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### **What Is Drag And Zip**

Drag And Zip is a set of utilities that makes Windows 3.1 file manager into a file manager for ZIP and LZH files.

With its built in routines to Zip and UnZip files, Drag And Zip makes it very easy to compress files into Zip files and to extract files from Zip files from any Windows file manager that supports "Drag and Drop". Drag And Zip also supports use of your copies of PKZIP and LHA to manage compressed files.

To compress a file with Drag And Zip you merely "drag" files from the file manager and "drop" them on the Drag And Zip icon, fill out a dialog box with the filename and destination directory, and Drag And Zip will make a Zip file out of the selected files.

Viewing the contents of a ZIP or LZH file is as easy as double clicking on its listing in file manager. Drag And Zip's ZIP file viewer, Zip View, will automatically be loaded and will show you the contents of the compressed file. You can tag any group of files in Zip View for extraction or deletion. You can view any file with Zip View's built-in file viewer or the file viewer of your choice. You can temporarily extract any file from the compressed file and run it if it is a program, or run the program associated with it if it is a data file. If you make modifications to the extracted file, you will also have the opportunity to replace the older file currently in the compressed file with the modified one. You can also make self-extracting archives.

If you have a virus scanner, you can have Drag And Zip scan the files in the archive for possible viruses. There is also a check out feature where you can temporarily extract the files from a ZIP file and give them their own program group to "check them out".

Also part of the Drag And Zip utilities is Fileman Launcher. Fileman Launcher installs as a file manager extension and runs Drag And Zip every time you run Windows File Manager or any file manager that supports file manager extensions. When you exit File Manager, Drag And Zip will exit automatically at the same time. Fileman Launcher has its own menu in File Manager. You can use this menu to ZIP files instead of dragging them to the Drag And Zip icon. You can also add other programs to be run with File Manager through the Fileman Launcher menu.

To use Drag And Zip you need to be running Windows 3.1 or better. You will also need a copy of ZIP2EXE.EXE if you want to make self-extracting ZIP files.

This version of Drag And Zip is designed to be compatible with PKZIP version 2.04 as well as version 1.1. Any other versions of PKZIP may not work properly. To use Drag And Zip to build and extract LZH files, you must have a copy of LHA.EXE. Drag and Zip will not work with LHARC.EXE.

## **Creating a Zip File**

When you run Drag And Zip, it will load and show its zipper icon at the bottom left of your screen. Drag And Zip must be running for you to use it. It will not work if you try to drag files to its icon in Program Manager.

When you want to create a Zip or LZH file, run File Manager or any file manager that supports Drag and Drop, and tag the files that you want to Zip. Then hold the mouse down on one of the tagged files. The mouse cursor will become a white rectangle with a "+" on it. Move the mouse without taking your finger off the left button to the Drag And Zip icon. While you are moving the mouse, the cursor will become a circle with a slash through it. When the cursor is over the Drag And Zip icon, it will once more become a white rectangle with a "+" on it.

Let go of the mouse button and the Drag And Zip dialog box will pop up.

The dialog box will vary a bit depending if you are using the built-in Zip functions or an external copy of PKZIP or LHA.

## **Zip Filename**

In this field you enter the name of the Zip file that you want to create.

## **Archiver**

You have the choice of PKZIP or LHA. If you want to change from Drag And Zip's built-in Zipping to an external copy of PKZIP or vice-versa, choose the settings button and make your changes there.

## **Compression**

If you are creating a Zip file the choices will appear in a drop down combo box. The possible choices will vary depending on what version of PKZIP you are running. Drag And Zip's internal Zipping makes a PKZIP version 2 compatible Zip file. If you are using LHA, there will be 2 radio buttons offering Normal Compression or No Compression.

## **Actions**

This choice won't appear if you are using an external compression program.

If you are using the built-in Zipping, your choices will be

Add: This will create a new Zip file or add files to an existing Zip file.

Freshen: This will only replace files in an existing Zip file with those selected files that are newer than the files in the Zip file.

Update: This is like Freshen but in addition to replacing existing files with newer files, it will also add the files that aren't already in the Zip file.

## **Options**

Depending on what archiver you are using there will be two or three possible choices.

The first choice says "Zip sub directories". This is equivalent to the "-r" argument with PKZIP. When you choose this option, Drag And Zip will not only Zip the files in the directories that you dragged to it, it will Zip any sub directories that are in the directories and any sub directories in the sub directories, compressing all the files in the directory branch.

If you are using an external copy of PKZIP there will be a check box that says "Store path names in sub directories". This choice is equivalent to the "-p" option in PKZIP. This option won't save path names of the files in the directories that you dragged, but it will save the path names of the files in the sub directories of the directories that you dragged.

The choice "Store all path names" will save the path names of every file that you are Zipping.

