

HaLWorks - (Have-a-Look-Works)



Welcome to HaLWorks

Thank you for using **HaLWorks**, a multi-functional viewer / browser and editor that you can use to explore your computer.

Please click on a topic to find out more.

- [General overview](#) - Description of **HaLWorks**.
- [Supported formats](#) - What file types does **HaLWorks** directly support.
- [Tree](#) - The heart of HaLWorks.
- [Mask](#) - Picking file masks.
- [System](#) - Get at your system files etc.
 - [Utils](#) - Access to many Windows utilities.
- [File Finder](#) - Find files on your computer.
- [TextEdit](#) - Used to view and edit text based files.
- [Html](#) - View and edit web pages.
- [ImageView](#) - View many different image types. Save with **Modifier**.
- [Thumbs](#) - View images nine at a time.
- [IconView](#) - Used mainly to extract icons from icon libraries, exe and dll files.
- [Zip](#) - Complete zip archive management.
- [HexEdit](#) - View and edit files in hexadecimal.
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This program is designed to work under Windows 95 / 98 on a Pentium or equivalent computer with at least 16mb of RAM and a screen resolution of 600x800 or greater (it will work on a 486 but runs a bit slow).

Important : MS Internet Explorer must be installed on your computer to allow the html components to work.

Design and programming by Rob Dykman, testing by (Justin) Kees Schouten, coffee by my wife Dianne, comic relief by my dog Valkie and drama by Titch the cat (for walking accross my keyboard !)

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General overview

Purpose

HaLWorks is designed as a general purpose drive contents browser. With this aim in mind it combines a number of features that are usually found in separate programs - text editor, hex editor, html editor, zip management, icon extraction, easy access to system files, image viewing and general file management etc. It is this convenience of having everything at hand which makes **HaLWorks** such a useful program, you use it for the basics and then if you need use a more heavy duty program just double click on the file to load it into whatever the registered program is for that file type - if for example you downloaded a number of jpeg images from the net, use **HaLWorks** to view, move, rename them etc. but if one needs extra work just double click on its filename to load it into your default graphics program.

Layout

There are two main sections to the program both consisting of a number of tabbed pages.

The left section is the Tree and associated pages. These consist of :

- Tree - Shows the drives, directories and files on your computer. Also contains File Finder.
- Mask - Set what type of file type you wish to view.
- System - Get at your system files etc.
- Utilities - A (detachable) page where you can easily open many of the standard utilities that come with Windows.

The main part of HaLWorks are the tabbed pages to the right of the Tree. These consist of :

- TextEdit - Used to view and edit text based files.
- Html - View and edit web pages.
- ImageView - View many different image types. Save or modify using **Modifier**.
- Thumbs - View images nine at a time.
- IconView - Used mainly to extract icons from icon libraries and exe and dll files.
- Zip - Complete zip archive management.
- HexEdit - View and edit files in hexadecimal.
- ClipView - Shows what is currently in the clipboard (detachable page).

Usage

Very simple - a single click on a file will load it into the appropriate section, a double click on a file runs it if it's a program executable or otherwise opens it in whatever is the default program on your computer for that file format.

Help file generated by HelpWriter for Delphi.

Zip - Manipulating zip archives

HaLWorks allows you to do all the standard things with your zip files such as extracting, adding and deleting files and creating new zip archives. To view an existing zip, click on the file name and it will load into **Zip** (to use an external zip program that is set as the default for zip files just double click the file). To create a new zip file either click on the **New Zip Archive** menu item in the **Tree** menu or go to the **Zip** page and press the **New Zip** button.

