

[Foreword from Secusoft Productions.](#)

Greetings, dear user.

First, we would like to take this opportunity to thank you, for trying out Manipulator version 2.2.

We have created a program, which gives you easy access to a vast number of functions. Everything is just a single mouse click away. We have implemented almost every function our customers have requested. When you begin to explore the possibilities Manipulator offer, we're confident, that you will be amazed at, how fast and easily you can access every function build into Manipulator.

By using Manipulator, you can manipulate drives, directories, files, windows system functions and much much more. We, at Secusoft Production, consider Manipulator to be a truly 'One of a kind, All in one' utility.

The unregistered version of Manipulator V2.2 is fully functional. You have everything at your disposal. There is one thing, though. Until you register Manipulator V2.2, in interruption window will appear every 2 minutes, freezing any activity currently begun within Manipulator. (External programs started with Manipulator will run unaffected by this interruption window). After you press the OK button, the function you've started will continue where it left off.

When and if you register Manipulator, you will receive a registration key file from us. This file will unlock, register Manipulator and at the same time remove the interruption window.

The registration key file is valid up until version 3.0.

See support and registration for more information

We hope to hear from you soon.
Best regards
Founder of Secusoft Productions
Peter J. S. Bach
Denmark.

[The All buttons.](#)

Operates on: Source.

You can use the All button to highlight (select) all files in a file window.

Each side has its own 'All' button. When pressed, that side will automatically become the source side.

See also: [Total](#)

[The Attributes button.](#)

Operates on: Source only.

The attributes button changes the attributes of a file.

You have the following attributes to choose from:

1. Normal
2. ReadOnly
3. Hidden
4. System
5. Archive

To change a file's attributes, follow this procedure:

1. Select the file(s) you want to change attributes on.
2. Press the Attribute button. (New popup menu appears).
3. Select the new values for the file(s) in question and press ok.

Note:

You can select individual files by holding down the CTRL key while selecting files.

No matter what you set a file's attribute to, Manipulator will always see and display it.

See also: [File information](#), [PopUp menu](#).

[Enlarge preview images.](#)

Operates on: Source only.

There are times when you need to enlarge a preview image. To do so, press right mouse button inside the preview image fields. This will bring up the 'Bigger picture', which can be resized on screen.

Note:

You do not have to load the picture into the preview fields, to enlarge the picture.

Pressing left mouse button removes the 'bigger picture' and brings you back to the manipulator main working area.

You can press the right mouse button to copy the image to the clipboard.

See also: [Preview image fields](#)

The Convert number menu functions.

Operates on: None.

Convert numbers between:

Binary, Decimal, Hexadecimal and Octal.

Type in the number you wish to convert in the top field and press return.

Bottom field will display the conversion.

Short description of the number systems follows:

Decimal:

We all know decimal numbers, right?

Decimal numbers are based on base 10.

These are numbers between 0 to 9.

0 1 2 3 4 5 6 7 8 9 then add 0 to 1 = 10

There are ten numbers to choose from hence base 10.

Now for binary.

Binary numbers are base 2.

0 and 1. 0 1 and add 0 to 1 = 10 = 2 decimal.

Binary numbers are the smallest value a computer can work with.

decimal number values for each binary position:

128 64 32 16 8 4 2 1

8 bits equals 1 byte. 4 bits are called a nibble.

1 1 1 1 1 1 1 1

Examples:

00000001 = 1 00000010 = 2 00000011 = 3 00000100 = 4

00000101 = 5 00000110 = 6 00000111 = 7 00001000 = 8

00001001 = 9 00001010 = 10 and so on.....

Hexadecimal works with base 16...How?

Because we in our daily life only have 10 numbers to work with, we use the characters A through F.

0 1 2 3 4 5 6 7 8 9 **A B C D E F**

A=10 : B=11 : C=12 : D=13 : E=14 : F=15

So what do we get if we add 1 to F ?

Result = hex 10 = 16 decimal

Octal works with base 8.(0 - 7)

after seven comes 10 = 8 decimal.

[Copy/Copy all .](#)

Operates on: Source to destination.

The copy function will copy directories/files from the source to the destination dir/file window.

To copy a specific directory and all sub directories, you must [open](#) the specific directory you wish to copy.

The ' Copy ' function copies files only.

The ' Copy all ' function will copy directories and files.

Note:

You can select individual files by holding CTRL down, while you select the files.

See also: [Delete](#) , [Move](#), [PopUp menu](#)

Compare files.

Operates on: Source/Destination

The compare files is your easy and fast way to find out the differences in two directories which contains (almost)equal files.

