration fee for ESS-Code.   Please send me a key that I can use to unlock all current and future versions of ESS-Code.

Name: _____

Address: _____

                _____

                _____

                _____

                _____

If you supply an Internet electronic mail address, your key will me sent to you by electronic mail (in addition to being sent through normal paper-mail.

E-Mail: [Internet]   _____

            [Other]   _____

[_____]   Please send a note to my Internet electronic mail address when new versions of ESS-Code are
               released.

Please feel free to use the space provided below to record your comments, suggestions, or bug reports (if any):
Your comments will be forwarded to Electric Storm Software.

INTERNAL BATCH LANGUAGE

➤ Introduction

The ESS-Code Internal Batch Language is a direct command driven interface to the ESS-Code file conversion engine.   There are many reasons why this is a desirable feature, but the following three are likely the most important:

- Automation/Scheduling
- Increased Productivity
- Servicing Other Applications

➤ A Word On Standards

There is no one, true standard for file conversion.   Each file conversion method has a unique set of features, command line formats, and interesting quirks.   This is unfortunate, because it makes it nearly impossible to write a consistent interface for a product such as ESS-Code which binds many conversion methods together in one package.

ESS-Code attempts to impose common elements for each conversion method, but there are differences.   Some conversion methods do not allow you to specify the destination of the output, while other conversion methods insist that the output be named according to a strict naming convention.

This is the first implementation of the batch language; over time it will grow more consistent as problem areas are addressed and new features are developed.

➤ Command Lines

This batch language is very simple; no attempt was made to make it complex.   There can be a maximum of one command on a line and no leading or trailing spaces are allowed.

The batch command handler is serialized; if this were not the case, a complex batch file could start hundreds of active threads, bringing the system to a grinding halt while it attempted to deal with the situation.

The batch command handler is case sensetive, so be sure to enter commands exactly as they appear.

Control Commands

- DO SLEEP <seconds>

   Do nothing for <seconds> seconds.

- DO ALERT <message>

   Show <message> to the user in an alert box.

- DO BEEP <count>

Instruct the system speaker to beep <count> times.

- SET ERRORS ON

  When an error arises, the user will be alerted with a message box.

- SET ERRORS OFF

  When an error arises, the error will be noted in the log but no other action will be taken.

- SET OPTION FILE <name>

  Process the configuration file <name> immediately.

- SET SEGMENT SIZE <size>

  When segments are created, they will be <size> bytes long.

- SET MIME SUBJECT <subject>

  MIME-Encoded messages will have the subject <subject>.   The maximum length of the subject is 127 characters.

- SET MIME DESCRIPTION <description>

  MIME-Encoded messages will have their description extracted from the file <description>.   The maximum length of the description is 127 characters.

- SET MIME CONTENTTYPE <content-type>

  MIME-Encoded messages will have the content-type <content-type>.

Log Tracking Commands

- LOG ALERT <message>

  The message <message> will be written to the log.

- RESET LOG

  The current log will be flushed immediately.

- NEW LOG <name>

  A new log will be created, named <name>.

- APPEND LOG <name>

All log information will be appended to the log named <name>.   If the log named <name> does not exist, it will be created.

➤ *Conversion Commands*

The conversion functions do not adhere to any standard naming convention or command line format except that which is specified by the conversion function itself.   This is an unfortunate, but unavoidable, situation.   There are common factors in each, of course, but not every function supports every feature.

⚫   ENCODE\UUE <source> <destination>

If segmentation is enabled, the output filename(s) will not match the destination filename. Instead, the following naming method will be used:

    <destination>.UAA
    <destination>.UAB
    <destination>.UAC
    ...
    <destination>.UAZ
     <destination>.UBA

⚫   ENCODE\MIME <source> <destination>

If segmentation is enabled, the output filename(s) will not match the destination filename. Instead, the following naming method will be used:

    <destination>.01
    <destination>.02
    <destination>.03
    <destination>.04
    ...
    <destination>.99

IMPORTANT NOTE: The subject, description, and content-type will revert to their default values after an ENCODE\MIME command is issued.   If multiple ENCODE\MIME commands will be issued, ensure that you set the subject, description, and content-type (as you feel necessary   the default values are usually acceptable) before each ENCODE\MIME command.

⚫   ENCODE\SHIP <source>

With the SHIP conversion method, the output filename format is always the same and always placed in the same folder as the input file.   The following naming method will be used:

    PART0001
    PART0002
    ...
    PART9999

●   ENCODE\BTOA <source> <destination>

     The BTOA conversion method is not segmentable, so the destination will always be the destination specified.

●   DECODE\UUE <source> <destination>

     If the input is segmented, specify the first segment as the source.

●   DECODE\MIME <source>
●   DECODE\MIME <source> <source> <source> ...

The first format is used if Quick Find (an option) is enabled.   Otherwise, the second format is used.   In either format, the destination is not specified.

●   DECODE\SHIP <destination path> <source>

     With the SHIP conversion method, only the first source file needs to be specified since the naming standard is strictly enforced.

●   DECODE\BTOA <source> <destination>

     The BTOA conversion method is not segmentable, so there can only be one source file and one destination file.

