

Introduction

ZipWorks is a full featured 32-Bit Zip file manipulator for Windows 95. The built-in 32-Bit compression is fully compatible with PKZIP v2.04. With this program you can Zip, UnZip, add comments to your Zip files, test archive integrity, and repair damaged Zip files. This program can create files across multiple disks, and can store directory structure, making it a pretty fair choice for a backup utility, though its “cousin”, **Safety Net Pro**, might be a little better suited for that purpose. The primary help engine for this program revolves around the context-sensitive help concept that *Windows 95* makes such liberal use of. Simply click on the small help icon in the upper right corner of any of the dialogs (except the main one), then click on the item in question, and an explanation of that item will be forthcoming. Access to context-sensitive help in the main dialog is achieved through the Help Menu. Simply choose the item, **Whats This?**

There is an option in the **Preferences** dialog to **associate ZipWorks** with the file extension “ZIP”. We highly recommend that you take advantage of this very useful feature, which will add 3 right-click menu items to your appropriate zip files in *Explorer* - open, UnZip, and UnZip To Path.

Zippping And Unzipping Files

To use **ZipWorks** to create a zip file, follow the simple steps as outlined below:

1. Click on the **New Zip File** button.
2. In the ensuing dialog, choose both the path and the name of your proposed zip file.
3. Click on **OK**.
4. In the next dialog to appear, use the file dialog section on the left to choose the files you wish to include in the zip file. If you are uncertain of the function of any of the controls, please use the context sensitive help.
5. Click on **OK**.

ZipWorks offers several ways to unzip files. The simplest way does not involve loading the program at all. If you have chosen to associate the **ZIP** file extension with **ZipWorks**, you will find 3 new right-click menu items when accessing zip files in Explorer:

UNZIP does just that - the entire contents of the file are unzipped right there, no questions asked.

UNZIP TO PATH is quite similar, with one exception. A dialog will appear asking where you would like the contents of the zip file deposited.

OPEN loads the file in **ZipWorks**.

Once a zip file is loaded in **ZipWorks**, individual files can be extracted by selecting them with the mouse. If either all or none of the files are selected, the entire file will be extracted to the path that you select in the dialog that will appear after choosing the **EXTRACT** button.

For complicated unzipping procedures which require you to see the full path of the files that you would like to restore, choose **VIEW / SHOW PATH INFORMATION** from the menu. Any files selected in this list will also be selected in the main dialog when you close the **Path** dialog by clicking on the **OK** button.

Zip Options

The Zip Options dialog allows you to customize the behavior of **ZipWorks** in a multitude of ways while creating your Zip files. You have a choice of setting these options for the file you are about to create, or saving them as your default.

Encrypt

Delete Original Files

Recurse Directories

Store Directory Information

Shorten Long File Names

Multiple Disk Zip File

Specify Temp Path

Add Comment

Compression Level

Zip - Add

Zip - Freshen

Zip - Update

UnZip Options

The UnZip Options dialog allows you to customize the behavior of **ZipWorks** in regard to how it treats a Zip file while it unzips it. You have a choice of setting these options for the file you are about to create, or saving them as your default.

Use Decrypt Code

Restore Directory Structure

Update Only

Integrating ZipWorks With Explorer

You can integrate **ZipWorks** with *Explorer* quite nicely by checking the **Associate Zip Extension With ZipWorks** option in the **Preferences** dialog under the **Options** menu. This will allow you to load a Zip file into **ZipWorks** by simply double-clicking on it while in either *Explorer* or *File Manager*. In addition, it will create the right-click menu item **UnZip**, which will only appear when an appropriate Zip file is accessed in this way. When called, **UnZip** will do just that - the file will be unzipped immediately, no questions asked, right where it stands, and without taking the time to load **ZipWorks**. A third menu item will also be added - **UnZip To Path**. This is very much like **UnZip**, but a dialog appears, allowing you to specify a directory in which to place the unzipped files. This feature, combined with **Explorer Auto-UnZip**, can make **ZipWorks** function almost like a command line utility - just double-click on a file, and it's automatically unzipped.

