



## Extract 3.04

### A *UU*decoder for Windows and DOS

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**KWM Consultants Limited**

Extract 3.04 is a *UU* Decoder than runs as either a Windows 3.x or DOS application. Since both versions utilize the same decoding engine the basic functionality of the two applications are the same. For more information click on the topic name below.

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## Basic Features

The following features are common to both the DOS and Windows versions of the program.

- The ability to reject all extraneous information embedded in the *UU* file. This includes, but is not limited to Header and Signature blocks.
- The ability to extract multiple files from a single *UU* encoded file. The only limitation is that the split sections must be added in the correct order.
- Supports all know formats of *UU* encoding common on the Internet.

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## DOS Version

Syntax: *Extract Filename*

To use Extract from the DOS prompt simply type **EXTRACT** followed by the filename of the file you wish to decode. Wild cards are acceptable and may be used without limitation.

Note: The program will always store the output files in the current working directory.

Basic Features

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## Windows Version

Features specific to the Windows version on the program *include*.

- Extract provides an attractive, easy to use interface. This interface includes a percentage completed graph to show the status of the decoding process..
- Extract automatically selects the most recently uploaded file in the working directory as the default.
- Supports Command line operation in windows.
- Extract multitasks cooperatively in Windows.
- Comprehensive on-line help for all possible error messages.

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## Registration Fees

For use *in a business environment* **OR** on any computer *owned* by any *Private Company* or *Government Agency* the registration fee is \$10.00 in either US or Canadian Funds. Please remit your money along with your name and address and where you found this program to

KWM Consultants Limited  
12 Courtenay Close  
Sherwood Park Alberta  
Canada T8A 5K6

For use by private individuals the registration fee will be waived.

*We still require you to register your software by sending us your name and address to the above address or via E-Mail to ***dpenner@ee.ualberta.ca****

***Thank you!***

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## **Copyright Notice**

### **Extract 3.04**

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By

Darren E. Penner of KWM Consultants Limited

EXTRACT.EXE and EXTRACT.HLP are (C) KWM Consultants Limited  
BWCC.DLL is (C) Borland and may **NOT** be distributed separately from the rest of this package.

This program is shareware and can be distributed for evaluation purposes so long as the following conditions are met:

The program is not changed or modified in any way.

The requirements in the Registration section are met.

The program is not sold for a profit.

This program is supplied AS IS, we take no responsibility for its actions but welcome any suggestions on how to improve it.

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## Configuration Options

This panel allows you to set up the following options:

- |                      |  |
|----------------------|--|
| 1) Working Directory | The place where Extract will look for new files to decode.     |
| 2) Output Directory  | The place where Extract will store the decoded information     |
| 3) Default Extension | The type of file Extract believes is a <i>UU</i> encoded file. |
| 4) Your Name         | Enter the user name provided by our company here.              |
| 5) Serial Number     | Enter the serial number provided by our company here.          |

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## Revision History

- Version 1.00 DOS based *UU* Decoder.
- Version 2.00 First windows based *UU* Decoder.
- Version 2.50 Decode engine totally rewritten from scratch.
- Version 3.00 Fully multitasking windows version with revamped interface. First public release of the program to the Internet.
- Version 3.01 Internal release for my Beta testers.
- Version 3.02 Corrected a few bugs in the decode engine. Now notifies the user if the output file already exists. Better link with the task manager. Minor aesthetic changes
- Version 3.03 1024 mode with LARGE fonts now supported. Error in the default output directory fixed. (*Internal patch released to registered users only*)
- Version 3.04 Now can handle multi-file *UU* decodes and a more attractive font was introduced.

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## **File Exists Error**

This message indicates that the program has attempted to create a file that already exists. At this point you have been presented with the following Options.

### **OK -- Ignore -- Abort -- Help Me**

Selecting ABORT will skip the decoding of this particular file.

Selecting IGNORE will overwrite the old file with the one in the *UU* Encoded file.

Selecting OK without changing the filename in the WHITE edit box has the same effect as pressing ignore. If a new filename has been entered it will decode the *UU* file to that name.

**200: Sorry, I can't find the file *filename***

**You should never see this error, if you do Please contact KWM  
Consultants Limited!**

## **Error 301 -- Low Memory**

This error indicates that the program could not allocate a 64K segment of memory for use as a read ahead / delayed write buffer. If you see this error you are running **DANGEROUSLY** low on memory and should shut down a few applications.

## Error 201 - No begin Line

This error indicates that there were no Valid *UU* Encoded data in the file you selected. Every *UU* file must have a begin line that tells the decoder what filename to store the data in and the associated file attributes

## **Error 202 -- missing filename**

This error indicates that Extract found a **BEGIN** command in the *UU* file that did not specify the output filename. To fix this problem you can edit the source file and add your own filename at that point.

## **Error 210 -- Can't open output file**

This error can mean one of three things:

- 1) Your hard-drive is now full.
- 2) A file with the same name as the output file exists and is write protected.
- 3) Something is wrong with windows and/or your computer.

## Error 211 -- Bad table

These error indicate that the data following the **TABLE** line in your **UU** encoded file is corrupt  
you will have to require the source data for that file.

## Error 212 -- Bad Table

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## Error 213 -- Bad Table

These error indicate that the data following the **TABLE** line in your **UU** encoded file is corrupt you will have to require the source data for that file.

## **Error 214 -- End of File**

This indicates that Extract ran out of data before finding an "end" line in your source. The file at that point may or MAY NOT be complete depending on the [UU](#)Encoder used.

## **ERROR 302 -- Disk full**

Extract could not write to the output file. Your hard disk is probably full.

*You have discovered one of my "Test" features. These features may be implemented in future releases but are not fully supported at this time.*

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**Please Register this product**

**Your serial number will be provided by us as soon as you register your program. Untill then leave this field BLANK.**

Registration

## Error 199: Eof before End

This error occurs when Extract has not found the end of the current file being decoded before running out of data. If you are doing a mutli-file UUDecode extract will then look for the next file in the series eg)

*The file being decoded was FILE1.U, extract will attemp to find more data in FILE2.U*

If no additional files or data has been found this error appears. Insure that all parts for the file have been retrieved from you host. If you believe all the data is present in the file try adding the statement **end** to the end of your file.



The program has also been successfully tested in Windows 3.1

Now that Borland has shipped its 3.1 Upgrade you should expect to see full implementation of 3.1 features like Drag and Drop and .WAV file support if enough people register this product.

Signatures are the 3 or 4 line blocks (Or at least that is the length they SOULD be) at the bottom of a mail message outlining the senders name and return address.

By command line interface I mean that you can associate your favorite UUEncoded file extension with Extract in the File Manager.

You do this by clicking ONCE on an example file and then select File Associate from the File Managers menu. Tab to the "Associate With:" field and enter full path for your extract program. For example **C:\Windows\Utils\Extract.exe**. Then press OK.

After doing this you can extract a file by double clicking its name in the file manager.

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