

17 May 97 BVExplore v2.1a

This program was created by Brian Mudge of Kingston, Ontario, Canada.
Written using Visual Basic 4.0 and 5.0

Program Description:

Utility for viewing and manipulating any type of file. If a file type is not directly supported, you can use the advanced settings to add your own external programs. Also has the ability to view and extract Icons from ANI, ICO, EXE and DLL files.

This Version:

- BVIcon Editor added.
- Many other improvements, enhancements.

Notes on This Version:

File formats directly supported:

- ANI;CUR;GIF;JPG;AVI;ICO;BMP;WMF;TXT;Any file format can be linked by file extension

Main Features/Major Changes (2.0a):

- View (fullsize or scaled) of directly supported file formats
- Ability to set Editor and associated program for any file format/extension
- Ability to view and extract Icons Icon masks and ANI frames located within ANI, ICO, CUR, DLL and EXE files to ICO or BMP files
- Ability to create Icon files from GIF, JPG, BMP files
- User settable mask colour for Icon extraction and creation
- Ability to set file extension filters for the file list display
- Play ANI and AVI files
- Program can be started minimized for placing in Startup Folder
- No internal editor included
- Supports both Windows 95 and Windows NT

Known Issues:

- Use '1/' (less quotes) BEFORE a program name if a program requires just a filename (not the full path) to run. An example of a program like this is Hex Workshop, whereas Internet Explorer from Microsoft requires the full path (ie. use 1/ for Hex Workshop and don't use it for Internet Explorer).
- When extracting or creating Icons the mask colour setting is all or none. As an example if you set White to be your mask colour, then ANY areas within the original Bitmap or ICO will be transparent in the resultant image. To get around this you can extract the Icon to a BMP file, use Windows Paint to fill in the areas you wish to remain clear (use your intended Mask colour). Ensure that the final Bitmap file is 32x32 pixels. Using BVExplore Make Icon button turn the BMap back into an Icon file.
- AVIs are shown at their original size, you may need to maximize BVExplore to seem them completely. Some AVI files will give an error and refuse to load (usually because they contain Sound) the error number shown is 35752, this is normal.
- BVExplore has been checked at 640x400, 800x600 and 1024x876. If the program does not look correct, it is recommended that you resize your desktop to one of these settings.
- The file extensions supported are actually the last three characters of the filename. Therefore the file extension .HTML is actually TML as far as BVExplore is concerned.
- The Hex Editor (under Settings) is the default program loaded for all

unknown files when the Edit button is clicked. Specifying a file extension under Advanced Settings is with regard to the Activate button.

- The Double-Click Setting is for the file list box. If set (checked) doubleclicking on a filename will start the editor for the selected file. If the file is of type Icons, AVI or Other (as displayed on the Statusbar) the Hex Editor will load (default is Notepad).
- The Activate button is used to Run or Execute an associated program. You can specify one of the known file extensions eg. GIF and an associated program - this means that the Graphic Editor will load on Edit and the Associated program will load on Activate.
- Specifying the EXE;COM;BAT extensions under Advanced Settings with NO ASSOCATED PROGRAM will enable BVExplore to run a program when Activate Associated is clicked.

Feel free to E-Mail me at the address below with any comments/or problems.

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Or Drop by my Web Sites at:

<http://www.aracnet.net/~tmf> (Newest info/HTML Test Site)

<http://www.geocities.com/SiliconValley/Lakes/4475> (Older Site)

Have fun, I will post a new version as required/available.

Bye for now
Brian