**********LIMITED HELP**********

Wincode: a uucoder for Windows   (C) Snappy_Inc. (1993)
written by G.H. Silva

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PLEASE DISTRIBUTE PROGRAM FREELY WITH THIS FILE INTACT

Files: wincode.exe   the executable program
         wincode.wri   this file (the help file)
         readme.txt   a 'read me first' text file

Contents:
  1) What is a Wincode?
  2) Features!!!
  3) Getting Started...
  4) Configuring and Using Wincode
  5) Contacting the Author

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(1) What is a Wincode?

  Essentially, a uu-coder program converts 7-bit ASCII files to 8-bit BINARY files (EXE, COM, GIF files, etc.) and vice versa. This encoding/decoding process allows you to send and receive binary files via e-mail, which generally only handles ascii text files. The usefulness of such a program can be seen in any 'BINARIES' NewsGroup (have you been wondering how to use those funny scrambled files?). Users are able to exchange ANY type of program through standard ASCII e-mail. I first encountered uu-coding on the UNIX machines we have at work, but soon found that a PC Windows version would be very useful.

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(2) Features!!!

  - A **Full** (except for the HELP) **Featured Windows 3.1 Program** written in TPW 1.5

  - **Drag and Drop Encoding/Decoding !!!** Use your favorite Windows file manager to
    choose the files you want and drop them on the Wincode window or icon.
  (EASY batch file processing!)

  - **No-Nonsense Decoding**--- this program has been tested on HUNDREDS of encoded
    files. It is a SMART decoder in that it will uudecode from multiple files (the file
format   should be: *filename***1**.*ext*, *filename***2**.*ext*....etc, etc) and it will IGNORE any
leading or   trailing text that is not part of the uuencoded file (most of the time,
people insert   descriptions and other text before and after the encoded text files).

  - Set the Following **Encoding Features**:

    - **Lines per File**--- you can encode into one large file or into several files of ANY
     length you chose (for e-mail system that restrict file size) --- there's even a
      LINES-to-BYTES-IN-FILE conversion message!

    - **Encoding Mode** (option can be set, but decode supports mode 644)

- **File Extension**--- you can set your own extensions for encoded files

- **File Directory**--- this is the directory were encoded files are created

- **File Headers**--- by default, the program encodes files with headers which include section numbers--- this option can be turned on/off

- **Multiple/Single File**--- you can either encode into one large file or many small files of desired length (see Lines Per File option).

- Set the Following **Decoding Features**:

- **File Extension** (see above)

- **File Directory** (see above)

- **Run Decoded** Files--- you can set Wincode to automatically execute files that have just been decoded.

- **Command Line**--- you can set a command line which will be passed the recently decoded files' name as its parameter. Use this to launch your favorite word-processor, viewer, etc. to view the newly decoded file.

- Program **Working Directory** can also be set (program defaults to this directory upon start-up)

- Requirements:

- IBM compatible running DOS 3.1 or higher with a 286 or higher processor
- Windows 3.1 running in standard or enhanced mode with at least 2MB memory (the amount of memory available [up to 2MB] determines the size of the file that can be coded)-if you need to en/de-code a file larger than 2MB, contact me.
- 85K of disk space (~65K for Wincode, ~20K for the HELP file)

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(3) Getting Started...

Getting started is really simple. First, you need to make sure that your WINDOWS directory is in your PATH statement (standard procedure). Then, copy the files WINCODE.EXE and WINCODE.WRI (this file) to an appropriate directory...I use C:\UTIL\WINCODE...

To make a Wincode Icon:
(1) choose FILE|NEW from the PROGRAM Manager menu
(2) select Program Item and hit OK
(3) for Description type in: Wincode
(4) for Command Line select Browse and highlight WINCODE.EXE or type in the full path name of where the file is located...i.e. C:\UTIL\WINCODE\ WINCODE.EXE
(5) select OK and the Wincode Icon will appear in the group you selected
(6) to run Wincode, double-click on its icon...

To run Wincode from the Windows Command Line:
(1) choose FILE|RUN from the PROGRAM Manager menu

(2) type in the full path of where the program is located...

Wincode starts with its default settings (choose OPTIONS|CONFIGURATION to see this)...It will create a WINCODE.INI file in your WINDOWS directory as soon as you select SAVE in the CONFIGURATION dialog box...

