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Welcome to Batch Zip Toolkit



Batch Zip Toolkit is a batch zipping and unzipping utility. It enabled you quickly and easily create and extract Zip archives in batch.

BZTK user interface has been designed to allow you to create your Zip archives as fast and painlessly as possible.

BZTK is a very powerful and flexible tool, although BZTK focuses mainly on the Zip archive, it is not limited to creating Zip archives in batch, it also supports over 10 other formats including the popular (Gzip, Lha and Tar formats). Decompression also gives us the flexibility to extract Rar and Ace formats too.

Throughout this help file you will see just how easy it is to create and extract a whole range of archives formats in just a few clicks of the mouse.

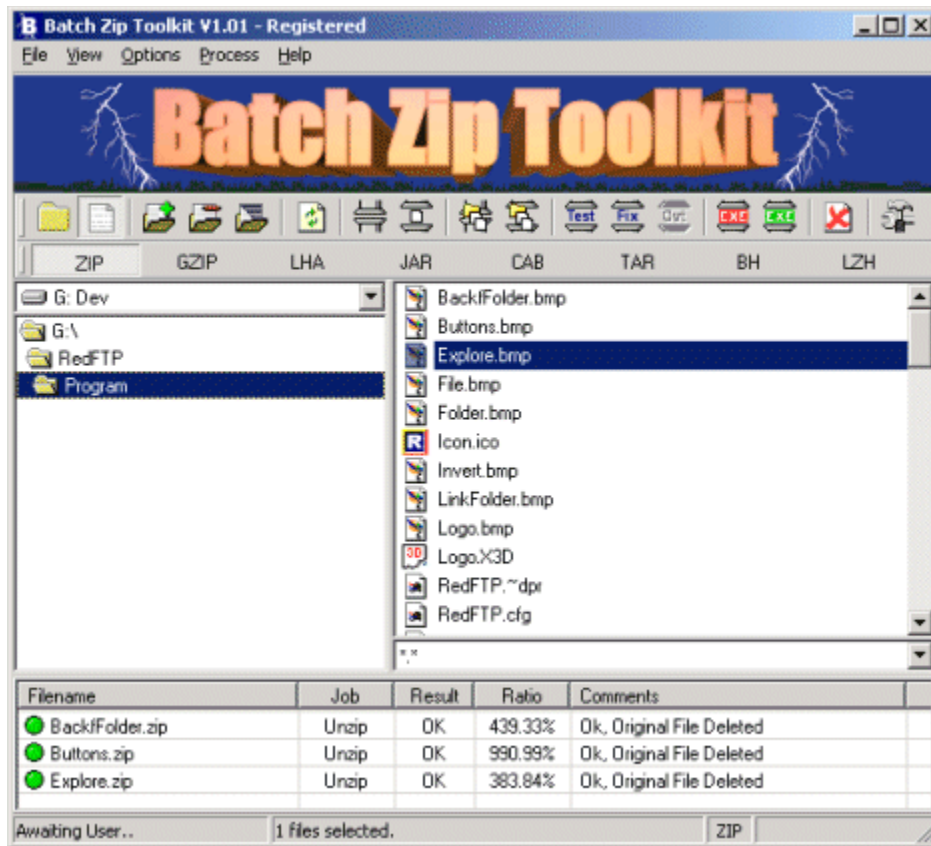
BZTK also can batch test, fix and repair bad archives in batch, and also create customer self extracting archive too !

Also, if you have any suggestions on how we can make BZTK even better , please let us know !

Kind Regards,

Dale Robinson
dale@zipmany.com

The User Interface



The BZTK user interface is where all the action takes place, below is a breakdown of just what does what:

The Action Tool bar

The Method Tool bar

The File View Window

The Progress View Window

For a detailed description click on the item above

The Action Tool bar



Going from left to right, the first two icons allow you to select files or folders in the main view. (See Zipping Folders)

The next three icons allow you to select All, None or Invert your selection (This is used when you are ready to compress / decompress your files).

The forth icon allows you to refresh the file/folder view

The fifth and sixth icons are the compress and decompress icons

The seventh and eighth icons are compress and decompress into nested folders icons

The next three icons allow you to test, fix and convert your selected files in batch.

The next two icons allow you to create and restore self extracting icons in batch.

and the last two icons are delete selected files and show the configuration screen respectively.

