



Wincode: Multi-Purpose Encoder/Decoder for Windows

© **_Snappy_ Software (1993-1996)**
written by George H. Silva

This is the **FREE** reference file for Wincode. It is **NOT** the registered HELP file. It contains no links to Wincode and represents only a fraction of the true HELP file. This file is intended to provide a basic idea of how to use Wincode...

This file contains the following information:

- [About Wincode](#)
- [Obtaining the HELP File and Support](#)
- [Mailing List/Postcard Information](#)
- [A Simple Encode Example](#)
- [A Simple Decode Example](#)
- [A Simple ZIP/UNZIP Example](#)
- [A Simple Menu Hook Example](#)
- [A Simple Winsort Example](#)
- [A Simple Auto E-Mail/Post Example](#)
- [Virus Scanners](#)
- [Helpful Hints!](#)
- [Bonus SUM Utility](#)
- [Known Limitations and Other Important Notes](#)
- [Other Snappy Software](#)
- [Copyrights](#)
- [License](#)

You are referred to the Wincode v2.3 HELP file for further free information unless you wish to purchase the v2.6 (and up) HELP and support.

Updated info can be obtained by sending a blank e-mail to:

wincode@snappy.global2000.net

Clarification Note:

WINCODE.HLP \longrightarrow SHAREWARE HELP FILE
HELPME.HLP \longrightarrow FREeware HELP FILE

[GHS 5/08/96]

About Wincode

Wincode is a Windows 3.1x program which converts 8-bit **BINARY** (EXE, COM, GIF, etc) files to 7-bit **ASCII** (Text) files (and vice versa) through a process known as bit-shifting. Wincode currently supports **UU/XX/USR/Base64 (MIME 1.0 conformant), BINHEX, BTOA and BOO encoding/decoding**. This **BINARY/ASCII** conversion allows you to send and receive binary files via e-mail or any other ascii-based communications system. It provides a quick and easy way to distribute programs to people all over the world (it takes a few minutes, on average, for e-mail to reach across the world). **UUcoding** is a common practice on many Internet NewsGroups in which users wish to exchange binary data. **Base64** coding is used by **MIME (Multipurpose Internet Mail Extensions)** conformant e-mail software as a method for attaching binary data to ascii e-mail. **BINHEX** is a popular encoding algorithm used mainly on Apple Macintosh computers. **BTOA** is a somewhat different variation of the common **BINARY/ASCII** conversion process which supports simple compression, several checksum options and will generally create encoded files that are smaller than other methods due to its conversion algorithm (mod 85). **BOO** is an older (extinct?) algorithm used in cross-platform file transfers that is provided for compatibility (it requires previous knowledge of decoded output filesize and may hence be unreliable). All these methods perform the same overall function (i.e. allow binary data to be safely transmitted through e-mail) but require different formatting algorithms (e.g. **BINHEX** supports *Run-Length Encoding*, **BTOA** uses mod 85 coding, etc).

Wincode and the associated executables and DLLs (**not** including the *registered* HELP file) are distributed as **FREWARE**. However, we want to make a distinction: the program is **FREWARE**, but it is **not** Public Domain. `_Snappy_` still retains the Copyright to the source code and to the use and distribution of the program (**see the License section**). The HELP file is available for a small fee (\$10.00 US) but is **not** required for Wincode to function correctly. Ordering the HELP file also entitles you to future updates and e-mail based support. The \$10.00 fee is mainly to offset development costs and the amount of personal time invested.

Wincode is 100% compatible with all standard Uucoders, MIME 1.0 conformant software, BINHEX 4.0 and BTOA v4.0 and v5.2 coders. The MIME (Base64) support was developed under the guidelines of RFC 1521 (September 1993) and is subject to our understanding of the document. The BINHEX support was developed under the guidelines of RFC 1741 (December 1994) and is subject to our understanding of the document. The BTOA v4.0 and v5.2 support was developed based on freely available documents by Paul Rutter, Joe Orost & Stefan Parmark (the creators of BTOA). We welcome all comments and error corrections.

As part of our goal to support all **BINARY/ASCII** conversion methods in one (*quality :-)* product, Wincode now supports encoding/decoding of **seven** different formats. We have tried to incorporate as many extra features as possible to make the en/de-coding process painless. The average user may not need/use all of Wincode's features, but they **are free!**

NOTE TO DEVELOPERS: WCENGINE.DLL contains all of Wincodes **working** code (currently) accessed through 80+ functions/procedures. We created this *simple* interface to allow Developers to integrate the Wincode Engine into any program. We will provide the **API** and royalty free usage to interested developers under certain conditions. Please contact the `_Snappy_` development team for more details:

development@snappy.global2000.net

Obtaining the HELP File and Support

The HELP file is **not** required for Wincode to function properly. If you can figure out all of Wincode's features on your own, then by all means enjoy the **FREE** program. If you would like assistance and/or the HELP file to discover Wincode's **full** potential then order the HELP and support as indicated below.

NOTE: Registration is a **one-time** fee. If you registered for an earlier version of the HELP file, you do **not** need to re-register. You are in our database for **FREE FUTURE HELP** file upgrades. Not bad, huh :-)

To order the Wincode Help file, send **\$10.00 (U.S. Dollars)** to:

Maureen Belisle
Snappy
Oxford Heights: Buckingham #5
Albany, NY 12203

This price and address are guaranteed until June 1, 1997. If you wish to obtain the HELP file, **PLEASE E-MAIL FIRST** for updated information. Send a **blank** e-mail to:

wincode@snappy.global2000.net

An easy to use order form is provided as part of Wincode by selecting **Help|Ordering the Help file...** and then choosing **Order Now!**

Payment Method is by Check or Money Order payable to: **MAUREEN BELISLE**

Payments must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars.

You may send U.S. cash but **_Snappy_** is **NOT** responsible for lost letters or payments. We keep records of all our e-mail/postal mail transactions. If our records show that we have not received payment, your letter will be considered lost and you will be responsible for the lost payment. We **STRONGLY** suggest paying by Check or Money Order.

Sales tax **is** applicable to New York State residents at the current Albany county rate of 8%.

PLEASE include a LEGIBLE E-MAIL address with all orders.

By ordering Help, you obtain the following:

- 1)** The most recent version of Wincode with the Help file.
- 2)** E-Mail access to pre-releases of future versions of Wincode and the Help file.
- 3)** Technical support.

All files will be **ELECTRONICALLY MAILED** to you. If you wish to have something sent through the US Postal service, please include a **Self-Addressed-STAMPED Disk-Mailer and Disk** with your order. For an additional fee of \$5.00 (see the order form), we can provide the Disk and Disk Mailer.

Multi-User Site License pricing is available (see the order form). A Site License entitles an organization to receive one copy of the Wincode package and duplicate the distribution disk for the specified number of copies.

