Opener

docAPP.tiff ¬ ⇒ docPS_1.tiff ¬

docShar.tiff ¬ docTar_2.tiff ¬ docZ_1.tiff ¬ . . .

o ***Opener*** unpacks various common types of archived files; handy when perusing **ftp** servers. Currently handles:

*.Z,tar,shar,lzh,lha	unix compressed files
*.z,gz	GNU *gzipped* files
*.taz,tgz	msdos .tar.Z, .tar.gz
*.uu	*uuencoded* file
*.hqx,bin,sit,cpt	macintosh archives
*.arc,zip,zoo	msdos *arc* archives
*.PS,EPS	(***Preview*** doesn't catch caps)
*.arj	msdos *arj* archives (extraction only)
*.compressed	NeXT compressed files
*.asc	encoded printable ASCII
*.mime	MIME format files
*.gsm	*toast* sound files
*.au	Sun sound files

When you double-click on one of these files in the Workspace, Opener will catch it and unpack it. If the file comes from a Usenet source archive (like *mod.sources*) Opener can additionally unpack and compile that software: e.g., open *comp.sources.unix/.../cpp/part{1,2,3}.Z*, and Opener will extract and attempt to build that code.

- ***Opener*** creates `.tar.Z` or other archives:
  drag a collection of directories and files onto Opener's icon. A dialog panel will appear, and you can pick the format to use (`.tar, .tar.Z, .lzh`, etc), edit the archival command if you like, and edit the underlying commands by pushing the "*Edit archive table*" button in the *Preferences*... panel. In general, if you want to interact a bit to adjust the specific archival command, then drag files onto Opener's icon.

- ***Remote NeXT archives:*** to submit a directory to the NeXT archives at *sonata.cc.purdue.edu* and *cs.orst.edu*, put your contribution in a folder, say *x.app*, make sure that a plain text file *x.app/README* exists, and drop *x.app/* onto Opener, creating a *remote* archive. The files *x.app.README* and *x.app.tar.Z* will be created, *ftp*-ed to the archives, and an e-mail note will be composed and addressed to the archivists

to announce it. The shell scripts *Submit* and *submit* do this.

- ***To install:***
  Because Opener includes all its source, simply put *Opener.app* in the appropriate *Apps*/ directory. Make any changes in place. You may wish to remove *Opener.app/test** (archive files used only for testing). If you want to use other versions of archival commands, you can: put them in *Opener.app/*; or, edit *Opener.app/Opener.table* to make paths explicit; or, put them in a well-known place and make sure that *Opener.app*/, which is typically searched first, does not contain redundant commands.

- ***To add new file types:***
  The file `Opener.table` lists suffix/command pairs that are used to identify and unpack various kinds of files. You need to edit this table, and add an icon for the new type:
  add ...
  - a line to `Opener.table`,
    (formerly, new code in `Controller.m:doFile()`)
  - a utility in `utils/...`, and in `Makefile.postamble`
  - an icon to the TIFF suitcase in `Opener.nib`
  - suffixes to `types[]` in `Controller.m:-openRequest`

- ***To make suggestions:***
  There is a "*Suggestion*..." menu item under "*Info* ±>" which lets you send suggestions to the maintainer. Thanks for your help.

- ***Summary of changes in version 3.2a:***
  - Fixed bug in setting of default directory preference (really this time!)
  - Added .mime to Opener.table and Controller.m (omitted before)
  - Added docAu.tiff to project and to app wrapper (omitted earlier)

- ***Summary of changes in version 3.2:***
  - Made app quad-fat (NeXT, Intel, HP/PA-RISC, Sparc)
  - Added support for .mime files (MIME format)
  - Added support for .asc files
  - Added toast/untoast (.gsm) utility
  - Added support for Sun .au sound files
  - Use gnutar instead of tar
  - Fixed bug in handling .ps and .eps files
  - Fixed bug in setting of default directory preference
  - Removed infamous new-user monitoring code

Please let me know if you find bugs or make changes.

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Some unpacking tools were collected from the network.

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booz v2.0 7-7-91
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gzip + **gunzip** v1.2.4 8-18-93
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hexbin + **macunpack** v2.01b 4-26-92
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mpack + **munpack** v1.4
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unarj v2.3 1-92
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zip v2.0.1 9-93 **+ unzip** v5.1 2-94
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toast v1.0 10-28-92
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