

ZipShell Pro User's Manual  
version 3.1

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## 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 picture) 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 displayed 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 picture 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 NewVision1, or by phone at (206) 557-8330. All comments and suggestions are appreciated and welcome.

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

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#### 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 occurred 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.