ZipShell Pro User's Manual
version 3.1

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TOPICS COVERED IN THIS DOCUMENT (in order of inclusion)

INTRODUCTION

        ZipShell Pro is a program for the Microsoft Windows environment
        which allows the user to easily access the power of data
        compression technology without spending the large amounts of time
        required to become proficient in the use of various
        compression/decompression programs (i.e., archivers).

        ZipShell Pro acts as a command center for creating, modifying and
        extracting archives in 4 major formats: ARC, ARJ, LZH, and ZIP.
        Using ZipShell Pro, you may treat these different archives in the
        same way; ZipShell Pro takes care of their differences
        automatically. There is no need to learn a different command set
        for each type of archive.

        ZipShell Pro allows the user to perform more complex tasks, such
        as archive comment manipulation, password encryption, and self-
        extracting archive creation, with a few keystrokes or mouse-
        clicks. Simple tasks, such as compressing or extracting files,
        often require as few as 1 or 2 keystrokes or mouse-clicks.

        ZipShell Pro is constantly being updated to reflect new archiver
        versions and is continually being fine-tuned in terms of speed
        and performance, making it a powerful tool for archive
        management.

        ZipShell Pro is not a free program; rather, it is Shareware.
        After evaluating ZipShell Pro for 21 days, you are obligated to
        either register it or discontinue using it. See the
        "REGISTRATION" section later in this document for more details.

NEW FEATURES

    ZipShell Pro 3.0 has many new features added since the last
    version. Among them are: Internal ZIP Compression (resulting
    archives are 100% compatible with PKZIP/PKUNZIP), archive
    conversion between archive types or versions (for example, ARJ to
    ZIP, or ZIP 1.10 to ZIP 2.04), and improved status display during
    internal archiving operations.

    Also new to ZipShell 3.0 is the ability to create Windows SELF-
    EXTRACTING ARCHIVES from any ZIP archive. ZipShell Pro can turn
    any ZIP archive (with few exceptions) into a stand-alone, Win 3.1
    executable that can extract itself on any system without the aid
    of PKUNZIP or any other program or DLL. It is a Windows program;
    however, such archives are still 100% compatible with
    PKZIP/PKUNZIP so DOS access is possible if necessary.

    New to ZipShell Pro 3.1 is the ability to use ZipShell's internal
    unzip with zipfiles that contain paths. Also, the WinSFX module
    has been rewritten and now sports a better interface.

SYSTEM REQUIREMENTS

    In order to run ZipShell Pro, your system must meet the following
    minimum requirements:

        * 80286 or higher processor (80386 or higher recommended)
        * 2 Megs RAM
        * Windows 3.1

    In addition, you must also have copies of any of the DOS-based
    archivers you wish ZipShell Pro to utilize, although ZipShell Pro
    can perform many functions without the presence of any other
    archiver.

SUPPORTED ARCHIVERS

    In order to perform some of its functions, ZipShell Pro requires
    the presence of third-party, DOS-based archivers. These
    archivers may be present anywhere on your system (ZipShell Pro
    will prompt you for their location the first time they are used).
    You only need archivers appropriate for the type(s) of archives
    you wish to use. Also, ZipShell Pro is able to extract most ZIP
    and ARJ files internally, and compress ZIP archives internally,
    without using an external program. The supported archivers are
    as follows:

        for ZIP files: PKZIP.EXE & PKUNZIP.EXE, any version
                        by PKWARE, Inc.

        for ARJ files: ARJ.EXE, version 2.30 or later
                        by Robert Jung

        for LZH files: LHA.EXE, version 2.1x
                        by Haruyasu Yoshizaki

for ARC files: ARC.EXE, version 6.02 or later
                               by System Enhancements Associates, Inc.

    INSTALLATION

        To install ZipShell Pro, use the included setup program. Most of
        the files used by the setup program are compressed and may not be
        installed manually.

        After all the required files are copied to your hard drive, you
        will be asked to enter your registration information. If you are
        evaluating a shareware version of ZipShell Pro, just press the
        "Skip" button. If you are installing a registered version, enter
        your name, company and serial number in the spaces provided. The
        serial number is located on the disk label of the ZipShell Pro
        disk.

        ZipShell Pro is an "ini-friendly" program and does not write
        information to either the WIN.INI or SYSTEM.INI files, but rather
        creates its own ZIPSHELL.INI file.

