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## **ZMW File Browser**

If you do not elect to configure the ZMW.INI file to use an external file browser, ZMW will invoke its internal browser to view text files. This browser supports text search and the file currently loaded into the browser may be printed.

ZMW needs a directory in which to safely place and erase temporary files sometimes needed during Zip/unZip operations. ZMW will scan the DOS environment for the commonly used **TMP=** variable. If this variable points to a valid drive:\directory then ZMW will use that directory as its work directory. For example, if your AUTOEXEC.BAT file contains the command SET TMP=D:\TEMPDIR then ZMW will use D:\TEMPDIR as its work directory. This permits you to set up your system so that the work directory is on a RAM drive.

If the **TMP** variable is not found or does not point to a valid directory, ZMW will create its own work directory the first time it is executed. This directory is a subdirectory of the directory from which ZMW was started and will be named ZWORK. For example, if you placed all ZMW files in a directory named D:\ZMW, then ZMW would create and use D:\ZMW\ZWORK as the work directory.

## Using PKZIPFX & ZIP2EXE

To submit a Zip file to **PKZIPFIX.EXE** or **ZIP2EXE.EXE**, select the Zip file in the **Mark File**



**Dialog** and then press the button. You may then elect submit the target file to either utility. These utilities **must** exist on the current DOS path.

## Dragging & Dropping Files

Files may be picked up from any Windows program that supports **Drag & Drop**, dragged to the ZMW main window, and dropped. ZMW will add the dropped files to the current master file list and display the **Dropped File Action** dialog where you may elect to invoke the **Zip Dialog** or the **Copy/Move/Delete Dialog**

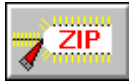
## Step-by-Step Zip

1. From main window, press



button and mark files to add to Zip in the Mark Dialog.

2. Press the



button to activate the Zip Dialog.

3. Use the




button to select the the destination directory or type the directory name directly into its edit field.


4. Press the





button.

## Step-by-Step UnZip

1. From the main window press . Select the file you wish to unZip in the Mark Dialog.

2. Press the  button to activate the UnZip Dialog .


3. Press the  to select the Destination Directory or type the destination path into the Destination Edit Field


3. Press the  button to unZip the target file. Files will be extracted to the Destination Directory.


## Step-by-Step Copy/Move/Delete

1. From the main window press the  button to activate the Mark Dialog.

2. Mark the desired files and press the  button to activate the Copy, Move, Delete Dialog.

Press the  button to copy files.

Press the  button to move files.

Press the  button to delete files

The destination directory may be typed in the editor field or may be selected by pressing the



. Check the



prompt check box if you desire to be prompted for approval before overwriting existing files.

The ZMW [Progress Window](#) will appear during the time ZMW is copying, moving, or deleting the files on master list.



ZipMaster records each major transaction in a special transaction log. Each major event (zipping, unzipping, copying, etc.) is recorded by the time of the event. To review the

transaction log, press the Log Window  button.

The transaction log window displays the contents of the transaction log, which records each major user-initiated event.

This button activates the **UnZip Dialog** from which you may decompress or test the target Zip file.

This button will activate the [Mark Files Dialog](#) with the active file mask set to "\*.ZIP".

This buton will activate the [UnZip Dialog](#) .

This button will cause the files marked in the Zip file viewer to be extracted to the destination directory.

This button calls the [Mark File Dialog](#) from the main window and calls the [ZIP](#) dialog when pressed in the [Mark File Dialog](#) .

This button will activate the **Mark File Dialog** in which you may mark files for adding to a new or existing Zip file.



This button will activate the **Zip Dialog** in which you may set the main compression command and other compression options before compressing the marked files.

The main tool bar **Tools** button calls the **Mark Files Dialog**, where files may be marked for copying, moving, or deletion.

The **Tools** button calls the **Copy/Move/Delete Dialog** from which you may elect to copy, move, or delete the files on the master list.

This button activates the Zipmaster transaction [log window](#).

Press the [Exit Button](#) to close the ZipMaster window and terminate the program.

