Using Chop! and Paste!

These simple, little utilities allow you to chop large files into 1 MB pieces and reassemble the files from their pieces. This allows you to transport large files via sneaker net.

Note:
These programs are written for Window 95 and Windows NT. They will NOT work under Windows 3.1.

Chop!

Select one or more files from the File Manager, and drop them onto the `Chop!` window. The provious verion (1.0) of Chop! didn't work under Window 95 due to the fact that files cannot be dropped onto applications living on the task bar. This version, 1.1, should correct that problem. The program will produce several "pieces" named `file.0, file.1`, etc. where "file" is the base name of the input file. The pieces live in C:\TEMP. **The original file is left entirely intact.**

For example, if you take `MYPROG.EXE`, which is 4,239,876 bytes, and drop it onto the Chop! icon, the output files will be called `MYPROG.0, MYPROG.1`, etc. Each output file is 1 MB in length, with any overflow occupying one additional file. A dialog with a running progress bar indicates that percentage of the file chopped.

Important: If you do not have a directory called C:\TEMP, create one before you run Chop!.

Paste!

To reassemble the original file from it's pieces, drag and drop the file group (`file.0, file.1,` etc.) onto the `Paste!` icon. You can find these pieces in C:\TEMP (see above). The resulting file will be called `file.out`, where "file" is the base name of the input file. The caption bar title indicates which piece is currently being reassembled. **The original file set is left entirely intact.**

Important: If you do not have a directory called C:\TEMP, create one before you run Paste!.

Notes
* These utilities are 32-bit and will only run on Window 95 and Window NT.
* If you do not have a directory called C:\TEMP, create one before using these utilities. All output is written to this directory. A new version of this app will find the temp directory automatically.
* Version 1.0 required Miscrosoft Foundation Class (MFC) run-time DLLs. This new version is self-
  encapsulated and does not need additional files.
* These utilities are meant to be quick-and-dirty. This means they're fast but have simple, crude UI interfaces.

Problems or Comments?
Please direct problems and questions to John Puopolo, CIS account 102262,612. I hope you find these utilities as useful as I do.