You have two options:

1. Compare files by filename
2. Compare files by filename and filesize

The files in either source or destination which are different or are missing, will be highlighted.

Reason for this function:

Consider this scenario:

You have two harddisk partitions. Each contains the same directory.

You make some changes in one of them.

Two weeks later you cannot remember which files copied and to which directory. Suppose each directory contains 250 files....What fun it would be searching each file for file date, filenames or file sizes,uh? Well, compare files will highlight the files which are different, hence making your job easier.

Delete/Delete all.

Operates on: Source only.

You have two options when you want to delete directories/files. You can recycle the directories/files to the recycle bin or perform a true deletion.

If you choose true deletion, directories/files are gone forever.

Delete - Delete files only.

Delete all - Delete directories and files.

Note:

You can choose individual files by holding CTRL down while you select the files.

See also: Copy , Move , PopUp menu

Diskcopy.

Operates on: Source only.

Windows diskcopy function.

To use the diskcopy function, you must select a disk drive on either side.

Procedure:

From the drive box, select the source disk drive (f.ex. A:).
Press the diskcopy button.

From here, make your choices on how the diskcopy should copy.

Drive information.

Operates on: Source only.

When you want information about a drive, just press the drive info button. You can obtain the following information:

1. Total number of clusters
2. Total number of free clusters
3. Sectors per cluster
4. Number of bytes per sector
5. Total number of bytes
6. Total number of bytes free
7. Total number of bytes used
8. (5, 6, 7 again, but in KB.)

Just press left mouse button anywhere to exit.

Explanation:

What are sectors?

A sector is the smallest unit grouped together in a cluster. (Usually 512 bytes).

What are clusters?

A cluster is the minimum space allocated by DOS.

Suppose you've created a file of size 1 byte.

This doesn't mean that you take up 1 byte of harddisk space only. You use 1 minimum allocation - a cluster. Due to different disk types and sizes, a cluster size varies.

Dosshell.

Operates on: None.

The dosshell button executes the command.com and opens a window, you can use to run dos commands.

Type ' exit ' to close the window.

Format drive.

Operates on: side dependent.

Each side has its own format button. The active drive shown in the drive box, is the drive that can be formatted.

Note:

The drive with the operating system cannot be formatted!!!(obviously).

[File information.](#)

Operates on: Source.

Each time you select a file, you'll receive a lot of information about the file.

Manipulator automatically displays the following information:

1. Filename
2. Filesize
3. Creation date
4. Creation time
5. Attributes for the file selected

Some part of the data might not be visible. To display it all, click left mouse in the time field and drag mouse cursor to the right, while holding down the mouse button. Or simpler yet: Click date field, and press right arrow until text is revealed.

See also: [PopUp Menu](#)

[Makedir.](#)

Operates on: Source.

Press the makedir button to create a new directory.

After you have pressed the Makedir button, you will be instructed to type in the name for the new directory.

See also: [PopUp menu](#)

Move.

Operates on: Source to destination.

The move function will move directories/files from source to destination.

Move - Move files only

Move all - Move directories and files.

See also: Copy , Delete, PopUp menu

[Mouse button functions.](#)

Manipulator uses associations to run datafiles.

You can run any datafile which is associated in the Windows' registry. This way you have new features every time you install a new program.

Through associations, you can play animations, music, display pictures and run programs just by double clicking the left mouse button on a file in a file window.

There is one exception though. Double clicking on a picture file, will display the file in the preview images. If you want to start whatever program is associated with the picture, you must select the file and press the ' run ' button.

If you need help about a certain function, press the right mouse button on the button you need info about.
Press F1 to activate the help concerning the button.

See also: [PopUp menu](#)

Print directory.

Operates on: source.

The print dir button is special. It can perform three different operations.

1. Print Directory only
2. Print Directory and files
3. Print Directory and selected files.

The print dir button will automatically find out, what it should do.

The print dir follows the following criterias.

1. If there are no files, then print all directories including full path.
2. If there are files and some are selected, then print filenames which are selected including full path.
3. If there are files and none are selected, then print filenames including full path.

The print dir function will if 2 or 3 are true, still print the directories at the end after finishing file printout.