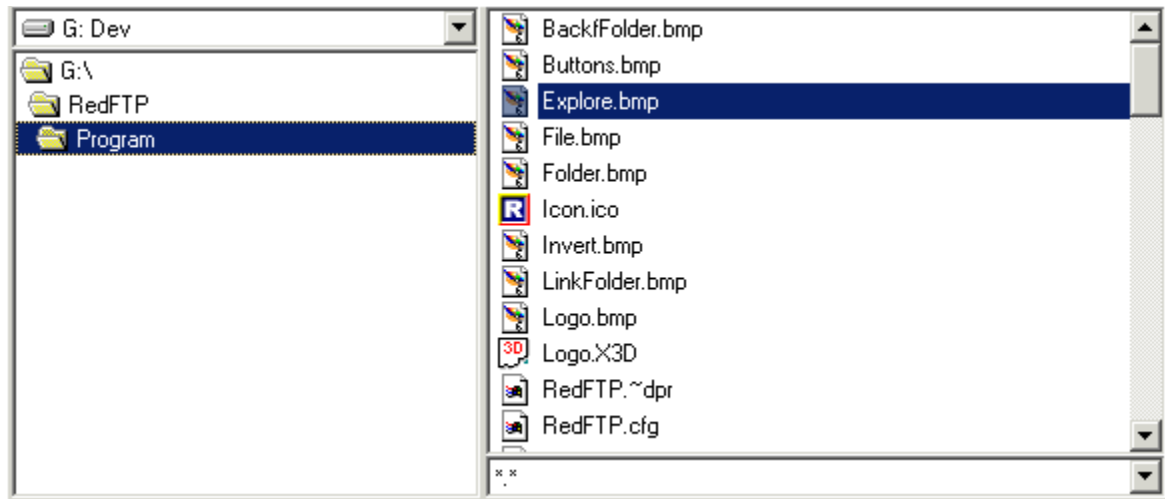
The Method Tool bar



The method tool bar allows you to select your compression method only. You can see that in this example, the Zip method for compress is selected.

With the flexibility of BZTK you do not need to select a decompression method, BZTK automatically detects and switches the method automatically when decompressing.

The File View Window



This window is where you select the files you want to compress, decompress, test, fix or make self extracting.

Simply select the folder of your choice and then select the files or folders you wish to compress in the window on the right hand side.

To make your life even easier, you can even create custom file filters within the configuration screen too.

The Progress View Window

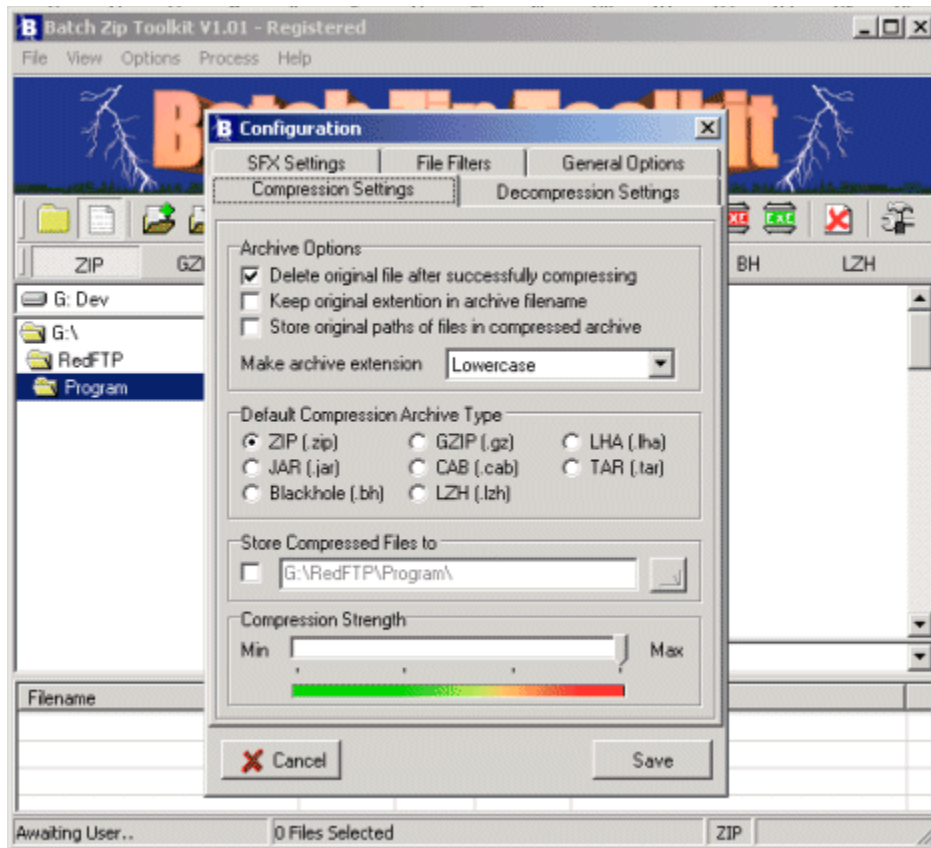
Filename	Job	Result	Ratio	Comments	
● BackFolder.zip	Unzip	OK	439.33%	Ok, Original File Deleted	
● Buttons.zip	Unzip	OK	990.99%	Ok, Original File Deleted	
● Explore.zip	Unzip	OK	383.84%	Ok, Original File Deleted	
Awaiting User..		1 files selected.		ZIP	

