STUFFIT DELUXE

For Macintosh Computers

Developed by Raymond Lau

"Anyone who needs compression tools on the Mac for space saving, archiving, or telecommunications should have this product. Period."

— The Editors of *MacUser* Magazine

The Complete Compression Solution.™

Award-winning StuffIt Deluxe effectively doubles your disk space, saves you time and money when sending files over network and modem lines, and enables you to backup infrequently used files.

354K — Presentation

Add "Small" to any file or folder name and it instantly takes up less space.

97K — Small Presentation

1022K — Annual Report

If a file hasn't been modified lately, it *automatically* takes up less space.

310K — Annual Report

2413K — Monthly Sales

Add ".sit" to the filename and it becomes a genuine Stuffit Deluxe archive.

797K — Monthly Sales.sit

97K — Presentation.sit

Unstuff one or more files/folders from an archive.

354K — Chart Notes

Only StuffIt Deluxe includes an archive management program. You can UnStuff individual files from an existing archive, segment files into disk-sized pieces, and manage files (delete, rename, and more) inside archives.

Aladdin Systems

System Requirements: Any Macintosh family computer ◆ Power Macintosh compatible ◆ 2 Megabytes of RAM required (4 Megabytes recommended) ◆ System 6.0.4 or higher ◆ System 7 savvy ◆ Not copy protected

StuffIt Deluxe includes StuffIt SpaceSaver! SpaceSaver transparently compresses files and folders to save disk space.

- **Compress files and folders on demand.**
  Instantly compress any file or folder you want an average of 50% (one-half its original size). Simply indicate which file or folder you want small.
- **Automatically compress inactive files.**
  Save disk space at all times—even while the computer is idle! Idle Time Compression™ automatically compresses any file that hasn't been modified for a specified length of time.
- **Use compressed files normally.**
  When you open a compressed file, SpaceSaver transparently expands the file. When you close the file, it automatically recompresses.
- **Create genuine StuffIt archives easily.**
  Add ".sit" or ".sea" to any file or folder name and it instantly becomes a genuine StuffIt or self-extracting StuffIt archive.

StuffIt Deluxe gives you unparalleled control over your archives.

- Unstuff individual items from existing archives.
- Add new files and folders to existing archives.
- Open and manipulate multiple archives simultaneously. Handles archives much like the Finder handles files. You can rename and delete compressed files, move files between archives, create new folders within archives and more.
- Back up large files onto floppies by segmenting them into disk-sized pieces. Rejoin the segments at any time.
- Stuff files based on specific criteria such as last date modified.
- Keep sensitive files from prying eyes with your own passwords.
- Obtain detailed information about archives and their contents.
- Automate compression tasks with AppleScript and UserLand Frontier (sold separately). One way to script is just like a tape recorder; you can easily record and playback all of your StuffIt Deluxe actions.

The StuffIt Deluxe package also includes:

- **Networking and Communication Tools**
  Expand compressed files created on PC-compatibles (.zip and .arc) and Unix (.tar, .Z, and .uu) to Macintosh format. Automate file transfers of StuffIt archives using popular E-mail and telecommunications programs, including QuickMail,™ Microsoft Mail,™ SITcomm,™ and MicroPhone™ II.
- **Tools and Utilities**
  Stuff and UnStuff at any time from the Finder, QuicKeys,™ HyperCard,™ and MPW.™ Convert your old archives to smaller and faster StuffIt Deluxe archives.
- **StuffIt Viewer Extensions**
  View and print the contents of compressed Text and PICT files from within the StuffIt Deluxe application.

WELCOME TO

STUFFIT DELUXE

All of us at Aladdin Systems thank you for purchasing StuffIt Deluxe.™ We think you'll find StuffIt Deluxe to be the complete compression solution. Because we want you to get started right away, we've put together important information on these cards. With them, you'll be using StuffIt Deluxe to save disk space, to archive files, and to transfer your files over network and modem lines in no time.

What is StuffIt Deluxe?

The StuffIt Deluxe package includes the following:

- StuffIt Deluxe application
- StuffIt SpaceSaver™
- Magic Menu™
- StuffIt Expander™
- DropStuff with Expander Enhancer™
- DropCompress™
- Various extensions to the StuffIt Deluxe application

The two main programs, StuffIt Deluxe and StuffIt SpaceSaver, sound similar, but have distinctly separate uses. The archiving compression product, StuffIt Deluxe (this program and the package have the same name), emphasizes maximum compression for files and folders. StuffIt Deluxe combines files and folders into one file, called an archive (this process is called "Stuffing"). This type of compression is the one to use when files are leaving your machine, such as over a network or modem, or onto removable media such as cartridges or floppy disks.

The second main component, StuffIt SpaceSaver, is a hard disk space-saving product. SpaceSaver keeps the files on your hard disk compressed until you use them, thus saving valuable disk space (SpaceSaver's process of making files smaller is called "Compressing"). Your SpaceSaver-compressed files look and act completely normal. SpaceSaver automatically expands the files when they are opened, and recompresses them after they are closed. SpaceSaver is explained in its own manual, which you'll find inside the StuffIt Deluxe package.

One of the most popular programs in the package, Magic Menu, is a Control Panel that makes a new menu appear in the Finder. This menu integrates many of the features of both StuffIt Deluxe and SpaceSaver. Magic Menu can "Stuff" files, "SpaceSaver Compress" files, and more, all with point and click simplicity.

The other tools in the package combine to make StuffIt Deluxe one of the most powerful integrated packages available for the Macintosh.

Aladdin Systems

StuffIt Deluxe

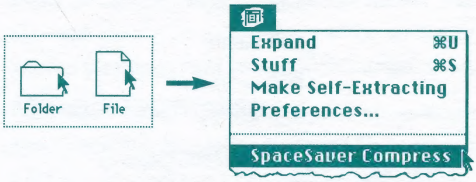
Reference Card

Quick Start PictoGuide

StuffIt Deluxe is very easy to use. Don't be fooled by the size of the User's Guide. The User's Guide has "walk–through" tutorials and explains every feature in detail. Chances are, you may never even refer to the guide. This card contains what you need to know to get started quickly. Please refer to the User's Guide or Online Documentation for additional information about these or any other features.

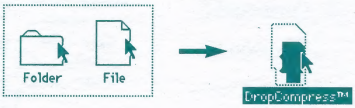
TO SPACESAVER–COMPRESS A FILE OR FOLDER

Using Magic Menu



Using Drag & Drop

System 7 only



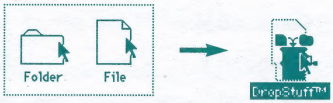
There are no extra steps to take to use files or folders you have compressed with SpaceSaver. Nothing is different about these files; they just take up less space on your hard disk.

TO STUFF A FILE OR FOLDER

Using Magic Menu

Using Drag & Drop

System 7 only



Selecting multiple items and Stuffing them will create a *single* StuffIt archive. Use this compression method for backups, and modem or network transfers. You must UnStuff ("expand") the archive to access the files within it.

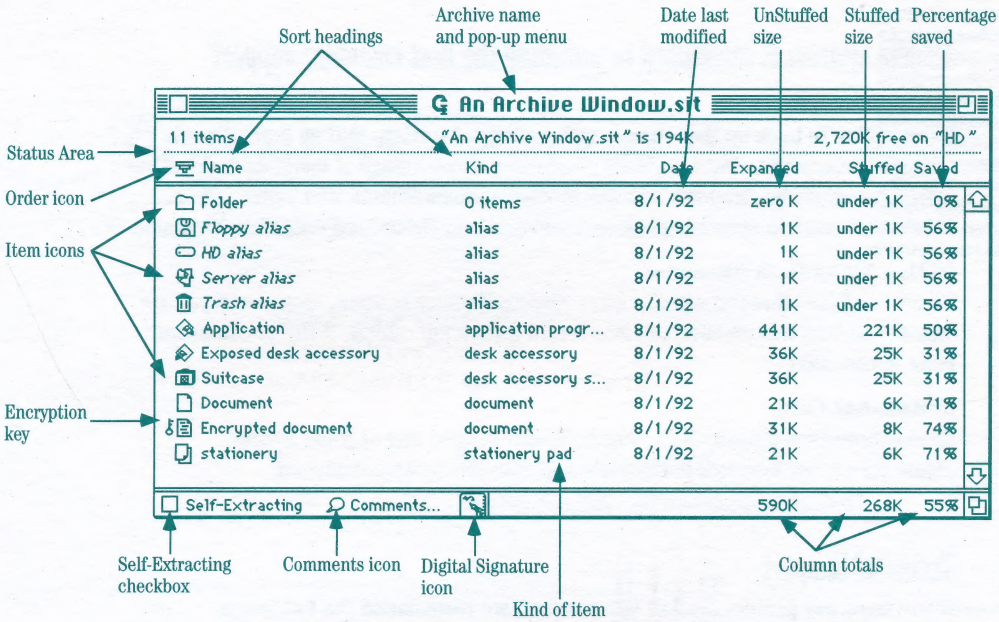
TO UNSTUFF A STUFFIT ARCHIVE

Using Magic Menu

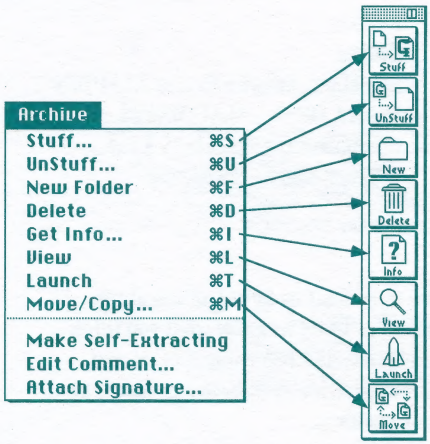
Using Drag & Drop

System 7 only

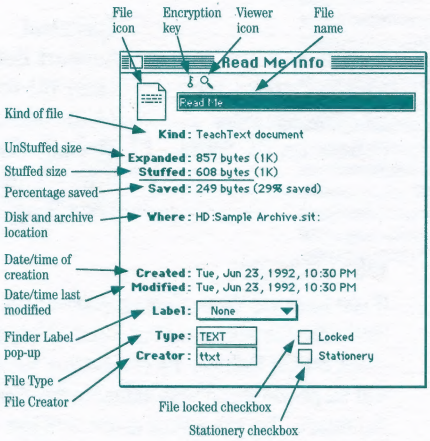
Archive Window



Archive Menu/Palette



Get Info Dialog



StuffIt Deluxe Registration Card

DLXC-563-029166

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Registration entitles you to technical support, upgrade notices, and much more.

Please write legibly and complete entire card.

Name _____ Occupation/Title _____

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Where can we reach you online? _____

Macintosh owned _____ Hard disk size _____ RAM memory _____

Place purchased _____ Date purchased _____ / _____ / _____

What finally made you decide to purchase StuffIt Deluxe? *(check all that apply)*

❑ Price ❑ Features ❑ Needed more disk space ❑ Packaging ❑ Ad in _____

Recommendation by: ❑ Friend ❑ User Group ❑ Magazine review in _____

❑ Consultant ❑ Other

Where did you hear about StuffIt Deluxe? *(check all that apply)*

❑ Friend ❑ Dealer ❑ Ad in _____

❑ Mail Order ❑ User Group ❑ Trade show ❑ Other _____

We welcome your input

If you have any comments or suggestions, please contact us by sending in this card.

What do you like about StuffIt Deluxe? _____

What don't you like about StuffIt Deluxe? _____

What are the most important features of this software? _____

What are the least important features of this software? _____

What would you like to see in the future? _____

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Mailing Address
Aladdin Systems, Inc.
165 Westridge Drive
Watsonville, CA 95076

Technical Support Hotline
(408) 761-6200
(408) 761-6206 fax
Monday – Thursday
9 am – 5 pm Pacific Time
Friday 9 am – 3 pm

Online
AppleLink, America Online: ALADDIN
eWorld, GEnie: ALADDINSYS
CompuServe: 75300,1666
Internet: aladdin@well.com

Your Comments

If you have any comments or suggestions, please feel free to contact us by any of the above methods. We welcome your input. Also, please take a moment to let us know what you think about StuffIt Deluxe. By completing the attached questionnaire and returning it to us, you will be providing us with valuable information we can use to produce even better products in the future. We value your comments just as we value your business.

Command Key Equivalents

StuffIt Deluxe application:

Command-N	– New…	(File menu)
Command-O	– Open…	(File menu)
Command-W	– Close	(File menu)
Command-Y	– Verify	(File menu)
Command-P	– Print…	(File menu)
Command-Q	– Quit	(Edit menu)
Command-Z	– Undo	(Edit menu)
Command-X	– Cut	(Edit menu)
Command-C	– Copy	(Edit menu)
Command-V	– Paste	(Edit menu)
Command-A	– Select All	(Edit menu)
Command-S	– Stuff…	(Archive menu/palette)
Command-U	– UnStuff…	(Archive menu/palette)
Command-F	– New Folder	(Archive menu/palette)
Command-D	– Delete	(Archive menu/palette)
Command-I	– Get Info…	(Archive menu/palette)
Command-L	– View	(Archive menu/palette)
Command-T	– Launch	(Archive menu/palette)
Command-M	– Move/Copy…	(Archive menu/palette)
Command-E	– Execute Script…	(Scripts menu)
Command-R	– Record Script…	(Scripts menu)
Command-]	– Next Window	(Window menu)
Command-[	– Last Window	(Window menu)
Command-1 – 8	– Bring Window to front	(Window menu)

Magic Menu:

Command-U	– Expand	(Magic Menu)
Command-S	– Stuff	(Magic Menu)

YET ANOTHER COOL ALADDIN PRODUCT

SITcomm*

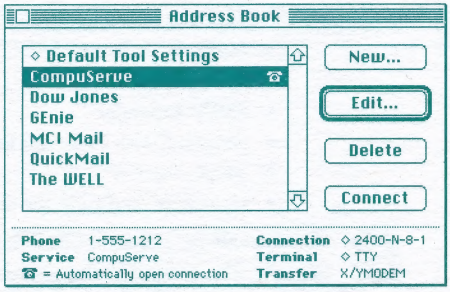
Simply Intuitive Telecommunications™

GET MORE MILEAGE OUT OF YOUR MODEM

Equipped with a modem and SITcomm,™ you can communicate across town or around the globe. SITcomm is the very first program designed specifically to make telecommunications easier and less expensive. SITcomm's useful time-saving features — like built-in file compression — will save you online and telephone charges. Experienced telecom users will appreciate SITcomm's unique power enhancements. Order today, and see for yourself how SITcomm simplifies telecommunications, making it easier, cheaper, and more enjoyable.

Instant Connections with the Address Book:

Point and click to connect to online services like CompuServe, Dow Jones, the Internet, MCI Mail, and local bulletin boards (BBSs). SITcomm already knows how to connect to most online services, so you can get started right away. And, NO scripting required!



Automatic Compression: SITcomm can automatically expand compressed files you receive, including files compressed with StuffIt (.sit) and other popular compression formats. SITcomm can also compress files and folders into a StuffIt archive before sending, saving you considerable connection time and telephone charges.

A handy toolbar gives you quick and easy access to all of SITcomm's most useful features.

Foreign File Translators: SITcomm can expand compressed files from other computer platforms, such as PC-compatibles (.zip and .arc), Unix (.tar, .Z, .gz, and .uu), and the Internet (.hqx).

On the Road: SITcomm includes features designed expressly for the traveler. Dialing long distance? SITcomm can automatically use your calling card number. On PowerBooks, SITcomm goes out of its way to conserve battery life.

Scripting: Users of AppleScript and UserLand Frontier can automate compression tasks. One way to script is just like a tape recorder; you can easily record and playback all of your SITcomm activities.

Call us today at 408/761-6200 and order SITcomm: the easiest way to link your Mac to the world!

** SITcomm is not part of the StuffIt Deluxe package. It is a separate product available from Aladdin Systems. As an owner of StuffIt Deluxe, you can purchase SITcomm at a significant discount directly from Aladdin. Just call us at 408/761-6200 to place an order, inquire about pricing, or if you would like to receive more information.*

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Our lawyers are happy.

STUFFIT DELUXE

Disk One

STUFFIT DELUXE

Disk Two

STUFFIT DELUXE

Developed by Raymond Lau

StuffIt Deluxe User's Guide

September 1994

Aladdin Systems, Inc.
165 Westridge Drive
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Quality Assurance:	Chris Yeh
Documentation:	Margie Foster

Product Registration Number DLXC-563-029166

Colophon

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Part One: StuffIt Deluxe

Chapter 1: Introduction

Welcome to StuffIt Deluxe™, the complete compression solution for the Macintosh. StuffIt Deluxe offers new features such as accelerated operation for the Power Macintosh, PowerTalk support, and True Finder Integration™.

The StuffIt Deluxe package includes the following:

- StuffIt Deluxe application
- StuffIt SpaceSaver™
- Magic Menu™
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- DropStuff with Expander Enhancer™
- DropConvert™, DropCompress™
- Various extensions to the StuffIt Deluxe application

The two main programs, StuffIt Deluxe and StuffIt SpaceSaver, sound similar, but have distinctly separate uses. The archiving compression product, StuffIt Deluxe (this program and the package have the same name), emphasizes maximum compression for files and folders. StuffIt Deluxe combines multiple files and folders into one file, called an archive. This type of compression is the one to use when files are leaving your machine, such as over a network or modem, or onto removable media such as cartridges or floppy disks. It's also a way to back up your older or little-used files and folders.

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One of the most popular programs in the package, Magic Menu, is a Control Panel that makes a new menu appear in the Finder. This menu integrates many of the features of both StuffIt Deluxe and SpaceSaver. Magic Menu

archives files, compresses and expands files, and sends electronic mail, all with point and click simplicity.

The other tools in the package combine to make StuffIt Deluxe one of the most powerful integrated packages available for the Macintosh.

This manual is divided into the following parts:

Part One: StuffIt Deluxe. This part explains how to install StuffIt Deluxe and how to use the various features. We start with the easiest tasks, and work up to the most advanced features, so you can determine the level of complexity you want to use.

Part Two: True Finder Integration. This part explains how the individual modules of extensions and tools are used with the Finder and the open architecture of StuffIt Deluxe.

Part Three: Reference. This part contains the technical details of compression (for those who want to know!), a scripting command summary, a troubleshooting section, and the index.

Manual Conventions

This manual assumes that you know how to operate the Macintosh and are familiar with basic Macintosh terminology such as point, click, drag, and the Finder. If you aren't familiar with these terms, you should refer to the Macintosh User's Guide to learn the basic operations of using the Macintosh.

In addition, several conventions are used throughout this User's Guide:

- Numbered items are steps to complete a procedure.
- Alternate methods for completing a procedure are marked with a square.
- When referring to scripts, all commands are in a `typewriter font`.

Note: Text that appears between lines like this contains additional information.

Chapter 2: Installation

This chapter describes how to install the StuffIt Deluxe package. You can choose to install everything, or just the components you want.

Requirements

StuffIt Deluxe operates on any Macintosh computer provided you have at least four megabytes of memory, and a hard drive.

Though StuffIt Deluxe is compatible with System 6.0.5 or later, we recommend that you use the latest System and Finder available from Apple Computer, Inc., provided by your local dealer.

Note: StuffIt Deluxe works with both System 6 and System 7. There are certain features, however, that cannot work with System 6 because they are specific to System 7 only. These include Balloon Help, aliases, Apple events, PowerTalk, and drag and drop. We focus on System 7 in this manual; however, whenever functionality is different under System 6, notes appear describing System 6 usage.

Standard Installation

Before you install StuffIt Deluxe, you should make a copy of your StuffIt Deluxe disks, store the originals in a safe place, and use the copy to install StuffIt Deluxe on your hard disk. We also suggest that you take a few moments now to complete the registration card and send it to Aladdin Systems (it's postage paid). If you register, we can notify you of upgrades and new products.

Note: Please read the Read Me file for last-minute information on registering.

1. Insert StuffIt Deluxe Disk One into your Macintosh.

2. Double-click the Installer icon on the disk.

3. A "splash screen" appears. Click Continue.

A Welcome dialog box appears. This dialog contains last-minute changes and other important information.

4. Click Continue when you have finished reading the information.

You can save or print this information by clicking the appropriate button.

The Standard Install dialog box appears.

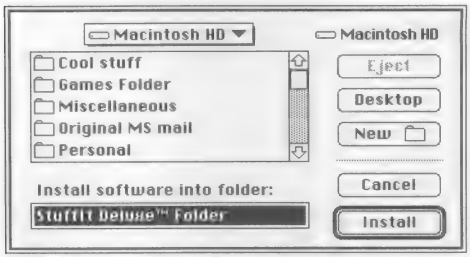
5. Click "Install" to continue.

If you want to install specific parts of the StuffIt Deluxe package, click "Custom" and see the "Custom Installation" section following.

If you click "Install," a dialog box appears informing you that you must restart your Macintosh after installation for the software to take effect. If your machine is not in a situation where this is OK, click Cancel to halt the installation process.

6. Click "Yes" to continue installation.

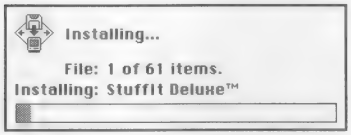
A dialog box appears that lets you choose where to install the software.



7. Click "Install" if the default folder "StuffIt Deluxe Folder" and hard disk are acceptable.

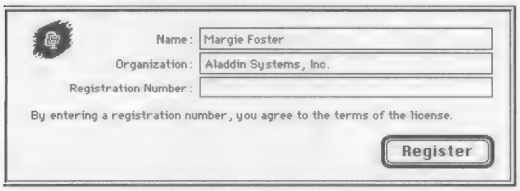
Otherwise, you can create a new folder, navigate to another volume to install onto, or quit the installation process.

The progress dialog box appears.



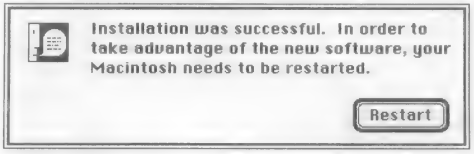
8. When the installation is finished, a dialog box appears asking you to register this copy of StuffIt Deluxe and all its components.

Enter your name, company name (skip if not applicable), and the registration number. The registration number can be found on the registration card.



9. Click Register when you have finished entering the information.

The following dialog box appears.



10. Click the "Restart" button to complete the installation process.

As your Macintosh restarts, the Magic Menu and SpaceSaver icons should appear along the bottom of your screen. If they do not, check the Control Panels folder to see if they are there. If not, run the Install program again.


Magic Menu icon


SpaceSaver icon

Note: If you are using an Extensions manager such as Startup Manager™ (from Now Software, Inc.), you may need to configure it to include SpaceSaver and Magic Menu. If you are not familiar with the process, consult its manual for how this is done.

One immediate difference you'll find is that the Magic Menu appears immediately after the Special menu in the Finder's menu bar.

Note: If are running System 6 on a Macintosh that is not capable of displaying color, the word "Magic" appears in the Finder's menu bar, instead of the Magic Menu icon shown in this manual.

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11. You have now finished the installation process. Go to Chapter 3 to learn how to Stuff and UnStuff files.

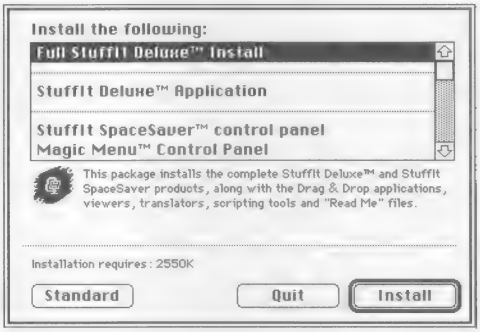
Custom Installation

If you want to select specific items to install, follow the steps below. If you haven't done so already, you should make a copy of your StuffIt Deluxe Disk One and Two, store the originals in a safe place, and use the copies to install StuffIt Deluxe onto your hard disk.

1. Follow steps 1 through 4 in the Standard Installation section.

2. Click the "Custom" button to begin selection for a Custom Install.

The custom installation dialog box appears, with a list showing the groups of files available for installation.



Full StuffIt Deluxe Install

This installs the entire StuffIt Deluxe package. It is the same as choosing Standard Install.

StuffIt Deluxe Application

This installs the StuffIt Deluxe application, and its Preference file. These are the minimal files you'll need to use the application.

StuffIt SpaceSaver control panel

This option installs the StuffIt SpaceSaver control panel and the StuffIt Engine onto your hard disk. Installing these items allows you to SpaceSaver-compress items on your hard disk. The basics of using SpaceSaver is covered in the SpaceSaver manual, included in the StuffIt Deluxe package.

Magic Menu control panel

This option installs the Magic Menu control panel, compression and mail extensions, and the StuffIt Engine onto your hard disk. Installing these items allows you to do archiving and expanding of items right in the Finder.

Drag and Drop Applications

This option installs StuffIt Expander, DropStuff, DropCompress, and DropConvert, and places an alias of each on your desktop. It also installs the Dragging Enabler and Macintosh Drag and Drop extension if it determines you are running the appropriate version of the Finder (7.1.2 or later) that supports these extensions. The "Drop" applications work with System 7 only.

Viewer Extensions

This option installs the Text and PICT extensions needed to let you view the contents of Text or PICT documents in StuffIt archives. It also installs the StuffIt XTND for use with XTND-aware applications.

Translator Extensions

These include extensions that let you decompress, expand, and translate many file formats such as Compact Pro and Applelink packages, and foreign file formats such as .zip and tar.

Scripting Tools

This option installs scripts and tools which allow you to automate many of StuffIt's common tasks using StuffIt's built-in scripting language or other macro/scripting products such as AppleScript, Userland's Frontier, CE Software's QuicKeys 2, Claris' Hypercard, and Apple Computer's MPW.

Read Us First!

This option installs the last-minute text files that contain important information. Please install and read these files.

Tutorial Files

This installs Tutorial files onto your hard disk. The Tutorial Files are used in many of the examples in this manual.

3. **Scroll through the list of items and Shift-click the ones you want to install.**

   As you select items, their names appear at the lower-left portion of the dialog box. If you select only a single item, details about it appear.

4. **Follow steps 6 through 11 in the Standard Installation section.**

Where is StuffIt Deluxe Installed?

The StuffIt Installer places files and folders in three locations: The StuffIt Deluxe Folder, the System Folder, and the Desktop.

Within the Extensions folder in your System Folder, a newly created "Aladdin" folder contains StuffIt Deluxe's plug-in modules.

The StuffIt Deluxe Folder

The StuffIt Deluxe Folder is a new folder created on your hard disk when you install the software. It contains the StuffIt Deluxe applications and folders containing other tools and documents that you'll find useful.

The System Folder

The System Folder gets the Extensions, Control Panels, Preferences and Aladdin Folder, automatically placed in the appropriate locations.

Note: If you are using System 6, the control panels are placed inside your System Folder and not in the Control Panels folder.

The Desktop

The installation process places four aliases on your Desktop: DropStuff, DropConvert, DropCompress, and StuffIt Expander. (Aliases work under System 7 only.)

For complete details, see the file "What was installed (and where)" in the Read Us First! folder inside the StuffIt Deluxe folder.

Chapter 3: Easy Stuffing and UnStuffing

Introduction

If you're not familiar with StuffIt Deluxe, you should go through the examples given here to learn the easiest way to Stuff and UnStuff. If you're already familiar with StuffIt Deluxe, you may want to skim this chapter for new information.

What is compression?

StuffIt Deluxe is a compression program. Compression is the process by which a file or a folder is made smaller. Though there are many uses for compression technologies, the three primary purposes are to save disk space, to speed modem and network transfers, and to save space when doing a backup.

What is an archive?

An archive is a special document that can contain multiple files or folders. Archiving is the process by which one or more files and folders are combined into a single document and often compressed during the process. StuffIt archives are those archives created by any member of the StuffIt family of products. A StuffIt archive usually has a ".sit" extension.