Examples outputs:

Criteria : If there are no files:

```
Directory list for MYDISK      <---- Drivename
g:\backup\mydir\dir1
g:\backup\mydir\dir2
g:\backup\mydir\dir3
```

Criteria : If files exists and some files are selected:

```
Directory / selected file list for MYDISK
g:\backup\mydir\file1.exe
g:\backup\mydir\file2.com
g:\backup\mydir\file3.txt
g:\backup\mydir\file4.doc
I found the following directories...
g:\backup\mydir\dir1
g:\backup\mydir\dir2
g:\backup\mydir\dir3
```

Criteria : if files exists and no files are selected:

```
Directory / file list for MYDISK
```

Same as before, but all files are listed..

[Print file.](#)

Operates on: Source

The print file function uses association to perform its task.

If you want to print a datafile such as *.xls, *.jpg, *.doc a.s.f., you must have the appropriate program installed on your computer for this to work. The print file function was made to give you the printout you would expect. The print file function accomplishes this by executing the appropriate program's printout function.

This way you can print any file, as long as the file is associated to a program, which is defined in the windows registry file.

The print file will close the program as soon as the print job has begun.

[Print picture.](#)

Operates on: source preview image.

With the print pic function, you can print images shown in a preview image field.

Procedure:

Double click left mouse button on a picture file in a file window. Doing so, will show the picture in the appropriate preview field. Press the print pic button.

Note:

Print picture will only work if the image is shown in the source preview field.

You can also print pictures with the print file button.

See also: [Enlarge preview image](#)

[Preview image fields.](#)

Operates on: Source.

Top preview image field equals left side.

Bottom preview image field equals right side.

You can view images by double clicking a picture file.

Each file window side, has its own preview field.

You can enlarge a picture preview by clicking right mouse button inside the preview fields.

See also: [Enlarge preview image](#)

Quit.

Operates on: Manipulator.

Function: Exit manipulator, Bye, Adios, farvel, auf wiedersehen and so on....

[Relabel.](#)

Operates on: Source.

You can relabel drives by pressing the relabel button.
You will be instructed to type in a new name(Leave the path),
changing the filename only.

See also: [Rename](#)

[Rename.](#)

Operates on: Source.

Rename directory or file(s) selected in a file window.

You can select more than one file by holding down the CTRL key, while selecting files.

Manipulator will ask for a new name for each of the files.

See also: [Relabel](#), [PopUp menu](#)

[New document.](#)

Operates on: None.

By selecting the menu function Editor ---> New document, you will start Manipulator's editor.

See also: [Full editor.](#)

[Edit document.](#)

Operates on: Source.

The Edit doc will load a selected file from a file window into the editor.

[Refreshing/updating drives.](#)

Operates on: Source.

To refresh drives/directories/files:

Press left mouse button in a window (activating the side you wish to refresh) and press the space key.

See also: [Drive/Directory/File windows](#)

[Run.](#)

Operates on: Source.

The run button uses associations to execute files.

Procedure:

Select a file and press run.

The reason for the run button is, that Manipulator has some build in functions, which handles quite a number of datafiles itself. Suppose you want to edit a bmp (BitMaP) picture file. By double clicking left mouse button on the file, you'll activate the preview function. Manipulator do not edit pictures. But by selecting the bmp file and pressing ' run ', you will activate activate an associated paint program from which you can edit the file.

See also: [ExecuteEx](#)

Shortcuts.

Operates on: Source.

The shortcut function can create windows desktop shortcuts by selecting a file and then press the shortcut button.

Note:

You can create shortcuts of any file. But be careful that you don't already have a shortcut with the same name.

If it already exists, it will be replaced by the new one.

The shortcut function do not care what extension the file has.

If the file already exist as a shortcut, rename the new file before creating the shortcut.

You can create shortcuts of more than one file at a time. Hold down CTRL or SHIFT, while selecting the files and when done, press the shortcut button.

Source and destination principles.

Source = From : Destination = To

Manipulator was created with the source to destination principles in mind. By doing so, you will have the ultimate overview of what is happening. There can only be one source and one destination. Each side can be either source or destination.

By pressing left mouse button in the drive box, directory window or file window, the side you click in becomes the source.

Some functions can change the source and destination: the All button and Total button, which are side dependent, will automatically make the side they belong to the source side.

The popup menu also changes the source/destination.

Note:

Always make sure, that the source and destination are correctly set before performing functions such as copy, move and delete.

System informations.(Bottom status bar).

Operates on: None.

At the bottom of Manipulator you can obtain the following information:

1. The date.
2. The time.
3. Free memory (Updated constantly).
4. Total memory installed.
5. Processor type
6. Number of processors in your computer.

The last two fields displays Drive name/Filename and file attributes.

Total.

Operates on: Source.

You can get the total number of bytes of files in a directory by pressing the all button to select all files and then the total button.

Total will calculate the total of selected files.