Checking this option will allow you to enter the code required to unZip an encrypted Zip file. Attempting to unZip such a file without providing the code will generate an error.

This allows you to use a test mode in which the **ZipWorks** acts as if it is extracting items but files are never written. This is useful to verify that each item in the Zip file can be uncompressed without an error.

This will allow **ZipWorks** to create whatever directory and subdirectory information is stored in the Zip file. Setting this option will have no effect on the unZip operation if there is no directory information in the file, so, unless you specifically do not want directory structure restored, we recommend that you leave this option checked as the default.

Indicates that only those items that do not already exist or that are more recent than their corresponding items in the Destination are selected for operation.

Checking this option will allow you to enter a password, or encryption code, into the Zip file. This encryption code can be up to 65 characters long, and is a very effective lock that cannot be opened without the key. There is no way to retrieve the code from the file, so be certain you don't forget it.

This is a good choice for those of you trying to squeeze everything you can out of a crammed hard drive. After the files are safely tucked away in the Zip file, **ZipWorks** will delete the original files as part of the Zip operation if this option is chosen.

Choosing this option will cause **ZipWorks** to look in nested directories for the file specs you have specified. Used in conjunction with the **Add Special** button in the **Add Files** dialog, this can be a very powerful tool, since **ZipWorks** does allow for wildcard entries.

This option will enable **ZipWorks** to store the full path for each file being added the Zip file. This information can be extracted when unzipping the file, or ignored, as you choose.

There are certain 32-bit file name characters that will cause 16-bit unZipping utilities to choke and gag. With this option chosen, **ZipWorks** will truncate long file names, and remove any spaces from the name, making the file completely accessible to any PKZIP v2.04 compatible unZipping utility.

Multi-volume support (disk-spanning) allows you to create and write a Zip file to a removable drive, even if the Zip file is too large to fit on a single volume. For example, if your application is writing a Zip file to a floppy disk drive, and the first diskette becomes full, the end-user is prompted to place a new diskette in the drive. As each diskette fills up, the end-user is prompted for another disk, until the whole Zip file has been written.

Do not choose this option if the Zip file is being written to a non-removable disk. This will cause a syntax error. Also, when doing a multi-volume zipping operation, the source files may not be on the same drive as the Zip file.

Once you have created a multi-volume Zip file, it cannot be modified in any way. You also cannot convert an existing non-multi-volume Zip file into a multi-volume type.

This indicates whether an alternate location is used to hold any temporary Zip file created during Zip operations. When the operation is complete, the temporary file is copied over the original Zip file and is deleted from the temporary path.

This option is useful when your target drive does not have the space to hold both the old and temporary Zip files at the same time.

This will allow you to enter a comment into the Zip file. This comment can be up to 2,047 characters long

The range is from 0 To 10, with 10 being maximum compression. If 0 is chosen, the files will not be compressed at all.

Add: Adds the specified files to a Zip file. If the Zip file does not already exist, it is created. When a multi-volume operation is being performed, this action always creates a new Zip file.

Replaces an existing item in a Zip file only if it has been modified more recently than the version in the Zip file. The full name and path must match exactly if an item is to be replaced. Unlike the **Update** action, this action does not add an item if that item does not already exist in the Zip file. This action may not be used if a multi-volume operation is being performed.

Update: Adds any new files to the Zip file and replaces any existing items that have been modified more recently than their corresponding versions in the Zip file. The full name and path must match exactly if an item is to be replaced. This action may not be used if a multi-volume operation is being performed.

This invokes a dialog which will accept wildcard entries to be added to the **Files To Be Added** list. These include the standard DOS wildcards * and ?, where * represents a group of characters and ? represents a single character.

Clicking on this button will add the entire contents of the open directory in the directory list box to the **Files To Be Added** list.