Sample Archive.sit

With this software, you can also create a special type of archive called a self-extracting archive." A self-extracting archive is an archive that can be decompressed by anyone—even if the recipient doesn't own StuffIt Deluxe. A self-extracting archive usually has a ".sea" extension.

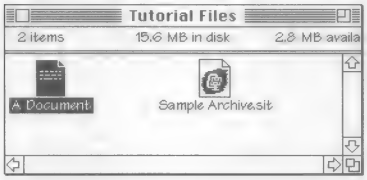
This chapter describes the three easiest ways to Stuff a file or folder, in the order of ease of use, and how to make a self-extracting archive. Then we explain how to UnStuff the archives you have made.

Method One: Using Magic Menu to Stuff

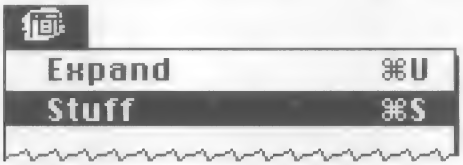
This method explains how to use Magic Menu to create an archive. (See "What is an archive" at the beginning of this chapter if you don't know what an archive is.)

Creating a new archive and placing files into it is very simple. For the purposes of this tutorial, we've provided a small sample document called "A Document."

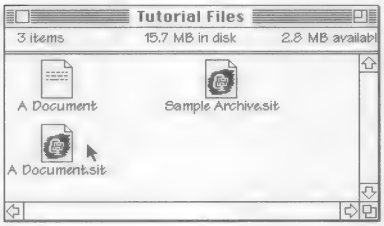
1. Select the file "A Document" in the Tutorial folder by clicking it once.



2. Choose "Stuff" from Magic Menu in the Finder.



Magic Menu Stuffs the file and saves it to disk as a StuffIt archive. The newly-created archive then appears in the Tutorial folder.

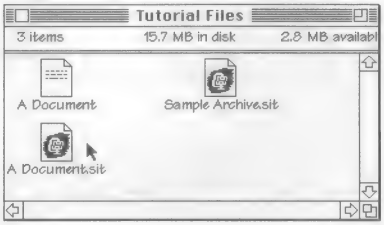


Method Two: Using DropStuff

The second way to Stuff a file or folder in the Finder is to use DropStuff, a "Drop Box" which works with System 7 only. A Drop Box is a very small application that is able to perform tasks by "dragging and dropping" items onto them. Since only System 7 supports "drag and drop" features, Drop Boxes cannot work for System 6 users.

1. **From the Finder, select the file(s) or folder(s) you want to Stuff and drag them on top of the DropStuff icon on the desktop. When the DropStuff icon is highlighted, release the mouse button.**

DropStuff Stuffs the file(s) in the same folder (or on the Desktop) as the original, leaving a copy of the original UnStuffed file.



Method Three: Drag and Drop

The third way to Stuff files and folders in the Finder is to use the drag and drop functionality of newer versions of System 7. (See Appendix A for details on how drag and drop is implemented in different versions of System software.)

1. **Double-click the Tutorial Files folder inside the StuffIt Deluxe folder.**

2. **Double-click the file "Sample archive.sit."**

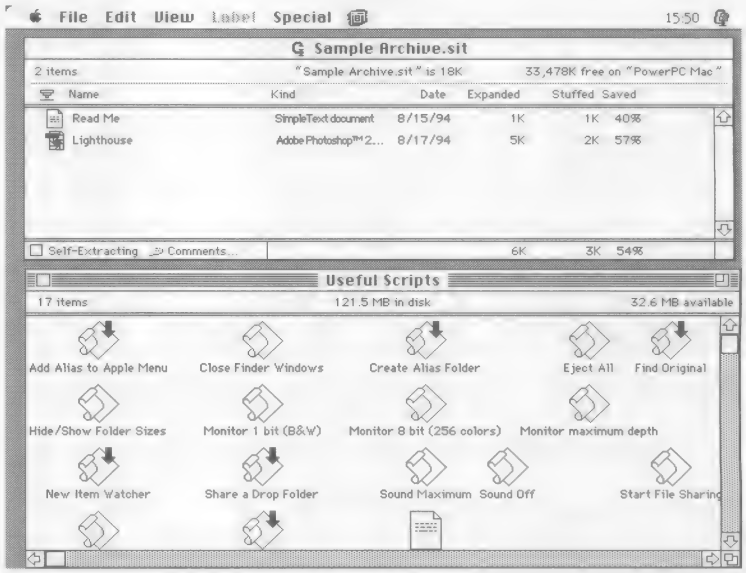
   The archive opens, and since it contains a "Read Me" document, the contents of the Read Me file automatically appear. Close the window. The "Read Me" auto-open feature is discussed in Chapter 5: StuffIt Deluxe Reference.

3. **Return to the Finder by clicking outside the archive window, or by choosing "Finder" from the iconic menu in the top-right corner of your screen.**

You might have to choose "Show All" from the same menu if your StuffIt Deluxe archive window "hides" when you're in the Finder.

4. **Open the hard disk or folder that contains the items you want to Stuff.**

5. **Position the window so you can easily see both it and the inactive StuffIt archive window.**

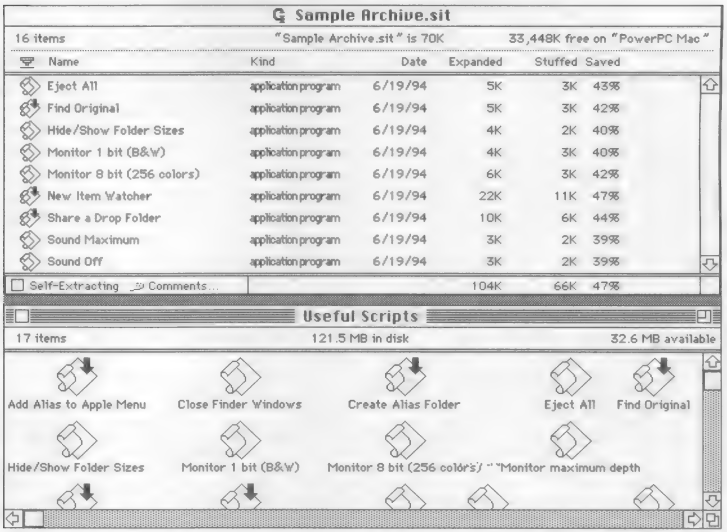


6. **Shift-click the files you want to Stuff, and then drag the files to the StuffIt archive window.**

   A border appears around the inside edge of the archive window to indicate it is ready to accept the files.

7. **Release the mouse button.**

StuffIt Deluxe immediately begins to Stuff the selected files. When it has finished, the windows should now appear like this:



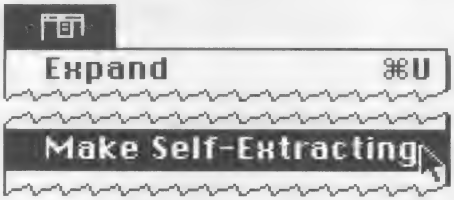
You can continue to add other files and folders to the archive window, if you want. You can also drag items out of the archive window to the trash to delete them.

Self-Extracting Archives

This section explains how to make an archive that anyone can double-click to extract files, even if they do not have a StuffIt product.

1. In the Finder, select the files you want to Stuff.

2. Choose "Make Self-Extracting" from the Magic Menu.



Magic Menu Stuffs the files and attaches the suffix ".sea" to the name.

Note: If you are Stuffing one file or folder, the resulting self-extracting archive has the same name as that item, with a ".sea" extension added. For example, if you Stuff a folder called "Book Folder," it becomes "Book Folder.sea" after Stuffing. However, if you Stuff multiple files, the default name is "Archive.sea."

The icon in the Finder looks like this:

Book Folder.sea

Anybody can now expand the file by simply double-clicking it.

Easy UnStuffing

This section describes how to UnStuff archives and other compressed-file formats in the Finder. To learn how to UnStuff using the StuffIt Deluxe application, see Chapter 4: Basic StuffIt Deluxe.

Method One: Using Magic Menu to UnStuff

This section explains how to use Magic Menu to UnStuff an archive.

The "Expand" command (Command-U) lets you decompress, expand, or translate files in the Finder. This command works with SpaceSaver-compressed files, StuffIt archives (.sit or .sea), and other formats, such as .Z, .zip, and .hqx (which are discussed in Chapter 7: Magic Menu).

1. To expand an archive, select it in the Finder.

2. Choose "Expand" (Command-U) from the Magic Menu.

Magic Menu expands the archive and saves the file to disk using the name of the archive, minus the ".sit" suffix.

Method Two: UnStuffing with StuffIt Expander

This method explains how to use StuffIt Expander to UnStuff an archive. For more details on StuffIt Expander, see Chapter 8: Drag and Drop Applications.

1. Select the StuffIt archive (with a .sit extension) and drag its icon onto the StuffIt Expander alias icon on your desktop.

StuffIt Expander UnStuffs the archive and places the UnStuffed items in the same folder as the original archive.

- If the archive contains multiple items, a new folder (with the name of the archive) is created and everything is UnStuffed into the new folder.

System 6 users: You can also use StuffIt Expander to expand files. Just double-click the StuffIt Expander icon in the Finder, then choose "Expand" from the File menu.

Method Three: UnStuffing with Drag and Drop

The third way to UnStuff files and folders in the Finder is to use drag and drop, available in newer versions of System 7.

The StuffIt Deluxe install application places the Macintosh Drag and Drop and Dragging Enabler extensions into your Extensions folder when it determines that the correct version of the Finder (7.1.2 and later) is running. Older versions of the Finder cannot support the drag and drop functionality. See Appendix A for more information on the drag and drop capabilities of different System versions.

1. **Double-click the .sit archive you want to UnStuff.**

   The archive opens in the StuffIt Deluxe application.

2. **Select the items within the archive you want to UnStuff.**

3. **Drag the selected items out of the archive window to the desktop, or to a Finder window.**

4. **Release the mouse button.**

   StuffIt Deluxe immediately begins to UnStuff the selected files. If you are UnStuffing multiple folders, each folder is UnStuffed to its original name.

Where To Go From Here

Now that you know the easy ways to Stuff and UnStuff files with Magic Menu, DropStuff, and Drag and Drop, you might want to explore the next chapter that explains how to use the StuffIt Deluxe application. StuffIt Deluxe not only Stuffs files, but also UnStuffs them, makes multiple archives that can be joined together, and uses Translators to expand foreign file formats.

Chapter 4: The StuffIt Deluxe Application

Introduction

This chapter describes how to use the basic elements of the StuffIt Deluxe application. These main elements are:

- Stuffing (including making a self-extracting archive)
- Encrypting
- UnStuffing
- Segmenting
- Joining
- Translating

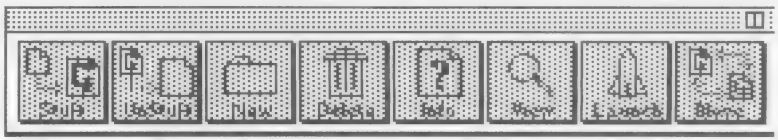
Each of these elements is explained in step-by-step procedures in this chapter. If you are only interested in what each does, or the other features of StuffIt Deluxe, see Chapter 5: StuffIt Deluxe Reference, for descriptions.

Stuffing

This section explains how to use the StuffIt Deluxe application to create an archive. Creating a new archive and placing files into it is very simple. For the purposes of this tutorial, we've provided a small sample document called "A Document."

1. Double-click the StuffIt Deluxe icon to launch the program.

StuffIt Deluxe opens and a floating window called the Archive Palette (shown here) appears on your desktop with all of the buttons dimmed.



When the buttons are active, clicking them is equivalent to choosing their commands from the Archive menu. For now, leave the Archive Palette where it is.

2. Choose "New..." (Command-N) from the File menu.

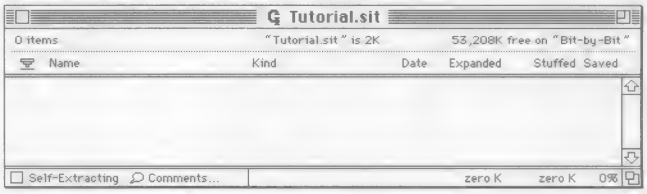
StuffIt Deluxe requires you to name an archive before you can work with it. Any time you choose "New...," a dialog box appears with the default name "Archive.sit" and the prefix "Archive" selected.

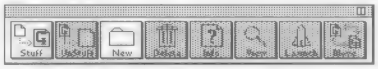
It's always a good idea to rename the initial "Archive" prefix to something more descriptive of an archive's contents.

3. Type "Tutorial" for the name of this archive.

4. Click the "New" button. StuffIt Deluxe creates an empty archive named "Tutorial.sit."

A new archive window appears above the Archive Palette.





Notice how the Archive Palette has two active icons now: the "Stuff" icon for Stuffing files and folders into the archive, and the "New" folder icon, for creating new folders inside the archive.

All you have done to this point is create an empty archive. Now it is time to put something in it.

5. Click the "Stuff" icon in the Archive Palette or choose "Stuff..." (Command-S) from the Archive menu.

A dialog box appears with a directory listing on the left side containing a list of files and folders you can select from. This left part works like the "Open" dialog box in most applications.

Note: See Chapter 5: StuffIt Deluxe Reference for a detailed explanation of the StuffIt "Open" dialog box.

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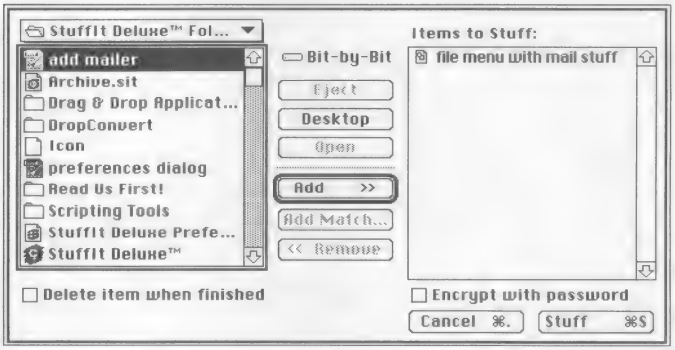
6. Open the "StuffIt Deluxe" folder, select a file, and click the "Add" button.



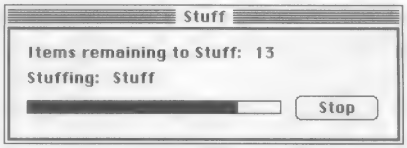
The file moves to the "Items to Stuff" list on the right and the "Stuff" button (Command-S) becomes active.

Tip: If you press the Option key when an item on the left side of the dialog box is highlighted, the "Add" button changes to "Add All" which places all the items listed on the left side into the right side of the dialog box to be Stuffed. (Conversely, press the Option key when an item on the right side is highlighted, and the "Remove" button changes to "Remove All," which places all the items to be Stuffed back into the left side of the dialog box.)

If you press the Command key when a folder is highlighted, the default active button changes to "Add' instead of "Open."

7. Click the "Stuff" (Command-S) button.

A progress dialog box appears showing StuffIt's progress as it Stuffs the file. If you want to cancel the operation, you can click the "Stop" button (or type Command-period at any time).



That's it. You've just created your first archive and Stuffed some files into it.

Self-Extracting Archives

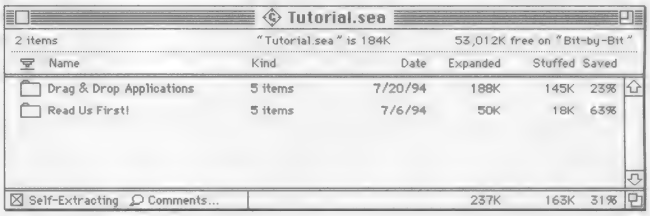
This section explains how to use the StuffIt Deluxe application to make an archive that can be opened on any Macintosh, even if there is not a StuffIt product available.

1. In StuffIt Deluxe, choose "New..." (Command-N) from the File menu.

2. Stuff a file or files into the new archive, as described in the previous example.

3. Click the "Self-Extracting" check box in the lower left corner of the archive window.

StuffIt Deluxe renames your archive, changing the ".sit" suffix to ".sea." With the ".sea" suffix, you can instantly tell that the archive is a self-extracting file.



4. Close the archive.

You can now send the self-extracting archive to another person. The icon in the Finder looks like this:

Tutorial.sea

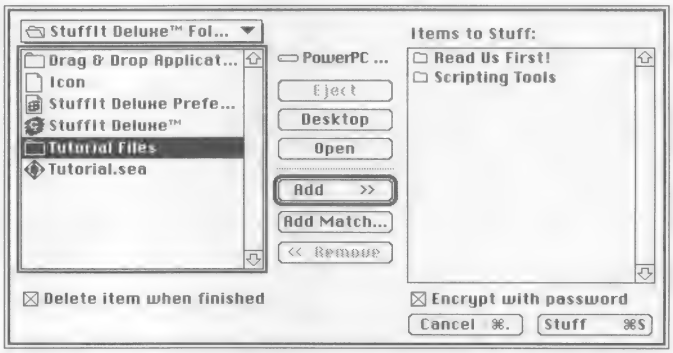
Anybody can now expand the file by simply double-clicking it.

Encrypting an Archive

This section explains how to use the encryption feature of StuffIt Deluxe to protect sensitive data in an archive.

WARNING: If you forget an archive's password, there is no way to recover the information or to modify the contents of the archive. Aladdin Systems cannot decrypt archives. Be sure to remember your passwords or write them down and put them in a safe place.

1. Create an archive as described in the previous example.



The "Delete item when finished" option erases the files you Stuff, regardless if you choose to encrypt them or not.

2. Select the file(s) you want to Stuff, and click the "Add" button.

3. Click the "Encrypt with password" check box below the "Items to Stuff" list on the right.

Note: If you plan on encrypting items time and again, you can set an preference option to always have "Encrypt with password" checked. See Chapter 5: StuffIt Deluxe Reference for information.

4. Click the "Stuff" button.

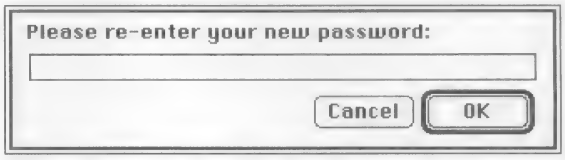
A dialog box appears asking you to enter a password.

Anything that can be typed from your keyboard is acceptable in the password, including international characters. A good password is alphanumeric, easy for you (but not someone else) to remember, and long. Since passwords are case-sensitive, you can make your password more difficult to break by adding capital letters in places. If you can't think of a password, StuffIt Deluxe can generate a random one for you. A random password will probably not be easy for you to remember, so use the "Generate Random" button with discretion.

Note: The minimum length of the password is three characters.

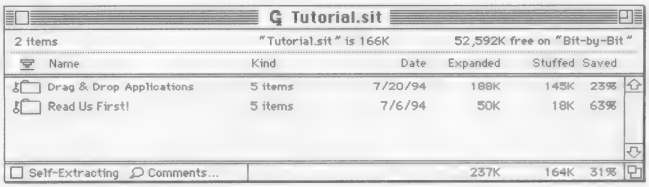
5. Enter a password in the text box and click OK.

StuffIt Deluxe prompts you to re-enter your password to verify that you typed what you wanted to type.



6. Enter your password a second time and click OK.

When you've entered the correct password, StuffIt Deluxe Stuffs the files or folders into the archive and a "key" icon appears in the archive next to the document icons.



This indicates that the file is secured with a password. Since you're already in the archive, you can now add more files to it without having to re-enter the password. When you open the archive in future sessions, however, and attempt to add, delete, modify, or UnStuff files or folders that contain encrypted files, StuffIt Deluxe asks you for a password.

At any time, you can choose to change the password of the archive. This is done using the "Change Password" command from the Translate menu. See Chapter 5: StuffIt Deluxe Reference for details.

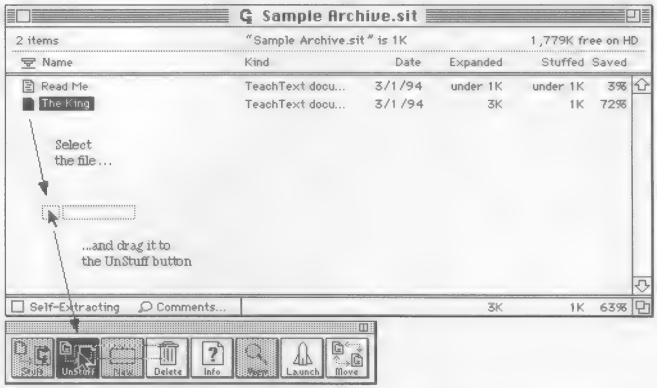
UnStuffing

This section explains how to use the StuffIt Deluxe application to UnStuff archives. To learn how to UnStuff files in the Finder, see Chapter 3: Easy Stuffing and UnStuffing.

1. **Double-click the archive from which you want to UnStuff files.**

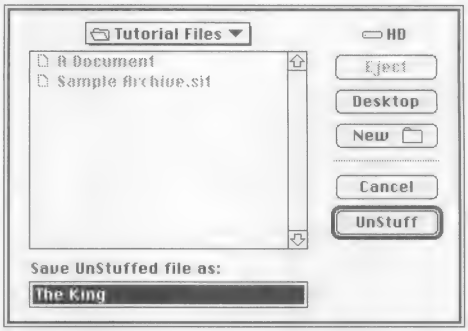
   StuffIt Deluxe automatically launches and opens the archive window.

2. **Double-click the file icon you want to UnStuff, or select the icon and drag it onto the "UnStuff" icon in the Archive Palette.**



If you drag it onto the "UnStuff" icon in the Archive Palette, the "UnStuff" icon darkens when the arrow cursor is over the icon. When the icon darkens, release the mouse button.

A dialog box appears letting you rename the file or UnStuff it to another disk or folder.



3. Give the file a new name (if you want to change it) and click "UnStuff."

When you UnStuff, a progress dialog box appears indicating that the file you chose is being UnStuffed and saved to disk. You can exit StuffIt Deluxe when you're ready to use the UnStuffed file.

Segmenting

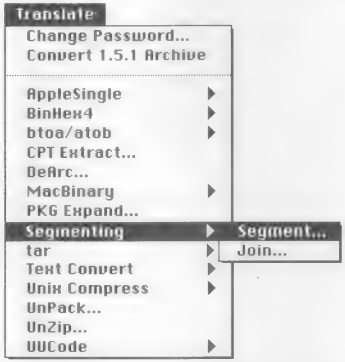
In this section, you'll learn how to Stuff multiple files into an archive and back up your data by making multiple-disk self-extracting archives. You'll then learn how to join segmented files to restore the data.

This example assumes you are Stuffing an item that is too large to fit on a single floppy disk.

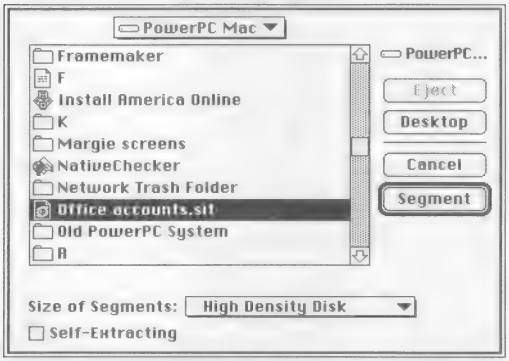
1. Stuff the items you want to back up into a new archive, as described earlier. For purposes of this example, we'll call the archive "Office accounts.sit."

Stuff enough items so that your archive size is larger than what would fit on a single, high-density floppy disk, which holds 1.3MB.

2. Choose "Segmenting > Segment" from the Translate menu.



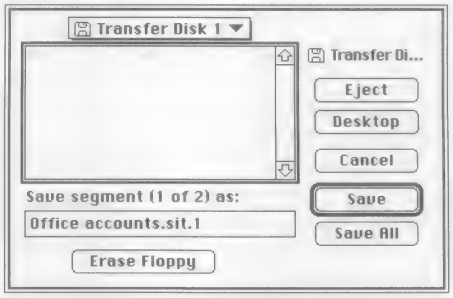
3. Select the "Office accounts.sit" archive in the dialog box that appears.



4. Select the size of the media to which you are saving the segments from the pop-up menu.

5. Click "Segment."

6. Select the floppy disk.



7. Click "Save."

8. Insert floppy disks as requested.

When StuffIt Deluxe has copied all the segments to the media you selected, you can close the StuffIt Deluxe application. To join these segments together, see the "Joining" section later in this chapter.

Multiple Disk Self-Extracting Archives

If you create very large archives on your hard disk, you'll soon run out of hard disk space. How can you copy a large archive to removable media, such as a floppy disk or a cartridge, so you can free up some room?

The easiest way is to segment your large archives into self-extracting archives that can be copied to multiple disks or cartridges. The following two methods explain how to do this.

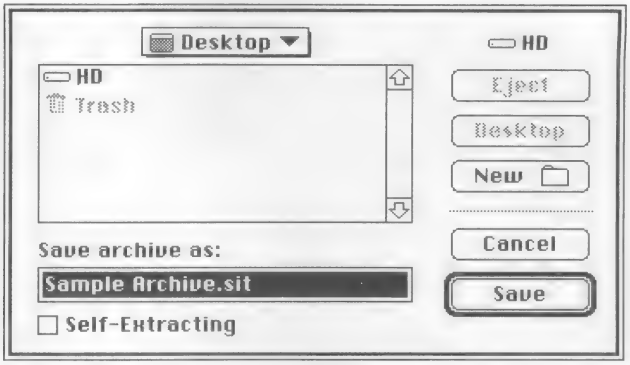
Method One: Copying Directly to Floppy Disks

The main advantage of Method One is you do not need to have the room on your hard disk to store the segments as they are made. The main disadvantage is if one of the floppy disks you are segmenting to is bad, you must start the segmenting process over.

Though we can't supply a sample archive as large as we'd like, the following simulation of Segmenting can be easily reproduced for an actual archive.

1. Open your large archive.

2. Choose "Save As" from the File menu.



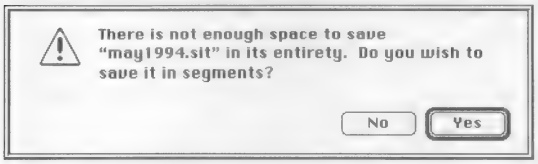
3. Click the "Self-Extracting" check box.

Do not turn on the Self-Extracting feature anywhere else but in the Save As dialog box. This is very important.

4. Insert a floppy disk, and select it as the destination.

5. Click Save.

A dialog box appears asking if you want to segment the file.



6. Click Yes.

Continue to insert disks as prompted. You have an option to erase the contents of an inserted disk, if you want to. Otherwise, StuffIt Deluxe adjusts the size of the segment to fit on the remaining disk space.

7. After all segments have been written to the floppy disks, you should check the contents of each disk to ensure data integrity.

The more important your data is, the more you need to verify the data. You can do this in one of three ways:

- Copy the segment from each floppy disk to a folder on your hard disk. The very process of copying a file successfully verifies the data.

- Use a third party utility, such as Norton Disk Doctor or MacTools, to verify each disk.
- Reverse the process by double-clicking segment one on disk one. This extracts the data to its original, UnStuffed state.

Method Two: Copying to Your Hard Disk First

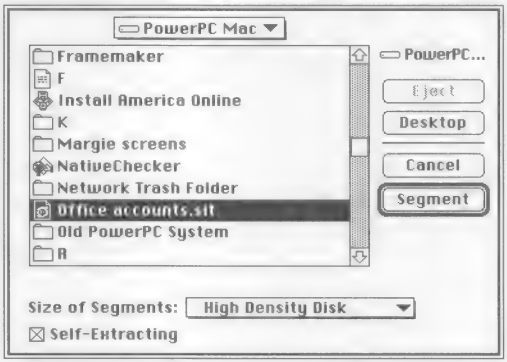
We will use the same archive as in Method One, but this time, we will segment the archive to your hard disk and copy each segment to floppy disks.