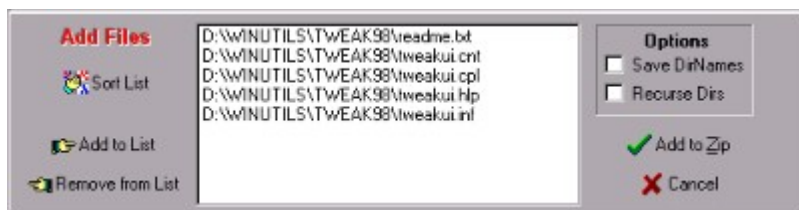


Zip command buttons

- **Extract from Zip** - Pops up a panel with all the appropriate commands. Here you select the directory to extract to (or create a new one), set what files to extract, whether to overwrite existing files and whether to expand the original directory structure (if saved with that info). When ready just press the **Extract** button and a window pops up showing what is happening.



- **Add to Zip** - This pops up a panel with a list you can add files to you wish to include in the zip archive. Any files you highlight in the file list in **Tree** are added to the list by pressing the **Add to List** button, files from as many different directories as you wish can be added. When ready just press the **Add to Zip** button and the files are added to the zip archive.



- **Remove from Zip** - Permanently removes highlighted files from current archive.
- **New Zip** - Creates a new zip archive.

By double clicking a file in a zip archive or right clicking and using the pop up menu it is possible to view text files in a archive.



Button to close the viewer.

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Supported formats

HaLWorks supports files with the following extensions :

- TextEdit - ASC, BAK, BAT, CFG, CPP, DIZ, DOC*, DPR ,H , INI, INF, LOG, MAK, MSG, OLD, PAS, RTF, SAM, TXT plus any other that are basically text based.
 - Html - HTM / HTML
- ImageView & Thumbs - BMP DIB, EMF, GIF, JIF, JPG / JPEG, PCX , RLE, TGA, WMF
- IconView - CUR, EXE, DLL, ICL, ICO, NIL, SCR
- Zip - ZIP
- HexEdit - Any file.
- ClipView - Will show whatever is in the clipboard.

Unsupported types will automatically show in TextEdit and can, if text based be edited successfully. Please note that editing non text type files as text is not advisable !

* Only text based not formatted Doc files.

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Tree - The heart of HaLWorks

Tree is the heart of **HaLWorks** and is where you start doing anything in the program. The basic principle of HaLWorks is to find the file you wish to work with and then load it by a single click on it's name. The top half of **Tree** is dominated by the directory tree, similar to the left pane in Windows Explorer. Below this is the file list showing the files found in the highlighted directory. The **Tree** menu contains various commands for general file operations etc. Buttons and pop up menus duplicate most of these commands. A single click on a file of a supported format will load it into the appropriate **HaLWorks** section, for example a JPG file into **ImageView** or a INI file into **TextEdit**.

Tree Commands

The following files can be found in the **Tree** menu, pop up menus or on tool bars.

- **Open / Run File** - Either use the **Tree** menu or double click a file to run it or open it into the default program for that file type.
 - **File Finder** - Opens up the File Finder where you can find files anywhere on your computer, including in zip archives.
- **Copy** - Copy one or more files to a different location.
- **Move** - Move one or more files to a different location.
- **Rename** - Renames a file.
- **Delete** - Deletes (to the recycle bin) one or more files.
- **File Properties** - Gives the details for the highlighted file.
- **Change Attributes** - Change the Read Only, System, Hidden and Archive attributes for the highlighted file.
- **Create Directory** - Makes a new directory (folder in Windows speak).
- **Delete Directory** - Deletes a directory, all its files, any sub directories and their files to the recycle bin.
- **New Zip Archive** - Creates a new empty zip file and opens the Zip module so that you can add files to the zip.
- **Format Floppy** - Format a floppy disk in either the 'a' or 'b' drives.
- **DriveBar** - Shows or hides the **DriveBar** to the left of the Tree.
 - **Drive Refresh** - Re-loads all the drives - use if something has been changed by an external program etc.
- **Exit** - Close **HaLWorks**.

The following commands are on tool bars.