### **Command line arguments**

If you are using the external archive programs PKZIP or LHA there will be a command line arguments field where you can enter any PKZIP or LHA command line argument. If you are unfamiliar with the argument needed to select a special option you can click on the help button and you'll find a complete command line reference in the help file.

### **Span Multiple Disks**

The external version of PKZIP version 2 allows you to Zip files onto multiple floppy diskettes. And, there is a "Multiple disks" check box to enable this option. When you are Zipping to multiple disks, you also can specify if the disks that you are Zipping to are to be formatted or just erased, and you can specify if they are high density or low density. You can choose any of these options from the drop-down combo box which becomes active when you check the "Multiple disks" box.

When you are all finished and click on "OK", Drag And Zip will create the compressed file. If you didn't enter an extension for the output filename, Drag And Zip will append a "ZIP" or "LZH" to it depending on what compression program you are using.

If you specify an output directory that doesn't exist, Drag And Zip will let you know, and give you the option to create the directory.

The options that you entered into the dialog box will be saved and will be the default the next time you make another archive.

### **Changing Drag And Zip's Settings**

If you want to change any of Drag And Zip's settings you don't have to rerun the DZSetup program. All you have to do is click on Drag And Zip's icon when it is running and a menu will pop up. Choose the "Settings" option from the menu and you will be presented with a dialog box where you can modify all of Drag And Zip's settings. There is also a settings button in the Zipping dialog box.

### **Icon always visible**

Checking this option will make Drag And Zip's icon visible at all times. This is not necessary if you are running Drag And Zip with Fileman Launcher, as Fileman Launcher will always uncover DZ's icon when you are working in File Manager.

### **Icon stays where last put**

Checking this option will have Drag And Zip remember the position of its icon when you last ran it. This is not necessary if you are running DZ with Fileman Launcher

### **Built-in Zipping**

When checked, Drag And Zip will use its built-in Zipping to make a Zip file.

### **PKZIP version 2 or greater**

It's important that this option be checked if you are running with PKZIP version 2.04, and that it not be checked if you are running with PKZIP version 1.1. That way Drag And Zip can pass the proper commands to PKZIP when it is running it. No other versions of PKZIP are currently supported.

### **Output directory**

You have two choices of the default output directory that Drag And Zip will enter into the Zip dialogs. One is the current directory, which is the directory that you dragged the files from. The other is the directory that you used the last time that you used Drag And Zip.

### **PKZIP/PKUNZIP location**

This should contain the directory where your copies of PKZIP and PKUNZIP are. It is not necessary to fill this out if you are using the built-in Zipping and unZipping. You will need to fill this out if you want to make self-extracting Zip files and ZIP2EXE is not on your path.

**LHA location**

This should contain the directory where your copy of LHA.EXE is.

**Icon caption**

Many users have asked if they could shorten or eliminate the caption under the Drag And Zip icon when it is running. Now you can. Just enter whatever you want in this field and it will appear below Drag And Zip's icon when you run it. Unfortunately, if you choose to make this field blank, Windows will put a blank line under the icon rather than not having a caption at all.

**Sort**

By default, the Zip file listing is unsorted. Through the sort menu on the Zip View menu bar you can choose to have it sorted by Filename, Extension, Date and Time, or Size. There is also an option to save the desired sort for future sessions.

### **Dragging and Dropping Directories**

With Drag And Zip, you can drag and drop sub directories just like files. In the Windows file manager, you can only drag directories if you have them listed along with files on the right hand side of the file manager. When a directory is dragged, all the files in the directory will be compressed. If you want to Zip any sub directories in the dragged directory, you can click on "Zip sub directories" and also "Store path names" or "Store all path names".

Norton Desktop, PC Tools Desktop and our own file manager Drag And File allow you to drag whole directory branches from the directory tree. If you are dragging a whole directory branch with sub directories from one of these programs, you should not use the "Zip sub directories" option because that would make the directories get Zipped twice.



## Viewing Zip Files

The easiest way to use view a ZIP or LZH file is to double click on it in Windows 3.1 File Manager, or any file manager that supports Drag and Drop. If you've let the setup program put an association line in your WIN.INI, Zip View will be run and will show a file listing of the contents of the Zip File in a window. The listing will have the file name, the size in bytes, the date and time of the file, the compression method used; and if there is a stored directory name, Zip View will show that also. On the bottom left the number of files in the ZIP file will be displayed, as well as their collective size. You can also drag Zip files to the Drag And Zip icon or the Zip icon to view them.

Zip View makes it easy to find any file even in a large listing: Just type in the filename. As you type it, the highlight bar will go to that file. An edit window will open up on the bottom left showing you the contents of what you type. You can also just type in a partial filename and use the up and down arrows to scroll through the matches.

You don't have to close the Zip View window to view another ZIP file. Just double click on another ZIP file and Zip View will show it. You can also bring files into Zip View by dragging them to its icon or window or by using Zip View's file menu.