Clicking on this button will add the selected files in the file list box to the **Files To Be Added** list. If no files are selected, no action will occur.

This will remove any files selected from the **Files To Be Added** list. If no files are selected, no action will occur.

Clicking on this button will remove the entire contents of the **Files To Be Added** list.

Clicking here will cause the actual zipping process to begin.

This will bring up the Zip Options dialog, which will allow you to both view and set the Zip parameters currently being used. These options can be set just for the file you are currently working on, or saved as the default, as you wish.

This will simply close the dialog, and return you to the main screen.

This list represents the files to be added to the Zip file. You can add files, directories, and special wildcard entries to this file list. Once the list is set, click on **OK** to begin the zipping process.

Use this file selection area to add whatever files and directories you wish to the **Files To Be Added** list, for inclusion in the Zip file. You can use your mouse to select as many files as you like, and then click on the appropriate button below to accomplish this.

You can use this area to select a default text editor or viewer. Double-clicking on a file name listed within a Zip file in the main dialog will allow you to view the contents of the file with that viewer. The default is **Quick View**, but feel free to change it to whatever you wish. Any changes you make will be saved when you exit the dialog.

If this box is checked, the individual windows that open each time you load a Zip file will fill the main program screen completely, instead of opening in the default tiled method. You must restart the program for this to take effect.

This will allow you to open a Zip file with **ZipWorks** by simply double-clicking on it while in *Explorer*. We highly recommend that you take advantage of this very useful feature, which will add 3 right-click menu items to your appropriate zip files in Explorer - open, UnZip, and UnZip To Path.

[Click here to exit the dialog.](#) Any changes you make will be saved upon exit.

Deletes text from a document and places it onto the Clipboard, replacing the previous Clipboard contents.

Copies text from a document onto the Clipboard, leaving the original intact and replacing the previous Clipboard contents.

Pastes a copy of the Clipboard contents at the insertion point or replaces selected text in a document.

Clicking here will prompt **ZipWorks** to write the contents of the text box to the comment field of the Zip file. You can add to the comment, completely change it, or delete the comment from the text box before clicking on **Add** to make these modifications.

Closes the Comment dialog.

This will simply open a new window.

This will invoke a dialog that will allow you to select a name for a Zip file that you wish to create. Once you have selected the name, the **Add Files** dialog will appear, allowing you to choose the files to add to your Zip file.

This will invoke a dialog that will allow you to choose an existing Zip file to display in the list box. Once opened, you can employ a wide variety of functions to modify, unzip, or delete the opened file.

This will unZip the currently selected files in the loaded Zip file. If no files are selected, a dialog will ask you if you wish to unZip the entire file. In either case, a dialog will then appear, requesting a destination directory for the unZip operation.

This is similar to New Zip File, and, in fact, is exactly the same if there is no Zip file currently loaded. If there is a Zip file loaded, however, you'll go straight to the **Add Files** dialog to do just that to the file.

As the name implies, this is exactly the opposite of Add Files. You must first use your mouse to select the files you would like to remove from the currently loaded Zip file. If you select all of the files, a dialog will ask if you would like to delete the file from your disk.

This will invoke a dialog that will allow you to add, eliminate, or modify a comment in a Zip file. As the name implies, a comment is a short (2047 characters max) text entry that is saved as a string within the file.

This will quickly select all of the files within the currently load Zip file.

This will quickly un-select all of the files within the currently loaded Zip file.

As the name implies, this will cause **ZipWorks** to close.

This will close the active window, but only if there is more than one window open.