If you want the total of, say, 40 files out of 250, then select the files (hold CTRL down while selection, if files are placed randomly or SHIFT if file are placed after each other) and press total.

If no files are selected, then the total will be nothing (Zero).

See also: All

[Drives, directories and files.](#)

Each side has a Drive dropdown box, a directory window and a file window.

To change a drive, left click the drive box and choose drive letter.

The directory window consists of folders.

Closed folder means that the folder is NOT the current directory.
Open folder is the current directory.

You open a folder by double left clicking that folder.

The file window display files from the current (opened) directory.

Note:

You can also navigate the drive-, directory- and file window by using the up and down arrows. To open a closed folder press the return/enter key.

Navigation through drive/directory/files windows, use the tab key.

See also: [Refreshing drives](#) , [Source and destinations](#)

Wildcard box.

Operates on: Source/destination

Each side has its own wildcard box.(Just above the file window).

By changing the wildcard, you can change the type of files that should be displayed in the file window.

The default is " *.* " = All files.

You can specify more than one wildcard.
All you have to do, is to separate each wildcard with a
" ; " = semicolon.

Double clicking left mouse button inside the wildcard box,
will reset the wildcard to the default.

Examples of wildcards:

.exe;.com = Display files with the extension exe and com only.
or
brew. * = Display all files which contains the word brew.

You can use wildcards anyway you see fit.

*k*m*p*. * = Display all files which contains the letters k m p
or
*k*m*p.com;*o*m*f.bat (It's up to you..).

Press return to activate your wildcard choices.

Alignment.

There are three buttons which controls the alignment of text.

Left, middle and right alignment.

Procedure:

Highlight the text you wish to align and press the appropriate alignment button.

[Find word.](#)

You can find a phrase, word or a letter by pressing the find button.

[Fonts/colors and more...](#)

The 'F' color button gives you access to the font properties.

From the dialog you can change font type, style, size, color and so on.

[Clear document.](#)

Clears the page...

[Open a document.](#)

You can open a new document by pressing the open folder.

Current document will be erased.

Only one document can be edited at a time..

You have the following open options:

1. As an RTF file. (Rich Text File).
2. HyperTextMarkup (HTM).
3. As plain text.(TXT).
4. As any.(*.*).

[Print document.](#)

You can print a document by pressing the print button.

The printout will be the same as the screen output.

Note:

ManiEdit supports complete printout only.

The print function will use your predefined settings from the windows printer setup.

Protect and lock.

Protect:(Permanent until option is off).

With this feature, you can protect lines, phrases, words or letters from being edited or deleted.

Procedure:

Highlight the line,phrase,word or letter you wish to protect and set the protect option.

To deprotect, highlight the line,phrase,word or letter and press the protect button.

Lock: (Temporary only).

Locks an onscreen document. With this option set you cannot do anything with the text and buttons are disabled.

You would probably ask... Why make such a function??

Well..If you have small kids, you'll know what we're talking about and will surely appreciate this option....

Save document.

You can save your document by pressing the disk button.

You can save in three different ways:

1. As an RTF file. (Rich Text File).
2. HyperTextMarkup (HTM).
3. As plain text.(TXT).
4. As any.

If you plan to use number four, then you must apply the extension yourself. (filename.extension.)

Paper option.

You can get your calculations displayed on an onscreen paper roll.

To do so, set the paper option.

[Print paper.](#)

When the paper option is set, the print button becomes visible.

By pressing print, you can get a printout of everything printed onto the paper roll.

Calculations.

The calculator contains the following:

Add, subtract, multiply and divide.

What is it?

Manipulator has a built-in hex editor. (hex = hexadecimal).

A hex editor gives you the possibility to view, edit, search and save binary files.

The hex editor consists of a 160 bytes grid (16*10). To the right of the grid you can see each hexadecimal value represented by its equivalent character code. Some hex values cannot be converted to a printable character and are replaced with a dot (period), ". ", in the appropriate ASCII display fields.

Procedure:

From the Manipulator's main screen, select the file you wish to load into the hex editor. (The file must be from source).

Press CTRL+H or from the menu select :
"Hex/Text editor" ---> "Hex edit selected file"

Manipulator will then load the file into the hex editor.

Forward and backward.

You can navigate through a file 160 bytes forward or backward at a time.

Note:

When ManiHex navigates you back and forth in a file, the first time you shift between forward to backward, nothing seems to happen until the next time you press a navigation button.