The main advantage of Method Two is if a floppy disk is bad, all you have to do is copy its segment from the hard disk to another floppy disk. The main disadvantage is you must have plenty of room on your hard disk to store the original archive and the segments created.

1. Run StuffIt Deluxe.

2. Choose "Segmenting > Segment" from the Translate menu.

A dialog box appears with some new options.



3. Click the Self-Extracting check box.

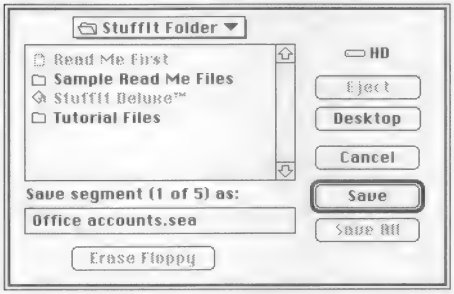
4. Select the archive you want to segment.

5. Select the media size from the "Size of Segments" pop-up menu at the bottom of the dialog box.

Choose the size of the segments that match the size of the media you will be copying the segments to after the segmenting process is done.

Note: The floppy disk options are fixed segment sizes: 400K for single-sided, 800K for double sided, and 1.3MB for high density. However, System 7 may format a disk at less capacity because it can block out bad sectors on the floppy disk. This means if you insert a System 7-formatted floppy disk that has only 1.1MB available (and you have selected the High Density Disk option), StuffIt Deluxe rejects the floppy disk. To avoid this situation, choose the "Maximum Possible" or "Other..." options.

6. Click the "Segment" button in the dialog box. Another dialog box appears to save the first segment.



StuffIt Deluxe automatically adds a suffix for the number of the segment (e.g., ".2") after the name of the file you're segmenting. It's best to leave the name unchanged because it makes it easier to join the segments later.

7. Go to the folder (on your hard disk) in which you want to save the first segment and click "Save."

When you segment a file to a hard disk, you can automatically create several segments by clicking the "Save All" button instead of the "Save" button in the Segment dialog box. StuffIt Deluxe automatically divides the file into as many segments as necessary to fit on the media you selected earlier.

The segmented icons look like this:

8. Copy each segment to a floppy disk.

The Macintosh normally verifies files as they are read from or written to disk. However, if you want to be extra sure your data is secure, use a third party utility, such as Norton Disk Doctor or MacTools, to verify each disk.

Restoring a Segmented Archive

When you want to restore the data contained in a self-extracting segmented archive, simply double-click the first segment. You do not need to run StuffIt Deluxe at all.

If you are restoring from floppy disks, insert each disk as prompted. Your data is automatically saved into whatever folder you want, wherever you want.

Joining

If you segmented an archive without using the self-extracting option, you must use the "Join..." command to join files that were split using the "Segment..." command.

1. Choose "Segmenting > Join" from the Translate menu.

StuffIt Deluxe prompts you to locate the first segment of the file that you want to join.

3. Insert the disk containing the first segment.

If you segmented to a hard disk, go to the location of the segmented files.

4. Select the segment with the ".1" suffix and click Open.

A Save dialog box appears, prompting you where to save the joined file.

5. Once you've picked the location for the joined file, click "Save."

A progress dialog box appears as StuffIt Deluxe assembles the segments of the file. After StuffIt Deluxe has assembled the first segment, it ejects the first disk and prompts you for the second segment.

6. Insert the disk with the second segment.

StuffIt Deluxe continues joining the file, prompting you for each disk in sequence until the joining process is completed. When StuffIt Deluxe has joined all the segments, it tells you it's done.

Alternate Method

- Use StuffIt Expander to join the segments together. See Chapter 8 for more information.

Translating a File

In the real world of computers and telecommunications, you are more than likely to encounter files or documents that your Macintosh cannot read. When Macintosh computers are connected to each other over local area networks (LANs), they communicate using file servers and electronic mail. Under those conditions, you may get a file that was created by an application you don't have. Furthermore, Macintosh computers can also communicate with

Intel-based machines running MS-DOS or Windows, UNIX machines, and other mainframe systems. In those circumstances, you can be sure you'll receive a file that was not only created by an application you don't have; it was also created with a completely foreign disk and file structure. It may even be compressed using a foreign archive format.

With these situations in mind, StuffIt Deluxe comes with "Translators." These translators help you manage foreign file and foreign archive formats.

This section shows you how to translate a "zipped" file from a PC computer into a normal Macintosh file. (All of the translators in StuffIt Deluxe have a similar interface, and each is described in Chapter 5: StuffIt Deluxe Reference.)

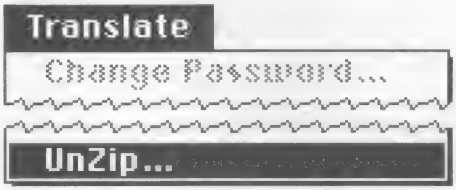
Method One

You can use the translators from the Translate menu.

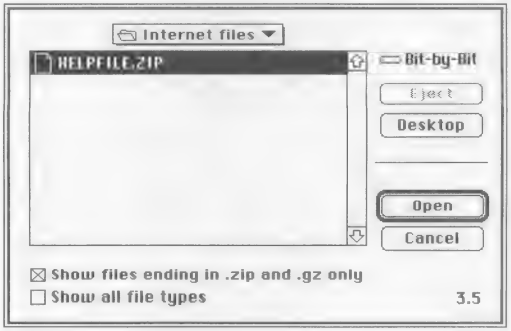
1. Run StuffIt Deluxe.

2. Choose the appropriate translator from the Translate menu.

In this example, we'll use the "UnZip" translator.

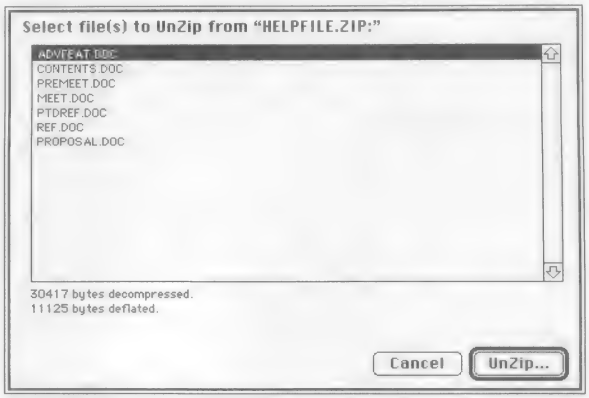


3. Select the ".zip" file from the dialog box that appears.



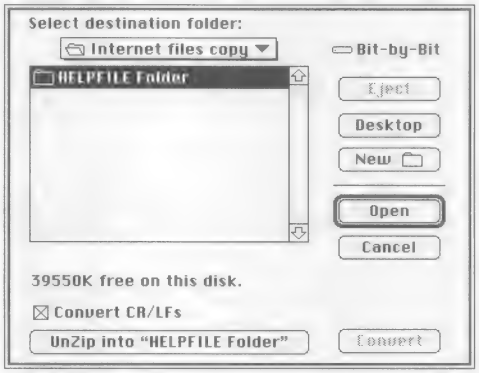
4. Click "Open."

A dialog box appears that lists the contents of the ".zip" file.



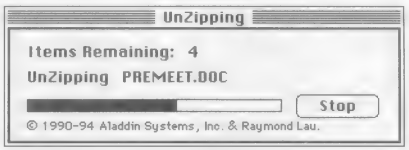
5. Select the files you want and click UnZip.

A dialog box appears prompting you for a destination for the unZipped files.



6. Select the destination and click the large button at the button of the dialog box.

The UnZip translator unZips the file. A dialog box displays the progress.



Method Two

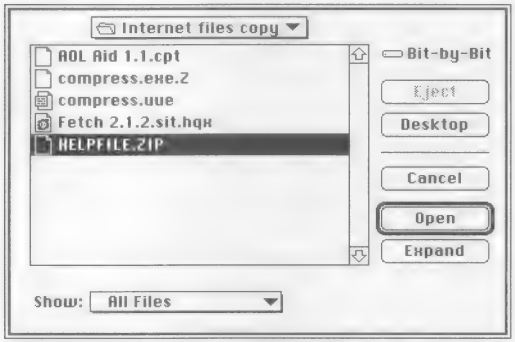
You can use the "Open" command from the File menu in StuffIt Deluxe to expand various compressed file formats, such as Stuffed, zipped, and BinHexed files.

1. Run StuffIt Deluxe.

2. Choose "Open" from the File menu.

3. Select the ".zip" file from the dialog box that appears.

Be sure that the pop-up menu at the bottom of the dialog box displays "Show All Files."



4. Click "Expand."

The file is UnZipped into the same folder as the original .zip file.

Where To Go From Here

Now that you know the basics of StuffIt Deluxe, you can skim the next chapter for details on the specific features you like to use. Or you can read about using StuffIt Deluxe's scripting capabilities or the new drag and drop applications. See the Index or the Table of Contents for these and other topics.

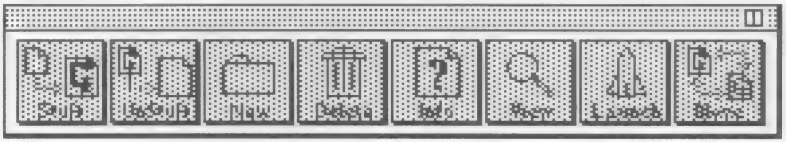
Chapter 5: StuffIt Deluxe Reference

This chapter describes the features, commands, and preferences in StuffIt Deluxe. The chapter is organized by what you initially see when you first run StuffIt Deluxe, and then each menu item is described.

The Archive Palette

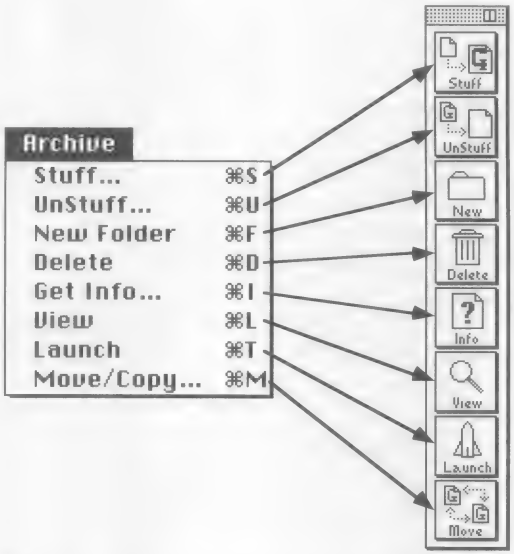
The Archive Palette is a very useful tool. It's a good idea to know the full range of its capabilities as soon as you can. To get a better idea of how it works, you may want to launch StuffIt Deluxe and open an archive as we proceed with this explanation.

When you launch StuffIt Deluxe, the first thing that comes on screen is the Archive Palette, a row of buttons that "floats" above archive windows. When no archive is open, all the buttons are dimmed:

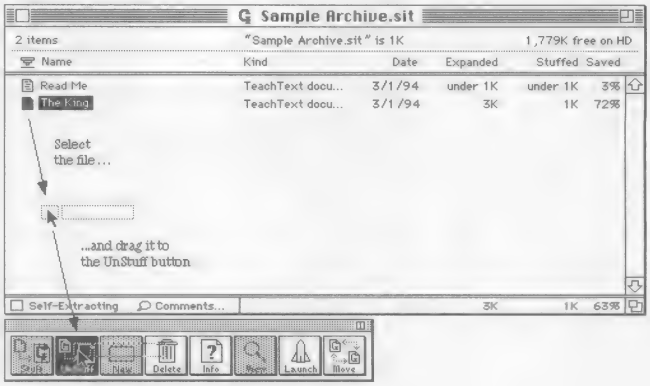


Here's the Archive Palette when it's fully active:

Each button in the Archive Palette has an equivalent menu command in the Archive menu (as well as command-key equivalents), and just like any menu item, when the button is unavailable it's "dimmed." The following illustration shows the Archive Menu, Command Keys, and their Archive Palette equivalents.



To use the Archive Palette, click the appropriate button to initiate the desired operation on the file or folder that you're manipulating. You can also select an item in the Archive Window and drag it onto certain buttons to perform the same operation. This dragging operation works for "UnStuff," "Delete," "Info," and "Move." Files, but not folders, can be dragged onto the "View" (if the file is viewable), "Launch," and "Move" buttons. The process looks like this:



You can also manipulate the Archive Palette to make the best use of your screen real estate as you work with your archives.

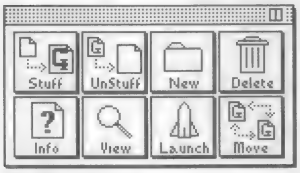
Move

You can move the palette around on the screen by simply holding the mouse cursor down on the bar at the top of the palette and moving it to where you want it.

Retile

You can click the Retile box located in the upper right corner of the palette to toggle the palette through the following four tiling views:

Single Row



Double Row

Double Column

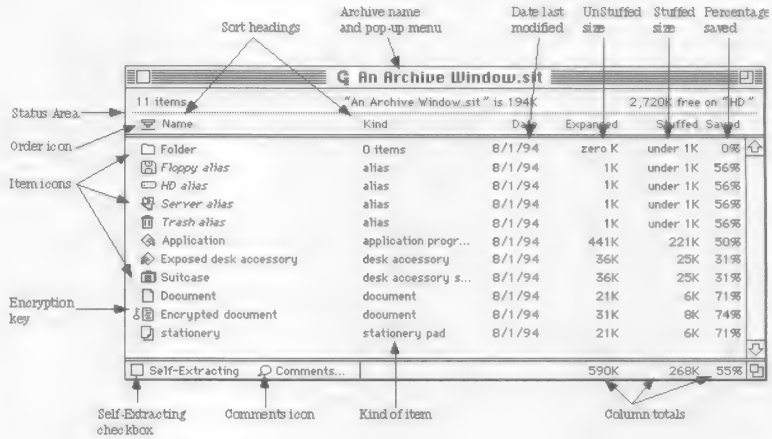
Single Column

To summarize, you have four main ways to execute a command in StuffIt Deluxe:

- You can choose the appropriate command from the Archive Menu.
- You can type the Command-key equivalent of the menu command.
- When a file or folder is selected in an archive, the grayed-out icons become active and you can click the appropriate button in the Archive Palette.
- You can drag the file or folder onto the appropriate button.

The Archive Window

When you create your first archive, you'll notice that an empty archive window is created even before you put anything into it. That's because whenever you create an archive, you're immediately saving its information to disk.



Every item Stuffed within a StuffIt Deluxe archive is listed with its own kind of icon that helps you identify what kind of file it is. A key to the left of an icon indicates that an item has been encrypted.

A fundamental difference between windows in most Macintosh programs and a StuffIt Deluxe archive window appears only when you are in a folder within an archive. When you are inside a folder, the name of the folder appears in the title bar (in place of the archive name) and that folder name is an active pop-up menu similar to the one in Open and Save dialog boxes.

Here is what you see when inside a folder. Notice how there is a down arrow next to the folder name. This means that this is a pop-up menu.

Clicking on the folder name (or the down arrow) displays the pop-up menu. Choosing any item from the pop-up menu brings you to that folder. In this example, choosing "Sample Archive.sit" brings you to the root level of the archive.

You can also type Command-'up arrow' to move out of a single folder. If a folder is selected, type Command-'down arrow' to enter into it.

Status Area

Appearing below the title bar is a Status area that tells you:

- how many items are contained at the current level in the archive,
- the name of the archive and its size,
- the amount of free space on the disk where your archive resides, and

• the sorting order of the archive's contents.

Clicking the Order icon to the left of the Name label sorts the files by the order they were entered into the archive. Clicking the Name, Kind, Date, Expanded, Stuffed, or Saved heading above a list of files sorts the file list according to the view heading.

At the bottom of the archive window, more options are available to you for modifying your archive.

Self-Extracting Check Box

One of the options in the lower left corner of an archive window is the "Self-Extracting" check box. It creates an archive that can be opened on any Macintosh, even if there are no StuffIt Deluxe products present.

Comments Icon

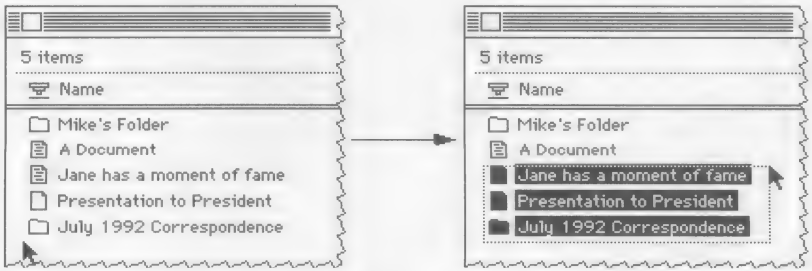
Another option is the "Comments" icon. This icon lets you enter text about the archive. See "Editing Comments" later in this chapter for details.

Selecting Items in the Archive Window

There are several ways in which you can select one or more items in an archive window.

Select multiple items that are non-consecutive by pressing the Command key and clicking each item. Select consecutive items by pressing the Shift key and clicking each item.

Another way to select multiple items is to drag the arrow cursor around a group of items. A dashed rectangle indicates the area covered as you drag and the selected items become highlighted. As an example, here is a selection of three items. Hold down the mouse button as you start the selection in the lower left corner.

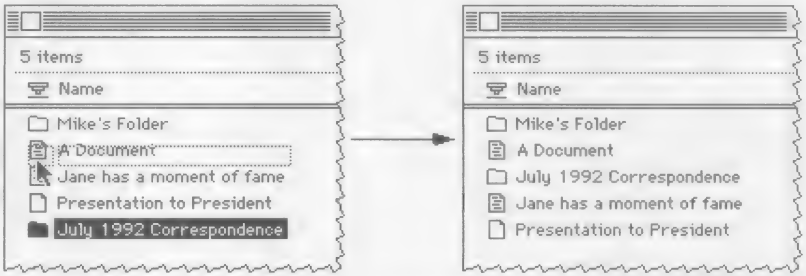


Dragging Items Within and Between Archives

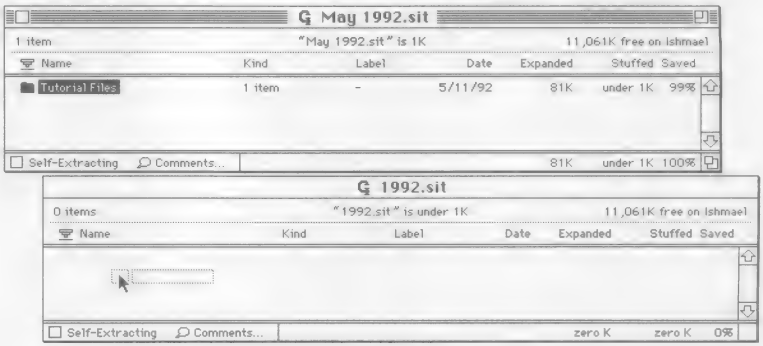
You can drag items within archives onto icons to perform commands. You are also able to drag items into folders, to rearrange their order within an archive, to copy items between archives, and to drag items out of archives to the Finder.

Dragging a file or folder into an archive is simple; it's done just as you do in the Finder. You can drag one or more items into any folder icon to move it into

that folder. If you want to rearrange the order of items within an archive, you must have the Order icon view selected. Drag any file or folder that you want to reorder to its new location. Here we drag "July 1992 Correspondence" between "A Document" and "Jane has a moment of fame." Notice the illustration on the right shows the new position of the "July 1992 Correspondence" folder.



When multiple archive windows are open, you're able to drag one or more items between them. This is the same as using the "Copy" button when using the "Move/Copy" command. (The Move/Copy command is described later in this chapter.) A duplicate of the item(s) you drag are placed in the archive you want them in. Here we're dragging a folder into the "1992.sit" archive.



Dragging Items Between Archives and the Finder

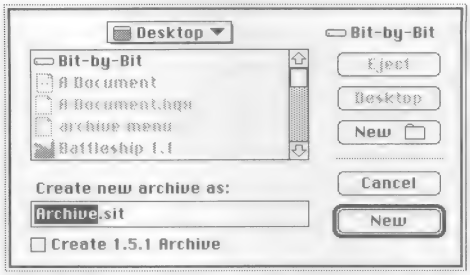
You can also drag items out of the archive window to the Finder, and vice versa. See Chapter 3 for step-by-step instructions on how to do this.

The File Menu

The commands on this menu are very similar to those found on the File menu of any application.

New

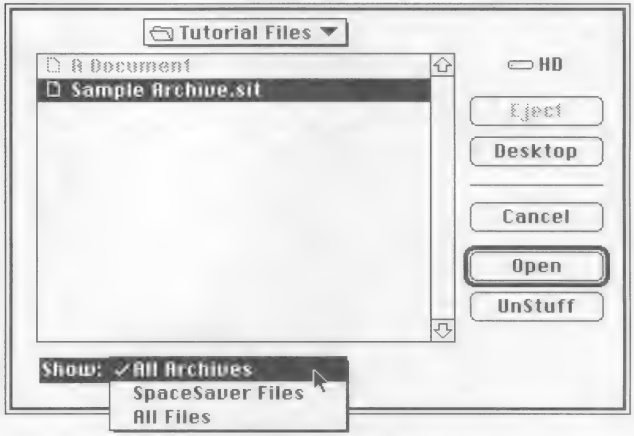
The New... (Command-N) command displays the following dialog box.



The default name for a new archive is Archive.sit. However, "Archive" is highlighted to let you type in a better name. This dialog box also lets you create a new folder to store your new archive in, or create an archive in 1.5.1 format (discussed later in this chapter).

Open

The Open... (Command-O) command displays the following dialog box.



Choosing "All Archives" from the "Show" pop-up menu makes the Open dialog box display only regular archives (.sit) and self-extracting ones (.sea). Choosing "SpaceSaver Files" causes all files compressed with SpaceSaver to appear. Opening a SpaceSaver file automatically decompresses it in place. This option is provided for the time that you may have SpaceSaver off and need to access a compressed file. The third menu choice, "All Files," makes every file on your disk appear in the dialog box. Use this with caution. StuffIt Deluxe always warns you if the file you're opening cannot be used.

The "UnStuff" button in the Open dialog box can expand not only Macintosh-compressed files (such as those compressed with StuffIt, SpaceSaver, Compact Pro, and AppleLink), but non-Macintosh files with extensions such as .zip, .Z, .arc, and .hqx. See Chapter 4: Basic StuffIt Deluxe for step-by-step instructions.

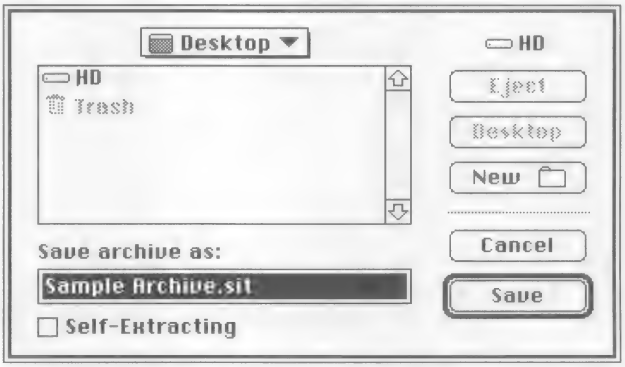
Note: The button name changes between "UnStuff" and "Expand," depending on the selected file.

Close

The Close command closes the active archive window.

Save As

StuffIt Deluxe does not have a "Save" command because it always saves your archive as you Stuff files into it. The "Save As..." command allows you to save an open archive in another location and optionally rename it at the same time. When you choose "Save As..." from the File menu, a "Save" dialog box appears.



This Save dialog box works like every Save dialog box. You can also click the "Self-Extracting" check box and save an archive as a self-extracting archive. You can use this command to save a self-extracting archive so that you can keep both the original archive and have a self-extracting version of it.

Verify

This command ensures that a file is exactly the same in an archive as it is on the disk. Since the Macintosh normally verifies files as they are being read from or written to disk, this is an extra measure of security.

Page Setup

Use this command when you've selected a new printer in the Chooser or when you want to use a different paper size or printing option.

Print

Use this command to print a listing of the current archive's contents. You can choose to print the entire archive, or just the contents of the folder level you are viewing when you choose the Print command.

In the printed report, a header appear that gives you the name of the file and the level from which the report was generated. This is followed by any comments that are stored in the Comments balloon.

Quit

Use this command to exit from the StuffIt Deluxe application.

Mail Options (PowerTalk only)

If you are currently using PowerTalk with a version of System 7 that supports it, you can send mail directly from StuffIt Deluxe using mail commands found on the File menu. Using these commands, you can add a standard mailer to a StuffIt Deluxe archive and send the archive to other PowerTalk users. You can add a mailer to a new or existing archive.

The PowerTalk term for a document that contains a mailer is a "letter." Before sending a letter, you must address it. See the PowerTalk documentation for detailed information on creating, addressing, and sending a letter.

Add Mailer...

After you have opened an Archive window, the Add Mailer command becomes available. Choose Add Mailer from the File menu, and StuffIt Deluxe attaches a mail header to the top of the Archive window. (If you currently have a mailer window open, this command changes to Remove Mailer.)

You must enter a subject and address the mailer. You are now ready to send your letter.

Send

After you have attached a mailer and addressed it, the Send command becomes available. Choose Send from the File menu. You can send your letter as an AppleMail document, a graphic snapshot of the document, or as a StuffIt Deluxe archive. Choose an option, then click Send.

Note: To add your digital signature, see "Attach Signature" later in this chapter.

Reply

PowerTalk places your incoming letters in your In Tray on the desktop. Once you read a letter, the Reply command becomes available. With the letter open, choose Reply from the File menu. Type your reply, then choose Send from the File menu.

Forward

With a letter open, choose Forward from the File menu. If necessary, expand the mailer by clicking the triangle in the upper left corner, and then click the Recipients button to add forwarding addresses. Once these have been added, choose Send from the File menu.

The Edit Menu

The Edit menu contains the standard Macintosh editing commands, and one very important StuffIt Deluxe command that sets the way you want StuffIt Deluxe to look and work.

Undo

Use this command to cancel the last action performed. This command is generally not enabled.

Cut

Use this command to remove the selected item to the Clipboard from which you can paste it elsewhere.

Copy Use this command to copy the selected item to the Clipboard from which you can paste it elsewhere.

Paste Use this command to place the contents of the Clipboard at the location of the insertion point.

Clear Use this command to remove the selected item without placing it on the Clipboard.

Select All Use this command to select all items in the active window.

Preferences This command sets a multitude of options that customize the way StuffIt Deluxe looks, feels, and behaves. Since there are so many options, we've placed them into their own section, "Setting Preferences," at the end of this chapter.

The View Menu

The View menu is very similar to the one in the Finder, and lets you sort the items in the archive window.

by Order This displays the items in the archive window in the order in which they were placed into it.

by Name This displays the items in the archive window sorted alphabetically by name.

by Kind This displays the items in the archive window sorted alphabetically by kind (such as TeachText documents, MacWrite documents, or Microsoft Excel documents).

by Date This displays the items in the archive window sorted by date, which is based on when the file was last modified by an application.

by Expanded This displays the items in the archive window sorted by the size of each file when it is UnStuffed.

by Stuffed

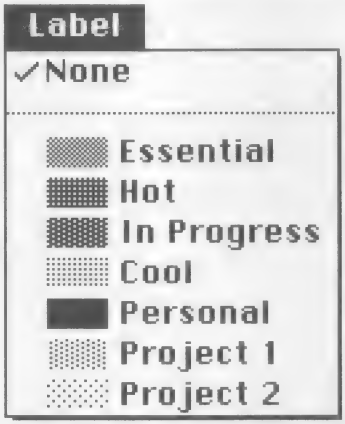
This displays the items in the archive window sorted by the Stuffed size of each item.

by Saved

This displays the items in the archive window sorted by the percentage of disk space each one is saving.

The Label Menu

The Label menu is identical to the one found in your System 7 Finder menu bar. You can use it to assist in prioritizing files and folders. The SpaceSaver part of this package lets you assign labels to items to compress or not to compress. See the SpaceSaver manual for information on this feature.