Menu Items

File Menu

Action Menu

View Menu

Options Menu

Sort Menu

Window Menu

FileMenu

New Window

New Zip File

Open Zip File

Close Window

Rename Zip File

Delete Zip File

Exit

Action Menu

Add To Zip File

Extract From Zip File

Delete From Zip File

Fix Corrupted Archive

Test Archive Integrity

Zip2Exe

Convert

As the name says, if **ZipWorks** cannot unzip a file, and reports that the archive is corrupt, employ this menu item to attempt to effect a repair. First, the program will attempt to rebuild the internal Zip header of the file if it finds some of the file missing. If that fails to do the trick, **ZipWorks** will attempt to fix the file by trying to redetermine the compressed size of each item. **This function cannot be employed on a spanned Zip file. If such a file is damaged in any way, the contents are not recoverable.**

View Menu

View Selected File

Show Path Information

View/Edit Comment

Due to the limitations of space, the program's main dialog will show only the file name of each file contained within the Zip file. If there is a directory structure stored in the file, the full path to each file can be displayed by choosing this menu item.

Options Menu

Zip Options

UnZip Option

Preferences

Registration

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1-800-617-7740

This program is shareware, and, as such, may be used freely for a period of 30 days. If, after the 30 day evaluation period expires, you find this nifty little utility useful, and plan to continue using it, you are required to register the program.

By supporting the shareware concept you are helping to ensure its continuation, which, I think you'll agree, will benefit us all.

If you wish to register the program, we do accept VISA, MASTER CARD, and AMERICAN EXPRESS. Our toll-free registration number is **1-800-617-7740**. The cost of registration is **\$21.95**. If you would like a copy of the program on diskette, there is an additional **\$4.00** shipping and handling charge.

The program can also be registered on-line from our **Web site**. Once the on-line registration form has been sent, a registration code can be e-mailed to you almost immediately. The URL is **<http://members.aol.com/ron2222>**.

If you are a **CompuServe** subscriber, this program can be registered in the *SWREG* forum. The registration number is **11809**.

If you prefer **mail**, please send a check in the amount of **\$21.95**, or the proper credit card information to the above address. Be sure to include your name, address, e-mail address, and the exact name of the program, so that we can immediately send you the registration information. If you would like a copy of the program on diskette, there is an additional **\$4.00** shipping and handling charge. An order form for mail orders can be printed from the Help Menu.

CompuServe: 75264,3237
America On-Line: RON2222
Internet: RON2222@aol.com

On-Line Support

On-line support can be accessed through the **CT Software Forum on America Online** (keyword: **CT Software**). All of our programs and required support files can be easily found there, as well as the CT Software Message Board. In addition, valuable tips and information are posted regularly in our **Tip Of The Day** feature!

Please feel free to visit our World Wide Web site, from which you can download all of our software, and access complete product descriptions of the very latest versions of the shareware offered by CT Software, in addition to offering links to many other excellent shareware sources. The **CT Software Home Page URL** is:

["http://members.aol.com/ron2222"](http://members.aol.com/ron2222)

Other Programs by CT Software

CT Calendar

CT Calendar is a small 32-Bit desktop calendar. We have tried to keep it small enough to keep on your desktop, but not so small that you need a magnifying glass to see it. It has many customizable features including color and loading position. This program is free of charge with the registration of any CT Software 32-bit shareware program.

CT HotSpot

CT HotSpot is a small utility with which you can create 2 hotspots - 1 to turn your screensaver on, and the other to turn it off. This can be quite useful when downloading a large file, doing a tape backup, or when using the Windows 95 utility, *DEFRAG*. Having a screensaver come on during any of these activities can wreck havoc with your computer and your files.

DiskCopy

DiskCopy is a simple little 32-Bit program for formatting and creating duplicate disks. **DiskCopy** will prompt you for the number of copies you have in mind, making for a very quick operation. **DiskCopy** does not perform an actual track by track copy, it simply copies the directory structure and files, but 99% of the time, that is all that is really required.

FormPost Edit

FormPost Edit is a special text editor for those of us who have to contend with posted Web forms. In addition to the many standard editing capabilities that the program has, its specialty is interpreting the extraneous characters contained in posted Web forms, turning them into easily readable text. Of course **FormPost Edit** can then either save or rename the form, as you wish, and also send it to your printer. In addition:

- 1.) **FormPost Edit** offers full font and color control, and will save your settings.
- 2.) FormPost Edit features a toolbar, complete with help balloons, which can be toggled on and off, as you wish.
- 3.) **FormPost Edit** will allow you to both print and save to a file selected text only, if desired. Simply select the text with the cursor before invoking the print or save as command, and only the selected text will be considered.