- **Show All Files** - This will show all files regardless of type (*.*)
- **Show Text Files** - Shows only files directly supported by TextEdit.
- **Show Image Files** - Shows only files supported by ImageView & Thumbs.
- **Icons, Cursors & Icon Libraries** - Shows only files supported by IconView.
- **Load Thumbs** - Loads any image files in the current directory into Thumbs.
- **Large Icons** - Shows the files with large icons.
- **Small Icons** - Shows the files with small icons.
- **Report** - Shows the files with additional info such as size etc.



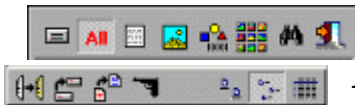
The Tree menu.



The directory list pop up menu.



The file list pop up menu.



The menu bars.

Mask - Picking a file mask

This page allows you set a specific file type you wish to view. There are a number of the more common types available by clicking a radio button or you can enter your own.



If you need to specify a particular file type just enter the extension (max 3 letter and or numbers) and press the Set button. Standard DOS wild cards can be used.


Hint - When finished with a particular file mask its a good habit to press the 'ALL' button (*.*) on the top tool bar in Tree .

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Utils - Access your Windows utilities

The **Utils** page is a detachable page which allows you to get instant access to most of the standard utilities (and the odd game). As long as the utilities are installed in their standard directory just click on any of the buttons. The same programs can also be launched from the **Utils** menu.

A handy feature of this page is that it can be dragged to anywhere on the screen as a separate window. To detach just click on the little handle at the bottom left corner of the page and, holding down the left mouse button, drag it to where you want it. To return it to its usual place just close it.

 Drag on this handle to detach.



The **Utils** page.

System - Get at your system

On this page are found buttons giving easy access to most of your system files. To load a system file just click on its button and it will be loaded into TextEdit where you can view and edit it - make sure you make backups first because if you wreck one of these files your system could become unworkable !

If one of the system files doesn't load it probably means it is not being used, for example Windows 95/98 systems often don't use Autoexec.bat or Config.sys.

The system files can also be loaded from the **System** menu.

The bottom half of **System** is made up of a series of graphs showing memory and resource usage. The memory graphs change color from green through yellow to red the more memory is used while the resources graphs go from green to yellow and red the lower Windows resources get.

The graphs are designed to work with Windows 95 & 98.

Text - Viewing and editing text type files

TextEdit is used to view and edit text based files. It has most of the features found in text editors generally and is very easy to use. To load a file into **TextEdit** just click on a file name in the Tree.

General commands

The following commands are found in the **File** and **Edit** menus, on the top tool bar or in the pop up menu.

- **New Document** - Starts a new document.
- **Open Document** - Open an existing document from a dialog box instead of clicking on a file name.
- **Save** - Saves file with its original name.
- **Save As** - Saves file under either a different name and or location or both.
- **Print** - Prints selected text.
- **Printer Setup** - Change printer settings.
- **Undo** - Undo the last action.
- **Copy** - Copies selected text to clipboard. If no text is selected then the whole document is copied to the clipboard.
- **Cut** - Cuts selected text to clipboard.
- **Paste** - Paste clipboard contents into document.
- **Delete** - Deletes the selected text. Pressing the delete key deletes the next character.
- **Find** - Find a word or text.
- **Replace** - Replace a word or text.
- **Select All** - Selects all the text.
- **WordWrap** - Toggles wordwrap on or off.

Format commands

The following commands are found in the **Format** menu or bottom tool bar. If you wish to save a file with formatted text then save it as a rich text file (.rtf).

- **Bold Text** - The selected text becomes bold text, if no text selected then all text becomes bold.
- **Italic Text** - As above but italic.
- **Underline** - As above but underline.
- **Left Align** - Align highlighted text to the left of the page.
- **Center Align** - Align highlighted text to the center of the page.
- **Right Align** - Align highlighted text to the right of the page.
- **Bullets** - Add bullets to the start of the highlighted line(s).
- **Decrease Indent** and **Increase Indent** moves the start of the highlighted line in or out. The ruler tabs can be used to similar effect.
- **Selected Font Color** - 'nuff said.