The currently selected file will be viewed. The ZMW [ZIP viewer](#) will be called if the target file is a ZIP file, otherwise the ZMW internal file browser (or user defined browser) will be called.

Use this button to temporarily unzip and view the contents of the selected file.

Press the **Cancel** button to close the dialog box and return to the main ZMW window.



Press this button to commence compressing all files on the current list to the target zip file.  
The target zip will be placed in the specified destination directory.

This button commences the decompression operation that will unZip the target Zip file into to the destination directory.

The destination directory for a ZMW operation may be selected from the directory tree which is activated by this button. The selected directory path is placed in the dialog destination edit control when this window is closed.

You may remove items from the master list before commencing the Zip operation by marking the files you wish removed and pressing this button.

Press this button to commence the decompression process.


Use this button to test each file in the Zip file.

Press this button to copy all files on the list to the selected destination directory.

Press this button to move all the files on the list from their current locations to the selected destination directory. Files that are moved across drives are copied first and then deleted.



Pressing this button will delete all files on the current list.

After marking files and adding them to the master list, press the  button to activate the Zip compression dialog. To create a new ZIP file or to add to, freshen, or update an existing file:

Activate the desired options

Enter the Zip file name

Enter/select the desired destination directory

Press the **Go** button

The ZMW progress window will activate. It displays the progress of compressing each file as well as the method used for compression.

## **The ZMW Transaction Log**

The Zmw transaction log window contains a chronological list of major actions performed by ZMW during the current session.

## The Mark File Dialog



### View file contents



### Compress to ZIP



### Decompress a ZIP file



### Copy, move, delete files



### Add to List Button



### Close dialog box

Files are marked for compression, copying, moving, or deleting. The first step in this process is to mark the desired files. The second step is to place them on the master list. Files can be marked in any directory in your system and then added to the master list.

The file marking dialog in ZipMaster uses the Windows extended selection method of marking (tagging) files. To mark one file, move the mouse to the file name, hold down the Ctrl key, and click with the mouse. To tag a contiguous group of files, hold down the mouse and drag it down the list. You must remember that if you point with the mouse at an item and click without holding down the Ctrl key you will remove all other tags. It's the way Windows dialog lists work.

All files in the file window may be marked by pressing the **Mark All Files** button or by pressing **Ctrl+.** All marks may be removed by pressing the **Clear All Marks** button or by pressing **Ctrl+\**.

ZMW will activate one of three viewers, depending upon the type of file that is selected:

1. If the file is a compressed ZIP file, the internal Zip Viewer will be called.
2. If no viewer has been specified in ZMW.INI, then the internal ZMW Text File Viewer will be called.
3. The viewer specified in the ZMW.INI file will be called.

ZMW provides an internal text file viewer for browsing files. This viewer supports searching for text and file printing. If you wish to use an external viewer, set the **FileBrowser=** field in the ZMW.INI file to the full DOS pathname of the desired viewer.


## The ZMW Zip File Directory Viewer

The Zip file viewer window is dominated by the contents list box which contains a list of all files contained in the target Zip file. Files on this list may be marked for extraction or deletion in the same manner that files in the [Mark Dialog](#) are marked.


The window displays the path name and/or the file comment of the currently selected file if those elements are stored with the file. file comment may be added, altered, or removed by clicking on the individual [comment editor](#) when the desired file name is selected.

### Action Buttons




Press the  button to temporarily unZip the selected file and view it with the ZMW internal text file viewer or the viewer specified in the ZMW.INI file.




Press the  button to extract the currently selected file or all marked files.



Press the  button to delete the currently selected file or all marked files.



Press the  button to edit the main Zip file comment.

Use this button to remove (delete) all marked files from the open Zip file.



This button invokes the Zip comment file editor. If a comment exists, it will be placed into the editor. You may use the editor to modify or create a comment up to 8128 characters in length.

Pressing this button will result in all files marked in the [Zip File Viewer](#) list to be removed from the target Zip file.

## The Master List

The master list is built from marking files in the Mark File dialog and pressing the



button. Files on master list may be zipped, copied, moved or deleted and the master list may be cleared in the main ZMW window or in the Mark File dialog.