The HELP file for each release is generally available within 30 days of the *official* release date. However, since we are a small company, you should please allow 6-8 weeks for delivery. We have installed an automated e-mail system by which registered users can upgrade the help file by sending a simple e-mail. For more information, send a **blank** e-mail to one of the following addresses:

Snappy info: snappy@snappy.global2000.net
Wincode info: wincode@snappy.global2000.net

Or visit our HomePage at:

<http://snappy.global2000.net/>

or

<http://www.global2000.net/users/snappy/snappy/>

NOTE: WAV files selected for use with Wincode are provided free of charge. They are freely available on the internet and were not sampled or altered by *_Snappy_*. See the **Copyrights** section of this file for legal copyright notices.

Mailing List/Postcard Information

We are maintaining a mailing list of users who would like to receive free updates of Wincode by e-mail (**NOTE:** these are updates **without** the HELP file). Though we were offering this *service* free, we regret to say that we have changed our policy and have decided to make it **Postcard-Support**. What is Postcard-Support? It is based on the idea of PostcardWARE software in which you send the author a **picture** Postcard from your home state, country, whatever to register the product. We have spent quite a bit of our free time developing and supporting Wincode. It will **always** be **FREEWARE**. However, if you wish to get pre-releases of new versions of Wincode, you must mail us a **picture** Postcard to the address given below. We will be separating our mailing list into two groups:

- 1) users who send postcards
- 2) users who purchase the HELP option.

If you send a Postcard **only**, you will **only** receive the **FREEWARE** Wincode package **without** the HELP file. If you purchase the HELP option, you do **not** need to send the Postcard and you will receive the Wincode Package **with** the HELP file. Being on the mailing list saves you the hassle of finding Wincode on the internet or downloading it from a BBS.

Users who send Postcards will also be eligible to **BETA** test Snappy programs and can receive forthcoming Snappy Windows software **free** if they **participate** in the **BETA** trials (help with **BETA** testing earns you a free Wincode HELP file).

All this for under one dollar! (average price of a Postcard plus postage in continental U.S.)

We welcome all comments and suggestions. Please remember to include **program version information** in all e-mail! Thanks!

Send Postcards to:

George Silva
Snappy
Oxford Heights: Buckingham #5
Albany, NY 12203

Don't forget to include your e-mail address!

Thanks for your support...

A Simple Encode Example

The following is a step by step run through for encoding a file (it is assumed that Wincode is installed and running):

Using the Mouse:

- 1) Select **File|Encode..** from the Wincode menu or select the first (left-most) icon on the Wincode Buttonbar. A **File to Encode** dialog will appear.
- 2) At this point, you can select the **Options...** button to re-check the settings Wincode will use to Encode the file(s).
- 3) Click through the Directories list to locate the file(s) you wish to encode.
- 4) Use the **Code Type** combo-box to quickly select a **different** encoding algorithm (if necessary :-).
- 5) If you wish to have Wincode call PKZIP to ZIP the files first, then check the **ZIP First** checkbox.
- 6) If you wish to have Wincode automatically e-mail/post the encoded file, check the **E-Mail/Post** checkbox.
- 7) At this point, you have five options:
 - a) to encode only one file, select the file or type the filename in the Filename entry box. Select **OK** to begin encoding.
 - b) to encode multiple files of different types, hold the **CTRL** key and select the files you want with the mouse. You may also type the separate filenames in the Filename entry box separated by a **SPACE**. Select **OK** to begin encoding.
 - c) to encode **all** the files in this directory, **hold down the CTRL key** and select the **OK** button (with *.* as the file). Wincode will begin encoding the files.
 - d) to encode **all** files of a specific type (such as *.txt), enter the appropriate file filter (i.e. *.txt) in the Filename entry box, **hold down the CTRL key** and select the **OK** button. Wincode will begin encoding the files.
 - e) to encode into the Windows Clipboard, select a file and press the **>> Clipboard** button. Wincode will begin encoding. If you select more than **one** file, Wincode will pause between each file to allow you to copy the contents of the Clipboard to another destination.
- 8) Wincode will display the Encode progress in its main Window and will list the Encode method in the Hint Bar.
- 9) By default, Wincode will create an Encode Report file in the **set Encode** directory and will allow you to view it when complete.
- 10) That's all!

Using the Keyboard (Key combinations require the user to press and hold specific keys. Use the TAB key to move between fields.):

- 1) Use **CTRL-E** to open the **File to Encode** dialog.
- 2) At this point, you can select the **Options...** button by pressing **ALT-O** to re-check the settings Wincode will use to Encode the file(s).
- 3) **TAB** to the Directories list and use the arrow keys, **SPACE** bar and **RETURN** key to locate the file(s) you wish to encode.
- 4) Use the **Code Type** combo-box **ALT-Y** to quickly select a **different** encoding algorithm (if necessary :-).
- 5) If you wish to have Wincode call PKZIP to ZIP the files first, then check the **ZIP First** checkbox by pressing **ALT-Z**.
- 6) If you wish to have Wincode automatically e-mail/post the encoded file, check the **E-Mail/Post** checkbox by pressing **ALT-E**.
- 7) At this point, you have five options:

- a)** to encode only one file, select the file or type the filename in the Filename entry box. Select **OK** by **TABing** to highlight the button and pressing **RETURN**. Wincode will begin encoding.
- b)** to encode multiple files of different types, hold the **CTRL** key and select the files you want using the arrow keys and the **SPACE** bar. You may also type the separate filenames in the Filename entry box separated by a **SPACE**. Select **OK** by **TABing** to highlight the button and pressing **RETURN**. Wincode will begin encoding.
- c)** to encode **all** the files in this directory, **hold down the CTRL key** and select **OK** by **TABing** to highlight the button and pressing **RETURN**. Wincode will begin encoding the files.
- d)** to encode **all** files of a specific type (such as ***.txt**), enter the appropriate file filter (i.e. ***.txt**) in the Filename entry box, **hold down the CTRL key** and select **OK** by **TABing** to highlight the button and pressing **RETURN**. Wincode will begin encoding the files.
- e)** to encode into the Windows Clipboard, select a file and press **ALT-C**. Wincode will begin encoding. If you select more than **one** file, Wincode will pause between each file to allow you to copy the contents of the Clipboard to another destination.
- 8)** Wincode will display the Encode progress in its main Window and will list the Encode method in the Hint Bar.
- 9)** By default, Wincode will create an Encode Report file in the **set Encode** directory and will allow you to view it when complete.
- 10)** That's all!

You may press **ESC** to cancel at any time (you may also select **CANCEL** using the mouse or by **TABing** to highlight the **CANCEL** key and pressing **RETURN**).