Use the font type and size boxes on the bottom tool bar to set the highlighted font.

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Html - Viewing and editing html pages

To view a html file, click on its name in Tree and it will load into **Html** either as formatted text or as source text. As with other file types, by double clicking the file in **Tree** it will load in the default program (if set) for that file type - in this case your default browser.

Html consists of two sections - **Formatted** and **Source**.

Formatted



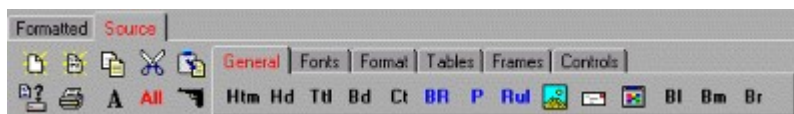
Formatted tool bar.

This shows a html file exactly as your browser (M.S. Explorer) does. It is designed to be used to view html files that are on your hard disk although it is possible to load a page from the web if following a link.

Formatted Commands

The commands are basically similar to those of a browser - **Back**, **Forward**, **Stop** and **Refresh** and **Zoom Font** which cycles through different font sizes.

Source



Source tool bar.

This shows a html file as source code and enables you to make modifications if required. Above the editor is a tabbed tool bar with some of the more common commands and the editor itself features color coding. Although not designed as a full featured html editor it is very usefull for quick modifications to an existing page or as a start for a new page.

A usefull feature is that by flicking from source code to formatted view any modifications made to the source show up in the formatted view.

Source Commands

- **New** - Opens a dialog where you enter the basic settings for a new html document.
- **Open** - Open an existing html file. You can also use Tree to load source files.
- **Copy** - Copies selected text to clipboard. If no text is selected then the whole document is copied to the clipboard.
- **Cut** - Cuts selected text to clipboard.
- **Paste** - Paste clipboard contents into document.
- **Save As** - Saves file under either a different name and or location or both.
 - **Print** - Prints selected text.
- **Editor Font** - Sets the editor font type and size.
 - **Select All** - Selects all the text.
 - **Delete** - Deletes the selected text. Pressing the delete key deletes the next character.


The other commands are found on a number of tabbed pages.

- **General** - The more common commands such as break, horizontal rule etc.
- **Fonts** - Things that relate to fonts and headings.
- **Format** - Formatting commands such as text alignment, bold text etc.
- **Tables** - Table editor and other table related stuff.
- **Frames** - Frame tags and related commands.
- **Controls** - A number of controls such as drop down list, radio control and text input block etc.

Help file generated by HelpWriter for Delphi.

ImageView - Viewing and saving images

HaLWorks can view many of the most common image file types. Just click on the filename and it will load into the viewer. Images loaded in Thumbs can also be viewed in ImageView. When loaded an image can be zoomed or copied to the clipboard.

By pressing the **Modifier** button  you can save the image as a different format and do minor modifications.

Below the image a status bar shows the size and dimensions of the picture.



ImageView controls..

An image can be zoomed in or out (increasing or decreasing approximately 10% at a time), it can be seen at its actual size or it can be resized to fit the viewer (default).

Modifier

The **Modifier** is basically a save dialog which enables you to save an image as a different format and do some minor modifications in the process. The **Modifier** commands can be accessed through the menus or through buttons situated along three sides of window.



Modifier commands

- **Save as Bitmap** - Converts and saves image with BMP extension.
- **Save as PCX** - Converts and saves image with PCX extension.
- **Save as JPG** - Converts to a jpeg image, the sliding scale next to the **JPG** button sets the image quality - higher equals bigger files.
- **Save as GIF** - Converts and saves image with GIF extension. Click on the radio buttons next to the **GIF** button to make background transparent and whether to interlace the image. Note that

animated gifs are not supported in **Modifier**.