There are seven buttons across the top of the screen. You can click the mouse on them or use the Alt key and the underlined letter on the button. Clicking on a file will move the highlight bar to that file. You can then tag the file so Zip View will know that you want to unZip it.

You can tag any in one of three ways:

1. Hold down the Ctrl key and click on the file with the left mouse button.
2. Click on the file with the right mouse button.
3. Highlight the file and then press the space bar.
4. Highlight the file and press the left arrow key.

You can untag the file by doing the same procedure on a tagged file.

A tagged file will have a red arrow at the front of its listing. Like File Manager, Zip View lets you tag a group of files by holding down the Shift key and clicking on a file. You can also tag and untag files with the Right and Left Arrow keys respectively. Use the Ctrl key with the arrow keys to tag and untag all the files. Double clicking on a file will extract it and run it if it is a "COM" or "EXE" file, or will run the program that you have associated with the file if it is a data file. For example, if you clicked on CHESS.BMP, Zip View would extract CHESS.BMP from the parent ZIP file and then check which program you have associated with it. Most likely you have Windows Paintbrush as the associated program. In this case, Zip View will run Paintbrush with CHESS.BMP as an argument. When you close the associated program, Zip View will delete the file. Before deleting the file, Zip View will check if it has been modified. If it has been modified, you can have Zip View replace the older version of the file in the ZIP file with the newer modified one. Simply click on OK when Zip View asks you if you want to put the modified file back into the ZIP file. If you double click on a file that has no program associated with it, you will be able to choose from a list of programs to run with it.

**View**

The first button is "View". Clicking on this or pressing "Alt-V" will have Zip View extract the file from the Zip File and load up a file viewer so you can see the contents of the file. Zip View's built in file viewer can accept files of unlimited length. From the viewer's "Settings" menu you can add word wrap and change the font that the viewer is using. The file being viewed will only be extracted temporarily and will be deleted when you try to view another file or exit Zip View. If you want the file extracted permanently, you must choose the extract button from the button bar.

If you would rather use another viewer, you can do so through the settings dialog'

**Delete**

You can delete any file or group of selected files from the Zip file by clicking on the "Delete" button or pressing "Alt-D".

**Launch**

Clicking on "Launch" or pressing "Alt-L" will extract any file from the ZIP file and run it if it is a program or run it with its associated program if it is a data file or graphic. If no program association exists for the file, you will be able to choose one.

**Extract**

To extract (unZip) files from a ZIP or LZH file, choose the "Extract" button from the button bar. A dialog box will pop up in which you can enter the Zip filename, and a specific output directory.

In the Extract Dialog box there are three radio buttons that give you the choice of extracting all the files, just the tagged files, or just the highlighted file.

To extract files from a Zip file you don't have to do anything more than enter an output file name and choose OK. However there is an options box provided with 2 check boxes in it.

The first check box is "Overwrite existing files". Normally if the file that you are extracting will overwrite an existing file, you will be warned before it is overwritten. Choosing this option will suppress this warning.

The next option is "Create directories stored in Zip file".

If your Zip file has directory information stored in it, then this option will recreate those directories when the files are extracted.

If you are using an external archive program there will also be a command line arguments field where you can also manually enter any command line arguments into the arguments field. They will be passed to PKUNZIP or LHA when it is run.

**Scan**

If you have installed a virus scanner, you can click on the scan button and scan the files inside the archive for viruses. Zip View will first extract all the files to a temporary directory and then run the scanner on them to check for possible viruses. For Zip View to be able to run your scanning program, the scan program must support command line arguments. That way Zip View can run it and tell it which files to scan without your having to navigate through menus. Unfortunately most Windows- based scanner programs don't work this way. Most likely your scanning program will be DOS based; and in that case Zip View will run it in a DOS window.

**Check Out**

Check out is good for those of you who download files from BBSs and then want to quickly try them out to see if you like them or not. Normally you would have to manually extract the files manually and run the installation program. If you didn't like the program you would then have to delete it manually. Check Out will do all of that automatically for you. Check Out temporarily unZips a file and puts the extracted files in a "Check Out" program group so you can "Check them out". When you're all done you can delete the extracted files and the "Check Out" group automatically, or if you want to keep the group, you can save it under another name.

There is also an option to scan the files for viruses before putting them in a program group.

**Comment**

This button will be disabled unless the Zip file has a comment attached to it. If there is a comment in the Zip file, you can view it by clicking on this button



**Make EXE**

This option will be available when viewing a ZIP file only if Zip View can find a copy of ZIP2EXE.EXE in your PKZIP directory or on your system path. With LZH files it is always available. Choosing this option will make your ZIP or LZH file into an EXE file that will extract automatically when you run it. To make a self-extracting executable (EXE) from a ZIP file, Zip View will run your copy of ZIP2EXE. Zip View will present you with a dialog box where you can enter an output directory, and a check box where you can specify if you want the resulting EXE file to be a "mini PKSFX". A mini PKSFX has a smaller header than a regular EXE file made with ZIP2EXE, and is therefore smaller. To make a mini PKSFX file, Zip View runs ZIP2EXE with the "-j" option. To make a self-extracting executable from an LZH file, Zip View will run your copy of LHA on the file.