This window shows you just what's happening with you select an action (Compress, decompress etc.).

The green ball means everything went to plan, the orange ball is a warning and a red ball means the action could not be carried out on that particular file.

At then end of an action, if an error occurred, you will be asked if you would like to view the error log.

The Configuration Screen



The configuration screen will look like the one shown above when selected, click on the item below for a detailed description of what does what.

[Compression Settings](#)

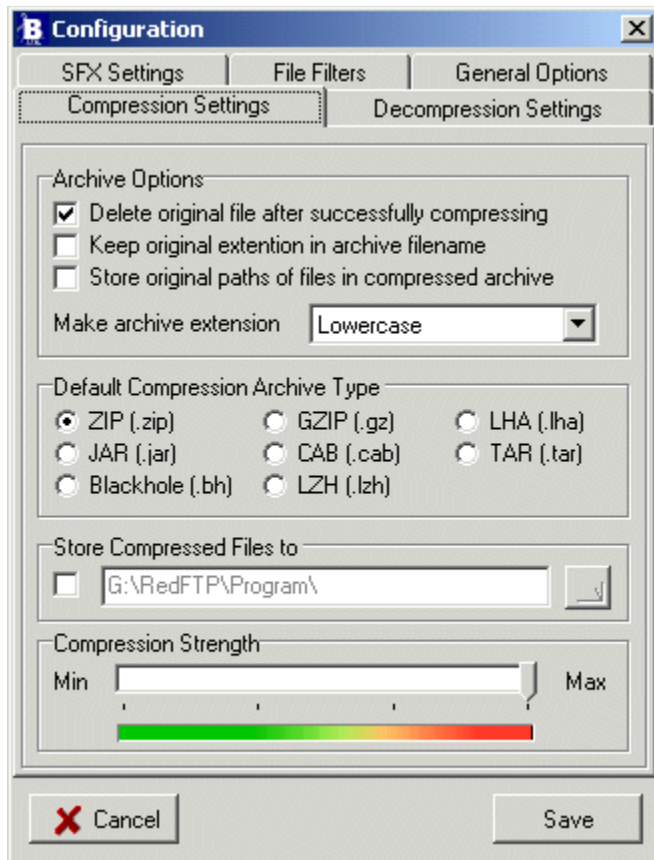
[Decompression Settings](#)

[SFX Settings](#)

[File Filters](#)

[General Options](#)

Compression Settings



The compression settings tab enables you to configure some or all of the options for a specific compression operation.

Archive Options

Delete original file after successfully compressing

Just that, if you have the recycle bin turned on in the general options tab the original file will be sent to the recycle bin.

Keep original extension in archive filename

Lets imagine we have a file called "picture.bmp", having this feature turned on a file called "picture.bmp.zip" will be created, if its turned off a file called "picture.zip" would be created (again assuming Zip is your chosen file format).

Store original paths of files in compressed archive

Again lets say we have a file in C:\pictures\pinapple.bmp and we want to compress it. If this feature is turned on the path "pictures\pinapple.bmp" will be stored within the archive, however if it is not, the "pinapple.bmp" will be stored without the original path.

Default compression archive type

Here you can select the type of compression method that you would like to use for your compressing. All available methods will be listed here and may vary slightly from the screen shot above.

Store Compressed Files to:

If you want to store your compressed files somewhere other than the place the originally files are stored you can click this item.