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(4) Configuring and Using Wincode

This section explains each menu choice:

File Menu

Encode: Choose this to uu-encode a single file. An appropriate FILE OPEN dialog appears which allows you to select a file for encoding. The default start-up directory for selecting files is set with the OPTIONS|WORKING DIRECTORY menu choice. When you select the file you want, choose OK and Wincode will begin processing the file as specified in your active CONFIGURATION. Encoded files are created in the directory specified under the 'Encode Info' section of the active CONFIGURATION (see below). Encoded-file names are created in the following manner:
-Wincode takes the name of the file being encoded and appends a number (starting with one (1) and going to ninety-nine (99))...It will truncate the input-file-name so that it does not exceed the DOS eight-character limit. If you need to encode a file into more than 99 parts (wow!) drop me a line...

Decode: Choose this to uu-decode a single (including multi-part)*** file. An appropriate FILE OPEN dialog appears which allows you to select a file for decoding. The default start-up directory for selecting files is set with the OPTIONS|WORKING DIRECTORY menu choice. When you select the file you want, choose OK and Wincode will begin processing the file as specified in your active CONFIGURATION. Decoded files are created in the directory specified under the 'Decode Info' section of the active CONFIGURATION (see below).
***To decode a multi-part file, select the first file in the series and Wincode will open the rest of the files as it needs them. Wincode interprets multi-part files as such:
- The program checks to see if the input-file name ends with a 'number' (this can be ANY number...*filename***3270**.*uue* is as valid as *filename***1**.*uue*, etc). If the input file does not contain the appropriate 'end' message to stop decoding, Wincode searches the current directory for the next file in sequence by incrementing the 'number' in the original input file.

Exit: Choose this to end the program. If your CONFIGURATION has changed, a dialog box will ask you whether you wish to save these settings or not.

Options Menu

Encode...: This choice allows you to set the Encoding Configuration.

Lines Per File: This allows you to set the maximum number of ENCODED lines per file. I stress ENCODED because this does not include Section Headers or any other headers or trailers created by the encoding process (you need a 'begin-end' pair, etc). When you select this option, a dialog appears which displays the 'current' setting and a caption which translates (approx.) the number-of-lines-per-file into bytes-per-file (its final size).
This caption is updated each time you change this option and re-select the dialog.

Mode: Perhaps in a later version this will be fully supported. For now, you can change the value but encoding and decoding is done in mode 644.

File Extension: This allows you to set the file-extension your encoded files will all have. Generally, this is 'UUE'. However, it can be anything you want.

Directory: This allows you to set the directory in which your encoded files will be created. I set this to my 'UPLOAD' directory for my communications software. That way I can encode files 'on-the-fly' while running my Comm.-software and uploading...

Section Headers: This option, when checked, will create Section Headers for each encoded file. The Section Headers indicate the BEGINning and END of each encoded file as well as the 'part-number' (important for multiple files) for each file.

Single File: This option, when checked, over-rides the Lines per File option and encodes the input-file into ONE encoded file. The Lines per File option is disabled until this option is unchecked.

Drop to Encode: see Drag & Drop section below...

Decode...:

File Extension: This allows you to set the file-extension your decoded files will all have. Generally, this is 'UUE'. However, it can be anything you want.
NOTE: this file extension setting is IMPORTANT: when you select FILE|DECODE, only files with the extension you chose will appear in the FILE OPEN dialog. ALSO, and more importantly, if the DROP TO DECODE option is set, ONLY files with the extension you set here will be batch decoded...

Directory: This allows you to set the directory to which your input-files will be decoded. I generally set this directory as I need it...if I download Utility programs, I would set it to C:\UTILS...etc...

Run Decoded: This option allows you to run the newly decoded programs instantly. It treats the decoded file as 'executable' and launches it. This can be useful for decoding self-extracting files, etc. where you don't want to switch back and forth between programs (i.e. Wincode and FileMananger) to decode and run. When this option is set, it disables the 'Command Line' option. The CONFIGURATION dialog will show a 'yes' on the 'Run Decoded' line. If it displays 'no' or 'C/L', this option is off.

Command Line: This option allows you to use your decoded files' name as a parameter to pass to a program before launching it. You must enter a valid file path and name as the command-line. The decoded-files' name (including it's full path) will be given as a parameter. The execution format is as such:
EXAMPLE:
File specified in **Command Line** option: **C:\WINDOWS\WRITE.EXE**
File name (from file recently decoded): **C:\UTIL\WINCODE***filename***.WRI**
(WRI is the extension for files WRITE will accept as parameters...)