**Convert to ZIP\LZH**

This option will convert a ZIP file to an LZH file and convert an LZH file to a ZIP file. You will also be able to change the filename and the destination directory. To convert a ZIP file to an LZH file, you will need copies of PKUNZIP and LHA. To convert an LZH file to a ZIP file you will need copies of LHA and PKZIP.

**Fonts**

Clicking on Fonts will bring up a standard Windows 3.1 font dialog box from which you can change the default font in Zip View.

## Getting Help

If you have questions or problems with Drag And Zip, Zip View or Fileman Launcher, help is free for all registered users.

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## Using PKZIP/PKUNZIP Command Line Arguments

Drag And Zip allows you to choose many of PKZIP, PKUNZIP and LHA's commands through easy check boxes and combo boxes. However, sometimes you might want to use some of PKZIP's less common commands that Drag And Zip doesn't have listed in its arguments dialog. To enable you to do this, Drag And Zip allows you to enter any PKZIP/PKUNZIP command by entering the letter of that command in the arguments field in the Zip and UnZip dialogs. All commands consist of a minus sign and then the letter of the command.

## PKZIP Commands

### **-a+ Turn Off Archive Attribute of Added Files. PKZIP version 2 only.**

Using this option turns off the "archive" attribute of a file when it is added to a Zip file. This is handy when you are using Drag And Zip and PKZIP to make a complete backup of your hard disk. When files are created or changed, DOS automatically turns on the "archive" attribute. With only new and changed files having this attribute set, you can then easily back them up. Zipping the files with just the "archive" attribute set can be accomplished with the "-i" command.

### **-b<drive:path> Create Temporary .ZIP File on Alternate Drive**

When a Zip file is updated (files added or deleted), PKZIP creates a temporary work file. When the updating is finished, PKZIP deletes the original Zip file and renames the temporary file as the Zip file. That means if you are adding a 10k file to a Zip file of 600k bytes you will need at least another 610k for the temporary file. If drive space is short on the drive where the Zip file exists, you can have PKZIP create its temporary file on the drive and directory specified after the "-b" argument. For example, "-b d:\utility" will have PKZIP create its temporary file on drive "D" in the "utility" directory.

### **-c Create/Edit File Comments for All Files**

### **-ac Create/Edit File Comments for All Files During Update**

### **-C Add Comments to New Files Only**

You can have a comment attached to each file in a Zip file to help in identifying the file. The comment can be up to 59 characters long. Use "-c" to add or edit comments in a Zip file that already exists. Use "-ac" when you are updating an already existing Zip file to add comments to new files being added to a Zip file and to edit comments for the files already in the Zip file. Use "-C" when updating a Zip file, to add comments to the new files only.

If you are creating a new Zip file and you want to add comments, you should use the "-ac" command.

PKZIP will prompt you for the comment after each file is added to the archive. When you press the Enter key, PKZIP will go on to Zipping the next file. If you don't wish to add a comment for a particular file, just press the Enter key.

### **-j Retain Specified File Attributes**

When PKZIP adds files that have the "read only", "system" or "hidden" attributes turned on to a Zip file, it will normally retain those attributes within the Zip file. You can keep PKZIP from doing this with the "-j" option. "-jh" will turn off the "hidden" attribute from the file in the Zip file. "-jr" will turn off the "read only" attribute. "-js" will turn off the "system" attribute.

### **-k Retain Original Zip File Date**

When a Zip file is updated, PKZIP sets the Zip file date to the current date. This can be suppressed by using the "-k" option.

### **-m Move Files**

When you use this option, PKZIP will delete the files after they are placed in the Zip file. This option can also be combined with the "u" (update) and "f"(freshen) options.

### **-o Set Zip File Date to the Oldest File in the Zip File**

PKZIP normally sets the date of the Zip file it is creating or modifying to the current date. When using this option, the date of the Zip file will be set to the date of the oldest file in the Zip file.

**-s[password] Encrypt Files With a Password**

Using this option will keep anyone from UnZipping the file without entering the password. The password can be entered right after the "-s" or PKZIP will prompt you for one when it is finished Zipping the files. This feature should be used with caution as there is no override if you forget the password.

**-t<date> Select Files Newer than or Equal to Date PKZIP version 2 only**

**-T<date> Select Files Older than Date**

**PKZIP version 2 only**

Use this feature to select files by their date. You must enter the date in the format for which your machine is configured. If you're not sure of the format, enter "Date" and press Enter at the DOS prompt.

The dates need to be entered as 6 digit numbers.