NOTE: When encoding files using the **BINHEX** algorithm, you have the option of including the correct **MAC Finder** info within the file. Doing so will **greatly** help users on MACs decode the files correctly. By this we mean that the decoded data will contain the correct MAC Icon and Program Association provided by the Finder on their system. Instead of having to use ResEdit (or similar apps) to fix the file, users will be able to just double click and go! (avoiding that annoying message "The application that created this file could not be found...etc"). Wincode ships with an extensive MAC Finder info library from which you may choose the correct info or enter your own. The library can also be edited to store/delete custom entries.

A Simple Decode Example

The following is a step by step run through for decoding a file (it is assumed that Wincode is installed and running):

HINT: Use the **AUTO-DETECT** code type for decoding. Wincode can try to guess the code type and will adjust its decode algorithm accordingly. If it fails, you can then force it to use the correct code type.

Using the Mouse:

- 1) Select **File|Decode..** from the Wincode menu or select the second (left-most) icon on the Wincode Buttonbar. A **File to Decode** dialog will appear.
- 2) At this point, you can select the **Options...** button to re-check the settings Wincode will use to Decode the file(s).
- 3) Click through the Directories list to locate the file(s) you wish to decode.
- 4) Use the **Code Type** combo-box to quickly select a **different** decoding algorithm (if necessary :-).
- 5) If you wish to have Wincode call PKUNZIP to UNZIP the files after they are decoded, then check the **UNZIP After** checkbox.
- 6) If you wish to have Wincode Winsort the files before decoding, check the **Winsort First** checkbox.
- 7) At this point, you have five options:
 - a) to decode only one file, select the file or type the filename in the Filename entry box. Select **OK** to begin decoding.
 - b) to decode multiple files of different types, hold the **CTRL** key and select the files you want with the mouse. You may also type the separate filenames in the Filename entry box separated by a **SPACE**. Select **OK** to begin decoding.
 - c) to decode **all** the files in this directory, **hold down the CTRL key** and select the **OK** button (with *.* as the file). Wincode will begin decoding the files.
 - d) to decode **all** files of a specific type (such as *.txt), enter the appropriate file filter (i.e. *.txt) in the Filename entry box, **hold down the CTRL key** and select the **OK** button. Wincode will begin decoding the files.
 - e) to Decode from the Windows Clipboard, select the **Clipboard >>** button. You do **not** need to specify a filename (it will be ignored anyway). Wincode will search the Clipboard for data (**TEXT**) and begin decoding.
- 8) **NOTE:** If you are decoding a multi-part file, you need only select the **first** file in the series. Wincode will find the rest of the files provided they are named **in order** by **a)** filename or **b)** extension. If Wincode gets confused, it will prompt you for the next file in sequence. See the **Simple Winsort Example** for more information regarding multi-part files.
- 9) Wincode will display the Decode progress in its main Window and will list the Decode method in the Hint Bar.
- 10) By default, Wincode will create an Decode Report file in the **set Decode** directory and will allow you to view it when complete.
- 11) That's all!

Using the Keyboard (Key combinations require the user to press and hold specific keys. Use the TAB key to move between fields.):

- 1) Use **CTRL-D** to open the **File to Decode** dialog.
- 2) At this point, you can select the **Options...** button by pressing **ALT-O** to re-check the settings Wincode will use to Decode the file(s).

- 3) TAB** to the Directories list and use the arrow keys, **SPACE** bar and **RETURN** key to locate the file(s) you wish to decode.
- 4)** Use the **Code Type** combo-box **ALT-Y** to quickly select a *different* decoding algorithm (if necessary :-).
- 5)** If you wish to have Wincode call PKUNZIP to UNZIP the files after they are decoded, then check the **UNZIP After** checkbox by pressing **ALT-U**.
- 6)** If you wish to have Wincode Winsort the files before decoding, check the **Winsort First** checkbox by pressing **ALT-W**.
- 7)** At this point, you have five options:
 - a)** to decode only one file, select the file or type the filename in the Filename entry box. Select **OK** by **TABing** to highlight the button and pressing **RETURN**. Wincode will begin decoding.
 - b)** to decode multiple files of different types, hold the **CTRL** key and select the files you want using the arrow keys and the **SPACE** bar. You may also type the separate filenames in the Filename entry box separated by a **SPACE**. Select **OK** by **TABing** to highlight the button and pressing **RETURN**. Wincode will begin decoding.
 - c)** to decode **all** the files in this directory, **hold down the CTRL key** and select **OK** by **TABing** to highlight the button and pressing **RETURN**. Wincode will begin decoding the files.
 - d)** to decode **all** files of a specific type (such as ***.txt**), enter the appropriate file filter (i.e. ***.txt**) in the Filename entry box, **hold down the CTRL key** and select **OK** by **TABing** to highlight the button and pressing **RETURN**. Wincode will begin decoding the files.
 - e)** to Decode from the Windows Clipboard, press **ALT-C**. You do **not** need to specify a filename (it will be ignored anyway). Wincode will search the Clipboard for data (**TEXT**) and begin decoding.
- 8) NOTE:** If you are decoding a multi-part file, you need only select the **first** file in the series. Wincode will find the rest of the files provided they are named **in order** by **a)** filename or **b)** extension. If Wincode gets confused, it will prompt you for the next file in sequence. See the **Simple Winsort Example** for more information regarding multi-part files.
- 9)** Wincode will display the Decode progress in its main Window and will list the Decode method in the Hint Bar.
- 10)** By default, Wincode will create an Decode Report file in the **set Decode** directory and will allow you to view it when complete.
- 11)** That's all!

You may press **ESC** to cancel at any time (you may also select **CANCEL** using the mouse or by **TABing** to highlight the **CANCEL** key and pressing **RETURN**).

A Simple ZIP/UNZIP Example

The ZIP/UNZIP support requires that you have working copies of the **PKWare ZIP and UNZIP** programs (or similar command-line compatible programs).

You should first select the **Options|Configuration...** menu item (**CTRL-F** or select the Open-Folder icon on the Wincode Buttonbar) and configure the ZIP/UNZIP support to your system.

NOTE: You must enter a FULL PATH and FILE NAME for both PKZIP and PKUNZIP.

ZIP First:

- 1)** Select a file to encode (as noted in the **Simple Encode Example**) with the **ZIP First** option checked.
- 2)** Wincode will prompt you for a name for the ZIP archive. Enter a standard DOS eight character filename (the extension is set in the Options dialog).
- 3)** Wincode will then execute PKZIP on the files you selected placing them in the archive you named. The actual ZIP archive is created in the Wincode **TEMP directory** (set under **Configuration|Wincode**).
- 4)** Wincode will wait for PKZIP to finish and then encode the ZIP archive it created (see the **Simple Encode Example** for more information).
- 5)** Alternatively, you can set the **ZIP First** feature **ON** both in the main **Encode Configuration** dialog or using **Interactive Drag and Drop**.

