



drop your message files on the uucd application icon (or open them from uucd's file menu, but it can be much longer if you have many files).

As the message files are loading, each segment of uucode shows up as an icon with some textual info on the right. When some consecutive segments seem to form together a file (the first segment shows up as a 'begin' icon, the last one as a 'end' icon), the icons of this stream of segments are changing to outlined ones, with a 'save' mini-icon at the left of the 'begin' icon. Then you can save the file by clicking on this 'save' mini-icon.

If the segments are in a wrong order, you can rearrange it by 'drag and drop' on every misplaced segment. The textual infos at the right of the segment icons are here to help you to identify the segments. A first column shows the destination filename associated with a 'begin' segment. The second one gives the last 'Subject:' encountered while processing the messages. If there is no subject line then the source file name is used, eventually followed by a number.

The 'Sort' button can help you to rearrange automatically the segments in the proper order. It is designed to work as well as possible in most simple cases, no more.

When Binhex files are encountered, they are loaded but saved only in their .hqx text form. uucd then only works as a merging tool. You can use Stuffit Expander or other Binhex decoders to decode the .hqx file.

When MIME/Base64 files are encountered, they are fully decoded. uucd also tries to guess the file name from the last subject line. I couldn't find a good, real documentation about this format, and there seems to be several idioms of it. I can only say that it worked quite well these last days, on some f\*%/=ng base64 posts found in the news.

## Troubleshooting

- uucd doesn't recognize any line of an uuencoded file

Are you sure that it's uucode? Some email programs send attachments in other formats. uucd may not handle them.

- uucd can't decode MIME/base64 lines

Oh, well, maybe uucd isn't so perfect. You can try MPack (available by anonymous ftp to ftp.andrew.cmu.edu, directory /pub/mpack).

- uucd reads my uucode files, but I don't get any uudecoded one

Uh... ok, uucd has read the uucode and converted it to binary segments, but you didn't even try to save them, didn't you ?! Try the 'Save All' button at the bottom of the window, or the

little disk icon at the topleft of each complete list of segments.

- You get a 'The application's free memory seems to get low' alert

uucd uses the application's memory to store the uudecoded segments. When trying to decode large files, there may be insufficient memory allowed to uucd.

To change it, quit uucd, select the application's icon from the Finder and ask 'Get Info' from the 'File' menu. There you can change the amount of memory available to uucd.

#### Disclaimer

```
#include <std disclaimer.h>
/* use it at your own risks, blah blah... */
```

I wrote uucd to suit my personal needs.

There are many other uudecoders for the Mac, uucd simply does everything I've always wanted the others to do, no more. So if uucd doesn't suit your needs, you can email me or try another decoder.

#### Version History

950627 uucd 2.4.1 mainly fixes a bug in the prefs mechanism  
950614 uucd 2.4 adds support for Binhex and MIME/Base64  
Preferences are now saved in a 'uucd prefs' file in the system prefs folder

950327 uucd 2.3.1 introduces a new 'Sort' button  
950321 uucd 2.3 supports Drag Manager, gets some buttons, a Memory Bar, and implements a much better 'Save All' mechanism

950301 uucd 2.2.1 fixes some minor problems  
950201 uucd 2.2 has been partially rewritten:  
Enhanced the UU lines recognition  
Gives better information about each segment

941221 uucd 2.1.8 allows to specify the 'Subject:' tag  
941220 uucd 2.1.7 makes it run without ColorQuickDraw (ie MacSE)  
941208 uucd 2.1.6 fixes a DisposeResource bug  
9412 uucd 2.1.5 posted to comp.binaries.mac

94?? uucd 2.0 posted on the French site CalvaCom  
92?? uucd 1.0 posted on the French site CalvaCom

Thanks to

emr999@arts.usask.ca (Blue Savannah!)  
NavonodM@aol.com (Mark Donovan)  
Jeremy@vms.huji.ac.il (Jeremy Moskovich)  
gero.dittmer@clipper.de (Gero Dittmer)

cpicket@eis.calstate.edu (Chris S Pickett)  
Per.Mildner@CSD.UU.SE (Per Mildner)