American Style	mmdyy
050393	May 3, 1993

European Style	ddmmyy
030593	3, May 1993

Japanese Style	yymmdd
930503	1993 May 3

**-U Update Files**

This option is similar to the "-f" option, but unlike the "-f" option no new files will be added to the Zip file. In order for a file to be added, it must already exist in the Zip file and the date of the unzipped file must be newer than the date of the file in the Zip file.

**-w<s,h> Add System or Hidden Files to the Zip File**

Normally PKZIP will skip files with the "system" or "hidden" attribute set. However, you can force PKZIP to add these files with the "-w" command. "-ws" adds "system" files. "-wh" adds "hidden" files. "-whs" adds both "system" and "hidden" files.

**-x Exclude Files**

You can use this option to exclude files from being added to a Zip file. If the list of files is long, you can specify a file with the listing of the files with "-x@listfile.lst". This option is useful when you are Zipping entire directories or directory branches and you want to exclude certain files from the Zip file. You can enter the "-x" with just one filename like "-xfilename.ext" or use wild cards in a file spec such as "-x\*.exe"

**-z Create or Modify a Zip File Comment**

You can add a comment of up to 127 characters to a Zip file. This comment will be displayed when the file is extracted or modified. You can have Drag And Zip display it by clicking on the comment button. When you use this feature, PKZIP will prompt you for a comment after it has created the Zip file. You can actually add a comment that is up to 4096 characters long by first creating the comment in a file, then running PKZIP with the "-z" command with the "less than" sign and the comment file name. You would do this in the arguments field of Drag And Zip by entering  
"-z < comment.txt".

**-\$ Store Volume Label in Zip File**

This option will have PKZIP store the volume label in the Zip file. You should specify the drive letter right after the "\$" and don't add a colon. For example, to store the volume label of drive C: you would enter "-\$c".

## PKUNZIP Commands

### **-e Extract Files in Sorted Order PKZIP version 2 only**

You can use this option to extract the files in a particular ascending sort order. The choices are:

"-c" Extract in order of CRC value  
"-d" Extract in date order  
"-e" Extract in file extension order  
"-n" Extract in file name order  
"-p" Extract in order of percentage of compression  
"-s" Extract in file size order

You can add an "r" to this option and the sort order will be reversed.

### **-J Keep Special Attributes When Extracting Files.**

Normally PKZIP doesn't preserve the "system", "hidden" and "read only" attribute on files when extracting them. You can use the "-Js" command to preserve the "system" attribute on any file PKUNZIP extracts. Similarly, you can use -Jh" for "hidden" files and "-Jr" for "read only" files. You can also combine them like in "-Jhsr".

### **-n Extract Only Newer Files**

When you use this option, PKZIP will only extract files if:

1. They do not already exist in the target directory.
2. They are newer than the files in the target directory.

### **-s[password] Extract Files Encrypted With a Password**

This option is used when a Zip file has been created with the "-s" option and needs a password in order to be unzipped. You can enter the password right after the "-s" or have PKUNZIP prompt you for it.

### **-t Test Zip File Integrity**

This option is used to test that the files in a Zip file are valid and have not been corrupted. When this option is used, PKUNZIP will perform all the actions that it normally does to extract a file, but in this case, the file will not be written to disk. After each file is tested, PKUNZIP will display its name and "OK" if the file is good or an error message if the file has been damaged.

### **-x<file spec> Exclude Files From Extraction**

You can keep PKUNZIP from extracting certain files with this command. You can enter the file names right after the "-x" with no space between the "x" and the first file name or you can enter a particular file spec with wild cards. If your list of exclude files is lengthy, you can specify a file that contains the list of exclude files. You can do this by entering "-x@filelist.txt", where "filelist.txt" is the file containing the list of files that you do not want extracted from the Zip file.

### **-S Restore Volume Label PKZIP version 2 only**

You can use this command to have PKZIP restore the volume label that has been stored in a Zip file. The volume label will be assigned to the target drive.



**REGISTRATION FORM**

\_\_\_ Drag And Zip version 4.0 with Fileman Launcher,  
diskette and manual (shipping included) @ \$30 ea \$ \_\_\_\_\_

\_\_\_ Drag And View Plus (file viewers for Windows) @ \$35 ea \$ \_\_\_\_\_

\_\_\_ Drag And View Plus with Drag And Zip (special price)  
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Where did you obtain Drag And View \_\_\_\_\_

Any comments, suggestions or bugs?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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The program author, Dan Baumbach, is an active member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the Shareware principle works for you. If you are unable to resolve a Shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442, or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

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**What is Fileman Launcher?**

Fileman Launcher is a utility that allows you to run all your File Manager accessories automatically along with File Manager. Fileman Launcher is installed when you install Drag And Zip. When you run File Manager, Drag And Zip will also be run. As long as File Manager is the topmost program, Drag And Zip's icon will not be covered up by any other programs. When you exit File Manager, all the programs that you ran with it will be exited automatically. Fileman Launcher installs an "Fml" menu item in File Manager. From the Fml menu you can add programs to and delete programs from the list of programs that Fileman Launcher runs, change how the programs are run, add command line arguments to the programs, quit all the programs, and rerun the programs. In addition to Drag And Zip, Fileman Launcher can run up to 9 additional programs with File Manager, and quit them when you quit File Manager.