Notebook for Windows 95

There is one, and only one point to this program - to replace Notepad. **Notebook** is not a word processor. Its sole purpose is to view and edit text files. **Notebook** does have 6 major features (and several minor ones) which we believe make up for Notepad's inadequacies:

1. It will open **very large files**, and allow you to edit them.
2. It features full font control - you can set the font name, style, size, and color, and your settings will be saved when you exit the program. It will look better on your screen, and do a much better job of printing.
3. **Notebook** has a toolbar complete with help balloons.
4. **Notebook** features *DRAG AND DROP* text editing. If you want to move a block of text, just use the mouse to select it, and drag it to where you want it.
5. **Notebook** supports overtyping mode. While the default editing mode is insert, hitting the INSERT key on your keyboard will change that to overtype.
6. **Notebook** can both print and/or save to a file **selected text only**, if desired.

Safety Net Pro

Safety Net Pro is a highly acclaimed utility for backing up key files by file extension. It has one default setting - to backup key "windows" and system files including INI files, Registry Files, CONFIG.SYS, and AUTOEXEC.BAT- and 5 user configurable options. **Safety Net Pro** could easily backup all of the document and/or database files on your drive, for example, with the directory structure **intact**, and it can Zip them to disk. **Safety Net Pro** has several advanced, including built-in 32-bit zip compression (PKZ v2.04 compatible) and the ability to span Zip files across multiple disks **Safety Net Pro** can also print file lists, print your directory tree, and make a boot disk.

Winsock Swapper

The purpose of **Winsock Swapper** is to automate the process of swapping various WINSOCK.DLL files for those of you who use more than one Internet service provider with your default Web Browser. With one quick double-click, you can swap up to three DLL's, and optionally launch your browser. It doesn't get any easier than that!

YahtC

This game is a clone of the immensely popular game, Yahtzee. **YahtC** combines attractive 3D graphics with extreme ease of use. There are no complicated instructions, and no hidden forms. Each player's score is always visible. A sound card, while certainly not necessary, will greatly enhance the game, which produces sound effects when a player rolls the dice, "zeroes" out a scoring category, or rolls a "YahtC". The game will also keep a permanent record of High Scores, which can be easily cleared at any time. **YahtC** is fully functional, and supports up to 4 players.

This will invoke the UnZip Options dialog which will allow you to choose from several options regarding the unzipping of your archives. These options can be applied to only the task at hand, or saved as your default choice.

This will bring up a dialog that will allow you to choose a default text editor or viewer. Double-clicking on a file name listed within a Zip file in the main dialog will allow you to view the contents of the file with that viewer. The default is **Quick View**, but feel free to change it to whatever you wish. Any changes you make will be saved when you exit the dialog. You can also choose how the individual windows appear as they are called. If you prefer, they can fill the main program screen completely, instead of opening in the default tiled method. You must restart the program for this to take effect. In addition, from here you can choose to associate Zip files with *Explorer*.

Use this dialog to specify where you would like **ZipWorks** to deposit the unzipped files. You can either select a path using the file selection area, or simply type in the path you prefer. If the path you enter does not exist, **ZipWorks** will create it, if at all possible. Once you have selected your path, clicking on **OK** will start the actual unzipping process.

This option affects how **ZipWorks** reacts to being called from the command option. What this means is simply this: you can associate **ZipWorks** with Zip files in *Explorer*, and you can also drop a shortcut in the *Send To* folder in your *Windows* directory. This will allow you to run **ZipWorks** by sending a file to it via your *Send To* menu, or by simply double-clicking on a Zip file in *Explorer*. If this box is unchecked, invoking the program in that method will simply result in **ZipWorks** loading the file, and awaiting your instructions. If this box *is* checked, however, **the file will be loaded, and unzipped right where it is** - no questions asked.