        By default, ZipShell Pro supports the use of PKZIP/PKUNZIP
        version 2.04x. If you are using PKZIP/PKUNZIP version 1.10, it
        is ESSENTIAL you follow these instructions: Select the Options
        command from ZipShell Pro's Setup menu, then press F4 (or click
        on the Archivers piture) to go to the archivers section. Then,
        select the option button labelled "1.10" next to the PKZIP.EXE
        label at the upper-left part of the screen. Press the OK button,
        and this information will be saved to disk, and ZipShell Pro will
        work properly with the software you have.

        ZipShell Pro assumes you have the same version of PKZIP and
        PKUNZIP, so if you specify a version of 1.10 for PKZIP.EXE, it
        will assume you have PKUNZIP.EXE, version 1.10, also. If you
        later upgrade to PKZIP/PKUNZIP version 2.04, it is important you
        repeat these steps, this time selecting the option button
        labelled "2.04" next to the PKZIP.EXE label.

    DE-INSTALLATION

        If you later decide you wish to uninstall ZipShell Pro, there are
        a number of files ZipShell Pro copies to your hard drive that
        reside in locations other than your ZipShell directory. You may
        safely delete these files if you no longer wish to use ZipShell
        Pro.

            in your /windows directory:
                ZIP001.PIF
                ZIP002.PIF
                LZH001.PIF
                ARC002.PIF
                ARJ001.PIF
                ZIPSHELL.INI

        In addition, the following shared files are installed to your

/windows/system directory. You may delete them only if you are
sure they are not being used by other programs.

                CMDIALOG.VBX
                CTL3D.DLL
                THREED.VBX
                VBRUN300.DLL

EXTRACTING ARCHIVES WITH ZIPSHELL PRO

        The first thing most users will probably want to do with ZipShell
        Pro is to use it to extract (decompress) files from an existing
        archive. The steps to do so are simple.

        First, you must open the archive by using one of the Open
        commands from the File menu (for now, use the Open/Current Window
        command). After you do this, ZipShell Pro will scan the archive
        and list its contents on the screen.

        NOTE: You may also open an archive by dragging its filename from
        the File Manager (or Norton Desktop for Windows) and dropping
        anywhere on the ZipShell Pro window (or icon, if it's minimized).

        If the archive you just opened contained an archive comment, the
        word "NOTE" will appear on the scrap of paper dispalyed on the
        Comment button. You may press this button now to view the
        comment. When you are done viewing the comment, press the OK
        button to return to the main ZipShell Pro display.

        When you are ready to begin the extraction process, press the
        Extract button. Another window will appear with two large
        listboxes. The first box, which initially contains a list of all
        the files in the archive, represents the files you wish to
        extract from the archive. The second box, which is initially
        empty, represents files which you do NOT wish to extract from the
        archive. To move files from one box to the other, select them
        and press the appropriate Move button.

        After having placed all the files you wish to extract in the
        first listbox, locate the text box towards the bottom of the
        window with the caption "Extraction Path". This is the location
        the files will be extracted to. Enter an appropriate path and
        press the Extract button. If the path you entered does not
        exist, ZipShell Pro will optionally create it for you.

        If the archive you are working with is a ZIP or ARJ archive, an
        additional window will be displayed, allowing you to select from
        additional extraction options. For now, just ignore these
        options and press the OK button. ZipShell Pro will now extract
        the specified files using its internal extraction routines. The
        name of the file currently being extracted will be displayed on
        ZipShell Pro's status bar. When the process is complete,
        ZipShell Pro will display the word "Ready" on its status bar.

        If the archive you are working with is a LZH or ARC archive,
        ZipShell Pro will search for a DOS-based archiver to use. If it

doesn't find one, it will prompt you to enter its location.
After doing so, ZipShell Pro will launch the archiver in a
minimized DOS window to extract the files.

VIEWING FILES WITHIN AN ARCHIVE

        If you wish to quickly view any file inside of an archive, simply
        double-click on its filename in the list displayed by ZipShell
        Pro after you open the archive. The file will be extracted to a
        temporary location and displayed on the screen for you to view.
        When ZipShell Pro is closed, these temporary files are deleted.