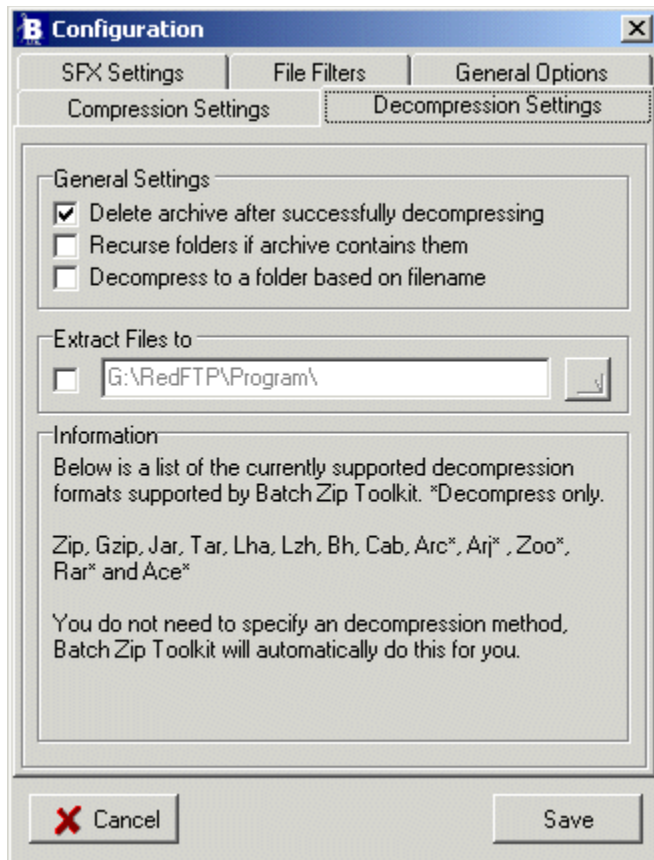
A window will appear asking you to select the location you wish to store your compressed items.

Note: Because all settings are saved on exit, its worth remembering to turn this feature off each time you have finished using it as you may find that you've forgotten you've turned it on and when you compress your files they disappear without trace and you'll only find them when you realized what's happened :) I know - I've done it ! Maybe your not quite as silly as me though...moving on... ;)

Compression Strength

If your chosen archive format supports compression strength, you can select the level you wish from this item. As a general rule, minimum compression make for a fast archive creation and vice versa.

Decompression Settings



General Settings

Delete archive after successfully decompressing

Just that, if you have the recycle bin turned on in the general options tab the archive file will be sent to the recycle bin.

Recurse Folders if archive contains them

If the archive contains sub directories and files with paths they will be recreated when this option is turned on.

Decompress to a folder based on filename

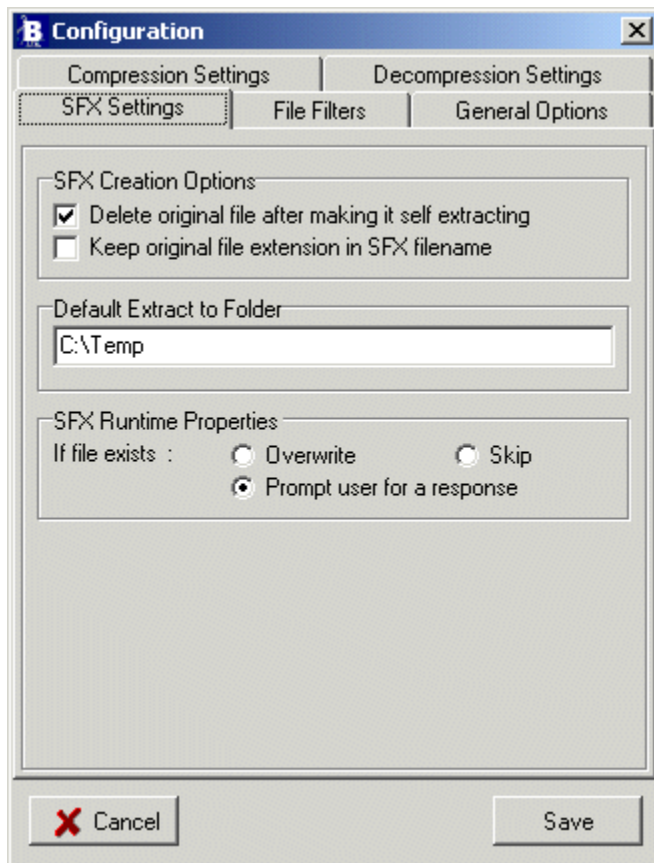
Lets imagine we have a archive called picture.zip. When its extracted and this feature is turned on it will be extracted to picture\XXXXXX. Where XXXXX is the contents of picture.zip.