### **Using Fileman Launcher**

Fileman Launcher is installed automatically when you install Drag And Zip. When you run File Manager, Drag And Zip will also be run and when you exit File Manager, Drag And Zip will exit also. Drag And Zip's icon will always be visible as long as File Manager has the focus and Fileman Launcher will remember the location of the icon when it exits and place Drag And Zip's icon there when you run it again. If you want to modify how Fileman Launcher runs Drag And Zip or add up to nine other programs to it. Choose the "FML" menu entry from File Manager's menu bar.

### **Run Programs**

Choose this menu option from the "Fml" menu to run the programs installed in Fileman Launcher. This menu item will only be available if the programs aren't running.

### **Quit Programs**

Choose this menu option from the "Fml" menu to close all the Fileman Launcher programs that are currently running.

### **Auto View**

#### **View Files**

These options are for another Windows program from Canyon Software called Drag And View. Drag And View allows you to view files from Windows File Manager in a format close to their native format.

one is not already open.

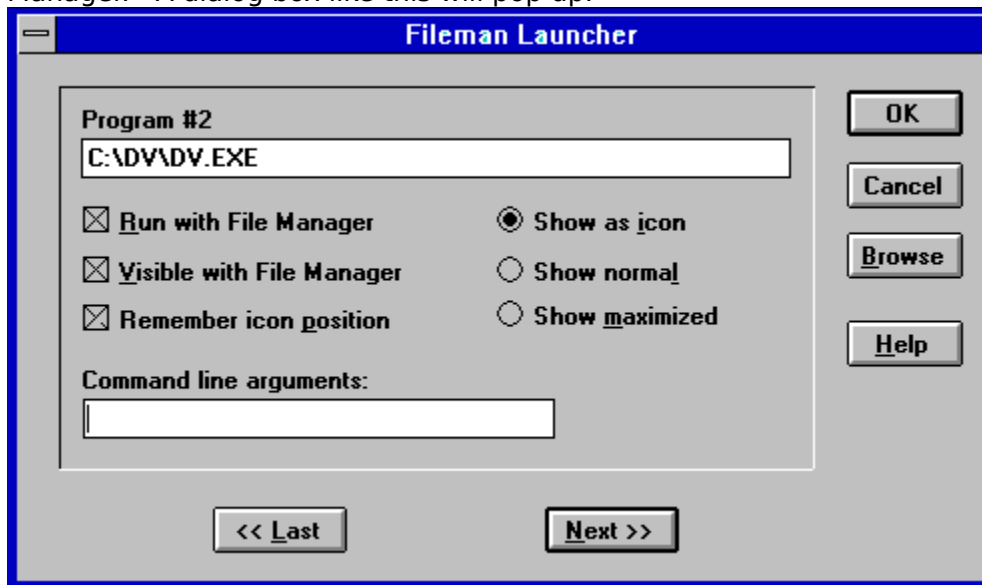
### **Zip Files**

You can use this option to Zip files instead of dragging them to the Drag And Zip icon

If you want to remove Fileman Launcher from File Manager ,run the DZSetup program and choose the option "Remove Fileman Launcher".

### Adding, Deleting and Changing Program Properties

You can easily add or delete programs from Fileman Launcher or modify how it runs the programs. Just choose the menu item "Modify Program List" from the FML menu in File Manager. A dialog box like this will pop up:



This dialog box shows the programs you have installed in Fileman Launcher and the ways you want to run them. At the bottom of the dialog box are buttons that say "<< Last" and "Next >>"; these buttons allow you to scroll through the program list. You can install up to 10 programs into Fileman Launcher. The upper left of the dialog box will tell you which number program you are viewing. If you want to add a new program, just click on the "Next >>" button till you get to a blank entry. Under the program heading enter the name of the program that you want to run with the full path. If you are not sure where the program is, you can click on the browse button on the right hand side to help you find it.

Under the program name there are three check boxes. They say "Run with File Manager", "Visible with File Manager" and "Remember Icon Position". "Run with File Manager" should be checked if you want the program to be run with File Manager. "Visible with File Manager" will allow you to always find this program when you want to use it with File Manager. When File Manager is on top of the other windows, so will be this program. When another application has the focus, then your program will allow itself to be covered. As soon as you click on File Manager and give it the focus, then your program will appear also. If want this option to be active, see that "Visible with File Manager" is checked. "Remember Icon Position" will remember the position of the application's icon when you close File Manager and will have the icon appear in the same place the next time you run File Manager. These last two options will only be available if you choose to have your application run as an icon. For that you need to have the "Show as icon" radio button on the right hand side checked.