UNZIP After:

- 1)** Select a file to Decode (as noted in the **Simple Decode Example**) with the **UNZIP After** option checked.
- 2)** Wincode will decode the files as indicated in the **Simple Decode Example**.
- 3)** If Wincode encounters a file that has the selected **ZIP extension** it will execute PKUNZIP on the given file.
- 4)** The files will be UNZIPped to the selected UNZIP directory set in the **ZIP/UNZIP Options** dialog. This allows easy viewing/testing of files.
- 5)** Alternatively, you can set the **UNZIP After** feature **ON** both in the main **Decode Configuration** dialog or using **Interactive Drag and Drop**.

A Simple Menu Hook Example

Explanation and Rational:

WCEHOOK.DLL allows Wincode to **Hook** its menu into other applications. When you *hook* an application, a new menu item **Wincode** will appear in the Window menu of the *hooked* app (it **should** appear before the HELP menu item; **Hook** will try to find a unique letter to underscore so that you may use the **ALT-key** combination to activate the Wincode menu...if this fails, it defaults to **Wincode!** where the **!** is underlined -> use **ALT-SHIFT-1** to activate). Why do this you ask? Well, say you are downloading files in **Procomm Plus for Windows** and you want to decode them as you get them. Normally, you would switch to Wincode and select **File|Decode**, etc, etc. Or maybe you are encoding/ uploading...etc. Either way, it would be nice if you could minimize the app switching. In other words, it would be nice to have an encode/decode menu option built-in to your Comm app. That's where hooking comes in. Once hooked, you'll see a re-creation of Wincode's menu in the form of pop-up labelled **Wincode**. Wincode hides itself (minimized/hidden) and executes in the background. The only functionality missing when Wincode is hooked is Drag and Drop (there is no Window to drag to! - besides, it defeats the purpose of hooking ;-))...see below for more info...

With the release of v2.6.5, Wincode now includes an enhanced **WCEHOOK.DLL** and a new **WCEFMEXT.DLL**.

The enhancements to the standard Hook DLL allow Wincode to become a **floating menu**. Wincode will **not** *hook* into an application but rather become a menu itself. You move the menu by clicking with the **LEFT** mouse button and dragging. You select an item by using the mouse **RIGHT** click to activate a popup menu.

The new DLL offers a **direct** hook into **File Manager** using the **Microsoft File Manager Extensions**. This allows Wincode to work on files that you select **in File Manager**. You will notice that the Encode/Decode menu items no longer have **ellipses** (...). This means that they act on the files you choose directly in **File Manager**.

The following example shows how to establish a Menu Hook on the Windows **File Manager** program. Not all programs are compatible with Menu Hooking. In particular, programs which dynamically modify their menus (e.g. **Word for Windows 6.0**) can be unHookable (**SEE IMPORTANT NOTES BELOW**). If a program does get Hooked but you lose access to the Wincode functions, simply close the program down (this will close Wincode too). You now have the option of just using the **floating menu** hook in these situations.

- 1)** Select the **Options|Configuration...** menu item (**CTRL-F** or select the Open-Folder icon on the Wincode Buttonbar) and select the **Hook App** page.
- 2)** Set the **Application Name**: the application name is the name you see in the application Window **Titlebar** when it is maximized. This is important. Wincode will match **only** the text you provide . So **FILE MANA** and **FILE MaNaGeR** would **both** hook the Windows **File Manager** program if it were an active Window (exact matching is an option) and the **only** program with that text in its titlebar. You can create a list of active Window Titles using the **Hook Tuning** options (it creates a file called **WIN_LIST.RPT** in your **Wincode Working** Directory). For the purpose of this example, set the **Application Name** to: **File Manager**
- 3)** Set the **Application Path**: the application path is the file name Wincode will execute in the event that it cannot match the Window Title info. Include a **full** path and filename here. Wincode will **wait 1 second** (default value that can be changed) after executing an application to give it time to setup. For the purpose of this example, set the **Application Path** to the location of **WINFILE.EXE** (usually it is: c:\

windows\winfile.exe).

4) For the purpose of this example, leave the other options in their default settings.

5) Select **OK** when you are done (**TAB** to highlight the button and hit **RETURN**).

6) To Hook Wincode, select **Actions|Hook Wincode (CTRL-H** or select the Hook icon on the Wincode Buttonbar).

7) If **File Manager** is open, it will become the active application once Wincode has established its **Hook**. If **File Manager** is not running, it will be executed and Wincode will then Hook into it.

8) Check the **File Manager** menu (just before HELP) and you will see the **Wincode** item (with the letter **i** underlined :-).

The Hook menu changes depending on the action you perform. Wincode will also popup a small progress dialog box for each encoding/decoding action. It lists the current filename and percent done and the percent of the total job completed (the same info displayed in the Wincode Main Window). To **Stop** or **Quit** a process, select the **Stop** or **Quit** buttons from this dialog.

To Unhook Wincode, you have three options:

1) From the **Wincode** menu item select **UnHook Wincode**. Wincode will re-display itself where it was last located. Everything is back to normal.

2) From the **Wincode** menu item select **Exit**. Wincode will unHook itself and then close down. The Hooked app returns to normal.

3) Close the application in which Wincode is hooked. Wincode will automatically be closed.

NOTE: In the above example, we used the *standard* hook for **File Manager**. However, by selecting **Use File Manager Extension** from the **Hook App** Configuration dialog, you could establish a tightly integrated hook to **File Manager**.

IMPORTANT NOTES:

1) Certain programs (e.g. **WSGopher 1.2**, **Free Agent**) use **dynamic** menus. This sometimes causes Wincode's Hooked menu to appear *grayed out*. If this happens, set the **Double Hook Menu** option in the **Hook Tuning** section. This will insure the Wincode menus are enabled.

2) If you hook an application then quit and Wincode does not *unhook* itself, you can use the **reset** option to get it back. Just start **another** copy of Wincode with the commandline: **-RESETWINCODE**. For example, if Wincode is located in **c:\util**, then you would execute:

c:\util\wincode -resetwincode

This forces Wincode to revert to a normal state and shutdown. It will **only** work if a previous copy of Wincode is running. If this does not work, we suggest resetting your machine (**VERY RARE :-**). This option is provided as an emergency backup method to powerdown Wincode. We have found in the past that not all applications behave well when hooked. This insures that Wincode **will** behave well :-) This feature may be used at **any** time to kill a previous session of Wincode.

Known Limitations:

1) Microsoft Word for Windows v6.0 is incompatible with the Hook option. The program will issue a **GPF** because the Wincode menu is not defined *internally* and therefore has no **hint text** (**Word** crashes trying to assign hints to the menu). We are

currently working on this problem.

2) You can **not** Hook applications that do not have a menu.