This is an advanced feature and you may like to experiment first and understand what's happening with test data before using this items.

Information

Details of all types of decompression methods will also be listed in the window, you do not need to select a decompression method, BZTK will do this for you.

SFX Settings



SFX Creation Options

Delete original file after making it self extracting

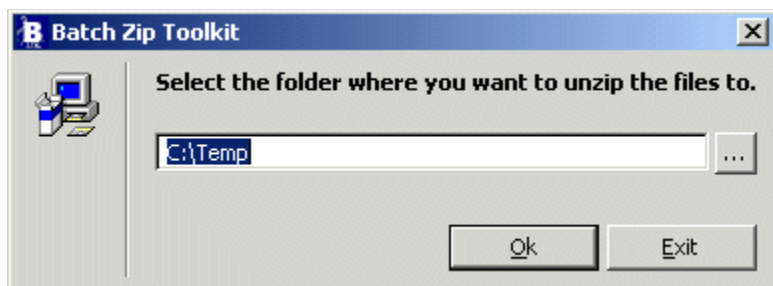
Just that, if you have the recycle bin turned on in the general options tab the original file will be sent to the recycle bin.

Keep original extension on SFX filename

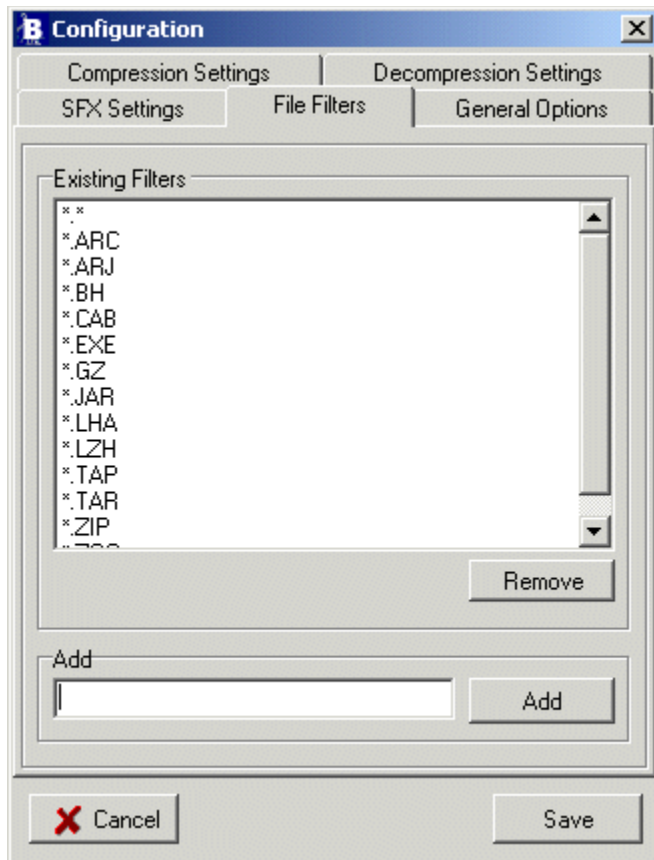
As ever, the best way to describe with this does is using a real life example: lets imagine we have a file called "picture.zip", that we want to make sfx'ing. With this feature turned on a file called "picture.bmp.exe" will be created, if its turned off a file called "picture.exe" would be created.

Default Extract Folder

When the self extracting file is executed, you can specify where you would like the files to be extracted by default.