By clicking on the image and, while holding down the left button, dragging you can select an area where you can copy or cut from or paste to.

- **Copy** - Copies the image to the clipboard or the selected section to the clipboard.
- **Cut** - Cuts the image to the clipboard or the selected section to the clipboard.
- **Paste** - Paste the clipboard contents to the image - replacing the existing image.
- **Paste to Area** - Paste the clipboard contents to the selected area of the image - only works if an area is selected.

- **Undo** - Undoes the last action.
- **De-select** - Un selects a selected area.

- **Zoom Controls** - Allows you to zoom in or out, set it to its actual size, fit it to the window or set your own zoom ratio.

- **Flip** - Flips the image top to bottom.
- **Mirror** - Flips the image left to right.
- **Resample** - Change the dimensions of the image with the possibility of applying different filters.
- **Resize** - Change the canvas dimensions the picture is drawn on while leaving the image dimensions the same.
- **Grayscale** - Turns the image into a black and white picture.
- **Negative** - Reverse the image colors.
- **Contrast** - Pops up a small window where the image contrast can be modified.
- **Clear** - Clear the image or selected area, leaving it blank.

Help file generated by HelpWriter for Delphi.

Register HaLWorks

HaLWorks is released as un-crippled shareware and may be evaluated freely for 30 days after which you must either purchase a license or remove the program from your computer.

Benefits of registration

- Removal of the Nag screen and 'Unregistered' from the title bar and About screen.
- Future updates are free.
- You will allow us to continue with development of HaLWorks and add extra features.
- It's legal !

Cost

HaLWorks costs US\$18.

How

If you would like to register HaLWorks, you can do the registration online on the Internet at <http://www.shareit.com/programs/102202.htm>.
Alternatively, you can go to <http://www.shareit.com> and enter the program number there: 102202.

When the author has been contacted by ShareIt that payment has been received you will be sent by e-mail your registration details to remove the Nag screen etc.

If you wish you can also register via phone, fax or postal mail.

Phone: +49-221-2407279
Fax: +49-221-2407278
E-Mail: register@shareit.com


US customers may also order by calling 1-800-903-4152 (orders only please!). US check and cash orders can be sent to our US office at

ShareIt! Inc.
PO Box 844
Greensburg, PA 15601-0844
USA

Tel. 724-850-8186
Fax. 724-850-8187

Or print out the [registration form](#).

Thumbs - Browse images

When you click on the **Load Thumbs** button  on the upper tool bar in Tree it changes the file mask to show only image files, brings the **Thumbs** page to the fore and loads any image files in the current directory. Nine images are shown at a time, automatically resizing if you resize the program.




The thumb pages can be navigated using the navigation buttons or you can go to a specific page. Double clicking an image will also load it into ImageView.



By right clicking on a individual picture you can copy it to the clipboard or load it into **Image**View Also shown are the name. size and dimensions of the picture.

IconView - Suck icons from files

IconView is designed for viewing icons whether they are ICO files or if they are embedded in EXE or DLL files or in icon libraries. Cursors (CUR) will also load into **IconView**. By clicking on a file with any of these extensions - EXE , DLL , ICL , ICO, NIL , SCR, any icons present will be loaded. If you click the Icons button  in Tree the file mask is set to only show **IconView** compatible files.



IconView commands.

You can save the selected icon or cursor as a icon (ICO) or cursor (CUR) with the **sI** button or as a bitmap (BMP) with the **sB** button. The remaining button is used to copy the selected icon to the clipboard.