If you experience *any* problems hooking apps, **PLEASE** let us know. We've been working on this for a while and it should be fairly clean... ;-)

A Simple Winsort Example

Winsort is designed to alleviate the **files-must-be-in-order** restriction when decoding multi-part or mixed part single files. It works by analyzing the Header information of the separate and/or internal files and extracting the encoded information into files Wincode can process. Winsort looks for the **Subject** line in file headers as its default. However, Winsort does support Wincode (2.0 or later), R.E.M, xmitBin, shar (by postbin), POST v1.2, X-File, and more headers. If Winsort cannot decipher information within a header, it will prompt the User for the missing information. Winsort creates files in the Wincode **TEMP directory** (**WSxxxxxx.yyy** where **x** is a number and **yyy** is the extension of the input file).

In addition to its sorting abilities, Winsort can also filter HTML codes from encoded documents and remove extraneous *forward* markers (the extra text inserted by e-mail programs to indicate a file was *forwarded*). The first situation arises when you download encoded text using a WWW browser. Try using one of the popular WWW search engines to search the USENET for an encoded file. You will find that it *looks* ok in the browser window, but when you save it as a text file, it destroys the encoded information by inserting extra characters (HTML code) in the text. Winsort can easily clean this mess for you by setting the **Filter HTML Codes** option. The second situation arises when someone *forwards* you an encoded document that they received. The text will usually contain the greater-than symbol (>) in the left-hand column to signify that the text is *forwarded*. In this situation, you can have Winsort **Flush Left** - that is, move **every** line in the file to the left by a specified number of spaces (the **Flush # Chars**). This will restore the *forwarded* portions of the file to appear as they were originally - hence repairing the encoded information.

The following demonstrates how Winsort is used (this is **only** necessary for files demonstrating one of the *symptoms* mentioned above):

- 1)** Select **Options|Configuration...** (**CTRL-F** or select the Open-Folder icon on the Wincode Buttonbar).
- 2)** Choose **Decode** and set the **Winsort First** option (**ALT-N**).
- 3)** Select **OK** when you are done (**TAB** to highlight the button and hit **RETURN**).
- 4)** Decode a file as specified in the **Simple Decode Example**.
- 5)** Wincode will call Winsort to process the file(s) then resume when Winsort is complete.
- 6)** That's all!
- 7)** Alternatively, you can set the **Winsort First** feature **ON** in the **File|Decode** dialog, using **Interactive Drag and Drop** or by selecting the menu item (**CTRL-N** or select **Options|Winsort First**).

HINT: To *only* filter HTML codes (no sorting), set the **Sort Options** to **Flush Left ONLY** and select zero (0) for the **Flush # Chars** entry. Set the **Filter HTML Codes** option and go!

A Simple Auto E-Mail/Post Example

Explanation and Rational:

The **Wincode Engine E-Mail/Post module** is a **WINSOCK** compatible agent that allows you to instantly encode and e-mail and/or post documents to a user/newsgroup **or** list of users/newsgroups. The module works in the background **independent** of Wincode and can be set to queue messages at specified intervals. What can this be used for? Say I have a PC at home with a SLIP account and I'm working with several colleagues on a document in **WordPerfect**. What I could do is create a mailing list of these people and configure Wincode to **Auto E-Mail/Post** the encodes. Then, with Wincode hooked into **Wordperfect**, I can select the encode option and e-mail away the latest drafts of the document as I work in **WordPerfect**. No need to run an e-mail program or create attachments, etc. As another example, say I just created a new **DOOM WAD** file and wish to distribute it on the **Usenet**. I would configure the appropriate Newsgroups in the Wincode **Address Book** and then just drag and drop the file onto Wincode to encode and post it in **one** simple step. Nice and easy posting...

With the release of version 2.0 of the **Wincode EPD (E-Mail/Post Daemon)**, there is now an integrated Address Book. The Address Book allows users to organize their e-mail and newsgroup information. Entering information into the address book is quite simple. Just use the **Edit** menu or **right-click** the Address Book to obtain a pop-up menu of commands. Each *folder* may contain up to 100 items which includes an address and simple description.

Setup:

TCP/IP Page

- 1)** At minimum, you **must** specify an **SMTP** server. The **E-Mail/Post Daemon (EPD)** will communicate to you through its **Trace window** (which can be logged) and via e-mail feedback. Most sites use **mail** followed by the domain as the server address (i.e. **mail.global2000.net**).
- 2)** The **NNTP** server is optional. Most sites use **news** followed by the domain as the server address (i.e. **news.global2000.net**).
- 3)** Leave the **Port** settings as is unless they are different at your site (this is very unlikely).
- 4)** At this point, you can try testing your setup by using the **Test xxTP Server Setup** buttons. Please note that this test may take anywhere from a few seconds to several minutes.
- 5)** For now, leave all other options at their **DEFAULTS**. Setting the **Queue** to **Spool First** will allow you to modify the **Auto E-Mail/Post** modules message queue (usually not necessary).

E-Mail/Post Page

- 1)** At minimum, you **must** specify a valid fully qualified internet return address.
- 2)** The rest of the setup is fairly straightforward. The **Subject Format** option allows you to specify how Wincode will create the **Subject** line of the e-mail/post message (which can also be edited later). There are three *escape* sequences that are translated by Wincode:
 - a)** **\f** is translated into the **Filename**
 - b)** **\p** is translated into the **Part number**
 - b)** **\t** is translated into the **Total parts**These sequences may be arranged (or ommitted) as desired.

3) Select the **Address Book...** button to bring up the Wincode Address Book. Entering information is quite simple :-). By default, Wincode will create one file in its home directory: **WCEPADDR.WAB** which contains your default Address Book.

An E-Mail Example:

- 1)** Verify that your TCP/IP and E-Mail/Post options are configured correctly as noted above. For this test, you will mail something back to yourself.
- 2)** Enable the Auto E-Mail/Post option by selecting the **Auto E-Mail/Post** menu item (**CTRL-M** or select the File-to-Mail X icon on the Wincode Buttonbar).
- 3)** An appropriate encode **CODE TYPE** should be selected. This will vary depending on the recipient. We do suggest that you set the **Header Type** to **MIME Conformant**.
- 4)** Encode a file(s). For this example, a small text file such as your **AUTOEXEC.BAT** will do nicely.
- 5)** When the encoding is complete, Wincode will pop-up an **E-Mail/Post-To** dialog which allows you to specify a recipient (E-Mail To), CC (Carbon Copy To), BCC (Blind Carbon Copy To) or Newsgroup (Post To). You may enter an address in any of these fields. For the purpose of this example, enter **your** address in the **E-Mail To** field.
- 6)** You may also press any of the *field buttons* to bring up an Address selection dialog. This dialog initially displays the contents of the last active Wincode Address Book. When you make a selection, click OK and it will be copied into the appropriate field.
- 7)** You may also edit the Subject if you like :-)
- 8)** When finished, select **OK** and Wincode will automatically launch the **Auto E-Mail/Post** module (EPD) to handle the e-mailing of the file.
- 9)** That's all!
- 10)** You will note that the **Auto E-Mail/Post** module will wait the full **spool** time (if set - default is 15 minutes) **before** trying to send the document(s).