On the right hand side are three radio buttons that allow you to specify how you want the program to be run. You can run the program as an icon. You can run the program "Normal"; that is like running the program from Program Manager. Or you can run the program "Maximized"; a maximized program will fill up the entire screen. Fileman Launcher will give the appropriate command when running the program. Some programs may not respond to the command and run only one way.

At the bottom of the dialog box, just above the "<< Last" and "Next >>" buttons, is an edit field called "Command line arguments". If you want to add any particular command line arguments to modify how the program will be run, you can put them in this field.

If you want to change any entry, just go to it and type your new specifications. Similarly, you can delete any entry by removing its name from the Program field.

Clicking on the OK button will save your changes automatically. Clicking on Cancel will discard your changes.

If you have made any changes to Fileman Launcher's program list, they won't become active immediately. You need to choose the menu item "Quit Programs" from the "Fml" menu. That will close all the running Fileman Launcher programs. Then choose "Run Programs" from the "Fml" menu. That will rerun the programs according to the changes that you've made.

### **Uninstalling Drag An Zip**

You can easily uninstall the entire Drag And Zip program or just remove Fileman Launcher from your Drag And Zip installation. Do not use this option to remove a previous installation of Drag And Zip. It can only be used to remove a copy of Drag And Zip that was installed with this installation program.

To uninstall Drag And Zip, run the DZSetup program. This program was installed originally in the Drag And Zip program group when you installed Drag And Zip. The DZSetup program has two uninstall option.

1. You can just remove Fileman Launcher. This option will remove the line from your WINFILE.INI that runs Fileman Launcher whenever you run File Manager.
2. You can completely remove the Drag And Zip installation from your computer. Choosing this option will erase all the Drag And Zip files from your computer and remove all the associations that Drag And Zip has made in your WIN.INI file.

## **LHA Command line arguments**

LHA command line arguments consist of "Commands" and "Options". Commands are made up of just letters while Options consist a slash "/" and a letter such as "/a". List commands before options when entering command lines manually

The listing below is taken verbatim from the LHA documentation. If you find some of the explanations difficult to understand, so do I.

### **COMMANDS**

#### **a (Add) compress and add to an archive.**

Compress and Add files specified to an archive. If the named archive does not exist, then create one with the name. LHA overwrites any file in the archive by the given file name with 'a' command. Compare with 'u' command.

#### **u (Update) Compress and Update.**

Compress and add files specified to an archive as command 'a'. If LHA detects a file with the name same as the one in the archive, then LHA selects the new one to add to archive, by comparing the time stamp of each.

#### **m (Move)**

Compress and add to an archive as 'u' command with checking time stamps. The difference is that LHA deletes all the files moved into the archive.

#### **f (Freshen)**

LHA looks for a FILE with the same name as the FILE in the archive. If it finds one with a newer time stamp, LHA rewrites the one in the archive. 'LHA f /c ARC ' will not check the time stamp.

#### **d (Delete)**

LHA deletes a file (or files) in the archive.

#### **e (Extract)**

LHA extracts FILE(s) from the archive with decompressing. If LHA finds a FILE in the archive with a newer FILE on the same DIR and having the same name, it skips that FILE(s). LHA extracts FILE(s) from ARChives made by L113C, namely, those with the compression ids -lzs-, -lz4-, -lz5-.

#### **x (eXtract) LHA eXtracts compressed FILE with pathnames.**

If LHA can not find any path, then it will create directories. FILE(s) must be archived with full-pathnames. LHA restores the entire directory structure. 'LHA e /x1m1 ARC' does the same.

#### **p (Print) Print FILE on standard out.**

LHA prints FILE decompressing from ARC to standard output.

#### **l (List)**

LHA lists FILE names in the archive on a line. A FILE with pathname will have a mark '+' on the head of the line. 'LHA l /x ARC' shows full-pathnames of FILE(s) in ARC, and in 2 lines per FILE. You need not type 'l' to have the list.

#### **v (View)**

'LHA v ARC' is the same with 'LHA l /x ARC'.

**t (Test)**

Check the integrity of ARC, by CRC check.

**s (Self-extract)**

LHA makes a Self-Extracting archive from ARC.LZH. The default switch /x0 is assumed when you do not specify. SFX made with the /x0 switch, small model, extracts files on the current directory. You can't activate some programs in the archived FILE(s) automatically with small model. The size of the SFX file is smaller than those made with /x1 switch, large model.

The large model SFX has the ability to restore subdirectory structures and can automatically start execution from a FILE inside the archive.

**OPTIONS**

Each option takes 3 numerical values to define its finer actions. Use 0,1 and 2 to specify. For some options, the values 1 and 2 does the same thing. You may toggle 0 and 1 by '+' and '-' as with LH113c. You may change switch character (option) from / to - if you prefer the '-'.  
/x[0|1] (eXtend)

**/x[0|1] (eXtend)**

LHA uses eXtended FILE names, namely full-pathnames for FILE(s).