        The program ZipShell Pro uses to display viewed files is
        modifiable. By default, ZipShell will search for an appropriate
        program to use for the type of file you wish to use. For
        example, if you wished to view the file "PICTURE.BMP" inside of
        an archive, ZipShell Pro might use Windows Paintbrush or other
        bitmap viewer (it actually scans the [Extensions] section of your
        WIN.INI file to see what program is associated with BMP files).
        If no program is associated with the type of file you wish to
        view, ZipShell Pro will use Windows Notepad as the default
        viewer.

        You may specify which programs ZipShell Pro uses to view programs
        by selecting Options from the Setup menu. In the General Options
        dialog displayed, use the Default Viewer section to specify which
        viewer you wish ZipShell Pro to use if no other suitable program
        is found to view a particular type of file. Use the Viewer
        Behavior section to specify whether you want ZipShell Pro to
        always use the Default Viewer, always use an associated program
        if any is found, or to ask you each time you view a file whether
        you wish to use the Default Viewer or the associated program, if
        any.

ADDING FILES TO AN EXISTING ARCHIVE

        Adding files to an existing archive is equally simple. First,
        open the archive you wish to add files to as described in the
        "EXTRACTING ARCHIVES WITH ZIPSHELL PRO" section. Next, minimize
        ZipShell Pro to an icon. Now, using Windows File Manager or the
        Norton Desktop for Windows, select the files you wish to add to
        the archive and drag and drop them on top of ZipShell Pro's icon.

        ZipShell Pro will then display a dialog box listing the files you
        have chosen for the compression process. At this time, you may
        cancel the operation by pressing the Cancel button. Also, there
        is a check box with the caption "Delete original files after
        adding them to archive." If this box is checked when the OK
        button is pressed, the files will be deleted after they are added
        to the archive. If an error occurs during the compression
        process, the files WON'T be deleted, even if this box is checked.

        Next, if you are working with a ZIP or ARJ archive, a window will
        be displayed listing additional compression options. For now, it
        is all right to ignore these and press the OK button. ZipShell

Pro will now prompt you for the location of the appropriate
archiver it needs to use if can't find it, and then will launch
it in a minimized DOS window. When the process is complete,
ZipShell Pro will re-read the archive in order to update its
display.

NOTE: As an alternative method of adding files, instead of
minimizing ZipShell Pro and selecting files from the File
Manager, you may press the Add Files button. Doing so will
display a window that enables you to select files for compression
without using an external program.

CREATING A NEW ARCHIVE

Creating a new archive is similar to adding files to an existing
archive as outlined above with one major exception: instead of
opening the archive you wish to add files to, you begin with an
empty, untitled archive. Then the process continues as above
except that you are prompted for the name of the archive to be
created before the appropriate archiver is launched. The name of
the archive will determine its format; i.e., archive.zip will be
created using PKZIP.EXE (or ZipShell Pro's internal zipper),
archive.arj will be created using ARJ.EXE, and so on.

When ZipShell Pro starts, it initially displays an empty,
untitled archive. You may use this as the basis for creating a
new archive. If you wish to create a new, untitled archive at
any other time follow one of these two procedure:

1) Select the Close Archive command from ZipShell Pro's File
menu. This will close any currently open archive displayed and
replace it with an empty, untitled archive.

2) Select the New Archive command from ZipShell Pro's File menu.
This will create a new window containing an empty, untitled
archive. Any archives currently open will remain open, and you
may switch to these using the Window menu.

DELETING FILES FROM AN ARCHIVE

To delete files from within an archive, you must first open it
using one of the Open commands from the File menu. Then, after
the archive's contents are displayed, select the files you wish
to delete and press the Delete button. ZipShell Pro will ask you
for confirmation, and if you reply "Yes", the appropriate
archiver will be launched and the selected files deleted.
ZipShell Pro will then re-read the archive to update its display.

WORKING WITH SELF-EXTRACTING ARCHIVES

ZipShell Pro supports the creation and manipulation of self-
extracting (executable) archives in the ARJ, ZIP and LZH formats.
To open a self-extracting archive, use one of the Open commands
from the File menu. Select "EXE Files" from the "List Files of

Type" combo box at the bottom of the dialog to display all EXE
files. After selecting an EXE file, ZipShell Pro will
automatically determine its format and display its contents on
screen.