●   FILE\SPLIT <source>

     The output will be created in the same folder as the source file, using the following naming convention:

     filename.1
     filename.2
     filename.3
     ...
     filename.999

●   FILE\JOIN <source> <destination>

     This conversion method will automatically determine the name of each <source> file, so only the first needs to be specified.

INTERNAL BATCH LANGUAGE *(FILE MENU)*

This command will allow you to execute a batch (a series of stored commands much like a DOS batch file) written using the ESS-Code <u>Internal Batch Language</u>.

THE ESS-CODE EXTENSION METHOD

Overview

If you discover a conversion method that ESS-Code does not support, you can now incorporate it directly (and seamlessly) into ESS-Code through a new feature known as an extensible menu system. Extensions are menu entries that are displayed at the bottom of the file menu.

There are two steps involved in creating an ESS-Code extension:

In the ESSCODE.INI file (located in c:\windows) add a new line using the following format that :

EXTENSION = <menu entry name>,<script>

Example: EXTENSION = "View .&ZIP Contents",c:\viewzip.ess

This command MUST be typed exactly as it appears, since case and spacing is especially important.

In the <menu entry name> field, you may specify a keyboard shortcut by typing a "&" immediately before the letter you want to be able to press to activate the menu entry.

The second step is to create an ESS-Code extension script that has the same name and location as the <script> specified above.

An example script is shown below, followed by a detailed discussion of all the script commands available.

```
' Extract .ZIP File USING PKUNZIP.
' This script could be improved by using the "ASK INPUT FILE"
' and "ASK OUTPUT FILE" commands.
SET TEMPLATE C:\PKUNZIP.EXE %RESPONSE %RESPONSE %RESPONSE
SET YES -d
SET NO -e
ASK YN Do you want to preserve the directory structure of the ZIP file?
ASK INFORMATION What is the name of the ZIP file to extract?
ASK INFORMATION What folder do you want to extract the ZIP file to?
ASK CONTINUE Proceed?
GO
TELL The file has been extracted.
```

Extension Script Commands

'

This is the symbol used for a comment.   Any extension script commands or text that appears on the same line as this symbol will be ignored.

SET TEMPLATE <text>

This command is required.   It describes what the final command line passed to the tool the script is being written for will look like.   As the other extension script commands obtain information from the user, the "%RESPONSE" fields are replaced (from left to right) with the actual information supplied by the user.   Several example templates are shown below:

SET TEMPLATE c:\z.exe -%RESPONSE $RESPONSE

In this case, the user might be expected to enter a one letter command switch, which ESS-Code would then insert immediately after the "-".

SET TEMPLATE type %RESPONSE

In this case, the user might be expected to enter the name of the file, which ESS-Code would then insert after the text "type " (including the space).

The template is required because it determines where the information will be placed on the command line.

ASK CONTINUE <text>

This command will cause a message box to appear containing <text>.   If the user responds by clicking on the "No" button, the extension script will end.   The most common use of this command is to ask the user "Do you really want to proceed with this operation?".

ASK YN <text>

This command will cause a message ox to appear containing <text> (a question).   The user can either click on the Yes button or the No button in response to the question.   This command must be used in conjunction with the SET YES and SET NO commands discussed below.

SET YES <text>

This command must appear BEFORE the ASK YN command.   It determines what text will be placed on the command line if the user clicks on the Yes button in response to an ASK YN command.

SET NO <text>

This command must appear BEFORE the ASK YN command.   It determines what text will be placed on the command line if the user clicks on the No button in response to an ASK YN command.

SET YES ABORT

This command must appear BEFORE the ASK YN command.   It will cause the extension script to end if the user clicks on the Yes button in response to an ASK YN command.

SET NO ABORT

This command must appear BEFORE the ASK YN command.   It will cause the extension script to end if the user clicks on the No button in response to an ASK YN command.

TELL <text>

This command will cause a message box to appear containing <text>.   It is used to inform the user of information that you feel he/she should be aware of.

SET DISPLAY MODE <mode>

This command is used to determine how the tool the script is being written for will look when it is executed.   There are four display modes available:

HIDDEN

The tool will not be visible.   This allows seamless integration with ESS-Code.

MINIMIZED

The tool will not be visible, but can be made visible by clicking on the desktop icon that represents it.

BACKGROUND

The tool will be visible, but only a a background window (portions of the window may be obscured by other windows).

FOREGROUND

The tool will be visible, and it will execute in the foreground (the entire window can be seen).

ASK INFORMATION <text>

This command will cause a dialog box containing <text> (a request for information) to appear on the screen.   The user can type a response, which ESS-Code will insert into the template.

ASK INPUT FILE <title>

This command will cause the standard file selection dialog box to appear, with the title bar set to <title>.   This command should be used to request the name of a file from the user.   It should only be used for requesting source (input) file names, since it requires that the name selected be an existing file.

ASK OUTPUT FILE <title>

This command will cause the standard file selection dialog box to appear, with the title bar set to <title>.   This command should be used to request the name of a file from the user.   It should only be used for requesting destination (output) file names, since it does not require that the name selected be an existing file.

GO

This command instructs ESS-Code to execute the command line.   This does not automatically end the script, but the only command that it would make sense to use after the tool has been executed is

"TELL".