**/p[0|1|2] (Precise)**

Search file names precisely.

Suppose an ARChive 'TC.LZH' contains both 'STAT.H' and 'SYS\STAT.H'. A simple command like 'LHA e TC stat.h' will extract both files on the current directory and let one override the other. To avoid such confusion, you can type 'LHA e -p TC stat.h' to extract 'STAT.H' only. While by typing 'LHA e -p TC sys\stat.h' you will get 'SYS\STAT.H'.

**/c[0|1|2] (ignore Comparison of time)**

With commands 'u', 'f', 'e', 'x', LHA ignores the checking of time stamps. With these commands, LHA chooses the newest FILE with the same pathname to act on, by default. This option lets LHA ignore the time stamps.

**/m[0|1|2] (no Message)**

The switch '/m1' let LHA assumes answer 'Y' for all the queries. "LHA e /m1 ARC" will extract files in ARC.LZH wherever "Y" is typed for the queries "Overwrite? [Y/N]" are asked. If there is a file in the directory with the same name but with attribute read-only, LHA reports 'file creation error'. Similarly LHA creates new directory if it meets 'Directory DIR does not exit. Create [Y/N]'.

On the other hand, with '/m2' switch LHA acts differently. 'LHA e /m2 ARC.LZH FILE' dearchives every FILE by choosing an unused file extension among 000-999, when LHA finds FILE(s) with the same name as in the ARChive.

**/a[0|1] (any Attribute)**

This switch enables LHA to archive FILE(s) with any attributes. In the process of archiving with default switch /a0, LHA will not archive FILE(s) with hidden and system attributes. FILE(s) with read-only attribute is archived with the attribute. With this switch on, '/a1', FILE(s) of any attribute are archived.

In the process of dearchiving, with /a1, dearchived FILE(s) preserve their original attributes. With /a0, you can't dearchive files with hidden and system attributes. Read-only FILE(s) are



dearchived deprived of their original attribute.

### **/r[0|1|2] (Recursive)**

LHA archives and extracts files recursively from subdirectories. 'Recursively' means LHA searches all FILE(s) from all subdirectories under the specified directory if there is any.

There are three different modes for the '/r' switch.

**/r0:** (non-recursive mode, default)  
LHA collects files specified by path names only.

**/r1:**  
LHA separates the given pathname into a directory name and FILE name. LHA recursively collects FILE(s) with the given name from all the directories under the directory specified.

**/r2:**  
LHA recursively collects all the files from all the specified subdirectories. Tree structure of the specified directory is archived as it is.

### **/w[0|1]<Directory Name> (Work directory)**

Specify the directory name where LH makes temporary files.

### **/t[0|1] (Time stamp)**

With command a,u,m,f,d reset time stamp of ARC.lzh according to the newest file in the archive. By default, the time stamp of an ARC.LZH is the time when the ARC.LZH is made.

### **/z<extension>: Do not compress FILE(s) with the specified extension.**

This switch assumes /z2. You may use wild card to specify, and you may or may not put '.' in front of the extension. With '/zdbf' you don't compress FILE(s) with extension '.DBF'. With '/z' you will not have FILE(s) with no extension compressed. You may specify multiple extensions by writing sequentially:

```
LHA a /ZCOM /ZERO ARChive.LH *.*.
```

### **/o[0|1] (Old compatible compression)**

LHA makes an archive compatible with the LH113c format. Even in this case, LHA makes tighter compression than LH113c ver 1xx. The header id is automatically set to -h1.

### **/h[0|1|2] (Header level)**

Choice of header level, default is /h0.

### **/i[0|1] (don't ignore case)**

Recognize Upper and Lower cases. LH(arc)s have common header format in other OS's where cases are recognized as distinct. This option is prepared for dearchiving archives made by other OS'. In the DOS version of LHA, you can't differentiate upper and lower when LHA archives FILE(s) into the archive. Names are all stored in upper case.

### **/n[0|1|2] (No indicator)**

In this version, LHA outputs compressing indicator "ooo....." to standard error. The switch is to suppress this output.

**/n1:** LHA disables output "ooo....." to indicate its progress.

**/n2:** LHA disables outputs of filename, compression rates.

### **/l[0|1|2] (Long display ).**

LHA outputs filenames in different formats when LHA archives and dearchives.

/I0 : FILE names only.

/I1 : Full-pathnames stored or to be stored in archive in 2 lines.

/I2 : Full-pathname of FILEs accessed by LHA in 2 lines.

**Save Check Out Group**

Zip View puts the checked out files in a temporary directory and a group called "Zip View - Check Out". If you want to save the group you need to enter a new directory to place the files in. You can click on the browse button to select directories from a list. If you enter a directory that doesn't exist, you can have Zip View create it for you.

You also have to rename the group since Zip View automatically uses "Check Out" every time you check out files and you don't want it overwriting this group.