NOTE: When opening a self-extracting archive, the drag-and-drop
method is not available. When a single file with an ARC, ARJ,
LZH or ZIP extension is dropped on ZipShell Pro, it is opened and
displayed. Files of any other extension (including EXE files)
are added to the current archive instead of being opened.

After opening a self-extracting archive, it may be used as any
other. All normal operations may be performed on it.

To create a self-extracting archive from an existing archive,
choose the Make EXE command from the File menu after having
opened it. Choose either the small or large SFX module from the
dialog which is displayed (depending on how many capabilities you
want the self-extracting archive to have) and ZipShell Pro will
create the EXE file for you.

ZipShell Pro also has the ability to create Windows self-
extracting archives from most ZIP archives. (It cannot use ZIP
archives which contain password encryption or path information.)
Such archives are Windows stand-alone executables, which can
extract themselves on any system running Windows 3.1, without the
aid of PKUNZIP.EXE, ZipShell Pro, or any other program or DLL.
Registered owners of ZipShell Pro may distribute these self-
extracting archives freely, without additional compensation to
NewVision. Unregistered users of ZipShell Pro may only make them
for their own use.

To make a WinSFX file from any ZIP archive, choose the Make
WinSFX command from ZipShell Pro's File menu. WinSFX files can
contain only ZIP 2.04 compatible compression. If earlier
compression types are detected, ZipShell Pro will offer to
convert the archive to version 2.04 first. Then, ZipShell create
a stand-alone, Windows executable with the same name and open it
up for you to view.

ARCHIVE COMMENT MANIPULATION

If an open archive contains an archive comment, the word "NOTE"
will appear on the piture of the scrap of paper on the Comment
button. To view the comment, press the Comment button.

Whether or not an archive contains a comment, you may press the
Comment button to edit the archive comment. Pressing the Comment
button brings up the comment editor. Any current comment is
displayed. You may edit the comment by inserting or deleting
text, or using the copy and paste buttons to insert text from
another source. To delete a comment, select the entire comment
and press the DEL button. When you are finished, press OK. If
you have made changes to the comment, ZipShell Pro will ask you
if you want to save these changes back to the archive. If you
reply "Yes", the new comment will be inserted into the archive

(or the comment will be deleted, if you deleted the entire text
of the comment). If you reply "No", changes to the comment are
discarded and the archive remains unchanged.

INTERNAL EXTRACTION / COMPRESSION

     ZipShell Pro has the ability to extract most ZIP and ARJ files
     internally, without shelling to DOS to use PKUNZIP.EXE or
     ARJ.EXE. It also has the ability to create ZIP archives
     internally, which are 100% compatible with PKZIP. ZipShell Pro
     will automatically use these internal routines whenever possible,
     unless you have specified otherwise by unchecking the checkboxes
     labelled "Use Internal Zip & Unzip when possible" and "Use
     Internal Unarj when possible" on the Internal Extraction dialog
     box (available from the Setup menu).

     There are a few instances where ZipShell Pro cannot extract a ZIP
     or ARJ file internally. In this case, it will shell to DOS in
     order to run ARJ.EXE or PKUNZIP.EXE. This most commonly occurs
     when working with encrypted files. ZipShell Pro also cannot
     internally compress files with password encryption, but will use
     PKZIP.EXE instead.

     Using internal extraction / compression is often faster than
     using one of the DOS-based programs, because ZipShell Pro does
     not have to spend time establishing a DOS shell or launching
     another program. The internal archiving routines also provide
     you with a graphical measure of progress via a percent-complete
     bar which is displayed during the extraction and compression of
     files.

ADVANCED FEATURES

     ZipShell Pro is capable of many advanced compression/
     decompression features, including password encryption/decryption,
     path inclusion, volume label inclusion, compression method
     selection, and more. When extracting or compressing files for
     which extended options are available, they will be automatically
     displayed. Pressing the Help button will bring up a detailed
     explanation of each.

     ZipShell Pro also includes the ability to convert an archive from
     one type to another (for example, ARJ to ZIP), or between
     versions for ZIP archives (for example, it can convert a ZIP 1.10
     file to a ZIP 2.04 file or vice versa). To access ZipShell Pro's
     conversion functions, select the Convert command from ZipShell
     Pro's File menu.