Adding or Changing File Filters

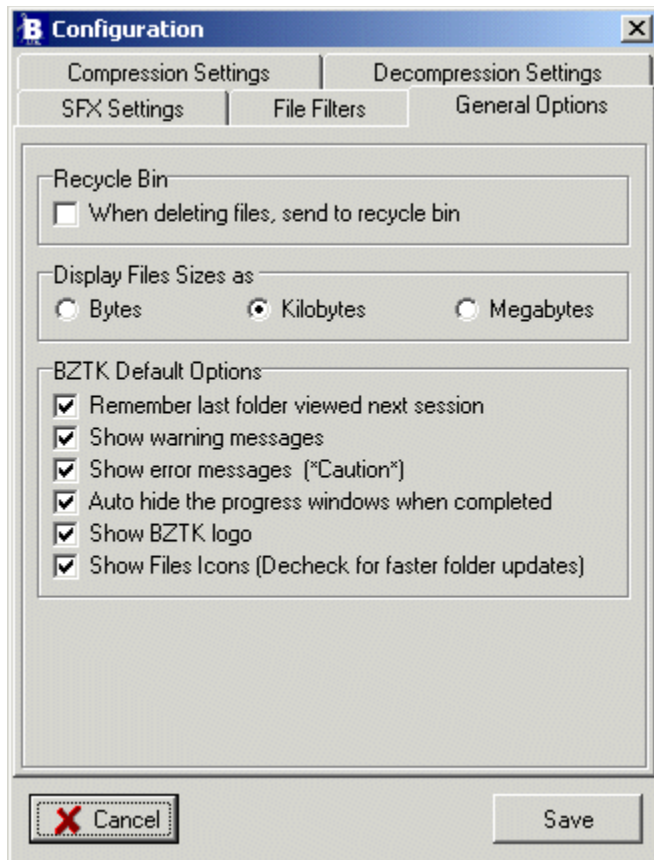


This option allows you to add or delete existing file filters.

To add a new file filter simply type the filter you want to add in the "add" box and click "add". As simple as that.

File filters are essential for "picking out" particular files within a folder full of different file types.

General Options



Recycle Bin

If this option is checked, any file that is deleted during a process is automatically sent to the recycle bin. This can be turned off. It is on by default.

Display File Sizes as

This option allows you to view how file sizes are displayed when an operation is taking place.

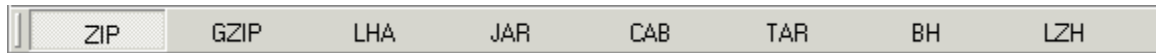
Default Options

These options are self explanatory.

Compressing Files in Batch

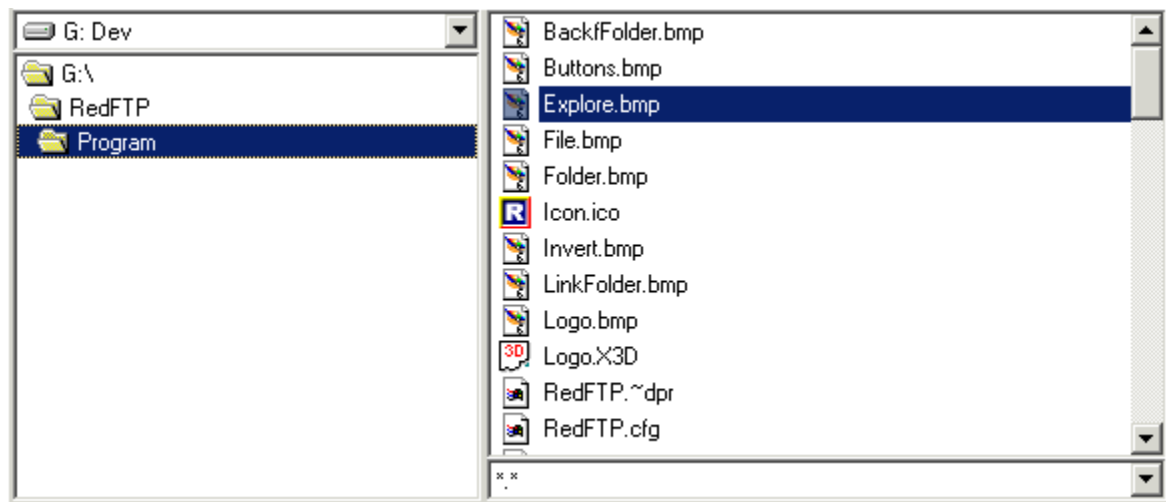
Compressing Files in batch is a very simple process to master.

Firstly select your chosen compression method from the tool bar.



Secondly, check that all the settings are correct by viewing the [Compression Settings](#)

Then select the files you wish to compress in the file view window



Then click the "Compress" icon



After a short while your files will be compressed using your chosen compression method.

Thats it

Compressing Files within Nested Folders

Compressing Files within Nested Folders is again a very simple process to master.

Firstly select your chosen compression method from the tool bar.