Using the Label menu lets you assign labels to files or folders within archives. In System 6, these labels are color names.

Note: System 7 users can change the color and/or the name of each label. This is done with the Labels control panel. See the Macintosh Owners Manual for instructions.

Labels may be assigned to files before or after they are Stuffed into archives. Files may later be sorted by Label, using the "View" menu described above. Files sorted by Labels are prioritized from the top down. For example, files labeled with "Essential" are sorted by View at the top of a list of files within an archive and files labeled with "Project 2" are sorted second to the bottom. Files that do not have labels ("None") are sorted at the bottom when the Label View is selected.

The Archive Menu

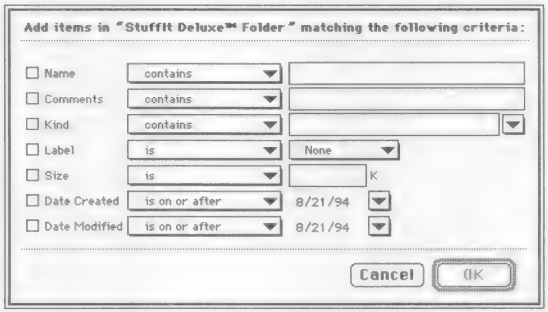
The Archive menu lets you execute the main StuffIt Deluxe commands from the menu. You must have either the Archive menu or the Archive Palette active. The Archive menu and the Archive Palette may be active at the same time.

Stuff

Use this command to open a dialog box that lets you select items to Stuff. For step-by-step instructions on using the Stuff command, see Chapter 3.

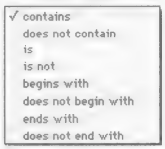
A very powerful tool for narrowing the criteria by which files are added to archives appears in the dialog box that lets you choose items to Stuff. It is the "Add Match" option that lets you include or exclude just about any kind of file in a given folder during your archival process, using the either/or options in the various check boxes and pop-up menus.

Select a folder or disk icon in the "Stuff" dialog box to activate the "Add Match" button. Then click the "Add Match" button to display the following dialog box:



Name

Click the "Name" check box to choose files to Stuff by Name. The pop-up menu lets you choose whether any file that contains or does not contain; is or is not; begins with or does not begin with; ends with or does not end with, the name you type is added to the archive.

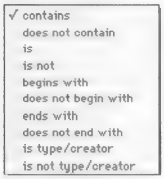


Comments

Click the "Comments" check box to choose files you'd like to Stuff by the comments they have in the Comments field in the Finder. The pop-up menu is identical to that for the "Name" criteria.

Kind

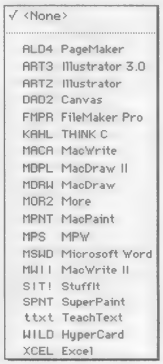
Click the "Kind" check box to archive those files which are of a certain application Kind. Most of the pop-up options (except the last two) are identical to the Comments pop-up menu, and when they're selected, the pop-up menu on the right displays a generic listing for Stuffing files according to whether they're an alias, application, document, extension, stationery, or suitcase.



When you select a file that is or is not of a certain type/creator, however, this activates two linked pop-up menus to the right of the Kind menu for picking the type or creator that you want.

Kind...is Type/Creator

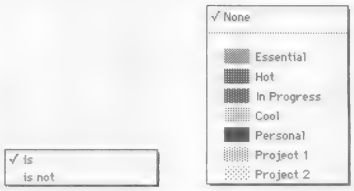
The "type" menu appears with a list of the more popular document types (the left menu shown here) and the "creator" menu (on the right) has a list of popular applications. If the one you want to use does not appear on the list, you can type it in the text box above each list.



Label

Click the "Label" check box to archive an item which is or is not labeled in a specific way. To choose files by label, you choose the linked pop-up menu to

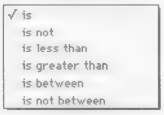
the right of the Label menu. The labels are those which display in the Finder Label menu.



Note: Under System 6, labels are colors only. System 6 doesn't support labels as System 7 does.

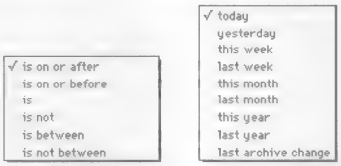
Size

Click the "Size" check box to select a file in the folder that is or is not; is less than or greater than; is between or not between, the size you enter in the size field immediately to the right of the Size pop-up menu.



Date Created

Click the "Date Created" check box to select a file in the folder that has been created on, after, or before; is or is not; is between or not between, the date(s) chosen in the pop-up menu(s) to the right of the Date Created menu. When you select a range option (e.g. between), a second date pop-up menu identical to the menu below appears letting you set the limits for the range.



Note that when you select the month, day, or year of the date, you can type a new number at that location, or you can use the up/down arrows to scroll through the number list.

Date Modified

Click the "Date Modified" check box to select a file in the folder that has been modified according to the criteria in the pop-up menus for Date Modified. These menus are functionally identical to the Date Created menus, except that they specify ranges for the file's modification date, not the date of its creation.

UnStuff

Use this command to UnStuff the selected items in the archive window.

New Folder

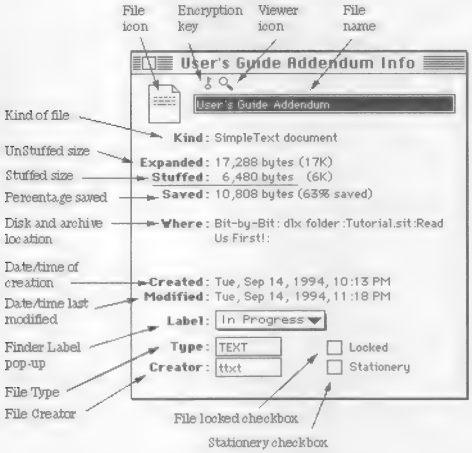
Use this command to add an Untitled folder to the archive window. You can name the folder by typing a name, and then open the folder to Stuff files into it.

Delete

Use this command to delete the selected items from the archive window.

Get Info

Use this command to get detailed information on the selected item in the archive window.



A great deal of information about the file in your archive is shown in the "Get Info" box. Additionally, the "Get Info" box lets you change the file's name in the selection rectangle, or its Label (or Color under System 6) in the pop-up menu. Clicking the "Stationery" check box changes the file to a "stationery pad" and the "Kind of file" field and "File icon" changes accordingly. Clicking the "Locked" check box on an unlocked file protects the file from deletion or alteration. If the file is already encrypted (indicated by the password key in the upper left corner of the "Get Info" box), you'll be prompted for a password before you can lock the file. If you don't know the password, you won't be able to check the "Locked" check box.

Note: If you perform a "Get Info" on a folder, a similar window appears. A folder Info window is the same as a file Info window except there is no Type, Creator, Locked, or Stationery item.

View

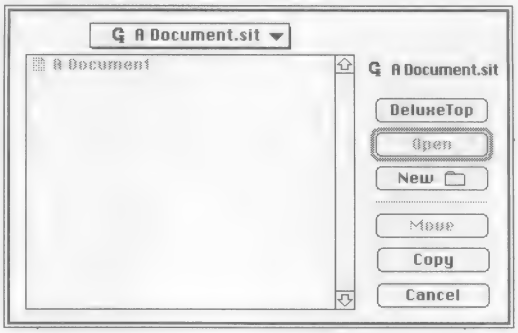
Use this command to look at a text file or a PICT graphic that is contained in the archive window. See Chapter 9: Other StuffIt Tools.

Launch

Use this command to UnStuff a selected file and then automatically open the file if the appropriate application is available.

Move/Copy

Use this command when you have more than one archive window open. If you select items in one archive window, then choose "Move/Copy," the following dialog box appears, showing the contents of the current archive window:



Click the "DeluxeTop" button to display all the archives that are currently open. (The DeluxeTop button is the StuffIt equivalent of the "Desktop" button in a normal Open and Save dialog box. The "DeluxeTop" button shows you all currently open archives.) Click "Open" to select the archive to which you want to move or copy the selected item.

The archive opens, and the Move and Copy buttons become active. The "Move" button moves the selected items from the original archive to the selected archive. The "Copy" button copies the selected items, leaving the original items in the original archive.

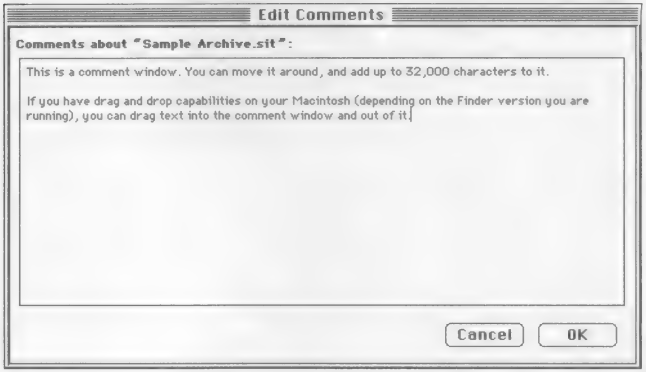
Make Self-Extracting

Use this command to create an archive that can be opened on any Macintosh, even if there are no StuffIt products present. See Chapter 3 for step-by-step instructions.

Edit Comments

Choosing this command displays the Comments dialog box for the selected archive. A comment is text that you enter into an archive that always stays with an archive, regardless of the archive's contents. It is different from a "Read Me" file in that you can enter the text from within StuffIt Deluxe. You can print the comments of an archive with the "Print..." command.

Comments can be entered into a moveable window in which you can drag text into and out of:



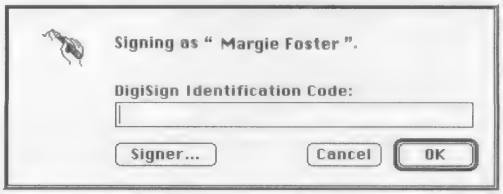
You can type up to 32,000 characters of information into this field.

Attach Signature...

This is a PowerTalk-only feature which is available in versions of System 7 that support it. It is a means of data authentication called the RSA Digital Signature™. A digital signature is a short segment of data that is stored with an electronic document. A digital signature positively identifies the signer of a document and verifies that the document has not changed since it was "signed."

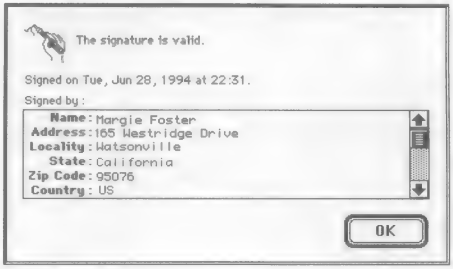
Apple provides this authentication technique in the PowerTalk DigiSign™ utility and your personal signer. For full details on how to obtain and use a digital signature, see the documentation that came with the PowerTalk software.

When you choose the "Attach Signature" command, the following dialog box appears:



Enter your identification code, and click OK. Your digital signature is attached to the archive. A new icon appears at the bottom of the Archive window that lets you verify that the signature is valid (you can also choose

"Verify Signature" from the Archive menu.) The following dialog box appears when you click the new icon or choose the "Verify Signature" command:



The Translate Menu

Macintosh computers can communicate not only with each other, but with Intel-based machines running MS-DOS or Windows, UNIX machines, and other mainframe systems. In those circumstances, you can be sure you'll receive a file that was not only created by an application you don't have; it was also created with a completely foreign disk and file structure. It may even be compressed using a foreign archive format.

With these situations in mind, StuffIt Deluxe comes with "Translators." These translators help you manage foreign file and foreign archive formats. The Translate menu lets you access the file translation extensions that come with the StuffIt Deluxe application. Depending upon which translators you've installed, their commands are listed in this menu. With the Translate menu, you have a range of functions available to you.

Change Password

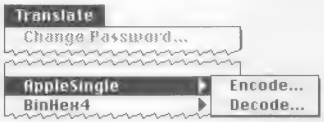
Use this command to change the password of a password-protected archive. You must enter the original password, and then the new one. StuffIt Deluxe prompts you to enter the new password a second time to verify it. After it has been verified, you'll need to use the new password whenever you work with the encrypted items in the archive.

Convert 1.5.1 archive

Use this command to convert an archive made with earlier versions of StuffIt to optimize their use with the current version of StuffIt Deluxe. Converting an archive to 3.x format does not improve the compression of the Stuffed files, but changes the archive to a format where you can navigate between folders. (The older 1.5.1 format does not let you move among folders and requires you to work at the root level only.) Once you've converted files to the newer StuffIt archive format, you cannot reconvert them to the older 1.5.1 structure.

AppleSingle

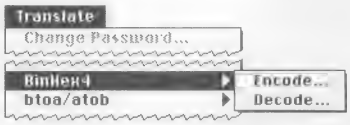
This format allows files to maintain their attributes on foreign file systems that do not support the same attributes. In the AppleSingle format, a file's contents and attributes are stored in a single file in the foreign file system. For example, the data fork, resource fork, and Finder information are all arranged in a single file with a simple structure.



You can encode a file to AppleSingle format, or decode an AppleSingle file to a normal Macintosh file. An AppleSingle file has an ".as" extension.

BinHex4

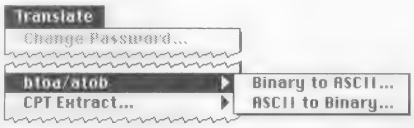
This format is a standard conversion algorithm used to convert Macintosh binary files to and from ASCII format. It is used primarily for transmission over networks that only support characters that can be typed from a keyboard, such as Internet mail/news. On the Internet, BinHex4 is most commonly used on files that have already been compressed. BinHexed files have a ".hqx" extension.



You can encode a file to BinHex4 format, or decode a "BinHexed" file to a normal Macintosh file. When encoding, you can choose to "Include LFs." In some older computer system environments, a BinHexed file may not be usable unless linefeeds are included.

btoa/atob

This translator (Binary to ASCII/ASCII to Binary) is an external translator that provides compatibility with the UNIX programs "btoa" and "atob." These UNIX programs convert 8-bit binary data to 7-bit ASCII data (and the reverse) for transmission across channels which only support 7-bit ASCII data.



If you are using the Binary to ASCII conversion, leave the "Make MacBinary" option on. This converts your file to MacBinary format before doing the btoa translation. Use this option only if you're sure that the file is going to end up on a Macintosh computer.

If you are using the ASCII to Binary conversion, leave the "Recognize MacBinary" option on. However, if you know that the file was not from a Macintosh source or was not MacBinary-encoded, then turn this option off.

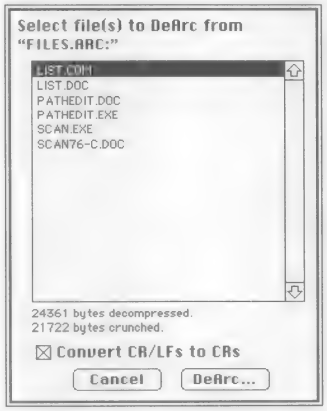
CPT Extract

This external translator provides compatibility with the Compact Pro archive format. You can extract any Compact Pro archive (.cpt extension) using this translator except those that are encrypted or segmented.

DeArc

This translator lets you expand files that have an ".arc" suffix that were created with any of the numerous Arc programs. You might not be able to use the extracted files on the Macintosh because they were created on a foreign computer. You must have an application that can use these files.

After you have selected the file to DeArc, this dialog box appears:

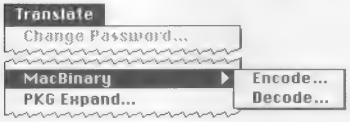


The "Convert CR/LFs to CRs" option is intelligent in that it determines the best way to handle carriage returns and linefeeds during the translation process. Leave this check box on.

MacBinary

This is an external translator that lets you encode or decode a file in MacBinary format for use in sending and receiving files to and from foreign computers across foreign networks. The MacBinary translator's main purpose

is to combine the data and resource forks in these circumstances. MacBinary is sometimes referred to as BinHex5, and has a ".bin" suffix.



PKG Expand

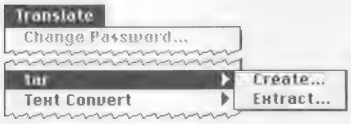
This translator expands AppleLink package files. These files have a ".pkg" suffix.

Segmenting

This command lets you copy a large archive onto multiple media such as floppy disks by segmenting the archive into smaller pieces that fit on the media. See Chapter 4 for details.

tar

The tar translator lets you create and extract files for use with the UNIX tape archiver, tar. Many files available on UNIX systems are archived with tar and generally have a ".tar" suffix.



When you create a tar archive, a dialog box appears, similar to the Stuff dialog box. In this dialog box, you add files or folders from the directory list on the left to the list of items to place into a tar archive on the right.

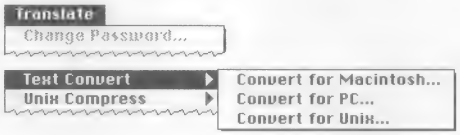
When you extract files from a tar archive, the following dialog box appears that displays everything contained in that archive:

In the listing, the first column displays a symbol, indicating that the item is a file, directory, or special file (block, link, etc.). The symbol used is the same as that used by the UNIX "ls-l" command.

The "Convert CR/LFs to CRs" option is intelligent in that it determines the best way to handle carriage returns and linefeeds during the translation process. This is true for both creating and extracting tar files. Leave this check box on.

Text Convert

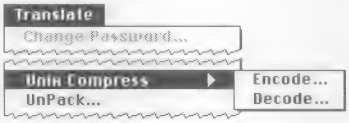
This translator lets you convert a Macintosh text file for use on other types of computers. Text conversion is necessary because different computers use different characters to specify the end of a line. The Macintosh uses a carriage return; the PC uses both a linefeed and carriage return; and UNIX systems use a linefeed character. Choosing the Text Convert command displays a pop-up menu:



Choose the system you want to convert the file for. Each conversion places the appropriate suffix to the file name: ".mac" for a Macintosh file, ".pc" for a PC file, and ".unix" for a UNIX file.

UNIX compress

This translator reduces the size of files using a modified Lempel-Ziv coding algorithm for use on UNIX systems. When encoding a file, a ".Z" suffix is added.



The "Convert CR/LFs to CRs" option in the UNIX compress encode dialog box is intelligent in that it determines the best way to handle carriage returns and linefeeds during the translation process. Leave this check box on.

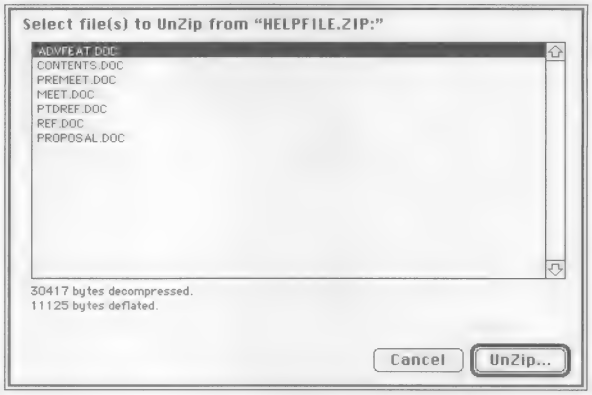
UnPack

This external translator provides compatibility with the PackIt II and PackIt III compression utilities written by Harry Chesley. PackIt files generally have a ".pit" suffix. You can use this translator to expand any ".pit" file except those that are encrypted.

UnZip

This translator expands the two most common "Zip" formats: .zip and .gz. You might not be able to use the extracted files on the Macintosh because they were created on a foreign computer. You must have an application that can

use these files. When you choose a ".zip" file to unZip, the following dialog box appears:



Once you have selected the files to unZip, a dialog box appears to select a destination for the unZipped files. The "Convert CR/LFs to CRs" option in this dialog box is intelligent in that it determines the best way to handle carriage returns and linefeeds during the translation process. Leave this check box on.

UUCode

This translator is another external translator that lets you "uuencode" and "uudecode" files for use over UNIX networks and computers. When uuencoding a file, a ".uu" suffix is added.

The "Include LFs" option in the "Encode" dialog box is intelligent in that it determines the best way to handle carriage returns and linefeeds during the translation process. Leave this check box on.

The Script Menu

Activating the Script menu lets you record scripts, execute them, and add scripts to the Script menu using the "Edit Script..." command (Command-E). (The Script menu is not visible on the menu bar by default. To turn it on, choose Preferences from the Edit menu, and click the Script menu check box.) The scripting commands found on this menu are for use with StuffIt

Deluxe's built-in scripting language. See Chapter 6: Automating StuffIt Deluxe for a detailed explanation each command.

StuffIt Deluxe also supports external scripting languages such as AppleScript and Frontier from UserLand. StuffIt Deluxe comes with some sample scripts for AppleScript and Frontier in the Scripting Tools folder inside the StuffIt Deluxe folder.

The Window Menu

Activating the Window menu lets you switch between multiple archives, viewer, or "info" windows that are open at the same time. Once you're used to moving files between archives, having the Window menu active is a handy tool. (The Window menu is not visible on the menu bar by default. To turn it on, choose Preferences from the Edit menu, and click the Window menu check box.)

Stack Windows

This command displays multiple archive windows on top of each other, stacking them first to last, with the last topmost, in the order in which they were opened.

Tile Windows

This command displays windows based on the size of your screen. StuffIt Deluxe automatically calculates the best tiling option for the number of windows you have open.

Next Window

Use this command to descend one window down in a group of stacked windows, bringing that window to the front.

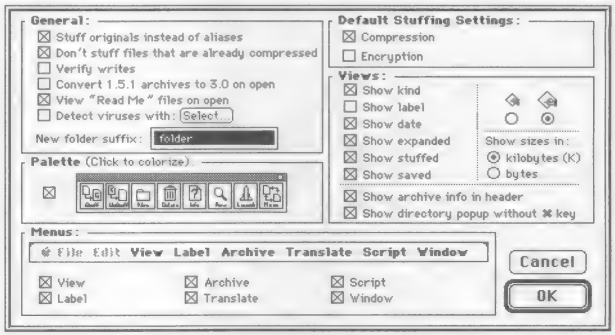
Last Window

Use this command to move to the last window in a group of stacked windows, bringing that window to the front.

Setting Preferences

StuffIt Deluxe has a broad range of features, many of which can be set as default preferences.

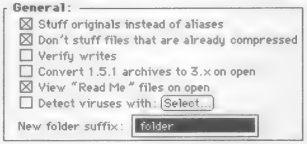
To open the Preferences dialog box, choose "Preferences" from the Edit menu.



Note: StuffIt Deluxe saves all your preferences in a "StuffIt Deluxe Preferences" document that's stored in the Preferences Folder within the System Folder.

General Preferences

The "General" section of the Preferences dialog box lets you set miscellaneous features within StuffIt Deluxe.



Stuff Originals Instead of Aliases

When this option is on and an alias is selected to be added to an archive, the original file is Stuffed instead of the alias. This option is for users of System 7 only because System 6 doesn't support aliases. This option is on by default.

Don't Stuff Files That Are Already Compressed

When this option is on, files that have already been compressed (such as certain PostScript fonts, StuffIt Deluxe files, and files compressed with other programs) are not re-Stuffed. The default for this option is on.

Note: Any time a file compressed with SpaceSaver is Stuffed into an archive, the file is transparently decompressed as it is being Stuffed into an archive. SpaceSaver treats StuffIt Deluxe no differently from any other application—when a file is opened for use, it is automatically decompressed.

Verify Writes

When the "Verify writes" preference is on, a verification procedure is run on files as they're being Stuffed. StuffIt Deluxe reads back a file that was just

Stuffed into an archive and compares it to the original. This gives you extra safety when Stuffing files into archives. This option is off by default since a slight delay occurs during the verification process.

Note: The Macintosh normally verifies files as they are being read or written on disk. This option is necessary only if you want an added level of protection.

Convert 1.5.1 Archives to 3.x on Open

When this option is on, StuffIt Deluxe automatically converts any archives created with earlier versions of StuffIt Deluxe as it opens them. Converting an archive to 3.x format does not improve the compression of the Stuffed files, but changes the file to a format where you can navigate among folders. The older 1.5.1 format does not let you move among folders and requires you to work at the root level only.

StuffIt Deluxe ships with this option off by default.

Note: StuffIt Deluxe also provides a command for converting individual archives into the 3.x format. It is "Convert 1.5.1 Archive," found on the Translate menu.

Regardless if you use the explicit menu command or the preferences setting, once you've converted files to the 3.x format, you can't change them back to the old 1.5.1 file structure.

View "Read Me" Files on Open

When this option is on, StuffIt Deluxe uses the appropriate viewer to open a "Read Me" file in an archive. The phrase "Read Me" must appear at the beginning or end of the document name. This feature also views files whose name begins with "About" or ends with "Doc" or "Docs". A "Read Me" file must be in the top level of the archive. StuffIt Deluxe ships with "View 'Read Me' Files on Open" on. This feature does not work on password-secured "Read Me" files. If you don't want StuffIt Deluxe to automatically open "Read Me" files, turn off this option. See Chapter 9: Other StuffIt Tools for details on using viewers.

Detect Viruses With...

This option is one of StuffIt Deluxe's "Apple event" features and only works with System 7 since System 6 doesn't support Apple events. To use this feature, you must have virus detection software that supports Apple events. Contact the vendor of your virus detection software to see if the version you have supports Apple events.

When this option is on and you're UnStuffing a file, StuffIt Deluxe opens the specified virus software and has it check the UnStuffed file for viruses. If a file is corrupted with a virus, that product tells you the file is not to be used. StuffIt Deluxe ships with the "Virus Checking" option off.

To establish a link between StuffIt Deluxe and an Apple event-aware virus product, click the "Select..." button. An "Open" dialog box appears asking you to locate the anti-virus software.

New Folder Suffix

The "New Folder Suffix" option lets you define a suffix for a folder when you click the Folder icon in the Archive palette, or select New Folder from the Archive menu. StuffIt Deluxe ships with the word "folder" chosen for you. You can rename the suffix anything you'd like. Remove the suffix if you want to create new folder names without a predefined suffix.

Palette and Menus Preferences

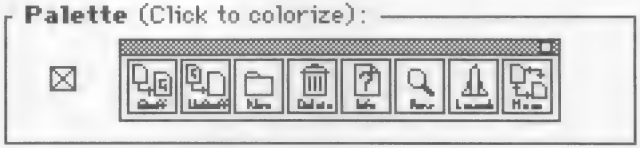
StuffIt Deluxe has a user-definable structure that lets both beginners and experts feel comfortable with it. By setting your "Palette" and "Menu" preferences, you're able to turn on or off the Palette, or various StuffIt Deluxe Menus, depending upon your preferred way of working.

When you installed StuffIt Deluxe, the Archive Palette is on by default, as you already saw when you loaded StuffIt Deluxe for the first time.

We also pre-selected six active menus for you:

You can change these settings to customize the Palette and menu bar.

The Archive Palette



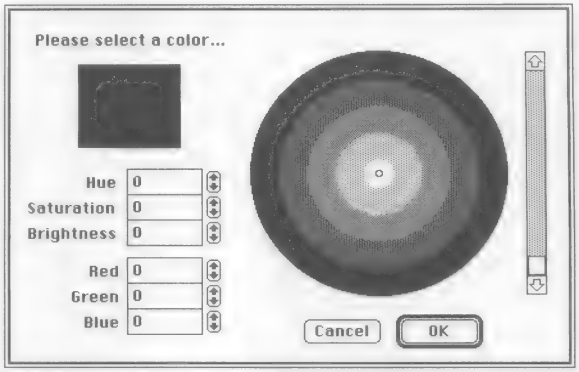
The Archive Palette is on by default since many users find the Palette the easiest way to use StuffIt Deluxe. This palette may be turned off and you can execute all your commands from the menus or keyboard. If you turn off the palette, however, you must have the Archive menu turned on to access the main features of StuffIt Deluxe.

Colorizing Palette Buttons

If you're using a color monitor, you can colorize the buttons in the Archive Palette to your liking.

To colorize a button in the Palette, click it in the Palette bar that appears in the Preferences dialog box.