REGISTRATION / CUSTOMER SUPPORT

     The single-license registration fee for ZipShell Pro is $29.95.
     In return you will receive a diskette containing the latest
     version of ZipShell Pro (without the nag screen!) and

accompanying documentation files, along with a unique
registration number. Additionally, your name will be displayed
in the "About" box as the registered user. Registering ZipShell
Pro enables us to continue to develop high-quality, inexpensive
software for you to use, so please support the Shareware concept
and register this program if you find it of use! Also, if you
register you will be eligible for discounts on futures upgrades.

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

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

        NewVision
        800 5th Ave #382
        Seattle, WA 98104

You may also register online on CompuServe. To do this, type GO
SWREG at any CompuServe ! prompt, and use ID 1551. The price of
ZipShell Pro will be charged to your CompuServe account, and
NewVision will be immediately notified. You should receive your
registered copy of ZipShell Pro in about a week.

Additionally, if you have any questions, problems, comments, or
suggestions regarding ZipShell Pro, contact us at the above
address, on CompuServe at 76020,732, on America Online at
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Portions of ZPSUNARJ.DLL are a modified version of UNARJ.EXE,
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Portions of NVZIP.DLL are a modified version of InfoZIP's
ZIP.EXE, Copyright © 1990-1993 Mark Adler, Richard B. Wales,
Jean-loup Gailly, Kai Uwe Rommel, Igor Mandrichenko and John
Bush. Source code for ZIP.EXE available upon request for a $3.00
copying charge.

PRODUCT HISTORY

v1.00 - First public release of ZipShell
v1.01 - Fixed a bug which caused ZipShell to run slowly when viewing a
        file from within a ZIPFile on slower 386 and 286 computers. Also
        made ZipShell check for the existence of files before extracting
        them, instead of letting PKUNZIP.EXE do it.
v1.02 - Caused ZipShell to prompt for a filename when a new file is
        created using the drag and drop method, instead of arbitrarily

naming it new.zip, new1.zip, etc. Made the File...Rename command
more functional, and added a File...Close command, to close the
current ZipFile in preparation for creating a new one with the
drag and drop method. Also enabled more than one file to be
deleted from a ZIPFile at a time.

v1.03 - Discarded the ZipShell viewer (because it was too limited).
Instead, users may use any Windows editor they like for viewing
files within ZIPFiles. This function is available under the
Setup....Options command.

v1.04 - Included a dialog box to allow the user to reset the tabs in
the main listbox, since certain system configurations would cause
the columns to be misaligned. Added support for PKZIP's
authenticity verification.

v1.05 - Fixed a bug which occured when working with ZIP Files which
contained other ZIP Files greater than 32K in length.

v1.06 - Added an option to disable the exploding window on startup;
this is used when ZipShell is launched minimized (as in the
Program Manager's startup group, for example).

v2.00 - Major upgrade to ZipShell 1.0x. Added support for ARJ and ARC
files, enabled support for archive comments. Included support
for many of PKZIP and ARJ's options, including password
encryption, the joining of ARJ archives, testing an archive's
integrity, fixing corrupted ZIP files, and more.

v2.12 - A maintenance release which enables ZipShell to work with the
newest version of PKZIP and PKUNZIP, version 2.04c. Also allows
use of archiving programs which are not on the user's path.

v2.12c - Fixed a bug which caused a conflict with SHARE.EXE.

v2.30 - Added support for LZH archives using LHA.EXE 2.1x. Redesigned
the options windows so that they are easier to understand and
use. Changed the way ZipShell handles a single zipfile being
dropped on it, so that the file is added to the current archive
if the CTRL key is held, else the archive being dropped is
opened. Added support for self-extracting archives, and
implemented a Multiple Document Interface.

v2.47 - Added the ability to extract most ZIP and ARJ files internally,
without having to shell to DOS and use PKUNZIP.EXE or ARJ.EXE.
Added a Sort menu to the menubar, which allows the the main
listbox (which displays the contents of an archive) to be sorted
by a number of different parameters. Added the ability to create
entire directory trees, instead of just a single subdirectory, in
the Extract Files window.

v2.50 - Increased the speed of internal extraction; made error messages
clearer with more help available.

v3.0 - Added internal compression ability; included routines to
convert archives to different types and to create Windows self-
extracting archives.