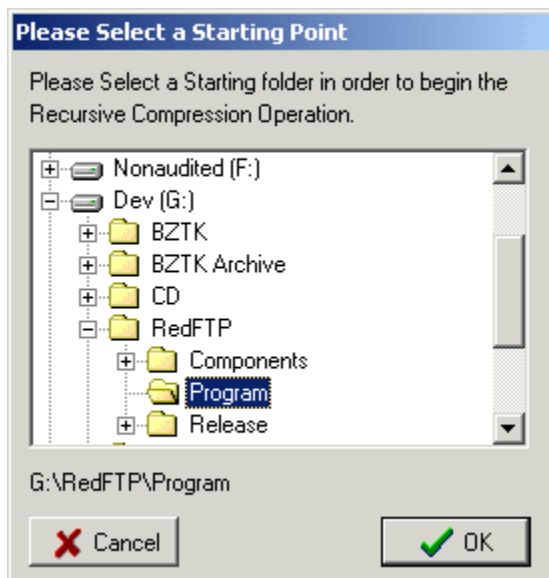


Secondly, check that all the settings are correct by viewing the [Compression Settings](#)

Then click the "Compress File Recursively" icon



A new window will then appear



Select the starting point where you would like to begin (ie the parent folder) and click "OK".

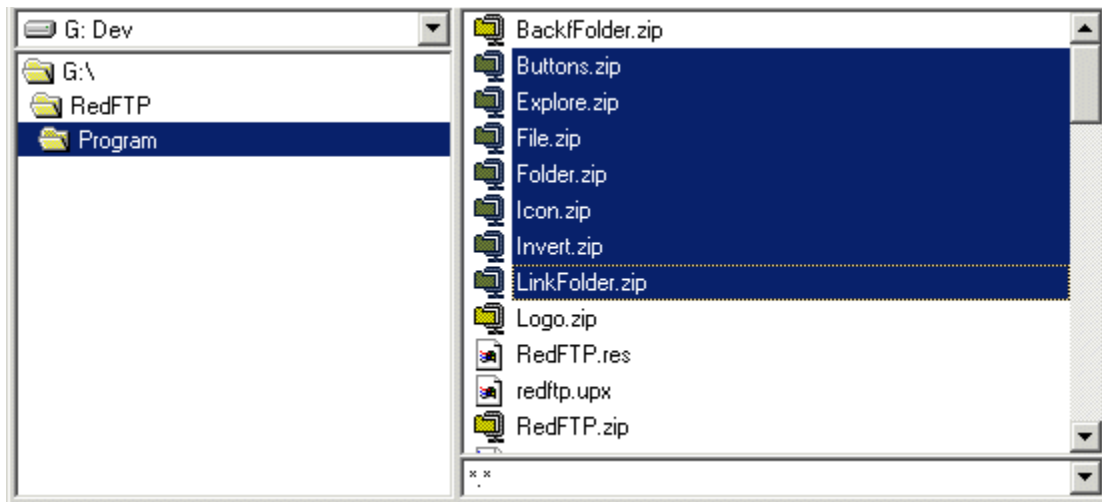
After a short while your files will be compressed using your chosen compression method.

Thats it

Decompressing Files in Batch

When decompressing files, you do not need to select a decompressing format, BZTK will automatically do this for you (even if you select many files of different archive types).

Firstly, select the files you want to decompress in the file view window



Secondly check that the decompression settings are to your liking.

Then click the decompress icon



After a few moments, your files will be decompressed and back to their original state !

Thats it !

Decompressing Files within Nested Folders

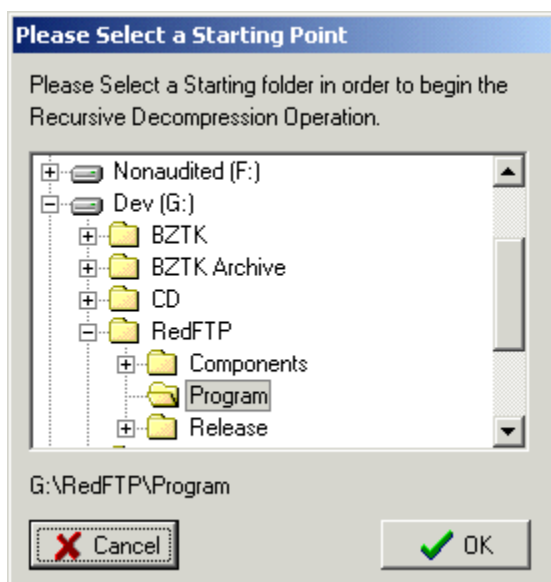
When decompressing files, you do not need to select a decompressing format, BZTK will automatically do this for you (even if you select many files of different archive types).

Firstly check that the decompression settings are to your liking.

Then click the decompress files recursively icon



A new window will then appear asking for you to specify a start point (ie. a parent folder).



Click OK if you are happy with the settings and after a few moments, your files will be decompressed and back to their original state !