A Posting Example:

- 1)** Verify that your TCP/IP and E-Mail/Post options are configured correctly as noted above. For this test, you will post something to the **ALT.TEST** newsgroup (used for this very purpose :-).
- 2)** Enable the Auto E-Mail/Post option by selecting the **Auto E-Mail/Post** menu item (**CTRL-M** or select the File-to-Mail X icon on the Wincode Buttonbar).
- 3)** An appropriate encode **CODE TYPE** should be selected. This will vary depending on the recipient. We do suggest that you set the **Header Type** to **MIME Conformant**.
- 4)** Encode a file(s). For this example, a small text file such as your **AUTOEXEC.BAT** will do nicely - though you **may** want to create a dummy file if you are concerned about the contents of your **AUTOEXEC.BAT** floating on the internet! :-)
- 5)** When the encoding is complete, Wincode will pop-up an **E-Mail/Post-To** dialog which allows you to specify a recipient (E-Mail To), CC (Carbon Copy To), BCC (Blind Carbon Copy To) or Newsgroup (Post To). You may enter an address in any of these fields. For the purpose of this example, enter **alt.test** in the **Post To** field.
- 6)** You may also press any of the *field buttons* to bring up an Address selection dialog. This dialog initially displays the contents of the last active Wincode Address Book. When you make a selection, click OK and it will be copied into the appropriate field.
- 7)** You may also edit the Subject if you like :-)
- 8)** When finished, select **OK** and Wincode will automatically launch the **Auto E-Mail/Post** module (EPD) to handle the posting of the file.
- 9)** That's all!

10) You will note that the **Auto E-Mail/Post** module will wait the full **spool** time (if set - default is 15 minutes) **before** trying to send the document(s).

NOTES:

1) When the **Auto E-Mail/Post** option is enabled, Wincode will **not** create a *normal* output file. It will create a temporary **spool directory** (\~**mqueue**) in which it places temporary files. Once the **Auto E-Mail/Post** module has processed the files, they are **deleted**.

2) By selecting **Spool First** for the **Queue**, you can easily edit the contents of the message queue (i.e. cancel a message, verify content, etc). Otherwise, messages are sent immediately after they are added to the message queue.

3) You can edit the message queue in two ways:

a) Select the **Wincode E-Mail/Post Daemon** (EPD) application. From the **Queue** menu item select **Pause (CTRL-P)** to pause the queue and then select **Modify (CTRL-M)** to modify it.

b) In Wincode, select the **Options|Configuration...** menu item (**CTRL-F** or select the Open-Folder icon on the Wincode Buttonbar) and select the **Queue** button (with the mail icon).

NOTE: Being a Winsock app means that the program requires a **WINSOCK.DLL**. Please be sure that your system has been configured properly.

Virus Scanners

Wincode now incorporates built in support for **DOS Virus Scanners**. Configuration is fairly straightforward (see the **Options|Configuration...|Misc.** Page). We have included built-in support for three popular Virus Scan Packages (two shareware packages and the scanner shipped with **MSDOS 6.0**). The file **VSDLINK.DAT** contains the configuration information for these packages. Users can edit this plain text file to include support for *other* DOS virus scanners. Please refer to the **VSDLINK.DAT** file for details.

Helpful Hints!

If you want to know what something does, try it! Wincode (by default) will warn you if you are about to make a big mistake :-). The program is designed to be intuitive and easy to use. We welcome all comments and suggestions (good or bad) but please do not e-mail/phone for support unless you have purchased the HELP file option (sorry). Thanks for using and supporting `_Snappy_` software. Have fun!

These are some helpful hints to get you started:

1) TRY EVERYTHING! We can't stress this enough ;-). Some options depend on the settings of other options (i.e. if you select **Make EMBL Files**, many of the standard encode options are disabled -> this is because certain options are mutually exclusive, etc). If there are major conflicts in your configuration, Wincode will let you know.

2) To see what a Buttonbar item does, hold the mouse over it until the Hint text appears.

3) Simple configuration **WARNING** messages (i.e. if you are deleting files, etc) can be disabled. Edit the **WINCODE.INI** file and set **WARNINGS=0**.

4) The degree to which Wincode interacts (i.e. through dialogs) with the User is controlled by the **Interactive Mode** setting (**low, medium, high**). If you set this option to anything other than **high**, we suggest enabling the **Report File** option and turning on the sound support. This will allow you to continue monitoring Wincodes progress while working on other things :-)

5) You **can** associate up to 50 (fifty) extensions to Wincode that it will recognize as **decodable**. This is useful if you want to double-click on files to decode them **or** if you are doing **mixed** encode/decode operations. We suggest adding the following: **UUE, UU, UAA, XXE, XX, USR, B64, MME, MM, HQX, HEX, B2A, BOO,MSG, 001, 01, 1**. These are the *common* extensions for various types of encoded files. **NOTE:** Files do **not** have to have associated *decodable* extensions to be decoded. When you select **File|Decode...** or use the **Interactive Drag & Drop** option and select **Decode**, files will be decoded *regardless* of extension.

6) Set the **Interactive Drag and Drop** mode **ON** and use it! It allows you to quickly modify **basic** coding options for batch processes. **NOTE:** The **Extension Based** option means that files are encode/decoded based on their **extensions** as recognized by Wincode.

7) The **Join/Split** option allows you to piece together or split files in a **specific** order/size. Joining is useful for when the files are all named differently and Winsort isn't working (headers not recognized). You can send the new file directly to the encode/decode engine after it is created. Splitting is useful for when you have BOO encoded files or you just want to evenly partition a huge file. **NOTE:** Do **not** use the Split option to split *encoded* files! Wincode does that automatically for you as it encodes the data. Just make sure that **Single File** is **not** checked and you can enter a **Bytes per File** size for the resulting encoded output! Remember, Wincode will disable *mutually exclusive* options in its Configuration dialog.

8) Use the **File Description** option to add **extra** info to the beginning of encoded files. You can enter up to **4096** characters (includes CR/LF).

9) Use the **Run Decoded** option to have Wincode execute files once they are (safely) decoded. Wincode uses the **WIN.INI Associations** list for choosing which program to use to display the file.

10) The **Header Type (Wincode or MIME)** is toggled by selecting either **a)** a new **Code Type** or **b)** turning **ON** the **File Headers** option (if it is already **ON**, turn it **OFF** then **ON** again).

11) **RAW BASE64** decoding uses the input file as a raw data stream. This means that the file **cannot** have **any** non-essential data. There are two exceptions (see the registered HELP file for details). You toggle the **BASE64** decode mode by selecting the **BASE64 Code Type**.

