Rosenthal WinLite™

Select from the following topics:

[What Happens: The Rosenthal WinLite Compression Process](#)
[Compression Options](#)
[Files that can't be compressed](#)
[Copyright Issues](#)
[What is Virus Armor®?](#)

[How to contact Rosenthal Engineering](#)

What happens: The Rosenthal WinLite™ compression process.

You can think of the Rosenthal WinLite compression process as a "black box": files go in big and come out small.

There are three steps to compressing a file:

1) Specify the file to be compressed. The file type must be a Windows 3.1 executable file with the "EXE" file extension.

2) Specify the <u>compression options</u>.   Several compression options allow you to get extra compression out of some executable files.

3) Start the compression.   In this stage, you just sit back and watch the status bar progress until completion.   This stage may take a long time, especially with large executables.   Please be patient.

After these steps, you have a compressed executable.   The old, uncompressed file has been renamed with the filename extension "OLD."

The compression algorithm used by Rosenthal WinLite is the standard public domain LZ77 sliding dictionary method.

Compression Options

Before the file is compressed, you have several compression options that can be used to get extra compression. The default compression options automatically selected by Rosenthal WinLite should suffice for most applications.

There are four options:

1) Compress Bitmap resources. Bitmaps typically yield the best overall compression in the executable.

2) Compress other system resources. This option helps the compression. The "other" resources include: Menus, Dialog boxes, String Tables, and others. The resource types not included are the types that provide status information to external programs, such as version info resources and icons.

3) Compress user resources. This refers to RC_DATA and user-defined resources. These can be compressed if your program doesn't have a custom resource loader that reads the data off the disk into memory. These resources can yield significant compression.

4) Add Virus Armor® to the compressed file. Virus Armor is a patent pending process that makes your file tamper-resistant by "hardening" it against viruses and unscrupulous hackers. Virus Armor must be licensed from Rosenthal Engineering before it is added to the compressed file.

Files that can't be compressed

Although the Rosenthal WinLite technology successfully compresses the overwhelming majority of programs without difficulty, some programs are not good candidates for compression.

The best strategy is to compress the file and then see if the compressed file loads up.   If it works, it works. If not, ...

Factors that disqualify compression:
Files must be Windows 3.1 executable files.   Files that are not "New Executable" files, such as Windows NT "Portable Executables"   cannot be compressed.

Files must not be DLL's.   Some files with EXE extensions are really DLL's, such as USER.EXE and GDI.EXE

Files cannot access their own disk file image.   If you need to store data, don't store it in your EXE image.

Files cannot have a proprietary file format.   Since Rosenthal WinLite relies on the standard Windows file format, it can't compress a file that has a proprietary or self-loading format.   This includes files that are already compressed by Rosenthal WinLite.

Files cannot contain symbolic debugging information. If symbolic debugging information is detected, Rosenthal WinLite will not proceed with compression.   This is a useful feature, since you know that programs compressed with Rosenthal WinLite do not aid and abet reverse engineering of your technology.

Copyright Issues

Modification of a copyrighted work may require authorization from the copyright holder.

What is Virus Armor®?

Virus Armor is a patent-pending technology available from Rosenthal Engineering.   Virus Armor "hardens" MS-DOS and Windows programs and makes them resistant to viruses and discourages hackers.

For licensing terms, contact Rosenthal Engineering.

Rosenthal Engineering

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Products:

 Rosenthal WinLite™
 <u>Virus Armor®</u>
 Master Disk™
 System Monitor
 Virus Simulator
 Disk Drive Cleaner

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 Electronic and Software Product Development Engineering and
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