Reason:

Each time you press forward or backward, ManiHex increase/decrease to the next/previous 160 bytes position in the file you're working on. So the first time you change from forward to backward it will read the current bytes you're looking at. The next time you press the same button, you'll get the result you want.

This only happens when shifting between back and forth.

Search for.

You can search for up to 20 hexadecimal values at a time.

Each byte must consist of two characters example: FF.

Each byte must consist of two characters.

If you need to search to the value A, then you must type it like 0A (zero and 'A') or A0 ('A' and zero).

If you want to search for more than one byte, then the bytes you enter must precede each other like this:

FF0ACE34A100D3.

Saving values.

You can save the values you change by pressing the save button.

Each time you edit values within a 160 byte range, the values needs to be saved before changing file position.

If you edit values and press forward or backward, a message appears, asking whether you want to save or discard changes.

Editing values.

To change a hexadecimal value, place mouse cursor on value you wish to change and press left mouse button.

Note:

You can only change one value at a time.

Each value must consist of two characters.

Like 0A FF EE 45

One value in each field.

Button configurations.

Menu: Configure--->Buttons Shortchut: Shift+F3

By selecting this menu option, you can configure Manipulator's main buttons.

Note:

When putting a picture as button background, we recommend, that you do not use pictures larger than MAX. 20 kilobytes.

The ideal picture size is: 75 * 25 with 256 colors.

If you try to place large picture into a button, be aware the the loading time will increase accordingly.
(The image has to be loaded into 31 buttons.....).

You can use BMP and GIF files.

You can download button image examples at our site.

[Windows desktop picture.](#)

Manipulator can change your desktop background wallpaper instantly.

Procedure:

1. Select a picture file from a file window.
2. Press SHIFT+F12

To clear the Windows wallpaper, press CTRL+F12

You can also use the menu function under the tools section.

Configure function keys (F2-F12).

Menu: Configure--->F-Keys---> Configure F-Keys
Configure--->F-Keys---> Show F-Keys

The F-Keys menu consists of 11 different entries.

Each entry corresponds to 1 function key.

This is an entry:

F2 | Enter path + program name and parameters here | find display

You can decide freely, what you wish to put into the F-keys.

The find button lets you find the program you wish to enter into the path/program box.

example: C:\WINDOWS\MSHearts.exe

The focus is somewhat special. With it, you can decide how manipulator will start the program.

Explanation: Focus means active.

Hide	Hides the window and activates another window
Normal	Activates and displays a window. The program is shown in its original size and position. (Default)
Minimized	Program is activated and shown as minimized.
Maximized	The program is activated and shown as maximized.
Normal+no activate	Program shown as normal but focus stays with Manipulator.
Minimized+noactivate	Program shown as minimized and focus stays with Manipulator.

Note:

Some programs do not react well to other than Normal
As a default, we recommend using the Normal option.

The Hide option runs the program but is visible from the taskbar only.
(Don't use this, unless it's some kind of TSR Terminate and Stay Resident program).

Manipulator background color.

Menu: Configure--->Manipulator background color--->Set color
Configure--->Manipulator background color---> Reset color

Set color = Set new color for Manipulator's background.
Reset color = Set color to default.

[Manipulator background picture.](#)

Menu: Configure--->Manipulator background picture--->set background pic.
Configure---> -----||----->clear background pic.

You can insert a picture as background. The picture size (height and width) does not matter. Manipulator will stretch/shrink the picture to fit the size of manipulator's background.

Please, for your own sake:

Don't use icon sized pictures..They look AWFULL!!!!

Source and destination colors.

Menu: Configure--->Source/destination colors--->Left text color
Configure--->Source/destination colors--->Right text color

You can change the colors of source and destinations by selecting the left and right text menu function.

Left and right text refers to the text beneath each directory windows.

Change status bar text colors.

Menu: Configure--->Status bar--->Set text color
Configure--->Status bar--->Reset color

Status bar = The two rows at the bottom of Manipulator.

Note:

The status bar background is transparent.

Manipulator copyrights.

Warning:

Manipulator is protected by copyright law and international treaties. Unauthorized reproduction or distribution of this program, or any of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law.

You are however encouraged to distribute the demo version as long as all original files are distributed with it.

**DO NOT DISTRIBUTE YOUR REGISTRATION FILE!!!!
(IT IS ILLEGAL! SO KEEP IT SAFE!).**

NEITHER PETER J. S. BACH NOR SECUSOFT PRODUCTIONS, CAN BE HELD RESPONSIBLE FOR DAMAGE OF ANY KIND, LOSS OF DATA, LOSS OF PROFITS, BUSINESS INTERRUPTION OR OTHER PECUNIARY LOSS ARISING DIRECTLY OR INDIRECTLY. THE PROGRAM IS SOLD 'AS IS'.