Sort Menu

The Sort Menu allows you to sort the contents of the current window according to various criteria. When an archive is first opened, it is unsorted: the files appear in the order in which they appear inside the archive. You can choose to sort them by choosing one of the commands under the Sort Menu.

Window Menu

The Window Menu allows you to control the positions of the windows of the **ZipWorks** MDI Interface. You can use the commands of this menu to arrange all displayed windows or to bring any open window to the top.

Compatibility

Zip files created with **ZipWorks** are completely compatible with the *PKZIP v2.04* format, with one exception. While **ZipWorks** can certainly handle any file created by that utility, the opposite is only *almost* always true. If an archive created by **ZipWorks** contains long filenames, a 16 bit unzipping utility will generally truncate those names during the unzipping process - no big deal. A problem can arise, however, when those long filenames contain characters that are "16 bit illegal". An example of this would be a SPACE. The file "**MY REPORT CARD**", for example, would almost certainly cause a 16 bit unzipping utility to fail in the attempt. If this is a concern, **ZipWorks** provides a simple way around this. You can set the program to shorten long filenames before creating the archive.

ZipWorks Order Form

**CT Software
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Elk Grove, IL | 60007 | USA
(800) 617-7740**

Name _____

Address(1) _____

Address(2) _____

City _____

State _____ Zip-Code _____

Country _____

Phone _____ E-Mail _____

Payment Method

Check _____ Visa _____ Master-Card _____ AX _____

Credit Card No. _____ Exp.-Date _____

Register _____ Copies of ZipWorks at \$21.95 Include _____ Disks(\$4.00)

This will allow you to view the contents of a selected file that is in the currently loaded Zip file with your default viewer. The default is **QuickView**, but you can choose a different viewer, if you wish, by accessing the **Preferences** dialog in the **Options** menu. You must first use your mouse to select one and only one file from the list to view.

If you have need to convert Zip files to the *PKZIP v1.10* format, you can enable that function by checking the box in the **Preferences** dialog. You will be prompted immediately for the location of your *PKZIP.EXE* file, and a new menu item, **Convert**, will appear in the **Action** menu. Choosing that menu item will immediately put that operation into motion. The currently loaded file will be saved with a *BAK* extension, and then converted along the existing path.

This will allow you to rename the currently loaded Zip file. A dialog will appear that will allow you to specify a new path for the file, as well.

If you want to kiss the currently loaded Zip file goodbye, this is the way to go. You will be prompted for confirmation before the deed is done.

This menu item will only appear if you enable this function from the **Preferences** dialog.

Wildcard Entries

ZipWorks will accept wildcard entries to add to Zip files in the following way: From **the Add Files** dialog, select the **Add Special** button. You can freely enter anything you want in the 5 text boxes here, and your entries will be added to the **Add Files** list upon closing the dialog. These entries can include the standard DOS wildcards * and ?, where * represents a group of characters and ? represents a single character. For example, if you want your Zip file to include all INI files located in your Windows directory, you might enter **c:\windows*.ini**. Assuming the you Windows directory is located on your C: drive, that would do the trick. If you want to Zip all of the INI and INF files from your Windows directory, then enter **c:\windows*.in?**. There is really no way to trap for user input error here, so be certain that your entries are correct. If the complete path is not entered, or your entry is invalid in any other way, **ZipWorks** will fail to find the files.

This will allow you to set or change your path to the file **ZIP2EXE.EXE**, which is currently required to convert Zip files to executable Zip files.

This function shells to the file **ZIP2EXE.EXE**, in order to create an executable Zip file. You must specify your path to that file in order for this to function.

Double-clicking on a file here will allow you to view its contents with your default viewer. The default is **QuickView**, but you can choose a different viewer, if you wish, by accessing the **Preferences** dialog in the **Options** menu. You must first use your mouse to select one and only one file from the list to view.