The Apple Color Picker appears, letting you select a color for the button in the Archive Palette.



Copying Button Colors

You can also copy a color from one button to another without going through the color picker. To do this, hold down the Option key until the cursor becomes a dropper. Then move the dropper over a button, click, and while continuing to hold the Option key, move the dropper to the button you want to have that color, and click it.

This makes the dropper "release" the color it was holding onto the current button and completes the color transfer.

The StuffIt Deluxe Menus

Default Settings shown above

All Menus shown above

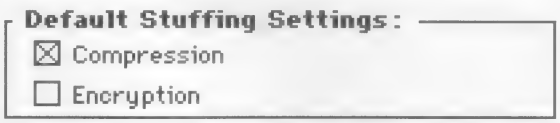
The "Menus" section of the Preferences dialog box lets you turn most of the menus within StuffIt Deluxe on or off. You'll notice first that the "File" and "Edit" are dimmed and not available for selection. These menus are always active in any Macintosh application.

Two menus, "View" and "Label," look and work the same as the "View" and "Label" menus found in the Finder. The remaining four menus are specific to StuffIt Deluxe. Turning them on activates the full range of StuffIt Deluxe's

capabilities. However, you may not require the use of StuffIt Deluxe's translation (the "Translate" menu) or scripting (the "Script" menu) capabilities and may want to leave them off.

The Default Stuffing Settings

You can choose whether you want compression and encryption on or off.



Compression

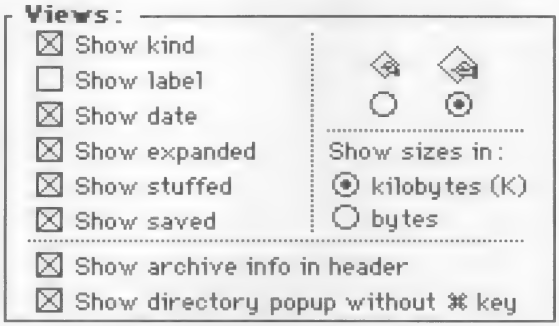
Clicking this check box automatically compresses files when they're Stuffed. Turning this option off lets you Stuff files without compressing them. You might want to do this if you want files to be encrypted without being compressed. StuffIt Deluxe ships with this option on.

Encryption

Clicking this check box automatically encrypts files when Stuffing. When you turn this preference on, the "Encrypt With Password" option in the Stuff dialog box is always checked so you'll automatically be prompted for a password when Stuffing a file. StuffIt Deluxe ships with the "Encryption" check box off.

Activating Views

This section of the Preferences dialog box lets you set the way you want things to appear in the Archive window.



Show Kind

This option displays the kind of file it is that you've archived (such as TeachText, MacWrite, or MacDraw).

Show Label

This option displays any Finder Label you've assigned to the file (such as Hot or Cool).

Show Date

This option displays the date the file was last modified by an application.

Show Expanded

This option displays the Expanded (UnStuffed) size of the file.

Show Stuffed

This option displays the Stuffed size of the file in the archive.

Show Saved

This option displays the percentage of disk space you've saved by archiving the file.

Icon Size

Clicking one of the icon radio buttons sets the size of the file icon that appears in the Archive window next to every file name within the archive.

Show sizes in:

Clicking the first radio button shows archived file sizes in kilobytes format (e.g., 2K); clicking the second radio button shows them in bytes format (e.g., 2000). In kilobytes format, file sizes are rounded correctly to the nearest kilobyte.

Show Archive Info In Header

This check box displays three things in the header area: the number of items in the archive, the archive's size, and the available space on the disk where the archive resides.

Show Directory Pop-up Without Command Key

This check box automatically displays a pop-up menu arrow to the right of the archive's directory name whenever you're within a folder within an archive. Unchecking it means that you must first press the Command key to display the directory pop-up in an archive.

Where To Go From Here

The next chapter explains how to use the built-in scripting language to automate certain tasks. Then, Part Two explains how to use drag and drop, Magic Menu, and other tools. If you're interested in learning something specific, turn to the Table of Contents for your topic of interest.

Chapter 6: Automating StuffIt

Scripting refers to writing a series of instructions to do a task for you, such as Stuffing specific file types into an archive. StuffIt's scripting language allows you to automate many of StuffIt's operations. You can create a script in any text editor or word processor, provided you save the file in text format. You can also use the "Record Script" command to create a script.

In another part of this User's Guide, Appendix B, there is a listing of all scripting commands, including some not explained in the following tutorials.

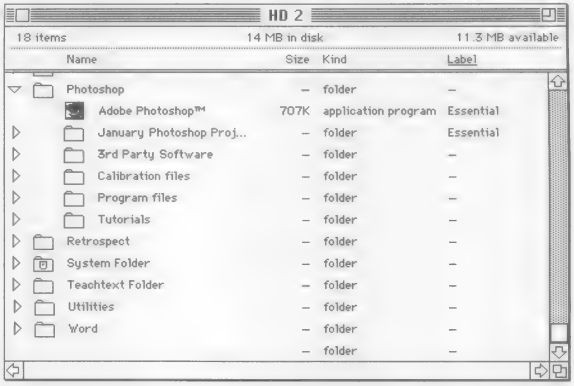
Note: This chapter and Appendix B refer to the scripting language that is built into StuffIt Deluxe. Other scripting applications, such as AppleScript and Frontier from UserLand, offer more flexibility and sophisticated scripting. StuffIt Deluxe comes with some sample scripts for AppleScript and Frontier in the Scripting Tools folder inside the StuffIt Deluxe folder. You can use these as they are, or use them as a guide for writing your own scripts.

Example: Scripting a Monthly Archive

This example shows how to create a script that automates archiving certain files for backup purposes.

Before we can proceed, you need to have the Script menu available in StuffIt's menu bar. To do this, choose "Preferences" from the Edit menu, click the Script check box in the dialog box that appears, and then click OK to activate the menu.

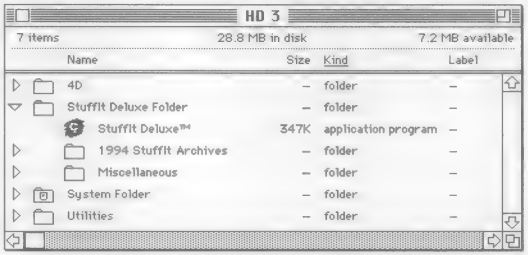
1. **In this example, we've organized our hard drive by application folders. In them, we place each application with all its related files.**



2. **Next, we create a project folder within our application folder. In our example we use a Photoshop folder called "January Photoshop Projects."**

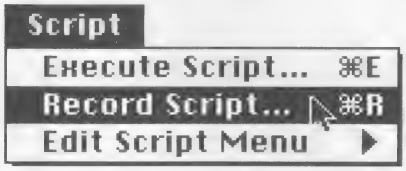
   You can use any application you want.

3. **We've also created a folder within our StuffIt Deluxe Folder called "1994 StuffIt Archives."**

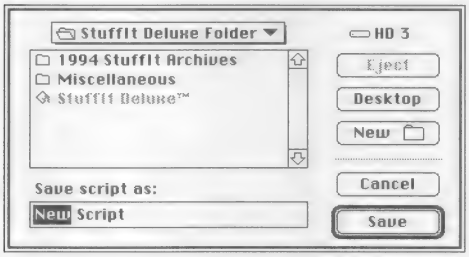


As mentioned, we can create scripts from scratch with a word processor or text editor. An easier way is to use "Record Script..." (Command-R) and put StuffIt Deluxe into a "watch me" mode where it generates script commands for each and every action you do until you tell it to stop recording the script.

4. **Choose "Record Script..." (Command-R) from the Script menu.**



A dialog box appears asking you to name the script.

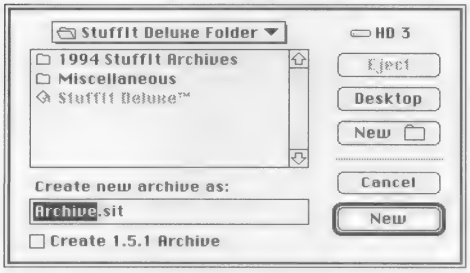


5. **Name the script "Photoshop Script" and click "Save."**

StuffIt Deluxe saves the script to disk and goes into "Record" mode, indicated by the blinking tape recorder in the Apple menu. "Record" mode stays on until you choose "Stop Recording."

6. **Choose "New" from the File menu.**

A dialog box appears asking you to name the new archive.



7. **Name it "Photoshop Projects.sit" and click "New."**

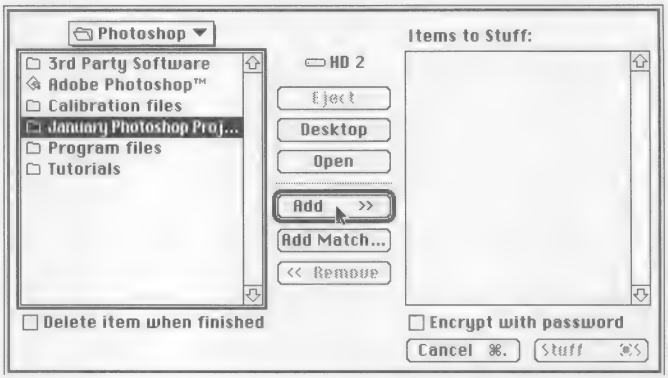
StuffIt Deluxe saves the new archive to disk.

8. **Choose "Stuff" from the Archive menu.**

The "Stuff" dialog box appears.

9. **Go to the Photoshop folder, open it to select the "January Photoshop Projects" folder, and add it to the "Items to Stuff" list by selecting the folder and clicking "Add."**

10. **When the folder moves to the list on the right, click the "Stuff" button.**



StuffIt Deluxe Stuffs the folder into the "Photoshop Projects.sit" archive.

11. **When StuffIt Deluxe is finished, close the archive and choose "Stop Recording" (Command-R) from the Script menu.**

StuffIt Deluxe automatically generates a script in Text format named "Photoshop Script." To read the script, open it within a word processor or text editor. It should look like this:

```
; StuffIt Deluxe Script (v3)
Write Status To
New Archive "HD 3:StuffIt Deluxe Folder:Photoshop
   Projects.sit" replace
Use "Photoshop Projects.sit"
Stuff "HD 2:Photoshop:January Photoshop
   Projects:" compress
Close "Photoshop Projects.sit"
```

At this point, you can add the script to StuffIt's Script menu by choosing the "Add Script..." command from the hierarchical "Edit Script Menu."

Note: You can add not only scripts written with StuffIt Deluxe's scripting language, but those written in AppleScript and other OSA-compliant scripting languages.

You can also assign this new menu item a Command key equivalent. At a stroke, your January Photoshop Projects folder would be automatically Stuffed into a "Photoshop Projects.sit" archive every time you executed the command.

Before you add it to your menu, though, you might want to edit it. Think for a moment:

- Do you want to add a new "January Photoshop Projects" folder to your "Photoshop Projects.sit" archive every time you execute the script, instead of replacing the earlier copy with a new one? By changing a single line in the script, you can create an "audit" trail of past versions of your files.
- Do you want to add only those files which have been modified that week to the archive? Later in this chapter, we'll show you how StuffIt Deluxe's "Add Match" feature lets you select criteria such as "last week," date modification ranges, or other criteria, to back up your files.
- Do you want to archive just your January Photoshop Projects, or do you want to archive the January files for any application on your drive?
- Do you want to save this archive to a floppy rather than your hard drive?

Editing a Script

We're going to change the script to back up to a floppy instead of the hard drive, and add a "`Quit`" command to quit StuffIt Deluxe after Stuffing the folder. First, let's examine the script.

1. Create a floppy disk named "January Photoshop Floppy."

2. Open the newly created script in a word processor or text editor.

```
(1) ; StuffIt Deluxe Script (v3)
(2) Write Status To
(3) New Archive "HD 3:StuffIt Deluxe
    Folder:Photoshop Projects.sit" replace
(4) Use "Photoshop Projects.sit"
(5) Stuff "HD 2:Photoshop:January Photoshop
    Projects:" compress
(6) Close "Photoshop Projects.sit"
```

Note: We placed line numbers in front of each script line to make them easy to refer to. A real script would not show these numbers.

This "Photoshop Script" was automatically generated by StuffIt. It's a typical script, with each command beginning a new line and with the argument and modifiers following the commands in quotes.

Line (1) is a header for the script. The semicolon (;) before the line marks it as a comment, and the line is not executed.

Line (2) writes a "status file" to disk once the script has been executed, giving it the name of the script plus a ".out" suffix. One status file gets written per script. If you add a name to the end of the "Write Status To" line, the ".out" file will also have that name. This status file is used to help you debug your scripts. If you don't want a status file, remove line (2).

Line (3) creates the archive. The long string between quotes is the pathname to the archive. We'll change this line for backup to a floppy.

3. Replace line (3) of the script with the following line:

```
New Archive "January Photoshop Floppy:Photoshop
Projects.sit" replace
```

Now, when the script runs, it creates the archive on the "January Photoshop Floppy" disk instead of on the hard drive.

Since we're examining the script, let's continue looking at each line in detail.

First, be aware that Line (3) does one more thing: every time it creates the archive, it writes over any older version of the archive that it finds at the end of the drive path by means of the "replace" command at the end of the line.

Note: If you change "New" to "Open" at the beginning of the line, and remove the "replace" command, StuffIt Deluxe opens the "Photoshop Projects.sit" archive every time the script runs and Stuffs a new version of the "January Photoshop Projects" folder into the archive. In this way, you can create an audit trail of your changing projects folder, but the archive could get very big.

Line (4) isolates the archive to use. The "`Use`" command is used to make a specific archive active when you have multiple archives open.

We'll leave the next two lines alone. Line (5) Stuffs the Photoshop folder and compresses it and line (6) closes the archive.

4. Add another line after the Close command line, a "`Quit`" command that will quit StuffIt Deluxe after the script is run.

5. Save the changes (making sure it's still a Text file).

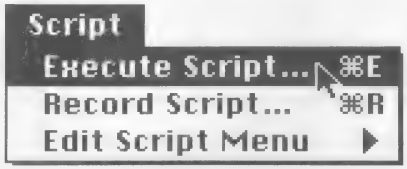
Now the script reads as follows:

```
Write Status To
New Archive "January Photoshop Floppy:Photoshop
   Projects.sit" replace
Use "Photoshop Projects.sit"
Stuff "HD 2:Photoshop:January Photoshop
   Projects:" compress
Close "Photoshop Projects.sit"
Quit
```

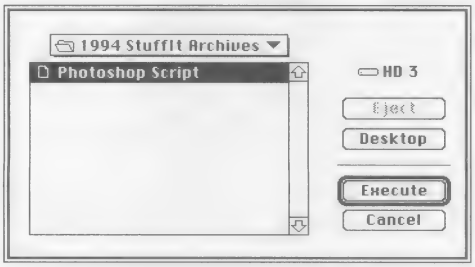
Executing a Script

How can we be sure that the changes we made work? We'll use the "Execute Script..." command to check it. Once we see that it's OK, we'll add it to the Script menu and give it a command key equivalent so it can be executed with a single menu selection or keystroke.

1. **Choose "Execute Script..." (Command-E) from the Script menu.**



A dialog box appears, letting you select the script for execution.



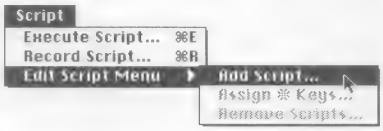
2. **Select "Photoshop Script" and click the "Execute" button or press "Return" or "Enter" on your keyboard.**

   StuffIt Deluxe executes the "Photoshop Script." It creates a new archive on your January Photoshop Floppy and names it "Photoshop Projects.sit." It Stuffs your January Photoshop Projects folder into the archive, closes the archive when it's done Stuffing, and quits StuffIt Deluxe.

Adding a Script to the Menu

Now that we've tested it, let's add it to the Scripts menu and give it a Command key.

1. Choose "Add Script..." command from the Edit Script Menu pop-up menu.

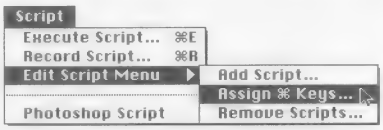


A dialog box appears letting you select the script to add to the menu.

2. Select "Photoshop Script" and click the "Add" button or press Return.

The "Photoshop Script" menu command appears at the bottom of the Script menu.

3. Give it a Command key by choosing "Assign Command Keys..." from the "Edit Script Menu" pop-up menu.



A dialog box appears letting you select the script and assign a Command key to it.

4. Select the "Photoshop Script" and type the Command key sequence you want and click OK.

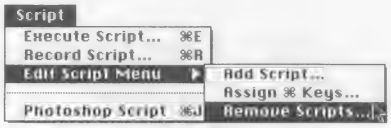
If the Command key you chose has already been assigned, a dialog box appears telling you so. If this is the case, you should select another Command key.

The Command key equivalent is added to the "Photoshop Script" menu item.

Removing a Script from the Menu

There may be a time when you want to remove a script from the StuffIt menu. Doing so is just as easy as adding a script to the same menu.

1. Choose "Remove Scripts..." from the Edit Script Menu pop-up menu.



A dialog box appears, letting you select the script for removal.

2. **Select the script(s) you want to remove and click the "Remove" button or type Return.**

   To select more than one script for removal, hold down the "Shift" key as you select additional scripts.

   The script(s) are removed from the Script menu.

Example: Scripting a Yearly Archive

Now that you know how to create a simple script for everyday backups, how can you create a single, yearly archive for archiving the monthly archives? Using StuffIt's "Add Match" feature in conjunction with "Record Script..." you archive all your files across project folders into one yearly archive.

1. **Choose "Record Script..." (Command-R) from the Script menu, and when the Script dialog appears, name the script "1994 Yearly Script."**

2. **Choose "New..." from the File menu to create a new archive and name it "1994 Yearly Archive.sit."**

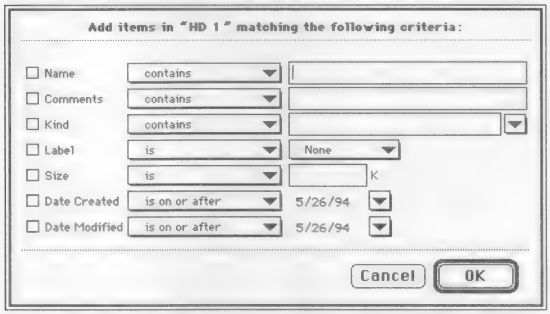
3. **Choose "Stuff" from the Archive menu, or click Stuff in the Archive palette.**

   The "Stuff" dialog box appears, letting you select the files and folders you'd like to add to your archive.

4. **Click on the "Desktop" button to choose among the hard disks to back up.**

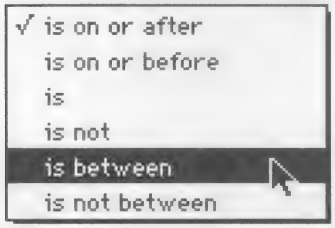
5. Select the hard drive you want to back up and then click the "Add Match..." button in the "Add Match" dialog box.

The Add Match dialog box appears, letting you select what to add to the archive by a number of criteria.



Notice here that by selecting more criteria you narrow the number of files matching all your criteria. For purposes of this experiment, the only criteria we're going to use is to select all files that have been modified "Last Year."

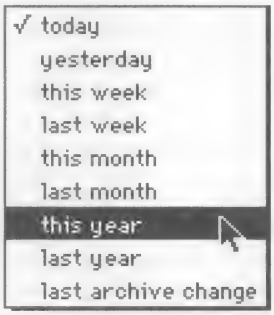
6. Select the left "Date Modified" pop-up menu that reads "is on or after" and change it to the "is between" option.



The "is between" command activates a third pop-up menu for the "Date Modified" options.

7. **Select the "last year" command in the middle "Date Modified" pop-up menu.**

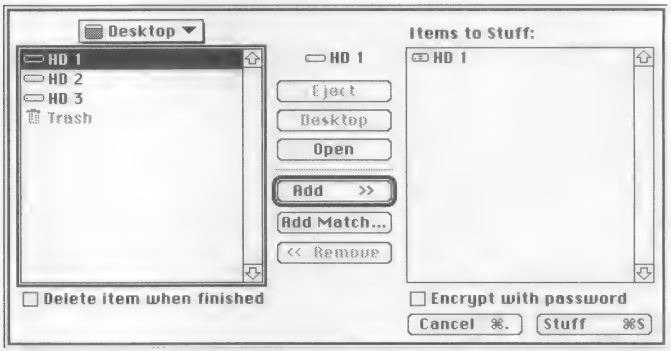
8. **Choose "this year" in the right "Date Modified" pop-up menu.**



The "Date Modified" check box is automatically checked, indicating that any file modified between 1/1/94 and 1/1/95, will be included in the archive.

9. **Click OK and you'll return to the "Stuff" file dialog box.**

Notice how "HD 1" has been added to the "Items to Stuff" list, with small lines in the icon, indicating that only some of the files in that volume will be Stuffed.



10. Click the "Stuff" button.

StuffIt Deluxe scans your drive for all files that have been modified last year and Stuffs them into the "1994 Yearly Archive" along with the folders they're in.

11. When StuffIt Deluxe is done adding the folders and files, click the close box on the archive.

12. Choose "Stop Recording..." from the Script menu.

The 1994 Annual Script looks like the following, minus the numbers which we've added for purposes of this example.

```
(1) ; StuffIt Deluxe Script (v3)
(2) Write Status To
(3) New Archive "HD 3:StuffIt Deluxe Folder:1994
    Yearly Archive.sit" replace
(4) Use "1994 Yearly Archive.sit"
(5) Clear Match
(6) Match Modified 1/1/1994 to 1/1/1995
(7) Stuff "HD 1:" match compress
(8) Close
```

Line (5) clears the Match command (clearing any previous matches), and line (6) Modifies Match by telling StuffIt to only Stuff files that have been modified between 1/1/94 and 1/1/95. Line (7) actually Stuffs the files on hard drive "HD 1", matching our criteria, compressing them as they're Stuffed. Line (8) closes the archive.

13. Add "`Quit`" (without brackets) on a (9)th line, and StuffIt Deluxe quits after executing the command.

Remember that this script can be easily modified by changing the dates in line (6) to any range you like. That way, if you only want to add the past month's changes to the yearly archive, all you need to is to put the past month's date range in that line and only those files modified within the past month are Stuffed into your yearly archive.

Alternate Method

- Scripts can be written that use criteria such as "today," "yesterday," "this week," and "last week" as well as specific date ranges. Scripts using "today" or "yesterday" use the Macintosh's internal clock to "stamp" the date criteria onto the operation.

Where To Go From Here

The built-in scripting language is comprehensive and allows you to script almost every StuffIt Deluxe feature. The best way for you to begin scripting is just as we have done in this chapter: use the "Record Script..." command and edit your new script further to suit your needs. All of the scripting language commands and their syntax is covered in detail in Appendix B: Scripting Reference. If you'd like to learn how to automate StuffIt Deluxe without the scripting language, read on.

Automating from Outside StuffIt Deluxe

StuffIt Deluxe not only lets you automate the archiving process from within StuffIt itself—you can automate the compression process without using StuffIt's scripting language.

CE Software's QuicKeys 2 (and later), Apple Computer's MPW, or Claris' HyperCard can be used with the externals we provide to Stuff or UnStuff files in those respective products.

Using the powerful System 7 mechanism of Apple events, StuffIt Deluxe can be 'remote controlled' by other products that are able to send Apple events to StuffIt Deluxe. This is also known as Inter-Application Communications. Userland Frontier and AppleScript are other examples of applications that provide remote scripting of StuffIt Deluxe.

Apple events

Apple events are messages sent from one application to another. They're sent to request a service ("Please perform this task"), to respond to a request ("I've done what you asked; here's the result") or to send news ("Here's something you might want to know"). Apple events can also contain data, and therefore they are also used to move data from one application to another.

StuffIt Deluxe supports a large number of Apple events, which give you the ability to control and automate many of the capabilities of the product. The

most common usage of this is via scripting systems such as AppleScript or UserLand Frontier, though some specific application, such as a communications software, may also call upon StuffIt to perform some tasks for it.

In order to facilitate your use of StuffIt with scripting systems, StuffIt Deluxe includes an 'aete' resource which details the full complement of Apple events supported.

In addition to being controlled, StuffIt Deluxe also uses the Finder itself to open and launch files when you use the Launch command. StuffIt Deluxe also uses Apple events in conjunction with anti-viral software to scan your newly UnStuffed files for possible infection.

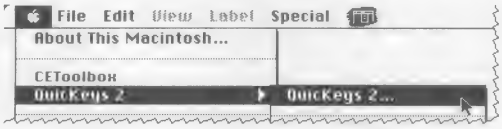
If you are a developer, and would like to get more specific information about the Apple events that StuffIt supports, contact Aladdin Systems at 408/761-6200 or on AppleLink at ALADDIN, or any of its other email addresses. See Appendix C for a complete list.

QuicKeys 2

QuicKeys 2.x or later is a popular macro program from CE Software that can record your actions and replay them by typing a keystroke. When you purchase QuicKeys 2.x or later, Aladdin's Stuff and UnStuff extensions are automatically installed along with QuicKeys and are ready to be used. With QuicKeys and the StuffIt Extensions, you can establish as many Stuff/UnStuff macro variations as you want, from backup sets that can be invoked each time you startup your Macintosh, to single keystrokes that ask you what files to compress.

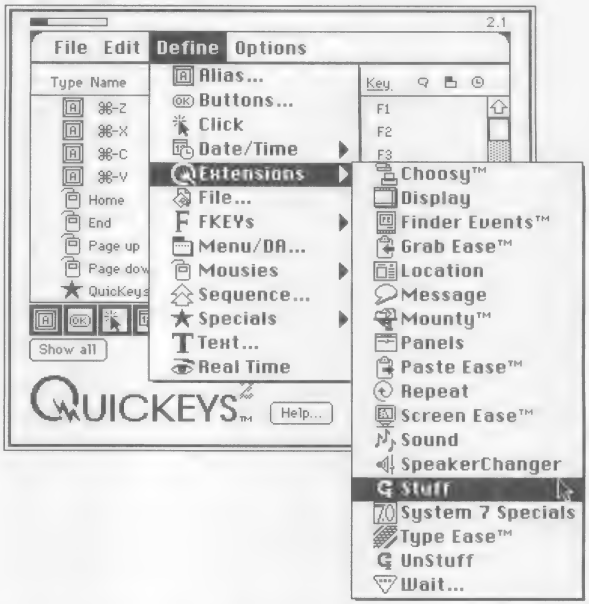
This example assumes that QuicKeys 2.x or later is installed on your Macintosh.

1. Begin creating a Stuff QuicKey by opening QuicKeys.

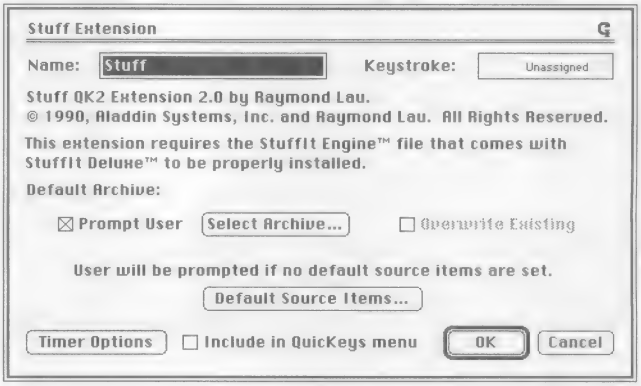


This can be done with the QuicKeys hierarchical menu or with a preconfigured keystroke (usually Command-Option-Return).

2. Choose "Stuff" from the Extensions sub-menu.



The Stuff Extension dialog box appears, with the extension "Stuff" already named. You can change the name if you want.



3. Press Tab to move to the "Keystroke:" field. Type in the keystroke you'd like to assign to the "Stuff" QuicKey.

4. Select the options you'd like and click OK.

The Stuff Extension lets you specify two general options:

- The archive to Stuff into (Select Archive...)
- The items to be Stuffed (Default Source Items...)