Execution Line Result (this line must not exceed 255 characters):
C:\WINDOWS\WRITE.EXE C:\UTIL\WINCODE*filename***.WRI**

The above example would launch WRITE for Windows, automatically opening the file specified by *filename*.WRI. This comes in handy for encoded graphics files, etc. When this option is enabled, the 'Run Decoded' option is disabled and the

CONFIGURATION dialog displays 'C/L' (**C**ommand **L**ine) on the 'Run Decoded' line.
This option is disabled if 'yes' or 'no' are displayed on this line.

Drop to Decode: see Drag & Drop section below...

Working Directory: Select this option to choose the default start-up directory for Wincode. Whenever you select the FILE|ENCODE or FILE|DECODE option, the default directory for selecting input files is determined by this setting.

Configuration: Choose this to display the active (that is, while the program is running) settings for Wincode. By choosing SAVE, these settings will be written to your WINCODE.INI file (the WINCODE.INI file is created only after you choose SAVE). Otherwise, choose EXIT and nothing changes. If you change an option, it is NOT written to disk unless you select SAVE, however, any configuration changes during the active session will be displayed in this dialog.

Reload from Disk: Select this to reload the configuration in the WINCODE.INI file. If WINCODE.INI does not exist, the configuration is reset to program defaults.

Drag & Drop: The drag & drop option essentially allows batch processing of files. You can set either the encode **or** decode option, but not both. Under the OPTIONS menu, select ENCODING or DECODING and then highlight the DROP TO xxCODE option. A check-mark will appear next to the selection. Selecting one Drag & Drop option disables the other (so if you choose DROP TO ENCODE, the DROP TO DECODE becomes grayed (inactive) and vice versa). By un-selecting the active D & D option, you re-enable (but do NOT select) the inactive one (i.e. the option is OFF). To use this feature, open a session with any file-manager program that allows Drag & Drop processing of files. Then, select all the files you want to en/de-code and drop them on the Wincode window (or icon). Depending on which option is set, Wincode will process each file using the specification of your active configuration (this is displayed in the Configuration dialog under 'Program Info'). For decoding multi-part files, you only need to drop the FIRST file of the series (Wincode finds the rest). However, you can select an entire directory of encoded files (single and multi-part) and Wincode will correctly analyze and decode only the valid files (you will notice it reads invalid files very quickly). If no D & D option is set, you get an error message to remind you.
NOTE:If you try to decode non-sense files, one of two things will happen: (1) if the file is text, Wincode will ignore it; (2) if you try to decode a non-text file, Wincode MAY ignore it or may give you a nasty error message (be warned)...

Help

Index: This feature is not implemented yet...someday...

Getting Started...: Displays this file if you have the Windows WRITE program.

About: Displays the program name, version and company name...

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(5) Contacting the Author

I had been subscribing to a few select newsgroups for quite some time and found myself constantly downloading uu-encoded files to my PC. I had searched the internet for uudecoding/encoding programs and found nothing that was worth the space on my hard drive (with the exception of a DOS en/de-code pair by R.E. Marks which I found to be excellent). Since I was downloading quite a few encoded files, I soon grew tired of typing in 'uudecode XXXX' for EVERY single file (I never found a uudecoder for DOS that could handle multiple files). To boot, the programs I found for Windows were SHAREWARE programs that were low quality and

popped a typical interrupt screen up every five minutes. I DO believe in SHAREWARE, but I only keep and pay for quality stuff.

So I decided to write MY OWN uu-coder program and distribute it as FREEWARE. Although I have been programming Turbo Pascal for quite some time (under the name Snappy_Inc), this is my first PUBLIC software release. Please let me know if you find any bugs, glitches, whatever by e-mailing me at one of the following addresses:

      Internet: silva@tethys.ph.albany.edu

                or

      CompuServe: 74640,1647

Also, if you need help, support, the latest version of Wincode or just want to let me know you like/hate the program, don't be afraid to write. I'll try and reply to all letters I receive...

Thanks for trying and using Snappy_Inc software...

G.H. Silva

someday........I'll write a HELP file.........

If you DO find this program useful, PLEASE drop me a line and let me know...

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