Thats it !

Getting Support

Support is offered to all registered users of Batch Zip Toolkit via email

support@zipmany.com

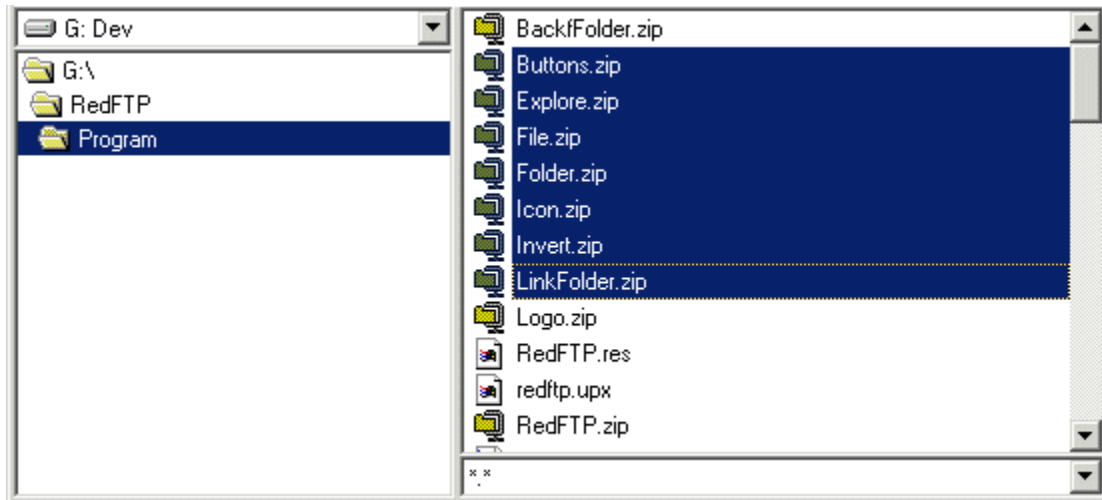
or via the Batch Zip Toolkit web site : www.batchziptoolkit.com

We aim to personally reply to all email within 24 hours.

Creating Sfx Files

Note : In order to create SFX files, your archives must be zipped first.

Choose the files you want to make self extracting in the file view area



Check the settings are correct in the Sfx Settings tab of Configuration

Then click the Make Sfx icon



After a few moments the files you selected will be sporting a new "B" icon and able to be sent to anyone, even if they don't have BZTK installed on their machine !

Thats it !

Click the Contents Tab for Help Contents

Online Registration

You can register online using a secure server at the following address :

<https://www.regnow.com/softsell/nph-softsell.cgi?item=2034-3>

After you've registered you will receive an email with instructions on how you can obtain the fully functional version of Batch Zip Toolkit.

...its worth remembering that all future versions released will be **FREE** to all registered users !

Copyright Information

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..with grateful thanks!

Many people have given up their time to beta test Batch Zip Toolkit.

I would like to thank them individually for their comments, suggestions and criticisms here:

So (in no particular order), thanks to the following :

Martin Pugh (Tigga bows), Lloyd Grant, Cobracure, Lev, Longevity, Eggman, Atila, Paul McG , Peepo, Mason, Jawa, Tango_man, Dr Steve Williams, Tim Richards & last but not least Mark Morris.

Also special thanks to Aleksey Kuznetsov and Howard Harvey for the use of their excellent components.

Frequently Asked Questions (FAQ)

Hopefully, we've covered everything in the help file you'd need to use Batch Zip Toolkit, however from time to time we receive a few mails with the same questions, so we've included a small FAQ.

Why dont you support RAR or ACE compression methods ?

As soon as the source / licence becomes available support for RAR and ACE will be added.

Would it be possible to add RAR or ACE support via an external program (like dos's rar.exe) ?

Yes, but it would be very messy.

Are you going to do it ?

Sadly not.

Does BZTK support multipart RAR's ?

No

Is Batch Zip Toolkit compatible with Winz*p?

Yes

Where is the Batch Zip Toolkit homepage ?

www.batchziptoolkit.com

Can self extracting archives created with BZTK be used by anyone else, even someone who doesnt have BZTK installed ?

Yes, built into the archive is the decompression routine

I have lots of archives in a single folder, can i batch extract them so each of them extracts to a unique folder ?

Yes, take a look at the "decompress to a folder based on filename" option in the decompression settings.

The check the web-site for more FAQ's !

Where can i send mail to ?

support@zipmany.com