Press this button to add the currently marked files to the master list. Duplicate file names are not added.

## **Adding to the Master List**

Press the **Add to List** button to add all currently marked files to the list. Files are stored on the master list as full DOS path names and duplicates will not be entered on the list. The master list is the list that is processed when you elect to compress, copy, move, or delete files.

## The Zip Files Dialog

 **Add files**

 **Freshen files**

 **Update files**

 **Move files**

 **Zip file comment**

 **Individual file comments**

 **Store relative file paths**

 **Store full file paths**

 **Add to or create Zip file**

 **Select destination directory**

 **Remove files from the list**

 **Close dialog box**

Depress this button to **add** the marked files to a new or an existing Zip file. If the file is existing, files will only be added if they do not exist in the target file.

Depress this button to **freshen** the target Zip file. If a file on the list exists in the target Zip and it is newer, it will replace the existing file, otherwise, no action is taken.



Depress this button to **freshen** the target Zip file. If a file on the list exists in the target Zip and it is newer, it will replace the existing file, otherwise, it will be added to the Zip.

Depress this button to delete the files on the list following their addition to the target Zip file.

Check this box to cause ZMW to prompt for entry of a comment for the target Zip file.

Check this option to cause ZMW to prompt for entry of a comment for each file added to the target Zip.


Check this option to cause ZMW to store the relative DOS path name with each file added to the target Zip.


Check this option to cause ZMW to store the full DOS path name with each file added to the target Zip.


The [Destination Directory](#) button activates a Windows dialog from which you may select a directory from any accessible drive in your system. The [Destination Edit Field](#) will automatically updated when this dialog is closed.

## The UnZip Window


The UnZip Window displays the target Zip file and the current destination directory. The destination directory may be changed in the editor field or by pressing the Dest Dir button.


Press  button to select a destination directory.

Press  to unZip the file.

Press  to test all files in the Zip file.

Press  to close the window.

Check the  **Newer Only** check box to ensure that files that exist in the Zip file and in the destination directory will only be extracted if their date/time stamp is later than the existing file.

Check the  **Overwrite** check box to ensure that files that exist in the destination directory will be overwritten. If not checked, ZMW will prompt you for permission prior to extracting over an existing file.

The **Call PKZIFIX** button is used to submit the current Zip file to the PkWare PKZIFIX utility for repair. Please insure that PKZIFIX.EXE exists in the current DOS path before using this feature.

The **Call ZIP2XE** button is used to convert the current Zip file to a self-extracting (SFX) file by submitting it to the PkWare ZIP2XE utility. Please ensure that ZIP2XE.EXE exists in the current DOS path before using this feature.



## Copy, Move, Delete Files

Choose the destination for copying or moving files on the list by entering the destination directory name in the edit field or by pressing the [Destination Dir](#) button.



**Prompt for overwrite permission**



**Copy the files.**



**Move the files.**



**Delete the files.**



**Select destination directory**



**Close dialog box**

Checking this box will ensure that ZMW prompts for permission to overwrite a duplicate file destination directory. Leave it **unchecked** if you desired to automatically overwrite all duplicates.

ZMW does not support the following PKZIP system capabilities:

1. Password encryption.
2. Authentication verification (AV).
3. Multiple disk span (in work).
4. Recursive operations (in work).

PkWare's PKZIPFIX.EXE and ZIP2EXE are required to repair ZIP files and convert ZIP files to SFX EXE files, respectively.

## **ZMW Ordering Information**

**Copyright 1994 by New-Ware, all rights reserved**



A single copy license of ZMW may be registered for \$25.00. Multiple-copy site licenses are also available. Payment should be in the form of a valid Visa/MasterCard, check, or money order. Company purchase orders are also accepted.

Checks on foreign banks are not accepted.

California residents **must** add 7.25% sales tax.

All orders originating from outside of the United States and Canada are charged \$2.00 for shipping and handling.

Each registration results in mailing the registered user a 3 1/2" diskette containing the latest version of ZMW.

**New-Ware  
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