THE CONCEPT OF SHAREWARE IS TO GIVE YOU THE CHANCE TO TRY IT, BEFORE YOU BUY IT. IF YOU FIND IT USEFULL AND DESIDE TO BUY MANIPULATOR, YOU WILL BE SUPPORTING OUR POLICY AND THEREBY ENCOURAGE US TO PRODUCE MORE LOW PRICE QUALITY PRODUCTS IN THE FUTURE.

Thank you for reading..

SeCuSoft productions1998@All rights reserved.

What can the editor do?

ManiEdit is an advanced editor. You can insert imbedded music, pictures, animations and documents by pressing its insert object feature.

We believe that it contains everything you need. DO NOT think that this is a word processor neither will it be. It's what we call an open editor.

You can use it to a lot of things, though.

It has WYSIWYG (What You See Is What You Get) printout.

You can insert files of any kind. (multimedia files included).

It has editable code windows. (Which you can change as you please).

All font options...

Alignment of text

Lock and protect functions.

Html viewing and so forth.

Try it out... Our program testers loves it.

[Technical support.](#)

Visit our site at: <http://www.secusofts.com>

[Registered users.](#)

As a registered user, you're entitled to full support. You can contact Secusoft Productions through e-mail at support@secusofts.com. Remember to add your [membership number, full name and email address](#). [Without them your mail will not reach us.](#)

You can also use our online support form at:
<http://www.secusofts.com/support.htm>.

We will answer any support member questions as soon as we receive it.

[Unregistered users.](#)

As an unregistered user, you might find the information you need through our FAQ's at <http://www.secusofts.com/>

If you have any suggestions concerning Manipulator improvements, in future versions, please contact us through e-mail at:
suggest@secusofts.com.

You can also use our online suggest form at:
<http://www.secusofts.com/suggest.htm>.

HOW TO ORDER

For your convenience, you may order by credit card in any of the following ways:

World Wide Web Secure Credit Card Interface

Online: <http://www.secusofts.com/buyman.htm>

PGP-Encrypted E-Mail

If you are familiar with PGP, you may encrypt and send your credit card order to us using our PGP Public Key. We will then decrypt the order and process it manually. If you prefer to order via e-mail, this is the method that we recommend. All orders sent via e-mail should be sent to sales@setsystems.com. All orders sent to ARO Systems via e-mail will be verified by telephone before we process them. If we do not have your telephone number, we will contact you via e-mail to obtain a phone number that we can reach you at. Our PGP Public Key is shown below.

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6.2

```
mQCNAzP7oK0AAAEEMptpLWI7AhaZXI80SihnLkSnboaFIB/a2gyfAgIrcI6w5qr
AftV4Om5/2TJYGKUXEiYzjyhSf6VcPbrqc+F+FWQpyqBxpZXdETIUmxM3HBGpD3W
YnJwjE6Z5jQAKWZp3DKLgIPM/fhPGGPVZZerRL28pTeiHKw396Mzx62ZjzR5AAUR
tCVzZXRTeXN0ZW1zIDxrZXItYXN0ZXJAc2V0c3lzdGVtcy5jb20+
=aG44
```

-----END PGP PUBLIC KEY BLOCK-----

E-Mail

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What if I register?

Concerning online registration.

Normally, you will have your key file within 24 hours after notification from Setsystems.

As a registered user, you will have:

1. Full support through e-mail.
2. Access to minor upgrades and bug fixes(if any).
3. You will be informed of major updates and new software releases.

Please visit our homepage at: www.secusofts.com.

Drive/Dir/file and text field colors configuration.

You can configure Drive, directory, file windows and text field colors on each side.

When you choose this function, a mini version of Manipulator's Drive/Dir/file windows and text fields appears.

Each side has its own text color, background color and default buttons.

To change a window's text color or background color, press the appropriate button before changing text/background colors. You can also press the left mouse button inside the field or window you wish to change

When you've finished changing the colors, press the ' Keep changes ' button.

The default button, restore colors to their original values before any changes were made.

Codes.(Menu).

Operates on: Full editor.

The codes menu consist of four list windows.

Each of these windows can contain whatever you want.
As a default we have configured them with :

Html language codes, html examples, java specific code and special
html character codes.

The files are located in the application (Manipulator) installation
path and the filenames are:

Text1.txt, Text2.txt, Text3.txt and guess what...Text4.txt...