12) The **Window List** created by the **Hook App** option is saved as **WIN_LIST.RPT** in the Wincode **Working Directory**. It lists the Window Titlebar Text as Wincode saw them.

13) Auto-Hooking Wincode on start-up allows you to have Wincode execute the *hookable app* when you execute Wincode.

14) Enter **FULL** Pathnames for PKZIP and PKUNZIP.

15) Take advantage of Wincode's scripting ability to save yourself time and money (download dollars :-).

16) To use the **Auto E-Mail/Post Module**, you **must** have **WINSOCK** correctly setup on your system. If you don't know what **WINSOCK** is, then the module probably won't work :(Please refer to any one of the many books published about the internet and network access.

17) Use the **AUTO-DETECT** code type for decoding. Wincode can try to guess the code type and will adjust its decode algorithm accordingly. If it fails, you can then force it to use the correct code type.

18) Take advantage of the **BINHEX** encodes ability to store the correct **MAC Finder** info within the file. This will make the information more accessible to MAC users! (see **NOTE** in **A Simple Encode Example**).

19) Use the built in **Virus Scanner** option for extra safety. You can customize it further by editing the **VSDLINK.DAT** file.

20) The rest is in the registered HELP file...Sorry! :-)

Remember, chances are Wincode CAN ALREADY do what your thinking of...but if you're sure it can't and you'd like to see that feature, let us know!

Bonus SUM Utility

We have included a small **DOS** executable which will quickly calculate UNIX **sum -r/size** checksums. This program is useful for checking the integrity of files that have been transferred over communications lines that are questionable (or, to some extent, checking for virus infections). Wincode supports both line and/or file Checksum checking while decoding and will insert Checksums (line and/or file) while encoding. This utility is provided as a stand-alone DOS program. For program usage, type **SUM** (with no parameters) at the DOS prompt. The included file **CHECKSUM.REF** contains the proper checksum values for all of the files in the Wincode package.

Known Limitations and Other Important Notes

Known Limitations

- 1)** Certain video hardware/software combinations (such as ATI cards/drivers) are known to cause irregular displays of various Wincode dialogs. Common symptoms include misaligned text, irregularly spaced progress bars and "absent menus".
- 2)** The Hooking feature is not fully supported by all applications. If you have problems hooking an application, try using the **Hook Tuning** options. If you experience any other difficulties, please let us know. Please see the **Simple Hook Example** for more **important** information.
- 3)** Wincode uses the built-in font **MS Sans Serif**. Some users have experienced difficulty with the text in the Wincode dialogs. Make sure you have this font properly installed (ships with Windows).
- 4)** Although Wincode can handle System/Hidden files, the Microsoft **Common Dialogs** do not let you see them. This is not a limitation of Wincode (drag & drop, etc. still works on system/hidden files). We will address this issue in a future release.

These known problems do *not* affect Wincodes coding functionality.

Note to AOL Users

Here are answers to some common problems experienced by AOL Users:

- 1)** When downloading USENET posts from AOL, be certain that you receive the **entire** message. You do this by pressing the **More...** button until it disappears or *grays-out*. AOL downloads files in 28K chunks and usually does **not** receive the entire post when you select it. We have been told that the **Logging** option is the way to go for capturing **large** files. For more info, please contact the AOL support personnel.
- 2)** If you want to Hook the AOL menu, use "**America Online**" as the **Application Name** (do **not** include the quotes). The point is that there are **two** spaces between **America** and **Online**.
- 3)** There have been reports of bugs in the AOL v2.5 software auto-decode functions. This may cause problems when receiving encoded files that are large or multi-part. The solution is to disable this feature and use Wincode ;-)

The above AOL problems may or may not affect you. These are solutions we have helped customers with and may not be relevant to your copy of the AOL software. _Snappy_ has no association with America Online.

Note to Win95 Users

Wincode is currently targeted for the Win 3.1x (and WFWG) environment. Though it **will** work under Win95, there may be unforeseen problems. We will be updating Wincode in the future to become a true Win95 logo application. However, until then, please bear in mind that Wincode **does** work without problems under Win 3.1x and that Win95 problems arise from lack of backward compatibility in Win95. This is **not** to say that these are bugs in Wincode **or** Win95, but rather that Microsoft *had* to change certain aspects of Windows

which now differ from good old Win 3.1x :-). Some of the problems you may experience may also result from changes in the overall system (i.e. there is no File or Program Manager). The following is the current list of known problems:

- 1)** No support for Long Filenames (yet!).

Please send any other bugs/problems to:

bugs@snappy.global2000.net

Thanks!

Other _Snappy_ Software

We generally develop utility programs for Windows 3.1x and (soon) Win95. We currently have a handful of programs that we're working on which we will release as **FREEWARE**. We welcome all ideas for future projects. Please check out our internet site to see what we have to offer!

Copyrights

WINCODE.EXE, WINCODE.HLP, HELPME.HLP, WCENGINE.DLL, WCEHOOK.DLL, WCEFMEXT.DLL, WCHLPKEY.DLL, WCESOCK.EXE, WINSORT.EXE, VSDLINK.EXE, VSWLINK.EXE, VSDLINK.DAT, MACAPPFC.DAT, UNINSTLL.EXE, ZIPLINK.EXE, INSTALL.EXE, INSTALL.HLP and SUM.EXE are ALL copyright © 1993-1996 _Snappy_ software. It is illegal to distribute these programs individually without prior permission from the author. It is also illegal to reverse-compile or alter the executables or associated files in any way. The Snappy Installer (INSTALL.EXE) is provided to insure that all files are distributed together and intact. Copyright information is included within all the executable files (and DLLs) listed above.

The HELP file, WINCODE.HLP, may only be distributed by _Snappy_. Registered users are provided with a key which is unique to their copy of the HELP file. This key should only be used by the registered owner and is non-transferrable. The HELP file should be treated as a **book** such that only one copy may exist per license at any given time (on any computer) other than a personal backup copy. Just as a book cannot be read/exist in two places at once, the HELP file can only be used on one computer at a time (one copy for each license purchased).

The Wincode package, excluding the registered HELP file (WINCODE.HLP), is provided free of charge to all **_Snappy_ friendly** individuals. That is, if you like our product, then use it. If for some reason you find the product unusable or in conflict with any personal beliefs (including the beliefs of our company), we ask that you refrain from using all _Snappy_ software and destroy all personal copies. The full terms of our distribution policy are outlined in the **License** section of this Help file.

By using the Wincode package (any software therein), you agree to the above copyright laws and restrictions.