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HexEdit - Showing it in hex

HexEdit is an editor where you can view and edit a file in hex. To load a file into **HexEdit**, click on the **HexEdit** tag to bring up the hex editor, then click on a file name and it will load. To go back to viewing files as normal just go to any other module such as TextEdit etc. because as long as **HexEdit** is the active module any file you click on in Tree will load into it.

```
00000060: 49 44 49 3A 32 32 30 20 2F 4C 49 4E 45 3A 32 32 I DI : 220 /LINE: 22
00000070: 30 20 2F 54 52 45 42 4C 45 3A 30 0D 0A 43 3A 5C 0 /TREBLE: 0.. C: \
00000080: 53 42 31 36 5C 53 42 43 4F 4E 46 49 47 2E 45 58 SB16\SBCONFIG.EX
00000090: 45 20 2F 53 0D 0A 20 20 20 20 2D 20 42 79 20 57 E /S.. - By W
000000A0: 69 6E 64 6F 77 73 20 53 65 74 75 70 20 2D 20 43 indows Setup - C
000000B0: 3A 5C 57 49 4E 39 35 5C 43 4F 4D 4D 41 4E 44 5C : \W N95\COMMAND\
000000C0: 4D 53 43 44 45 58 2E 45 58 45 20 2F 44 3A 4D 53 MSCDEX.EXE /D: MS
000000D0: 43 44 30 30 30 20 2F 4D 3A 31 35 20 2F 56 0D 0A CD000 /M 15 /V..
```

On the left is the line number, the central part is the hex code and on the right is the corresponding text view. You will notice that if you change a number in the middle portion, the corresponding text on the right changes and visa versa. You can change the central hex code or corresponding text but you can't delete it, for example an empty space (spacebar) on the right becomes 20 in hex. Changes are highlighted. To get rid of a line cut it to the clipboard.

Be careful if you make changes and save the result because it is very easy to wreck a file so that it becomes useless !




HexEdit Commands

- **Open** - Load a file into HexEdit. You can use this or load from Tree.
- **Save** - Saves file with its original name.
 - **Save As** - Saves file under either a different name and or location or both.
- **Copy** - Copies selected text to clipboard.
- **Cut** - Cuts selected text to clipboard.
 - **Paste** - Paste clipboard contents into file.
 - **Undo** - Undo the last action.
- **16, 32, 64** - How many bytes are shown per line.


ClipView - What's on the clipboard

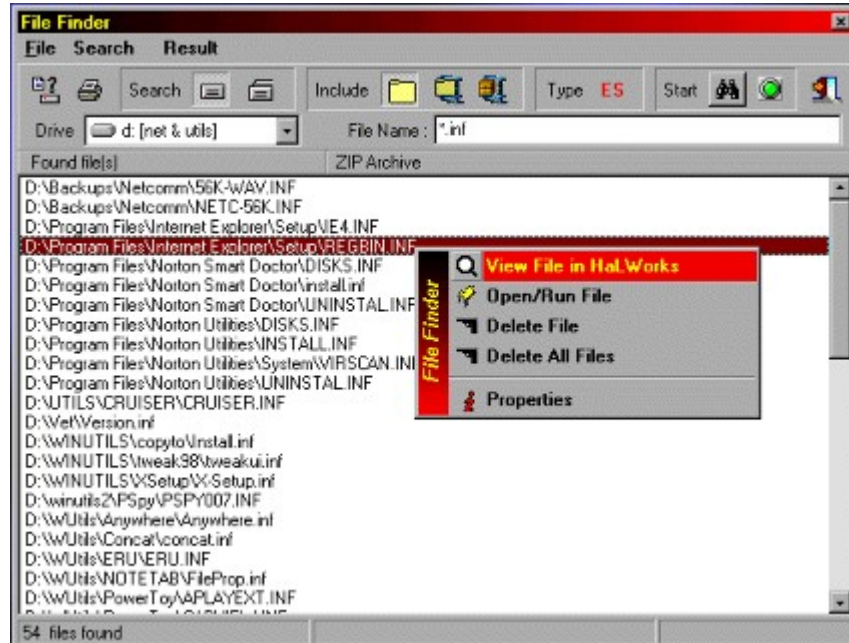
ClipView is simply there to keep an eye on what is in the clipboard. It can be detached from **HaLWorks** proper and placed in a convenient corner of the screen to keep an eye on what's happening if you are doing a lot of copying and pasting. Clicking the button above the viewer empties the clipboard.