By double clicking the left mouse button on a line in one of the four
windows, you will place the text selected into the editor at cursor position.

You can add, modify, edit, delete the contents of the textfiles as you see
fit. Load text1.txt, text2.txt or text3.txt into ManiEdit and start making
your own listings.(Remember to save them as *.txt).

You can change files and colors of each list window by chosing the popup
menu option.(PopUp menu = right mouse button inside code window area).

The function key F12 do a carriage return (next line) in the editor (NOT
).

You can also seek for a specific line in the list windows. To do so, just
start typing the first letters of string you wish to search for.
The list windows will automatically start reposition the lines.
Moving the mouse will reset the search .

[Insert object.](#)

By choosing this menu function, you can insert embedded objects into your document. (The document you are inserting the object into must be saved as RTF if you wish to retain the objects(files)).

When you have inserted an object, the program associated with the object (if any), will execute, giving you the opportunity to edit, correct or otherwise manipulate the object.

Object will be inserted at cursor position.

Associating a file.

Operates on: Source

If a datafile cannot be executed by double clicking left mouse button, you can associate the datafile to any program(exe or com) by pressing the 'Associate' button. Doing so, will bring forth a new drive, directory and file window from which you can choose the executable file. Your choice of executable program, will be used to execute the selected datafile.

Procedure:

Select a datafile and press 'Associate'

Select the executable program you wish to associate with the datafile.

Press Ok.

When you've done this, a popup window appears, displaying the message: 'Ok...Association complete' - Press the OK button.

The association window will disappear and run the datafile with the program you chose.

This association will be permanent, until you choose otherwise.

What's new in Manipulator version 2.2?

1. Added PopUp menus for fast and easy access.
2. Added Windows system functions.
3. Added Zip/Unzip functions with self extracting capabilities.
Six compression levels. Multidisk option.
4. Redesigned Manipulator and Editor.
5. Fixed printout function in Editor.
6. Added property information. Windows style.(PopUp)
7. Added position feature to code lists window.
8. Editor toolbar: All functions are now placed in toolbar. (Resizable).
9. Added ascii edit feature to hex editor.
10. Optimized copy(all), move(all), delete(all).
11. Added multiple shortcuts option. It's now possible to create shortcuts to more than one file at a time. Users no longer need to specify desktop directory.
12. Html viewer in Editor optimized.
13. Manipulator now runs perfectly in 640*400 resolution.
14. Added Open with... feature. (Windows style).
15. Optimized Association function.
16. Fixed small error in number conversion.
17. Manipulator should now run perfectly under Windows95/98/NT40/NT50

What can the editor do?

ManiEdit is an advanced editor. You can insert imbedded music, pictures, animations and documents by pressing its insert object feature.

We believe that it contains everything you need. DO NOT think that this is a word processor neither will it be. It's what we call an open editor.

You can use it to a lot of things, though.

It has WYSIWYG (What You See Is What You Get) printout.
You can insert files of any kind. (multimedia files included).
It has editable code windows. (Which you can change as you please).
All font options...
Alignment of text
Lock and protect functions.

Try it out... Our program testers loves it.

Html viewing.

You can view HTML code using the Editor.

First Load or create some HTML code. When finished, press the 'View html' button.

It will ask you for a save name. Name the html file and save as *.htm. When you've done this, the editor will start your browser and show you the result.

How to edit Ascii characters.

Due to requests made by current users, we've implemented this feature.

To ascii edit a files, do the following:

1. Find the line you wish to edit.
 2. lift click mouse button on ascii line.
 3. A menu appears containing the characters from the line.
 4. Edit the line and press ok.
- That's it.

Always make sure, that the line you edit contains 16 characters.
If not.. The line wont be accepted.

The WinSys function.

This is your shortcut to Windows system settings.

A lot of people have asked us, if we could make these functions available from Manipulator.

From here you can access software, hardware, screen and display settings.

Open with... feature.

Operates on: Source.

Windows style. From here you can execute a program with a selected datafile.

From here you can associate a datafiles with programs.

See also: [Association](#)

PopUp menu.

We have received several requests for a popup menu. Well,here it is.

Functions,which are use the most, can be accessed from here.

The popup menu is smart. As you can see, each function is represented only once. It'll know what to do, by examine where you right clicked the mouse. Suppose you would copy a directory with files: By clicking the right mouse button inside the directory window, you tell the popup menu to use the 'Copy all' function. If you click right mouse button inside a file window,you tell the popup menu to use the 'Copy' function.....files only.

Each function in the popup menu is explained elsewhere in the helpfile.