If you find any bugs, glitches, whatever, we can be reached by e-mail at one of the following addresses (**Please remember to include program version information**):

Wincode info: wincode@snappy.global2000.net
BUG reports: bugs@snappy.global2000.net
Comments/Feedback: feedback@snappy.global2000.net

If you need help, support, the latest version of Wincode or just want to let us know you like/hate the program, drop us a line. See the above for more info regarding obtaining the most current versions of the software.

Thanks for trying and using _Snappy_ software...

We'd like to thank everyone (you know who you are) who sent encouraging suggestions and comments.

Wincode is a TradeMark of _Snappy_ Software.

Other Copyrights:

All programs listed in the **Winsort Supported Formats** section of the registered HELP file are copyright their respective owners. They are listed here for reference purposes only. We make no guarantee of their functionality or compatibility with Wincode or Winsort.

- portions of this program are copyright © 1983,1995 Borland
- Windows is a trademark of Microsoft Corporation
- PKZIP/UNZIP are copyright © 1989-1993 PKWARE Inc. All Rights Reserved.
- GIF is a service mark of CompuServe Incorporated
- WordPerfect is a registered trademark of Novell, Inc.
- Procomm Plus for Windows is copyright © 1992-1993 Datastorm Technologies, Inc.
- Star Trek: The Next Generation is a registered trademark of Paramount Pictures
- The Simpsons is trademark and copyright © Twentieth Century Fox Film Corporation. All Rights Reserved.
- Pinky and the Brain is copyright © Amblin Entertainment in association with Warner Bros. Animation
- DOOM is copyright © 1993 Id Software, Inc.

Copyrights or Trademarks referenced in any material accompanying this software but not mentioned above have been omitted in error. _Snappy_ observes and respects all copyrights and trademarks.

License

Wincode is a FREEWARE application. Usage rights are granted under the following **Snappy User-Friendly** license:

- 1. _Snappy_ Software ("_Snappy_") grants to you a non-exclusive, non-sublicensable, license to use this version of Wincode: Multi-Purpose Encoder/Decoder for Windows (the "Software"), in binary executable form for personal purposes only.**
- 2. _SNAPPY_ MAKES NO REPRESENTATIONS ABOUT THE SUITABILITY OF THIS SOFTWARE OR ABOUT ANY CONTENT OR INFORMATION MADE ACCESSIBLE BY THE SOFTWARE, FOR ANY PURPOSE. THE SOFTWARE IS PROVIDED 'AS IS' WITHOUT EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE OR NONINFRINGEMENT. THIS SOFTWARE IS PROVIDED GRATUITOUSLY AND, ACCORDINGLY, _SNAPPY_ SHALL NOT BE LIABLE UNDER ANY THEORY FOR ANY DAMAGES SUFFERED BY YOU OR ANY USER OF THE SOFTWARE.**
- 3. _SNAPPY_ WILL NOT SUPPORT THIS SOFTWARE. SUPPORT FOR THIS SOFTWARE MAY BE OBTAINED UNDER A SEPARATE LICENSE FOR A ONE-TIME FEE (SEE "HELP OPTION" BELOW). _SNAPPY_ PROVIDES BASIC FREE DOCUMENTATION ENCLOSED WITH THE SOFTWARE.**
- 4. All content accessed through the Software is the property of the applicable content owner and may be protected by applicable copyright law. This License gives you no rights to such content.**
- 5. Title, ownership rights, and intellectual property rights in and to the Software shall remain in _Snappy_ and/or its suppliers. You agree to abide by the copyright law and all other applicable laws of the United States including, but not limited to, export control laws. You acknowledge that the Software in source code form remains a confidential trade secret of _Snappy_ and/or its suppliers and therefore you agree not to modify the Software or attempt to decipher, decompile, disassemble or reverse engineer the Software, except to the extent applicable laws specifically prohibit such restriction.**
- 6. _Snappy_ reserves the right to alter and/or terminate this License and deny and/or prohibit individuals or corporations from using the Software. _Snappy_ may terminate this License at any time by delivering notice to you and you may terminate this License at any time by destroying or erasing your copy of the Software. Upon termination of this License, you agree to destroy or erase the Software. In the event of termination, all applicable sections of this License will survive. This License is personal to you and you agree not to assign your rights herein. This License shall be governed by and construed in accordance with the laws of the State of New York and, as to matters affecting copyrights, trademarks and patents, by U.S. federal law. This License sets forth the entire agreement between you and _Snappy_.**
- 7. _SNAPPY_ OR ITS SUPPLIERS SHALL NOT BE LIABLE FOR (a) INCIDENTAL, CONSEQUENTIAL, SPECIAL OR INDIRECT DAMAGES OF ANY SORT, WHETHER ARISING IN TORT, CONTRACT OR OTHERWISE, EVEN IF _SNAPPY_ HAS BEEN INFORMED OF THE POSSIBILITY OF SUCH DAMAGES, OR (b) FOR ANY CLAIM BY ANY OTHER PARTY. FURTHERMORE, IN STATES THAT DO NOT ALLOW THE**

EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, YOU MAY NOT USE THIS SOFTWARE.

8. _Snappy_ provides support for the Software in the form of a "Help Option". The "Help Option" is considered a separate entity governed by a separate License. It is in no way required for the Software to function. The "Help Option" is provided separately for a one-time fee. Online order forms are provided within the Software. Prices are current to the date indicated and subject to change without notice. The "Help Option" does not grant further rights to the Software. A separate License for the "Help Option" is provided at the time of purchase. **_SNAPPY_ IS NOT RESPONSIBLE FOR LOST OR STOLEN ORDERS AND/OR "HELP OPTION" SOFTWARE SHIPMENTS. _SNAPPY_ RESERVES THE RIGHT TO DENY AND/OR LIMIT THE EXTENT OF SUPPORT PROVIDED BY THE "HELP OPTION".**

10. THE SOFTWARE IS PROVIDED AS FREWARE AND YOU MAY DISTRIBUTE IT AS SUCH PROVIDING YOU KEEP THE PROGRAM FILES, THE ASSOCIATED DATA FILES AND THE INTRODUCTORY TEXT FILES IN ORIGINAL INTACT CONDITION. THE SOFTWARE MAY BE DISTRIBUTED IN SHAREWARE/FREWARE PACKAGES IN WHICH FEES COVER DUPLICATION/MEDIA COSTS.

11. THIS PROGRAM MAY NOT BE SOLD COMMERCIALY OR PRIVATELY WITHOUT THE WRITTEN PERMISSION OF _SNAPPY_.

12. THE OPINIONS EXPRESSED OR IMPLIED BY THE SOFTWARE AND/OR _SNAPPY_ ARE THOSE OF _SNAPPY_ ONLY. _SNAPPY_ RESERVES ALL RIGHTS TO CHANGE AND/OR MODIFY THIS LICENSE.

Wincode is a trademark of _Snappy_ Software.

Copyright 1993-1996 _Snappy_ Software. All rights reserved.