With the first option, you can have QuicKeys always prompt you for the archive name, or click on the "Select Archive" button to specify the name of a new archive that is to be used. The "Overwrite Existing" option makes the Stuff Extension replace an old archive with a new one, should it already exist on disk.

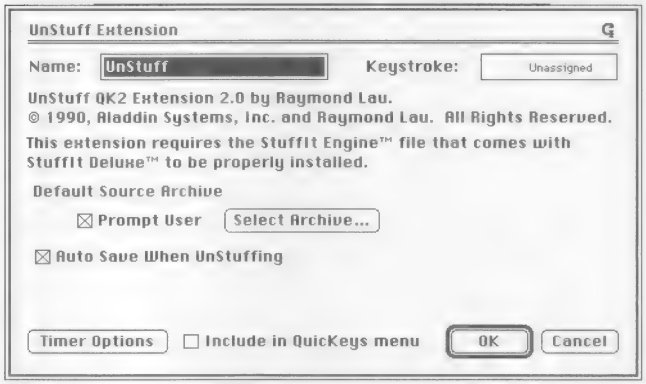
The "Default Source Items..." button brings up a dialog box that is similar to the Stuff dialog box with the StuffIt Deluxe application. Here, you can set up a consistent set of files that you always want archived. If no items are specified, QuicKeys 2 asks you for the files each time it is invoked.

The other options in the dialog box are standard QuicKeys options and are described in the QuicKeys User's and Extensions Guides.

You can also use QuicKeys to UnStuff files.

1. **To create an UnStuff QuicKey, open QuicKeys and choose "UnStuff" from the Extensions sub-menu.**

   The UnStuff Extension dialog box appears, with the extension "UnStuff" already named. You can change the name if you want.



2. **Press Tab to move to the "Keystroke:" field. Type in the keystroke you'd like to assign to the "UnStuff" QuicKey.**

3. **Select the options you'd like and click OK.**

   The UnStuff Extension lets you specify whether a designated archive is to be UnStuffed (using the "Select Archive..." button) or whether you should be prompted each time for the archive to be UnStuffed on disk. You can also elect to automatically save your UnStuffed files to disk.

The other options in the dialog box are standard QuicKeys 2 options and are described in the QuicKeys User's and Extensions Guides.

Telecommunications Scripts

Three of the most popular telecommunication products are Aladdin Systems' SITcomm, Software Ventures' MicroPhone II, and FreeSoft's White Knight. We supply scripts that assist you in working with MicroPhone II, and White Knight provides support from within the White Knight application.

Note: If you use SITcomm, you know that it has built-in support for many of the functions of StuffIt Deluxe, including the ability to Stuff, UnStuff, and translate. SITcomm ships with several ready-made scripts.

MPW Tools

The Macintosh Programming Workshop (MPW) is a development environment from Apple Computer for writing software for the Macintosh. Like StuffIt Deluxe, it has an open architecture where new modules may be added at any time. Since many programmers use StuffIt Deluxe in their daily archiving, we now include MPW Tools that can be integrated into any MPW script. Users of MPW should move the two StuffIt MPW tools (Stuff and UnStuff) into their MPW Tools folder. If you do not use MPW, you should trash the "StuffIt MPW Tools" folder since you don't need them.

Both MPW tools are commando-compatible, so typing "Stuff...." or "UnStuff...." displays a commando dialog box. Within that dialog box, all parameters are fully explained and help is available there for further information.

Part Two: True Finder Integration

Chapter 7: Magic Menu Reference

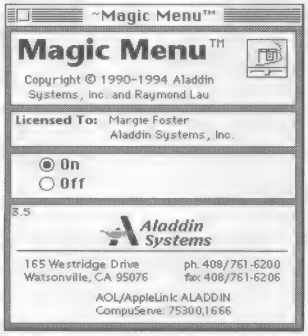
An essential part of the StuffIt Deluxe package is Magic Menu. Magic Menu appears in the Finder just after the Special menu. With point and click simplicity, select any icon in the Finder and select a command from the Magic Menu.

Introduction

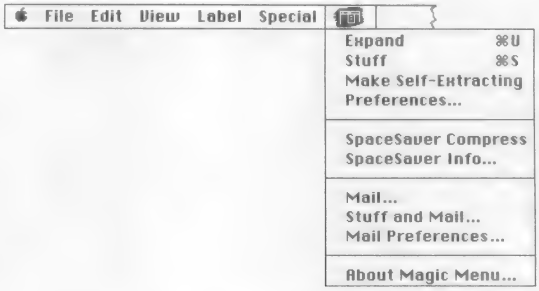
Magic Menu has these main functions:

- Expand multiple compressed-file formats using the "Expand" command.
- Create StuffIt archives (.sit and .sea files) using the Stuff and Make Self Extracting commands.
- Compress files using SpaceSaver.
- Get information about SpaceSaver-compressed files and folders.
- If you are using QuickMail or Microsoft Mail, Magic Menu displays mail commands.

Magic Menu is a control panel that's installed when you install StuffIt Deluxe. Just open your Control Panels folder and double-click the Magic Menu icon. You can turn Magic Menu on or off from here.



When Magic Menu is on, it appears in the Finder, right next to the Special menu.



Note: If you are running System 6 on a Macintosh not capable of displaying color, the word "Magic" appears in the Finder's menu bar, instead of the Magic Menu icon shown in this User's Guide.

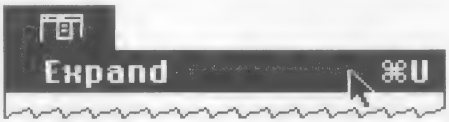
Expand

The "Expand" command (Command-U) lets you expand files in the Finder. This command works not only with SpaceSaver files, StuffIt archives (.sit), Compact Pro archives (.cpt) and AppleLink packages (.pkg), but also with files with the following extensions: .bin, .zip, .arc, .gz, .Z, .uu, and .hqx.

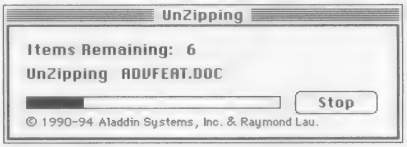
The following example shows a ".zip" file translation.

1. Select the file to expand.

2. Choose "Expand" from Magic Menu.



Magic Menu expands the file and displays its progress with a dialog box:



Note: Since the "zipped" file was originally created on a PC, some of the resulting "unZipped" files may not work on your Macintosh.

See Chapter 3: Easy Stuffing and UnStuffing for more instructions on using the "Expand" command to expand StuffIt archives. See "The Translate Menu" in Chapter 5: StuffIt Deluxe Reference for an explanation of each of the suffixes listed in the previous paragraph. See "Preferences" later in this chapter for details on customizing the "Expand" command.

Stuff

The "Stuff" command (Command-S) lets you Stuff files and folders without using the StuffIt Deluxe application.

See Chapter 3: Easy Stuffing and UnStuffing for step-by-step instructions on using the "Stuff" command. See "Preferences" later in this chapter for details on customizing the "Stuff" command.

Make Self-Extracting

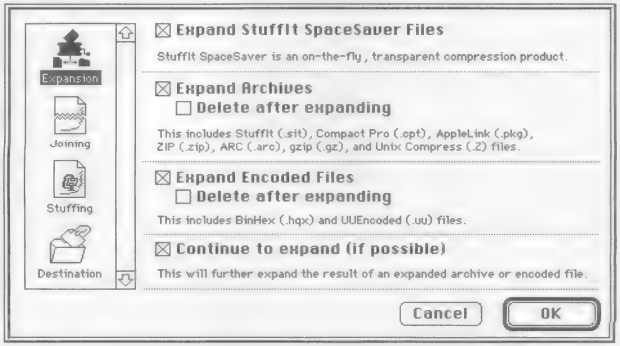
The "Make Self-Extracting" command in Magic Menu makes a self-extracting archive out of any selected items in the Finder.

See Chapter 3: Easy Stuffing and UnStuffing for step-by-step instructions on using the "Make Self-Extracting" command. See "Preferences" following for details on customizing the "Make Self-Extracting" command.

Preferences

When you installed the software, some basic Magic Menu preferences were preconfigured to make compression and expansion with Magic Menu effortless. You can change these preferences to better use the Magic Menu commands available to you.

After choosing "Preferences...," the Magic Menu Preferences dialog box appears.



Expansion

There are a few preferences that specifically address what happens when you expand any type of file from the Magic Menu.

StuffIt SpaceSaver Files

The "StuffIt SpaceSaver files" check box enables Magic Menu to decompress files that have been compressed with StuffIt SpaceSaver. You may choose to turn this option off if you do not want Magic Menu's "Expand" command to work on SpaceSaver-compressed files. This option is on by default.

Archives

If you have the "Expand Archives" option checked, Magic Menu expands any StuffIt archives (and other formats such as .Zip and .Arc) when choosing "Expand" from the Magic Menu. You might want to turn this option off if you don't want the "Expand" command to expand StuffIt archives. This option is on by default.

Encoded Files

The "Encoded Files" check box does the same as the "StuffIt archives" check box, but it expands additional foreign file formats instead, such as BinHex and UUEncoded files. The default for this check box is on.

Delete Check Boxes

The Delete check boxes instruct Magic Menu to delete the original compressed item just after it's expanded. This saves you the trouble of dragging the original item to the trash after it has been expanded. You are not reminded if you have this option on, so use it with caution. Both Delete check boxes are off by default.

Continue to Expand

It is possible to download a file that has not only been Stuffed, but "binhexed" as well, such as foobar.sit.hqx. (Some files have more than two compression formats applied to it. This is fairly common on the Internet.) When this option is on, which is the default, Magic Menu continues to expand the file from each compression method that was applied to it, until you have the original, uncompressed file. Expansion is done in the reverse order of the extensions that appear after the file name.

Joining

The Joining options in the Preferences dialog box lets you set options for segmented files. See Chapter 4 for details on segmented files.

Join Segmented Files

This option is on by default. If you select a segmented file, then choose "Expand" from the Magic Menu, this option automatically joins the segments.

Delete

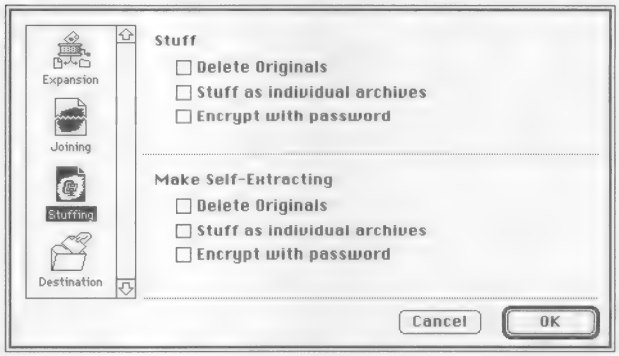
This option is off by default. When on, it deletes each segment after it has been successfully joined.

Expand Joined File

This option is on by default. When all segments have been successfully joined, this option expands the file to its original state.

Stuffing

The Stuffing options in the Preferences dialog box lets you set the functionality for the Magic Menu "Stuff" command. All of these options are off by default.



Note: Each option described next means the same to a StuffIt archive (.sit) and a self-extracting archive (.sea), although you can set the options independently of each other.

Delete Originals

Using the "Delete originals" check box makes Magic Menu delete all original files after they're placed into archives. Use this option with caution.

Stuff as Individual Archives

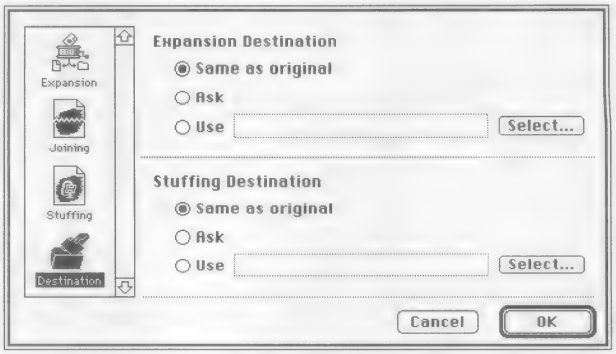
If you click the "Stuff as individual archives" option, Magic Menu places each selected item into its own archive when Stuffing. Otherwise, whatever's selected when you choose "Stuff" is combined into one archive.

Encrypt with Password

When this option is on, Magic Menu prompts you for a password and subsequently encrypts the items within the archive(s) you are creating.

Destination

The Destination options in the Preferences dialog box lets you set options for expanded files.



Expansion Destination

You can have your expanded files placed in their original folder (which is the default), have Magic Menu prompt you for a destination, or select one that is always used for all expanded files.

Stuffing Destination

You can have your Stuffed files placed in their original folder (which is the default), have Magic Menu prompt you for a destination, or select one that is always used for all Stuffed files.

Note: If you press the Option key as you choose a command from the Magic Menu, a dialog box appears letting you set some temporary preferences for that one time you use the command. If you press the Control key when you choose Expand or Stuff from the Magic Menu, the original item is deleted after it has been successfully expanded or Stuffed.

SpaceSaver Commands

Magic Menu has two SpaceSaver commands that appear when you have StuffIt SpaceSaver installed.

SpaceSaver Compress

The "SpaceSaver Compress" command lets you compress files and folders using StuffIt SpaceSaver.

Magic Menu immediately compresses any selected items when you choose the "SpaceSaver Compress" command. Depending on the size of the file, you may or may not see the cursor change to the SpaceSaver status indicator to indicate SpaceSaver is busy.

When SpaceSaver is finished, the file it compressed does not look any different. It does not have a new icon or any extension after its name. However, it now takes up less room on your hard drive.

See the SpaceSaver manual for more details on the SpaceSaver Compress command.

SpaceSaver Info

The "SpaceSaver Info" command displays details about a compressed item.

When you choose "SpaceSaver Info," the following dialog box appears which shows information about the compressed and original size of the selected file:

Mail Commands

Magic Menu gives you the ability to issue mail commands in the Finder using two electronic mail programs: Microsoft Mail and QuickMail.

Mail...

The "Mail..." command lets you mail a single file to another user without having to use the application or desk accessory that came with your E-mail system. If you are not logged onto a mail server, the "Mail..." command is not available.

1. **To mail a file to another user from the Finder, select a single file and then choose "Mail…" from Magic Menu.**

Magic Menu automatically encloses the file in a QuickMail or Microsoft Mail document and presents you with a list of users.

2. **Select the user(s) you want to send the file to.**

   Consult your QuickMail or Microsoft Mail User's Guide for how to do this.

3. **Type a message to be sent with the file enclosure and click "Send."**

   The file is enclosed and is sent to the user(s) you selected.

Stuff and Mail…

The "Stuff and Mail…" command lets you Stuff one or more files and folders and mail them as an archive to another user in one operation.

1. **To Stuff and send items to another user, select the files from the Finder.**

2. **Choose "Stuff and Mail…" from the Magic Menu.**

If you have selected one item, Magic Menu performs a Stuff on the selection and saves it to disk with ".sit" added to the end of its name. If you have selected multiple items, the archive is automatically named "Archive.sit."

3. Name the archive you're about to send and click "Save."

A progress dialog box appears as Magic Menu Stuffs the selections.

When it's finished Stuffing, your E-mail memo window appears so you can address the archive to the recipient(s) and add a comment.

4. Select the user(s) you want to send the file to.

Consult your QuickMail or Microsoft Mail User's Guide for how to do this.

5. Type a message to be sent with the archive enclosure and click "Send."

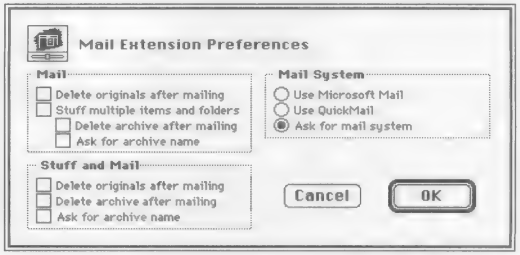
The archive is enclosed and the message is sent to the user(s) you selected.

Mail Preferences...

The "Mail Preferences..." command lets you set options for the "Mail..." and "Stuff and Mail..." commands as well as establishing which mail system to use.

1. Choose "Mail Preferences..." from the Magic Menu.

The "Mail Extension Preferences" dialog box appears.



2. Set the Mail preferences you want to use and click OK.

Mail

The "Mail" section of the "Mail Extension Preferences" dialog box lets you set options for selecting files in the Finder and mailing them via Magic Menu.

Delete Originals After Mailing	Checking the "Delete originals after mailing" check box automatically deletes the original copy of the file after it is confirmed to be mailed.
Stuff Multiple Items and Folders	Checking the "Stuff multiple items and folders" check box lets you Stuff multiple items and folders at once. Once this option is selected, two other options become available to you.
Delete Archive After Mailing	Checking the "Delete archive after mailing" check box automatically deletes the local copy of the archive after you've mailed it.
Ask for Archive Name	Checking the "Ask for archive name" check box automatically brings up a standard Save dialog box letting you rename the archive to be mailed. When this option is not checked, multiple selected items are automatically Stuffed with the default name "Archive.sit" before they're mailed.
Stuff and Mail	The "Stuff and Mail" section of the "Mail Extension Preferences" dialog box lets you set your options for selecting files in the Finder, and Stuffing and mailing them via Magic Menu.
Delete Originals After Mailing	If the "Delete originals after mailing" check box is checked, Magic Menu automatically deletes the original copy of the file selected in the Finder after it is confirmed to be mailed.
Delete Archive After Mailing	Checking the "Delete archive after mailing" check box automatically deletes the local copy of the archive after you've mailed it.
Ask for Archive Name	Checking the "Ask for archive name" check box automatically brings up a dialog box to name the archive before it is Stuffed and sent. When this check box is not checked, Magic Menu uses the default "Archive.sit" name for the archive when Stuffing and sending.
Mail System	The "Mail System" portion of the preferences let you establish the default E-Mail software to use. If you are only using one mail system, Magic Menu uses the one you have installed. (This is not true if you are using AppleMail with PowerTalk.)
Use Microsoft Mail	If the "Use Microsoft Mail" radio button is on, Magic Menu chooses Microsoft Mail as the default mail system to be used when sending files or archives using Magic Menu.
Use QuickMail	Selecting the "Use QuickMail" radio button chooses CE Software's QuickMail as the default mail system to be used when sending files or archives using Magic Menu.
Ask for Mail System	If both systems are available on your Macintosh, selecting the "Ask for mail system" radio button automatically prompts you for the E-mail system to use when sending files and archives using Magic Menu.

About Magic Menu...

"About Magic Menu..." displays a dialog box that provides version information and credits for Magic Menu.

When you choose "About Magic Menu...", a dialog box appears, showing the authors, your name, version number, and address and phone number of Aladdin Systems.

Where To Go From Here

The next chapter describes the drag and drop applications included with StuffIt Deluxe.

Chapter 8: Drag and Drop Applications

Introduction

StuffIt Deluxe comes with several applications that provide alternate means for Stuffing, compressing, and expanding files and folders. You can pick and choose among these tools, depending upon your style of work. Though these shortcuts don't provide you with the same features you get with the StuffIt Deluxe application itself, they sometimes offer quicker ways of getting things done. These shortcuts, called "Drop Boxes," are DropStuff, DropCompress, DropConvert, and StuffIt Expander.

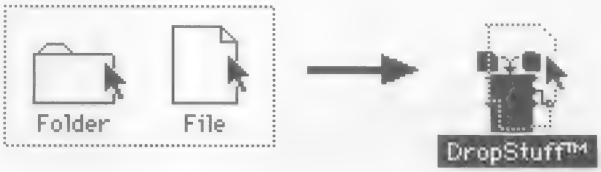
Drop Boxes are used with System 7 only. A Drop Box is a small application that is able to perform tasks by "dragging and dropping" items onto them. Since only System 7 supports "drag and drop" features, Drop Boxes cannot work for System 6 users.

See Appendix A for more information on how drag and drop is implemented in different versions of Macintosh system software.

Using DropStuff

A quick way to Stuff a file or folder is to drag it onto the DropStuff icon. DropStuff is very easy to use. You can use it within the Drag and Drop Applications folder, or you can use the alias of DropStuff that the StuffIt Deluxe installation program placed on your Desktop.

- **From the Finder, select the file(s) or folder(s) you want to Stuff and drag them on top of the DropStuff icon on the desktop. When the DropStuff icon is highlighted, release the mouse button.**



DropStuff Stuffs the file(s) in the same folder (or on the Desktop) as the original, leaving a copy of the original UnStuffed file.

DropStuff Preferences

You can configure DropStuff using the Preferences command from its File menu.

1. Double-click the DropStuff icon or alias.

2. Choose Preferences from the File menu.

The Preferences dialog box appears, with the Stuffing options appearing first by default.

3. Click the options you want, and click OK.

The only default setting is to Stuff original files, rather than the alias to each file. The other settings let you choose other options, each of which is explained in detail in Chapter 5: StuffIt Deluxe Reference.

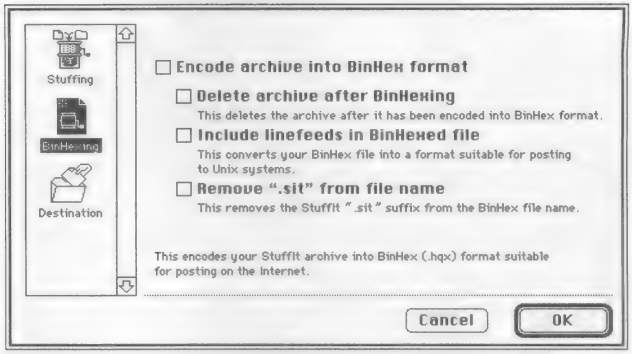
BinHexing Preferences

These check boxes set the options for preparing files for the Internet.

1. Choose Preferences from the File menu.

The Preferences dialog box appears, with the Stuffing options appearing first by default.

2. Click BinHexing.



3. Click the options you want, and click OK.

Encode files...

If this check box is marked, every file that you subsequently Stuff with DropStuff is automatically prepared for transmission over networks, such as the Internet, that only support characters which can be typed from the keyboard (ASCII format). A file Stuffed in this way has two extensions after the name: .sit and .hqx.

Delete archive...

This check box, when marked, deletes the archive after it has been prepared with BinHex formatting.

Include linefeeds...

This check box, when marked, includes linefeeds in the final BinHexed file. In some UNIX environments, a BinHexed file might not be usable unless linefeeds are included with the normal carriage returns.

Remove ".sit"...

This check box, when marked, simply removes the ".sit" extension from the BinHexed file, so only the ".hqx" extension appears.

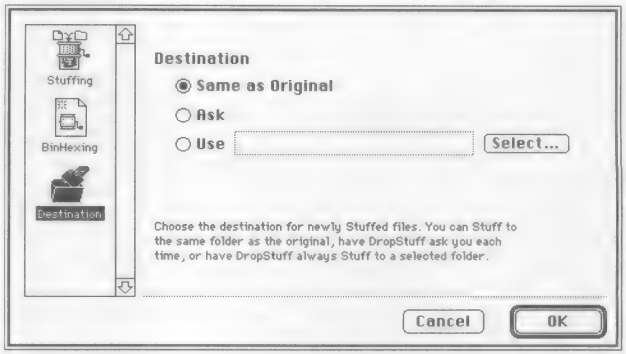
Destination Preferences

These options set the destination for Stuffed files. This gives you a way of knowing exactly where all your Stuffed files are kept.

1. Choose Preferences from the File menu.

The Preferences dialog box appears, with the Stuffing options appearing first by default.

2. Click Destination.



3. Click the options you want, and click OK.

The default destination is in the same folder as the original file. However, you can set the option to have DropStuff always ask you where to place a file, or you can set a permanent folder.

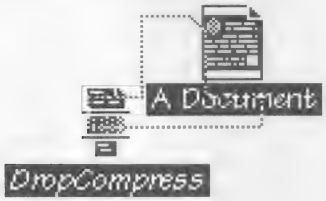
Note: If you press the Option key when you drag and drop an item onto DropStuff, a dialog box appears letting you set some temporary preferences for that one time. If you press the Control key as you drag and drop an item onto DropStuff, the original item is deleted after it has been successfully Stuffed.

Using DropCompress

A quick way to SpaceSaver-compress a file or folder is to drag it onto the DropCompress icon. DropCompress is very easy to use. You can use it within the Drag and Drop Applications folder, or you can use the alias of DropCompress that the StuffIt Deluxe installation program placed on your Desktop.

- **From the Finder, select the file(s) you want to compress and drag it on top of the DropCompress icon on the desktop. When the DropCompress icon highlights, release the mouse button.**

DropCompress compresses the file(s) in place. You can then choose the "SpaceSaver Info" command from the Magic Menu to see how much compression was achieved.



Converting with DropConvert

DropConvert is an application which aids in converting your older StuffIt archives, as well as other types of archives into the 3.x StuffIt format in order to squeeze even more space out of archives.

Note: DropConvert works on the same types of file formats as StuffIt Expander, but the end result is an archive or a self-extracting archive. For example, if you drop a file such as `Foobar.cpt.hqx` onto DropConvert, you will end up with a 3.x StuffIt archive named `Foobar.sit`.

System 7 Only

If you are running System 7, you can drag individual archives or entire folders or disks onto the DropConvert icon. DropConvert launches and proceeds to expand the contents of the original archive. Once expanded, the original archive is deleted, and a new archive with the same name is created and the expanded contents are Stuffed into the new StuffIt archive. This happens for all items that are dragged onto DropConvert.

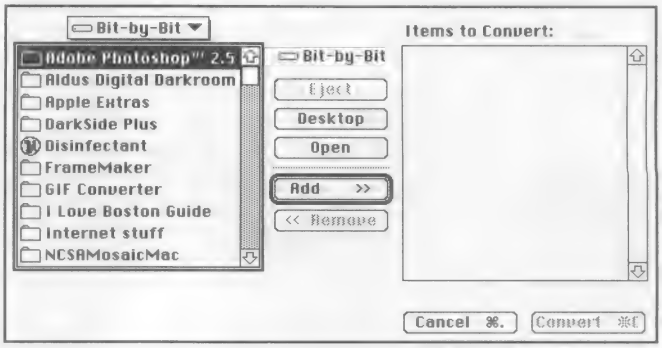
System 6 or Batch Mode

If you are using System 6, or want to convert things manually, you'll want to use the "batch" mode of DropConvert.

1. From the Finder, double-click DropConvert.

2. Choose "Convert" from the File menu.

The following dialog box appears.



3. Select a file, folder, or disk and click "Add."

After clicking "Add" you'll still find yourself in the dialog box, allowing you to add other items to the DropConvert "batch list." If you have more items to add to the list, repeat this step.

If you accidentally added something you didn't want to add, you can select the item(s) and click the "Remove" button to remove the item(s) from the list.

4. Click "Convert" to exit from the dialog box.

The progress of the conversion process appears.

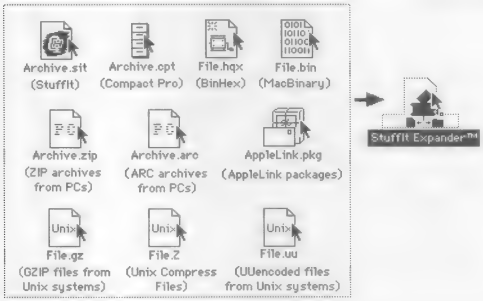
Once all the conversions have taken place, DropConvert is ready to perform more conversions, or you may use "Quit" in the File menu.

StuffIt Expander

StuffIt Expander gives you the ability to perform expansion of many formats (including many that appear in the Translate menu in StuffIt Deluxe) without having to run StuffIt Deluxe to do so. If you have a Power Macintosh, you can expand these formats at accelerated speed.

1. Select the file to expand and drag its icon onto the StuffIt Expander icon.

The following illustration shows all the various file formats that StuffIt Expander can translate:



StuffIt Expander expands the selected file into its original state.