Position.

The code window has three different positions.

1 by 4 , 2 by 2 and 4 by 1.

1X4 equals horizontal display.
2X2 equals rectangular display.
4X1 equals vertical display.

Default = 1X4

Compression.

You have six compression levels at your disposal.

The default level is 'better compression'.

The default level will appear each time you access the zip window.

File options related with zip-window.

Through the file options, you can specify how the zip window should handle the files.

You have the following at your disposal:

Include hidden:

Tell ManiZip to include hidden files to the archive.

Overwrite always:

Tell ManiZip to overwrite existing files in archive.

Recurse: (Default).

Tell ManiZip to include subdirectories and files.

Include full path:

Tell ManiZip to include the full path from source in archive.

Move files:

Remove file(s) from source after they have been added to archive.

Use tempfile:(Default).

Create tempfile(temporary archive.).

Disk options related to ManiZip.

Through the disk options, you're able to span zip file across multiple disks.

The Clear disk option, when set, will clear the disk while writing to it. By doing so, you do not have to erase disks before zipping to them.

Volume label option will add the volume label name to the zip file.

The Add method.

There are three add methods.

All files: Default setting.

All files selected will be added regardless the contents of the zip archive.

Freshen files:

Freshen files do not add new files to an archive. It will add newer files already present in the archive.

Update files:

Same as freshen, but will add new files to an archive.

Step by step procedure to creating an archive.

1. Select the directory or files you wish to add to an archive and press ZIP.
2. Type the full path and archive name you wish to use or press ARCHIVE.
3. press COMPRESS FILES

To update/freshen files to an existing archive, follow the same procedure but select an archive name that already exists.

The password option.

The password option lets you encrypt an archive.

Check the encrypt option and type your password.
You can type up to 80 characters.

As a default the password is empty.

Procedure:

Type the password and press COMPRESS FILES.

Note:

Be sure to use strings you can remember. Once you've entered a password and pressed compress files, there's no return.

Compress files.

Compress files starts the compression.

The archive button.

When you first enter the ZIP window, you must choose an archive name to add to.

This is done by either typing the path and archive name or pressing the archive button. The archive button brings up a dialog box. From here you can create/browse for a specific folder as your zip destination. Next you must type an archive name. You do not have to specify the extension. The archive function automatically assume, that the extension is *.zip.

After you've finished this part, you're ready to go....

The overwrite function.

Using overwrite options, you can determine how ManiUnzip should react, if destination file already exists.

There are three possible settings:

Always:
Always overwrite files.

Never:
Never overwrite files.

Ask:
Prompt user if destination file already exists. (Overwrite Y/N).

Extract methods.

The extract method works just like the zip add methods.

There are three options available.

Extract All
Freshen
Update

Refer to the [add method](#).

Delete file(s) from an archive.

You can delete files from an archive by selecting them. Hold down CTRL or SHIFT to multi select files and press the delete file(s) button.

MultiDisk mode.

By checking this option, you can extract files from a zip file, which spans over multiple disks.

Just follow the instructions displayed on the screen.

Unzip Function buttons (extra).

You have two extraction possibilities at your disposal.

Extract all:
Extract all files in an archive.

Extract selected:
Extract only the files you have selected.

Note:

To select multiple files, hold down the CTRL or SHIFT key while selecting the files.

Functions available in the TVFE zip.

TVFE stands for: Test - View - Fix - and make archive executable (self extracting).

The Test button tests if archive will extract properly.

The Fix button will try to fix a corrupt zip file.

The Self extracting button will make an zip file self extracting.(*.zip to *.exe)

The Open button lets you load a zip file.

See also: [Fix options.](#)

The fix options.

Sometimes you bump into a corrupt zip file. The fix button in TVFE zip window, might be able to correct the problem.

The default setting in the fix options is NORMAL.

In extreme cases you can use the aggressive option.
(Only use the aggressive option, when everything else fail).

Zip overview.

At last... True zip/unzip functions are now fully integrated in Manipulator. We've added a wealth of features into our three zip related windows.

Ok. Now ask the question: Why make three? Why not put it all together into one window?

Answer: Simplicity. By doing so, you will easily and effectively handle every aspect of Manipulator's zip features, without being overwhelmed by a vast number of control settings, unrelated to the job at hand.

Try it..you'll see.

Password (ManiUnzip).

If your archive is encrypted, you need to type the password before you begin the extraction.

The Use Paths option.

By checking this option, the extract function will extract files using the full path (if exist) stored in the zip file. (Relative to the path you choose as extraction folder).