To detach just click on the little handle  at the bottom left corner of the page and, holding down the left mouse button, drag it to where you want it. To return it to its usual place just close it.

Help file generated by HelpWriter for Delphi.

File Finder

With **File Finder** you can locate files anywhere on your computer including in zip archives. You can access File Finder either through the Tree menu or by clicking on this  button located in Tree.



File Finder with pop up menu

File Finder Commands

- **Save** - Save the search result to a file.
- **Print** - Print search result to a file.
- **Single** - Searches a single drive.
- **All** - Searches all fixed drives.
- **Exclude Zip Archives** - Scans for files, excluding those in zip archives.
- **Include Zip Archives** - Scans for files, including those zip archives.
- **Zip Archives Only** - Scans only in zip archives.
- **Find** - Starts the scanning process.
- **Close** - Exits the program.

- **STOP** - Only appears during scan and clicking it stops the current search.

- **Exact Search (ES)** - Searches exactly for what you entered.
Example -
With **Exact Search** on entering ' text.txt ' would find - test.txt.
With **Exact Search** off entering ' text.txt ' would find - test.txt and test.txt.lnk.
If you are already using the asterisk wild card at the end of your entry the **Exact Search** button has no effect.

File Finder uses two wild cards :

- * = a word or a group of characters.
- ? = a single character.

To start a search first decide whether you wish to search one drive or all (fixed) drives, then whether to include or exclude zip archives in the search or only search zip archives.

The next step is to enter the name, or as much of the name as you know of the file into the **File Name** field. If you have **Exact Search** enabled it is important is to include the file extension or the asterisk (*) wild card at the end. If you don't have **Exact Search** enabled this has the effect of automatically adding the asterisk (*) wild card to the end of whatever filename you enter - this often finds more files in addition to the one you are after. (see above) Using the program without **Exact Search** is recommended for most searches.

Example - Say you wish to locate the file ' text.txt '

Valid entries include: text.txt
 text.*
 text*
 tex*
 t*.txt
 ?ext.txt
 te*.??t etc.

The more letters that you can supply the more the search can be narrowed down although you may wish to make the search very broad if for example you wish to list all files with the ' bat ' extension on your computer type in ' *.bat '.

After having found your file or group of files you can highlight it, then right click it to open it in **HaLWorks** or run it (depending on the file type) or if its in a zip archive open the zip. There is also the option to delete the file or all files. The **Properties** command gives details for the highlighted file. These commands are also available under the **Result** menu.

Help file generated by HelpWriter for Delphi.

HaLWorks Software Licence

HaLWorks is released as un-crippled shareware which entitles you to evaluate the program for 30 days. After this period you must either register it or remove it from your computer.

Legal stuff

The author of this program accepts no responsibility for damages resulting from its use and makes no warranty or representation, either express or implied, including but not limited to, any implied warranty of merchantability or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume all risks when using it.

If you wish to register by mail please print out this form and send to:

ShareIt!
element 5 AG
Habsburgerring 3
50674 Koeln
Germany

Registration form for HalWorks

Program No.: 102202

Last name: _____

First name: _____

Company: _____

Street and #: _____

City, State, postal code: _____

Country: _____

Phone: _____

Fax: _____

E-Mail: _____

How would like to receive the registration key/full version?

e-mail - postal mail

How would you like to pay the registration fee of \$18:

credit card - wire transfer - EuroCheque - cash

Credit card information (if applicable)

Credit card: Visa - Eurocard/Mastercard - American Express - Diners Club

Card holder: _____

Card No.: _____

Date of Expiration : _____

Date / Signature _____

Help file generated by HelpWriter for Delphi.