StuffIt Expander is a freeware product, which means that you may give it away to anyone you please, as long as you don't charge for it or distribute it with a commercial product. **It is the only part of the StuffIt Deluxe package that you may freely copy and give away.**

Preferences

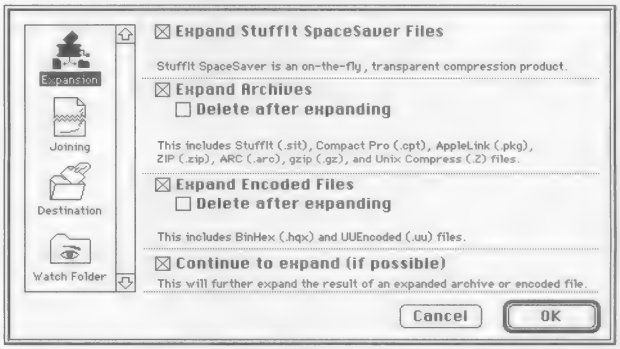
The following sections explain how to configure StuffIt Expander using its Preferences command.

1. Double-click the StuffIt Expander icon in the Finder.

2. Choose Preferences from the StuffIt Expander File menu.

Expansion Preferences

The Preferences dialog box appears, with the Expansion options appearing first by default.



2. Click the options you want.

Each expansion option determines the types of files that StuffIt Expander expands automatically. You also have the option to delete the compressed file after it is expanded with files that have the following extensions: .sit,

.cpt, .pkg, .zip, .arc, .gz, .Z, .hqx, .bin, and .uu. All expansion options are on by default. All deletion options are off by default.

It is possible to download a file that has not only been Stuffed, but "binhexed" as well, such as foobar.sit.hqx. (Some files have more than two compression formats applied to it. This is fairly common on the Internet.) When the "Continue to expand" option is on, which is the default, StuffIt Expander continues to expand the file until you have the original, uncompressed file. Expansion is done in the reverse order of the extensions that appear after the file name.

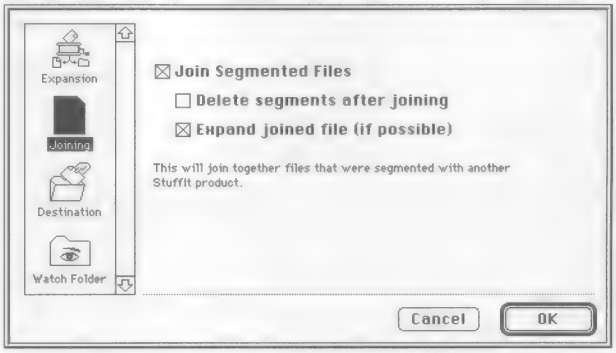
Joining Preferences

Joining is a StuffIt Deluxe process that puts together StuffIt archives that have been segmented because the archive was too large to fit on the destination media as one archive. Files that have been archived into multiple segments have a number appearing after the extension to show which segment it is. For example, Foobar.sit, Foobar.sit.2, Foobar.sit.3, and so on.

1. Choose Preferences from the StuffIt Expander File menu.

The Preferences dialog box appears, with the Expansion options appearing first by default.

2. Click Joining.



3. Click the options you want.

The Join and Expand options are on by default. The Delete segments after joining option is off by default.

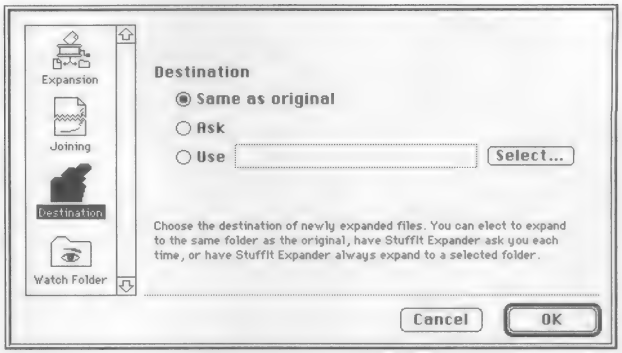
Destination Preferences

These options set the destination for expanded files. This gives you a way of knowing exactly where all your expanded files are kept.

1. Choose Preferences from the File menu.

The Preferences dialog box appears, with the Expansion options appearing first by default.

2. Click Destination.



3. Click the options you want.

The default destination is in the same folder as the original compressed file. However, you can set the option to have StuffIt Expander always ask you where to place a file, or you can set a permanent folder.

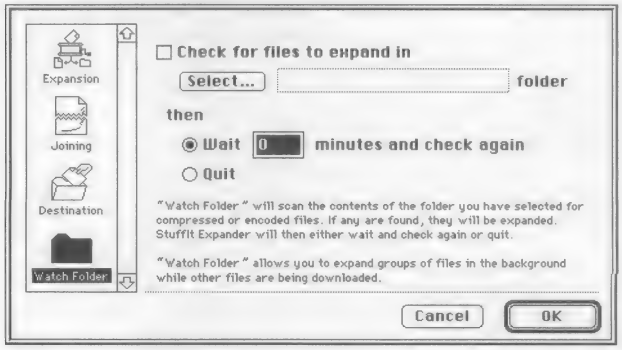
Watch Folder

StuffIt Expander can be configured to "watch" a folder at intervals you specify for files that need expanding. To set up a watch folder, do the following steps.

1. Choose Preferences from the File menu.

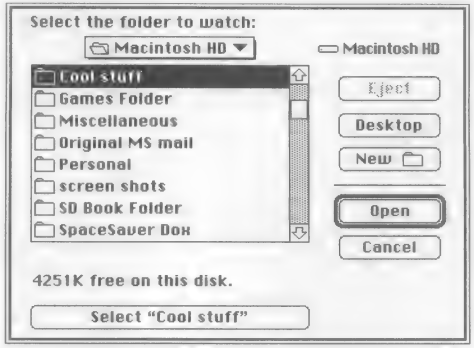
The Preferences dialog box appears.

2. Click "Watch Folder."



3. Click the "Check for files to expand in..." check box.

A dialog box appears.



4. Choose the folder you want to use, and click the large button at the bottom of the dialog box.

5. Click one of the radio buttons:

Wait x minutes and check again: Type the number of minutes you want StuffIt Expander to wait between scans.

Quit: If you want StuffIt Expander to quit after it scans the specified folder, click this button.

Note: If you press the Option key when you drag and drop an item onto StuffIt Expander, a dialog box appears letting you set some temporary preferences for that one time. If you press the Control key as you drag and drop an item onto StuffIt Expander, the original item is deleted after it has been successfully expanded.

Where To Go From Here

The next chapter describes other useful extensions that come with StuffIt Deluxe. These extensions increase the functionality of StuffIt Deluxe, and allow you the use of StuffIt technology in other applications.

Chapter 9: Other StuffIt Tools

Introduction

StuffIt Deluxe comes with other tools that give you added functionality and flexibility. This chapter describes these tools, which include the viewers extensions, StuffIt XTND, and StuffIt XCMD.

The Text and PICT Viewers let you display Text and PICT documents before you UnStuff them. StuffIt Deluxe indicates that a viewer is available for a particular document by activating the View button in the Archive Palette when the document is selected. Choosing "View" from the Archive menu, clicking the View button, or dragging the document onto it, opens the document for viewing.

StuffIt XTND is a file conversion mechanism developed by Claris Corporation. The StuffIT XTND allows other software developers to be able to determine the contents of a StuffIt archive from within their application.

StuffIt XCMD is a set of external modules also developed by Claris Corporation for use with HyperCard. You can use the StuffIt XCMD with other applications that support its use so the applications have some of StuffIt Deluxe's capabilities added to them.

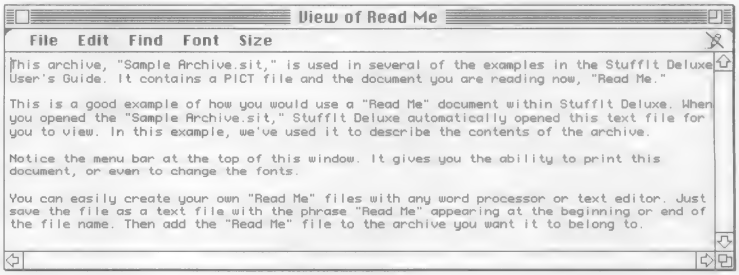
Using the Viewers

This section explains the two viewers that come with StuffIt Deluxe—Text and PICT—and how to use each one.

1. **Open the Sample archive.sit in the Tutorial Files folder inside the StuffIt Deluxe folder.**

   If you're using StuffIt Deluxe and have maintained its default Preference setting for "View 'Read Me' files on Open," a progress dialog appears when you open the archive telling you that StuffIt is automatically preparing the

"Read Me" file for viewing. When the file is ready for viewing, it opens in the Text Viewer window.



The Text Viewer window presents the Read Me file, displayed in a window with its own menu bar. You can copy text from it and paste it into a word processing document or change the font or font size while viewing it (though changes apply to the whole document, not just selected text). Since it's a read-only window, you can't make any changes to the document, but you can print it. If you UnStuff the file, you may modify it further in your word processor.

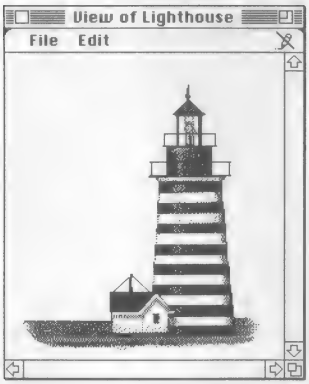
Note: For "Read Me" files to automatically open, the phrase "Read Me" must appear at the beginning or end of the document name. A "Read Me" file must be in the top level of the archive. For more information on this preference, see Chapter 5: StuffIt Deluxe Reference.

The PICT files in the archive can be previewed by the PICT Viewer in a similar way.

2. Close the Text Viewer.

3. Select the PICT file to view and either click the "View" icon in the Archive palette or drag the file onto it.

A progress dialog box appears, telling you that the PICT file is being prepared for viewing. In a few seconds, the PICT Viewer displays the file on the screen.



The PICT Viewer is similar to the Text Viewer, with its own menu bar. You can select portions of the image and copy it (using the menu bar within the PICT Viewer window) to the Clipboard and paste it elsewhere. You can also print the picture.

Note: A PICT document can also be a "Read Me" if it meets the "Read Me" naming criteria.

Text Viewer File menu

The File menu contains the commands for saving and printing the contents of the Text Viewer window.

About Text Viewer...

The "About Text Viewer..." command displays a dialog box with the Text Viewer's version and copyright information.

Save As...

The "Save As..." command (Command-S) allows you to save a copy of the file outside the archive. When you choose "Save As...," a standard Save dialog box appears. You can select the location where you want to save the file and rename it if you like.

Page Setup...

The "Page Setup..." command lets you choose your printing options. When you choose "Page Setup...," the standard Page Setup dialog box appears.

Print...

The "Print..." command (Command-P) allows you to print the contents of the viewer window. When you choose "Print...," a print dialog box appears. The selected printer determines which print dialog box appears.

Close

The "Close" command (Command-W) closes the Text Viewer window.

Text Viewer Edit Menu

The Edit menu contains the standard editing commands. Since this is a read-only document, you can't edit the text, so the "Undo," "Cut," and "Paste" commands are not available. You can select any or all of the text for copying.

Copy

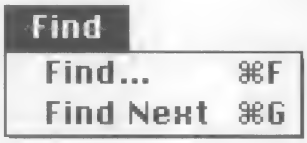
The "Copy" command (Command-C) lets you copy information from the Text Viewer window and paste it into any text editor or word processor for editing.

Select All

The "Select All" command (Command-A) lets you select all of the text in the Text Viewer window.

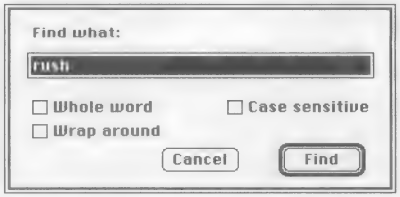
Text Viewer Find Menu

The Find menu lets you search for a text string in the Text Viewer window.



Find...

The "Find..." command (Command-F) lets you enter some text to search for. When you choose "Find...," a "Find what:" dialog box appears so you can enter a text string.



Enter the word or words you are searching for in the text box. You can also make your search more specific by clicking one or all of the check boxes in the dialog box.

Whole Word

Clicking the "Whole word" check box ensures that only whole instances of the word are found. For example, clicking "Whole Word" causes the viewer to locate "rush" and ignore "rushing," if the search text were "rush."

Case Sensitive

Clicking the "Case Sensitive" check box makes the viewer discriminate between upper and lowercase as it searches. For example, clicking "Case Sensitive" causes the viewer to locate "rush" and ignore "Rush," if your search text were "rush."

Wrap Around

Clicking the "Wrap Around" check box ensures a complete search. This means that a search begun in the middle of a document wraps back to the beginning and continues through the document before it finishes scanning.

Find Next

The "Find Next" command (Command-G) causes the viewer to search for the next occurrence of the current search string.

Text Viewer Font Menu

The Font menu lets you change the font that the text appears in for the document you're viewing. Selecting a different font from the menu changes the view of all of the text in the window. This change is not saved when you close the viewer and exit the file.

Text Viewer Size Menu

The Size menu lets you change the size of the type for the entire window.

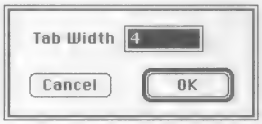
Other...

Choosing this command brings up a dialog box to select a type size that is not available on the menu.

To change the type size for viewing or printing, type in the size that you want and click OK.

Tab Width...

Choosing "Tab Width..." brings up a dialog box that changes the number of spaces per tab.



To change a tab width for viewing or printing, type in the number of spaces for the tab width you want and click OK.

PICT Viewer File Menu

The File menu contains the commands for saving and printing the contents of the PICT Viewer window.

About PICT Viewer...

The "About PICT Viewer..." command displays a dialog box with the PICT Viewer's version and copyright information.

Save As...

The "Save As..." command (Command-S) allows you to save a copy of the file outside the archive. When you choose "Save As...," a Save dialog box appears. You can select the folder where you want to save the file and rename it.

Page Setup...

The "Page Setup..." command lets you choose your printing options. When you choose "Page Setup...," the standard Page Setup dialog box appears.

Print...

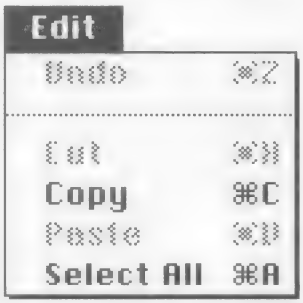
The "Print..." command (Command-P) allows you to print the contents of the PICT Viewer window. When you choose "Print..." from the viewer's File menu, a print dialog box appears.

Close

The "Close" command (Command-W) closes the PICT Viewer window.

PICT Viewer Edit Menu

The Edit Menu in the PICT Viewer window lets you select and copy the document to the Clipboard. Since this is a read-only document, you can't edit the picture, so the "Undo," "Cut," and "Paste" commands are not available. You can select the picture for copying



Select All

The "Select All" command (Command-A) creates a selection marquee around the outer borders of the document.

Copy

The "Copy" command (Command-C) places the image of a selection to the Clipboard. This image can then be pasted into the Scrapbook or into any graphics program that supports PICT.

StuffIt XTND

Claris Corporation has devised file conversion mechanisms for its software called XTNDs. Today, using the XTND technology, users of Claris's MacWrite Pro or other programs can simply choose "Open..." to access files created on IBM-PCs or by other programs. Using the StuffIt XTND, products compatible with it can quickly determine the contents of an archive.

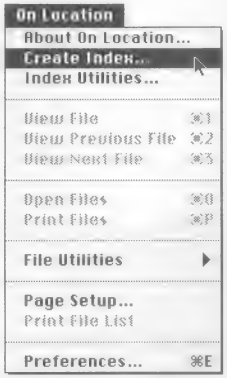
This section explains the functionality of StuffIt XTND. We use On Location 2.x or greater, from On Technology, as an example application. Many other applications, such as ClarisWorks support the StuffIt XTND.

Note: The StuffIt XTND only finds the names of files within archives and not the text within the Stuffed items.

1. **Open the "On Location" Desk Accessory from the Apple menu.**

   The On Location Desk Accessory menu and window appears.

2. **Choose "Create Index..." from the On Location menu.**



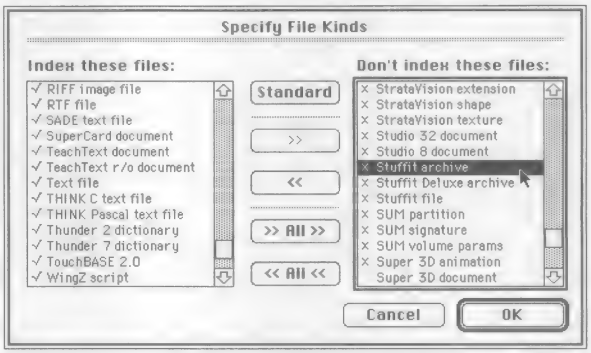
   A Create Index dialog box opens.

3. **Select the disk you have StuffIt archives on and click the "Custom..." button.**

4. **In the "Create Custom Index..." dialog box, click the "Specify File Kinds..." dialog box.**

   We need to do this since StuffIt archives are not normally indexed with On Location.

5. **In the "Specify File Kinds" dialog box, scroll down the "Don't Index..." list (on the right) until you see the three StuffIt listings. Double-click each one to add them to the "Index these files" list on the left.**



Note: From now on, every index you create from scratch, on any disk, will index the file names within StuffIt archives.

6. **Click OK to close the dialog box.**

   You'll find yourself back in the "Create Custom Index..." dialog box.

7. **Click "Create" to create a new index.**

   If you have already indexed that disk in the past, a dialog box appears asking if you want to replace the existing index. You must create a new index from scratch in order to use the StuffIt XTND.

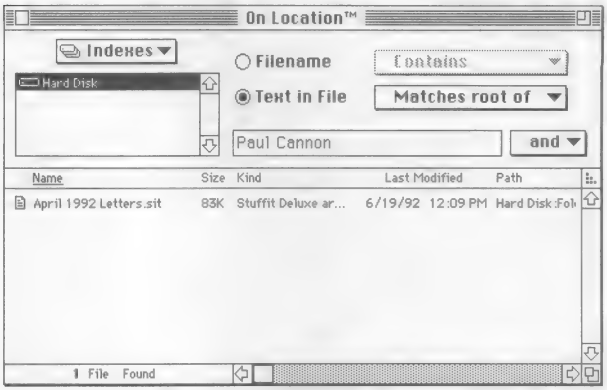
Searching Archives

Once an index is created on one or more disks, you'll want to locate the file names of items within StuffIt archives. This is easily done.

1. **Open the "On Location" Desk Accessory from the Apple menu, if it is not already open.**

2. **Click the "Text in File" radio button and type any portion of the name of the file you want On Location to look for inside of StuffIt archives.**

In this example, we're looking for a letter written to Paul Cannon, but we're not sure when it was written or what archive it's in.



On Location displays "April 1992 Letters.sit" in the window as an archive that contains a file whose name contains "Paul Cannon."

3. Double-click the file name shown in the On Location list.

On Location opens a window containing a view of the archive contents. Now that you know which archive has the document you need, you can exit On Location and UnStuff the archive.

StuffIt XCMD

HyperCard, from Apple Computer, has its own type of external modules called XCMDs. These externals are also supported by a few other applications such as SuperCard and MicroPhone II. We have included XCMDs with StuffIt Deluxe so that these applications (and others that support XCMDs) can have compression abilities added to them.

We supply you with two separate XCMDs: Stuff and UnStuff. These XCMDs allow you to both create StuffIt Deluxe archives and UnStuff any StuffIt archive.

We supply the HyperCard XCMDs inside a HyperCard stack called "StuffIt XCMDs." It's a fully-working stack that you can use to find out more about our XCMDs and test them as well.

To place the Stuff and UnStuff XCMDs in your own stacks, you need to use a resource copier such as ResCopy or ResEdit. Once these XCMDs are in your own stack, they're part of the HyperTalk language and can be accessed like any other command. If using HyperCard 2.0 and later, you can also use the "`using "StuffIt XCMDs"`"command in a stack to take advantage of these XCMDs without resource copying.

The Stuff XCMD has the following syntax:

```
Stuff archiveName, fileList [delete]
```

archiveName is a full pathname (including path and filename) for the new archive you want created. fileList is a container of carriage-return (<CR>) delimited list of files and folders to be archived. You can also optionally use the delete parameter to delete the original items after they are Stuffed into an archive.

The UnStuff XCMD has the following syntax:

```
UnStuff archiveName [destination] [delete]
```

archiveName is a full pathname for the archive you want UnStuffed. If there are multiple items in the archive, the contents of the archive are placed into a new folder called "archiveName Folder." You can optionally use the destination parameter to specify another pathname to place the UnStuffed items. The delete parameter may also be used to delete the archive after everything is UnStuffed from it.

Microphone II

In MicroPhone II, these commands let you Stuff and UnStuff files without leaving the program. The XCMDs are built into the "StuffIt Scripts" settings file, so all you need to do is open the settings from within the program to use the scripts.

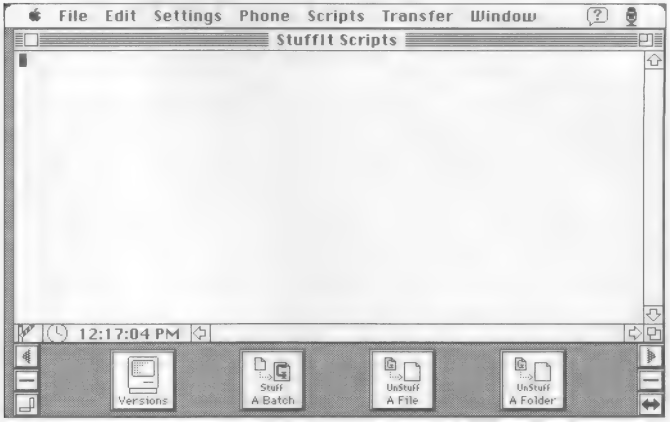
Note: The StuffIt Scripts require MicroPhone II, version 4.0 or later.

1. To use the MicroPhone II scripts, launch MicroPhone II and choose "Open Settings..."

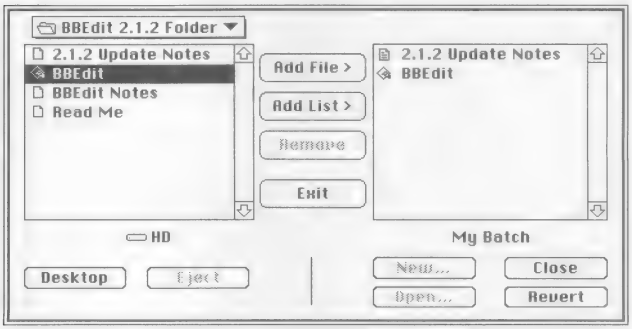
A standard Open dialog box appears, letting you open the "StuffIt Scripts" MicroPhone document.

2. Select the "StuffIt Scripts" file and click "Open."

When the StuffIt Scripts settings file opens, you'll notice four icons on the icon bar below the "StuffIt Scripts" window.



- Versions. Clicking this button displays the current version of the XCMDs.
- Stuff A Batch. Stuffing a batch is done by creating a listing of all the files you want to be Stuffed. MicroPhone will ask you to name the new archive. When you've told MicroPhone where it is, the Stuff XCMD takes over, Stuffing all the files in the batch. This is the batch dialog box.



- UnStuff A File. You can UnStuff an archive by clicking the "UnStuff A File" button. A dialog box appears letting you rename the file if you want, and asking you where you wish to put it UnStuffed.
- UnStuff A Folder. Clicking the "UnStuff A Folder" *button lets you choose* a folder that contains numerous archives that you want to UnStuff all at once. A dialog box appears with the default folder name, asking you for a new name and location for the folder to be created. When you give the folder a new name, all the original archives are UnStuffed and placed in the new folder.

Note: To include StuffIt functionality in your own documents, use MicroPhone's Script Manager to export the scripts you want to use. You should also move the XCMDs into your "MPToolBox" using ResEdit (or a similar tool).

White Knight

White Knight, from the FreeSoft Company, includes StuffIt Deluxe support right in the program so you can Stuff and UnStuff files without exiting White Knight. White Knight's scripting language also lets you create scripts to do this as well. See the White Knight documentation for details.

Where To Go From Here

You can continue to explore the other features of StuffIt Deluxe or take a quick look at the Table of Contents for help in finding a topic you're interested in.

Part Three: Reference

Appendix A: Tech Talk

This appendix gets a little more into what compression is and how StuffIt Deluxe does it. It is provided for those who like to "get under the hood."

Compression: Saving Space on Disk

What is compression?

Compression is the process by which a file or a folder is made smaller without losing any of its information. Software that compresses files can use any set of methods, called algorithms, by which the sequences of characters that make up a file are analyzed and encoded in a more efficient manner, thereby saving space on disk. Compression algorithms vary widely from program to program and the usual trade-off among algorithms is between speed, amount of memory used, and degree of compression. If an algorithm compresses quickly or uses less memory, it cannot compress as well as one that spends additional time or uses more memory to improve its compression.

Compression works by minimizing or eliminating redundancy and empty space. For example, the following 10 characters "AAAAAAABBB" could be stored in a file "as is" which would occupy 10 locations, or could be "encoded" as "7A3B" which would only occupy 4 locations resulting in a savings of 60%! StuffIt Deluxe and SpaceSaver use this very simple concept along with some complex compression algorithms to achieve excellent compression ratios at unbelievable speeds.

StuffIt Deluxe and SpaceSaver strike the best balance between the fastest compression methods (which compress less) and those that save the most space (which take more time). StuffIt Deluxe compresses better, but takes more time to do so. SpaceSaver compresses quickly, but not as tightly, except in idle-time operation, when its goal is to achieve better compression ratios.

Archiving: The Basics of Combining Files and Folders

What is an archive?

An archive is a special document that can contain more than a single file or folder. Archiving is the process by which one or more files and folders are combined into a single document and often compressed during the process. StuffIt archives are those archives created by any member of the StuffIt family of products.

There are three advantages to storing documents in an archive:

- Archives usually contain compressed files, and thereby save space on disk and reduce the time it takes to transmit them over phone lines or networks.

- Files stored in an archive can be sent over networks and telecommunication lines as a single document making it easier for other people to retrieve all related material.
- Associated files can be kept in one archive for easy retrieval and backup.

With this software, you can create a special type of archive called a self-extracting archive." A self-extracting archive is an archive that can be decompressed by anyone – even if the recipient doesn't own SpaceSaver or another compression product.

See Appendix A in the SpaceSaver manual for more information on the compression features of SpaceSaver.

Drag and Drop

Being able to select an item with the mouse and drag it to another location is one of the easiest things to do on the Macintosh. The very first version of the System software let you drag an icon in the Finder and drop it onto a folder or disk icon to move or copy that item. System 7 provided a major increase in functionality when it allowed you to drag a document and drop it onto an application icon, which resulted in the document being opened with the application.

The newest version of System 7 extends the capabilities of drag and drop to let you drag items between applications.

Appendix B: Scripting Reference

Introduction

StuffIt's scripting language allows you to automate many of StuffIt's operations. You can create a script in any text editor or word processor provided you save the file in text format. You can also use the "Record Script" command in StuffIt Deluxe to create a script automatically for you.

Note: This appendix refers to the scripting language that is built into StuffIt Deluxe. Other scripting applications, such as AppleScript and Frontier from UserLand, offer more flexibility and sophisticated scripting. StuffIt Deluxe comes with some sample scripts for AppleScript and Frontier in the Scripting Tools folder inside the StuffIt Deluxe folder. You can use these as they are, or use them as a guide for writing your own scripts.

Scripting Rules

- Each "Line" in a script must end with a carriage return. You insert a carriage return by typing the Return key.
- Each command must appear as a separate line.
- Each line cannot be longer than 255 characters. These 255 characters include the command, its parameters (including pathnames and filenames), and a carriage return. You will find other references to carriage returns in this section referred to as «`cr`».
- All references to disks, folders, or files must be within quotes.
- A colon (:) must be used to designate a disk or folder name. For example, "Big Man:" refers to a disk while "Big Man" refers to a file. When a disk name is followed by one or more folders and a colon is the last symbol in this group of characters, the entire group (including the colon) is called a "pathname."

- A filename consists of a pathname followed by the name of the file and is used to refer to a file on a disk. An itemname, which is just the name of the file or folder, is used to refer to an entry within an archive.
- When a command takes two filenames or pathnames (such as "`rename file`"), the first is considered the source and the second the destination or target.
- Comment lines begin with a single dash (`-`), two dashes (`--`), or a semicolon (`;`). They are ignored by StuffIt. StuffIt also ignores any blank lines.
- Commands are not case sensitive. Letters within scripts may be upper or lowercase. This includes script commands and the names of disks, folders, and files. This chapter lists commands in all lowercase characters for reading convenience.

Throughout this reference section, you'll notice certain symbols used to help you understand the syntax of a command. These symbols should not be used literally. Any word that is within < > specifies a required substitution where you would replace it with appropriate text. For example, in the case of "`<command>`", the command "Stuff" may be used. Square brackets [ ] enclose optional elements which may be included if you need them to expand the meaning of the command. In the case of "`new archive <filename> [replace] [1.5.1]`", the words "`replace`" and "`1.5.1`" are both optional. Each modifies the command "new archive" to do different things. Helper words, enclosed by « », aren't required by StuffIt but help make the command more readable by you. The next section, "Helper Words" lists the words that can be used. Words on either side of the separator character | are used in an either/or situation. For example, "`Apple|bat|car`" calls for only one of the three words to be used.

Scripts have a simple syntax in which the command is the first element in a line. It is followed by the argument (the archive or filename), and the two elements are separated by a space as in:

```
<command name> <space> <argument> <cr>
```

Thus, a script for Stuffing a file would be:

```
New Archive "Hard Disk:The King.sit"
Stuff "Hard Disk:Large File"
Close Archive "The King.sit"
```

Any of StuffIt's options can be added after the argument.

```
<command name> <space> <argument> <space>
  <options> <cr>
```

To delete the original file in the previous example, add a "delete" option to the end of the line.

```
Stuff "Hard Disk:Large File" delete
```

Helper Words

These "helper words" may be used within certain script commands to enhance readability. They aren't required for a script command to function but help make descriptions more readable for you and others who will read the script after you. Within a command description, suggested helper words are surrounded by « ». The "Record Script" command does not generate these helper words.

ago	existing	security
and	finished	segments
as	from	than
at	in	using
compression	into	when
done	is	with
encryption	secure	

Wildcards

StuffIt's scripting language supports two wildcard characters: the question mark (?) and the asterisk (*). The question mark matches any single character. The asterisk matches none, one, or more characters.

If you need to use a question mark, an asterisk, or a quotation mark in a script, enter a backslash \ before the character. This causes StuffIt to treat the character literally. For instance, if you have used an asterisk or question mark in a filename, you would use "*" to match the "*" or "\?" to match "?". Also, "\\" matches "\" and "\"" matches a single quotation mark.

When you are using wildcards to specify items in an archive, all matching is done at the root level of the archive. You can use wildcards to match both files and folders.

When you are specifying files and folders on a volume, wildcards are allowed in the file or folder name portion of the command line. If the command matches a folder name, the folder is treated as one entity when it's Stuffed.

You can also use an asterisk as a substitute for the entire volume name. To include all of the files named "ReadMe" on all volumes at the root level only, your script should contain:

```
*:ReadMe
```

Likewise, an asterisk can be used as a substitute for any filename. To include all files whose names end in ".pnt" in your graphics folder on the volume named Hard Disk, you would enter:

```
Hard Disk:Graphics:*.pnt
```

A question mark wildcard is used to match a single character in a volume, folder, or filename. Among other uses, this can be used to archive a series of files that ends with a different suffix. To include all files (use asterisk) that

have a single character (use question mark) after a period on the root of the volume named "HD" you would use:

```
HD:*.?
```

As shown, wildcards can be used individually or in combination with other wildcard characters.

Variables

StuffIt's scripting language supports five special variables, whose value is evaluated each time the script is run much like variables in a traditional programming language, that you can include in your scripts. Variables must be enclosed in `{ }` to differentiate them from standard text and are most commonly used as part of another text string (such as a pathname).

The five variables supported in StuffIt are:

`{Date}`, today's date,

`{Time}`, the current time,

`{Startup}`, the name of the startup (or boot) disk,

`{System}`, the pathname to the system folder, and

`{Deluxe}`, the pathname to the folder where StuffIt Deluxe is located.

A common use of this would be "`write status to "{Deluxe}status file"`".

Scripting Commands

The following section describes the commands available for StuffIt Deluxe's built-in scripting language.

abort on error

The "Abort on Error" command is used to tell StuffIt what to do when a script encounters an error. Using this command will cause StuffIt to simply abort the entire script after an error is encountered. This will override the default setting which is to continue on errors.

To cause StuffIt to abort a script when it finds an error, enter this line near the beginning of your script.

```
abort on error
```

clear match

The "Clear Match" command is used to clear out any match criteria that may have been previously set. It is a good idea to use this before setting up any new match criteria in a script.

To clear any existing match criteria, enter this line in your script:

```
clear match
```

`close archive [<filename>]`

The "Close Archive" command closes an open archive. Use this command whenever you want to close an archive. If you do not specify an archive, the current archive is closed. It is always a good idea to specify the archive to avoid any ambiguity.

To close the archive "The King.sit" when you've finished Stuffing some files into it, enter the line,

```
close archive "The King.sit"
```

in your script. If "The King.sit" is the only archive open, you can omit its name.

`continue on error`

The "Continue on Error" command is used to tell StuffIt what to do when a script encounters an error. Using this command causes StuffIt to continue executing the rest of the script, even after an error is encountered. This is the default setting, but you can use it after the use of the "abort on error" command to revert to this setting.

To reset StuffIt to continue a script when it finds an error, enter this line in your script:

```
continue on error
```

`decode binhex <filename> [«to» <filename>]`

The "Decode BinHex" command decodes a BinHexed file. BinHex is a standard conversion algorithm used to convert Macintosh binary files to ASCII format.

To decode a BinHex file, enter the line,

```
decode binhex "Hard Disk:The King.hqx"
```

in your script. StuffIt decodes the BinHex file "The King.hqx". If you specify a target pathname, the decoded file is placed in that folder with the name stored in the BinHex file. If you include a filename instead, then that name overrides the one stored in the original file. If the target name cannot be used, StuffIt does not decode the file and gives you an error message in the status file.

`delete entry <itemname>`

The "Delete Entry" command deletes entries from an archive. It deletes all entries at the root level of the archive matching the specified itemname. Use this command to delete an entry from an archive that you no longer need or when you are going to replace it with a newer version.

To delete an entry, enter the line,

```
delete entry "My File"
```

in your script. The entry is immediately deleted from the archive.

`delete file <filename>`

The "Delete file" command deletes individual files from the specified disk. For safety reasons, no wildcard substitutions are allowed. To delete a file, enter the line,

```
delete file "Hard Disk:My File"
```

in your script. The file is immediately removed from the disk.

`destination <pathname>`

The "Destination" command lets you set a new destination for files that StuffIt UnStuffs from an archive. Use this command when you want to save files to a different folder, hard disk, or diskette.

Specify the destination by entering the pathname. For instance, you would enter the name of your hard disk in quotation marks if you wanted to save the UnStuffed files to the root level. If you want to save the files to a folder on your hard disk, you would enter the name of the hard disk followed by a colon, and then the name of the folder. This would appear as:

```
"Hard Disk:New Files:"
```

To set a new destination, enter the line,

```
destination "Hard Disk:New Files:"
```

in your script.

`encode binhex <filename> [«to» <filename>] [«with» LFs] [replace]`

The "Encode BinHex" command encodes a file in the BinHex format. If you are transmitting the file over a network (such as the Internet) that doesn't support the Macintosh binary format, you must convert the file to the BinHex format first.

If you do not specify the name of the encoded file, StuffIt assumes you want to name it "<source filename>.hqx" with the "source filename" being the original name of the file. If you want the BinHexed file to have a specific name, you can enter that name.

To encode a file in BinHex format, enter the line,

```
encode binhex "Hard Disk:The King.sit"
```

in your script. To add linefeeds to the file as it is encoded and specify an alternate destination you might enter the line:

```
encode binhex "Hard Disk:The King.sit" to "Floppy
   Disk:TheKing.hqx" with LFs
```

in your script.

`join <filename> [prompt] [replace]`

The "Join" command lets you join files which have been segmented. The Join command does not normally require you to respond to the join process and automatically joins segments in a single folder. If you want to insert disks, or if the segment names do not end in sequence (".1", ".2", ".3", etc.) you must use the "Prompt" option. Using the "Prompt" option causes StuffIt to bring up

a dialog box asking for more information. The "Replace" option causes StuffIt to overwrite an existing file with the same name as the file being joined if one exists.

To join a file, enter the line,

```
join "Hard Disk:The King.sit.1"
```

in your script.

`launch <itemname>`

The "Launch" command lets you launch a file contained in an archive. This is a shortcut to doing an "UnStuff" and then a "Transfer", if the file you want to launch is contained in an archive. When running System 6, you can only launch applications, however with System 7 any file can be launched.

To launch a file, enter the line,

```
launch "The King"
```

in your script.

`match <category> <comparison> <value>`

The "Match" command is used to specify a set of criteria to be applied to the next "Stuff match" operation. Each "Match" command is added to a list of criteria, so you can have multiple criteria applied, just like the "Add Match" dialog. For more info on "Add Match", and the list of categories, comparisons, and values see Chapter 5: StuffIt Deluxe Reference.

To match all files labeled as "project," enter the line:

```
match label is "Project"
```

in your script.

To match all files ending in .c modified this week, enter the lines,

```
match name ends with ".c"
match modified this week
```

in your script.

`new archive <filename> [replace] [«as» 1.5.1]`

The "New Archive" command allows you to create a new archive and open it for use.

To create a new archive, enter the line,

```
new archive "Hard Disk:The King.sit" replace
```

in your script. The "Replace" option causes StuffIt to replace any existing file with the same name. If you do not specify that StuffIt should replace an archive with the same name, StuffIt displays a dialog box asking if the archive is to be replaced. If you do not respond to this dialog (within 20 seconds), it does not create a new archive and does not run the remainder of the script.

The "1.5.1" option lets you create a StuffIt 1.5.1 archive, which is an older and less efficient format. You would not normally want to create a 1.5.1 archive. If you do not specify "1.5.1" in the script, StuffIt creates a standard archive.

To create a StuffIt 1.5.1 archive and replace any existing file with that name, enter the line,

```
new archive "Hard Disk:Old Archive.sit" as 1.5.1
  and replace
```

in your script.

`new folder <pathname>`

The "New Folder" command allows a new directory to be created on any disk. The pathname must designate the location and name of the new folder to be created. Once a new folder has been created, it can be used in subsequent script commands.

To create a folder at the root level of the disk "Hard Disk" enter the line,

```
new folder "Hard Disk:My Folder"
```

in your script.

`no status`

The "No Status" command stops any output of diagnostic information following a "Write Status To" command.

To stop outputting diagnostic information, enter the line,

```
no status
```

in your script.

`open archive <filename>`

The "Open Archive" command allows you to specify an archive for StuffIt to open. Use this command if you want to add files to an existing archive.

To open an archive, enter the line,

```
open archive "Hard Disk:The King.sit"
```

in your script.

`quit`

The "Quit" command exits StuffIt. It has the same effect as selecting "Quit" from the File menu.

To quit StuffIt, you would enter the line,

```
quit
```

at the end of your script.

Even though your script may end with the "Transfer" command, to exit StuffIt and run another program you may want to put a "Quit" command at the end of any scripts that run unattended. This would ensure that even if the Transfer command fails, StuffIt still quits.

`rename entry <itemname> «to» <itemname>`

The "Rename Entry" command allows you to rename items within an archive. Use this command if you want to rename an entry before a file with the same name is added to the archive.

To rename an archive entry, use the line,

```
rename entry "Large King" to "Large King Backup"
```

in your script.

`rename file <filename> «to» <filename>`

The "Rename File" command allows you to rename a file on the hard disk. Use this command if you want to rename a file to avoid a naming conflict.

To rename a file, enter the line,

```
rename "Hard Disk:Archive.sit" to "Hard Disk:The
   King.sit"
```

in your script.

`save as <filename> [«as» self-extracting] [replace]`

The "Save As" command allows you to save an archive under a different name, and optionally as a self-extracting archive. Using the "Replace" option, you can also have StuffIt replace an existing file which might be in the same location.

To save an archive as a self-extracting archive, enter the line,

```
save as "Hard Disk:Archive.sit" as self-
   extracting
```

in your script.

`segment <filename> <size|max> [prompt] [replace]`

The "Segment" command allows you to split a file into multiple segments. Without the "Prompt" option, StuffIt creates the segments with sequential suffixes (".1", ".2", ".3", etc.) and saves them to the same folder as filename. If you want to rename segments or place the segments on disks as the script is running, you must specify the "Prompt" option. You can also specify the "Replace" option if you want StuffIt to overwrite any existing files with the same names.

To segment a file, enter the line,

```
segment "Hard Disk:The King.sit" 775K
```

in your script. This instructs StuffIt to split the file "The King.sit" into 775K segments. The "K" is optional when specifying the segment size. You can also use "max" to specify the maximum size. When segmenting a file for floppy disks, remember to allow room for the disk's directory. In other words, you may not be able to fit a segment larger than 775K on a double-sided (or 800K) disk. The directory on the disk requires several kilobytes of free disk space.

`stuff <pathname|filename> [none|compress] [encrypt] [delete] [match]`

The "Stuff" command adds a file or folder to the currently selected archive. Use this command whenever you want to add files or folders to an open archive. When adding the files or folders, you may also specify if they are to be compressed or encrypted. You must have an open archive for the "Stuff" command to work.

To Stuff a file or folder in the current archive, enter the line,

```
stuff "Hard Disk:Large File" delete
```

in your script. In this case, the file "Large File" is compressed into the current archive and the original file is deleted after the file is compressed. If the file is not successfully Stuffed, it is not deleted.

Rather than simply specifying a single file, or an entire folder, you can use the "Match" option to have the current set of match criteria applied. It is just like doing it from the "Add Match" dialog box. For example, if you had some match criteria set, you might enter the line,

```
stuff "Hard Disk:My Folder:" match
```

in your script.

`stuff <path name|filename> «in» place [«as»1.5.1] [none|compress] [encrypt] [delete]`

The "Stuff in Place" command creates a new archive (called <pathname|filename>.sit) and Stuffs the specified files or folders into it. When Stuffing the files or folders, you may also specify if they are to be compressed or encrypted, or if the archive to be created is an 1.5.1 archive. If you are just going to be creating single file/folder archives, this is much faster than doing a "New Archive," "Stuff" and "Close Archive" for each.

To Stuff a file or folder in the current archive, enter the line,

```
stuff in place "Hard Disk:Large File" delete
```

in your script. In this case, the file "Large File" is compressed into its own archive called "Large File.sit" and the original file is deleted after the file is compressed. If the file is not successfully Stuffed, it is not deleted.

`transfer <application>`

The "Transfer" command quits StuffIt and transfers to the specified program. Use this command if you want to return to a program after running a script. For example, you might want to return to your word processor after executing a script to archive the day's work.

If StuffIt cannot find the program, the script continues its execution. The "Quit" command should follow the "Transfer" command if the script is executed unattended.

To run a program, enter the line,

```
transfer "Hard Disk:Applications:TeachText"
```

in your script.

```
translate
<translatorName>
BEGIN
<Encode|Decode>
<filename> <«to»
filename|pathname>
END
```

The "Translate" command is used to control the plug-in translators via scripting. With it you can have any translator encode files into or decode files from foreign formats. Unlike the other scripting commands, *the* "Translate" command allows you to specify a group of commands to the translator by bracketing the group with BEGIN/END. Between the BEGIN/END, you may specify an number of encoding or decoding commands, along with any translator specific commands that may be available. For example, many of the translators support the "LF" command for specifying the inclusion or translation of linefeeds.

To expand all the files from a Compact Pro archives, enter the lines,

```
translate Compact Pro
begin
decode "HD:Downloads:*.cpt"
end
```

in your script.

```
unstuff <itemname>
[replace]
```

The "UnStuff" command UnStuffs or extracts the specified entries from the current archive and saves them to disk. It extracts all entries matching the <itemname>. Use this command when you want to UnStuff files or folders from an archive. You must have an open archive for the "UnStuff" command to work.

To UnStuff an entry from the current archive, enter the line,

```
unstuff "Large File" replace
```

in your script.

The files are saved in the last location set with the Destination command or to the same folder or level as the archive if no location has been set. You can save them to a different location using the Destination command. For instance, you could save them to the Graphics folder by entering the lines,

```
destination "Hard Disk:Graphics:"
unstuff "Large File" replace
```

in your script.

```
unstuff
<pathname|filename>
«in» place [replace]
[delete]
```

The "UnStuff in Place" command UnStuffs the entire contents of the specified archive. Use this command when you want to UnStuff an entire archive rather than individual entries. It is much more efficient than opening up the archive, UnStuffing all entries, and then closing the archive.

UnStuff in Place also supports wildcards.

To UnStuff an entire archive and delete the original, enter the line,

```
unstuff in place "Hard Disk:Archive.sit" delete
```

in your script.

The files are saved into a new folder named, in this case, Archive Folder in the same folder or level as the archive.

`use <filename>`

The "Use" command allows you to direct commands to another open archive. It selects an open archive and makes it the "current archive." Use this command when you want to perform an operation on a different archive. This allows you to perform operations on several archives from one script.

All open archives should have unique names to avoid ambiguity when use the "Use" command.

To use another archive called The King.sit, enter the line

```
use "The King.sit"
```

in your script.

`write status to <filename>`

The "Write Status" command creates a file containing the diagnostic output for a script. If this command is not executed, a status file is not created. Use this command when you are trying to diagnose script problems.

To create a status file, enter the line,

```
write status to "Hard Disk:Archive Diagnostics"
```

in your script.

If you do not specify a filename, StuffIt creates a status file with the same name as the script file and an ".out" extension. A new output file replaces any existing file with the same name.

Appendix C: Common Questions (and Answers!)

General Questions

Q: How do StuffIt and SpaceSaver affect my System file or my System Folder?

A: Neither StuffIt nor SpaceSaver ever modifies or affects your System file. This is one example of how StuffIt and SpaceSaver are extremely safe, perform completely reversible operations, and do not take control of your files from you. Some StuffIt and SpaceSaver files and folders are placed into your System Folder so that other applications and utilities can find them easily. This is a standard Macintosh practice. StuffIt and SpaceSaver files can be found in the Extensions and Control Panels folders of your System Folder, and within the Aladdin folder found in the Extensions folder. See Chapter 2: Installation, for further information.

Q: How do I send a compressed file to a friend who doesn't have any StuffIt product?

A: You can send your friend a self-extracting archive using any of the following methods. Using SpaceSaver, you can attach the ".sea" keyword to the file in the Finder. Using Magic Menu, you can select the file, and then choose "Make Self-Extracting." Using StuffIt Deluxe, you can check the "Self-Extracting" check box found in the lower left hand corner of the archive's window. You can also send your friend StuffIt Expander.

Q: I installed the software and now my computer doesn't start up. What happened?

A: The software may be encountering problems with other Startup documents, Control Panel documents or System Extensions. System 7 users can hold down the shift key when the Macintosh starts to disable SpaceSaver and Magic Menu. Try removing your Startup documents, Control Panel documents, and System Extensions temporarily, and re-

install them in your System Folder one at a time until you've found the incompatible file.

Q: May I give my co-workers a copy of this software?

A: No. This package is a commercial product and each copy can only run on a single computer. It is priced inexpensively enough so that anyone can afford a copy for their Macintosh. Aladdin Systems offers volume discounts and site licenses that are very reasonable for business users. Call us at 408/761-6200 for details.

You may give StuffIt Expander to your co-workers and friends so they can access SpaceSaver files and StuffIt archives you send to them. This is the only part of the package you can freely distribute as long as it is not for commercial use or profit.

Q: I've read the User's Guide and I'm still having problems. What do I do?

A: Call our Technical Support Hotline at 408/761-6200 between the hours of 9 am and 5 pm Pacific time (9 am to 3 pm on Fridays). When calling our Technical Support Group, remember to:

- Know your hardware and software configuration (including the type of Macintosh, the amount of memory, and the startup documents, Control Panel documents, and system extensions installed).
- Know the version numbers of StuffIt, SpaceSaver, and the System Software you are using.
- Know the registration number of StuffIt.
- Have a detailed description of what happened.
- When possible, be seated at the Macintosh with the software running.

Q: I want to distribute my software product in a compressed, self-extracting form to save on disk costs. Can I do this with my product?

A: Aladdin Systems licenses various types of self-extracting archives and installers. While a self-extracting archive is the simplest form of an installer, we have installation technologies that can automate a multiple disk installation process and more. Contact Aladdin Systems for more information at 408/761-6200.

StuffIt Deluxe Questions

Q: Why are the buttons in the Archive Palette disabled when I first launch StuffIt Deluxe? I don't know what to do first.

A: The buttons in the Archive Palette represent common operations performed on the current archive. When StuffIt is first launched, there is no current archive. Begin by choosing "New Archive..." or "Open Archive..." from the File menu. See the Chapter 5: StuffIt Deluxe Reference for initial use of the Archive Palette.

Q: I Stuffed multiple files into an archive and the archive is too large for a floppy disk. What do I do?

A: Segment the archive into disk-sized pieces. See Chapter 4: Basic StuffIt Deluxe for more information.

Q: After Stuffing my files and folders into an archive, are the originals still on my disk?

A: Yes, unless you specifically instructed StuffIt to "Delete originals" or "Delete item when finished." For your protection, these options need to be specifically set by you. If you haven't set these options, the original items still reside on your disk.

Q: Why do I have less space on my disk after using StuffIt to Stuff some files?

A: You still have the original files on your disk and the archive which contains compressed copies of those files. To save space on your disk, you need to delete the original files by putting them in the trash and emptying it.

Q: I received a StuffIt archive from a friend. What is a quick and easy way to access the files or folders contained with the archive?

A: There is more than one quick and easy way to UnStuff archives depending on which parts of the StuffIt package you have installed. Each of the following tools UnStuffs the items from an archive and places them into a single folder. If only one item exists in the archive, that item is placed individually on your disk rather than being placed into a newly created folder.

- If you have Magic Menu installed, select the archive in the Finder and choose "Expand" from the Magic Menu.
- If you have StuffIt Expander and are running System 7, drag the selected items in the Finder onto the StuffIt Expander icon.
- In the StuffIt Deluxe application, choose "Open Archive..." from the File menu, select the archive you want to UnStuff, and click "UnStuff."
- If you have SpaceSaver installed, remove the ".sit" extension from the end of the archive's name. (Use this method with caution because it automatically deletes the original archive after it is expanded.)

Q: What's the difference between StuffIt Deluxe and DropStuff?

A: DropStuff is a shareware product and is available from online services, user groups, and from Aladdin Systems. DropStuff provides entry level compression, a small on-disk User's Guide, and covers basic concepts to give you a taste of the capability of StuffIt Deluxe. DropStuff is also a System 7-only application. DropStuff is a subset of StuffIt Deluxe, and does not incorporate many of the time-saving and expert features found in StuffIt Deluxe. StuffIt Deluxe has more convenient ways to create and

manipulate archives than DropStuff, includes a printed manual, Magic Menu, StuffIt SpaceSaver, and is the most complete compression solution available for your Macintosh.

Q: I've been using StuffIt 1.5.1, or StuffIt Classic. What's the difference between what I have and the latest versions?

A: StuffIt 1.5.1. is the shareware predecessor of StuffIt Classic, which is the shareware predecessor of DropStuff. Those previous versions should be replaced with either the newer, faster, easier-to-use DropStuff or StuffIt Deluxe.

Q: I downloaded a StuffIt archive from my favorite bulletin board system (BBS) and StuffIt won't recognize it. What's wrong?

A: Sometimes during the file transfer from a BBS to your Macintosh, a file gets modified in a way that makes StuffIt Deluxe not able to recognize it. Before you download a file, make sure you have the "MacBinary" downloading option set in your communications application. If you have already downloaded an archive with MacBinary disabled, you can use the included MacBinary Translator to convert the file into a usable StuffIt archive. See Chapter 5: StuffIt Deluxe Reference for details on decoding a MacBinary file.

Q: I dropped my hard disk and some of the files on it were damaged. How does my disk's bad media affect StuffIt archives, and how will StuffIt Deluxe deal with these archives?

A: To the Macintosh, a StuffIt archive appears no differently than any other type of file such as a word processing file. While some applications don't allow you to open files which have been even partially damaged, StuffIt Deluxe makes an extra effort to open archives. StuffIt's built-in error checking may determine that an archive has been damaged and warn you accordingly. These archives will open as read-only, which means you may be able to UnStuff files but will not be able to modify the archive in any way. This method allows you as much access to your files as possible, giving you as much feedback as it can, without further endangering data in the archive.

Q: I received a Zip file from a friend who has an IBM-PC (or compatible). Can I do anything with it?

A: Yes. StuffIt Deluxe includes an unZip Translator that can be accessed from the Translate menu. The unZip Translator gives you access to the files contained in the Zip file. You can also use the "Expand" command from the Magic Menu, or you can drag and drop the Zip file onto StuffIt Expander (if you are using System 7) to unZip the file.

Q: If I choose "Open Archive..." to open a Compact Pro archive, StuffIt tells me the archive is damaged. What can I do?

A: You can expand the Compact Pro archive by choosing "CPT Extract..." from the Translate menu. You may also convert the Compact Pro archive into a StuffIt archive to save additional disk space by using the DropConvert application. See Chapter 8: Drag and Drop for use of that utility.

Q: I can't remember the password I used to encrypt some files in an archive. Can you help me?

A: No. StuffIt uses very secure encryption algorithms. It would be self-defeating to have a method to access the files without the password.

Q: Why does my friend have a Script menu and I don't?

A: You don't have the Script menu enabled. Choose "Preferences" from the Edit menu to display the Preferences dialog box. At the bottom of the dialog box, you'll see some check boxes which enable and disable menus. Make sure that the Script menu check box is checked.

Q: When I click on the "Self-Extracting" check box, StuffIt tells me I can't turn the file into a self-extracting archive. Why not?

A: There are several reasons why you can't do this. One is that the archive is "read-only" which means that no modifications can be made to it. Try unlocking the file from the Finder's Get Info window, or unlock the disk it resides on, or move the archive to an unlocked disk. Another reason could be that the archive has items which were compressed or encrypted with a previous version of StuffIt. In this case, you'll need to UnStuff the contents from the older archive, create a new archive with the newer version of StuffIt, Stuff the items into the new archive, and then click the "Self-Extracting" check box.

Q: I UnStuffed one file from an archive and then modified the file. How do I update the archive?

A: The archive still contains a copy of the original unmodified file. You should Stuff the modified file into the archive also. Then, at your discretion, you can delete the original file from the archive. Unlike the Finder, StuffIt archives allow multiple files with the same name in the same folder. This means you can keep a history of revisions in an archive.

Q: How can I reach Aladdin Systems?

A: There are several ways to reach us:

Phone: 408/761-6200
Fax: 408/761-6206

Mail address: Aladdin Systems, Inc.
165 Westridge Drive
Watsonville, CA. 95076

Email: AppleLink, America Online: ALADDIN
GEnie, eworld: AladdinSys
CompuServe: 75300, 1666
Internet: aladdin@well.sf.ca.us

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