CONTENTS

GENERAL INFORMATION

Electric Storm Software

Introduction
Registration
Site License Registration
Disclaimer
Distribution

The ESS-Code Archives
16-BIT Version Information
32-BIT Version Information

USING ESS-CODE

System Requirements
Drag & Drop Support
Uninstallation With Windows95/WindowsNT

THE MENU SYSTEM

File
Segmentation
Options
Help

Glossary

Copyright 1993, 1994, 1995, Michel Forget
Electric Storm Software

DRAG & DROP SUPPORT

T

ESS-Code, like many other applications available, allows you to drag a file from the program manager (or explorer) to the ESS-Code application window to perform an encoding/decoding operation.

When the file is dropped on the ESS-Code application window, a dialog box will appear asking what should be done with the file.   After selecting the appropriate action, ESS-Code will perform the action (asking for extra information if necessary).

HELP

      The help menu allows you to search for help on a specific topic, use the online manual, learn how to use the help system, and much more.

<u>C</u>ontents   If you select this menu entry, you will be shown the contents of the online manual.

<u>S</u>earch...   This menu entry will allow you to search for help within the online manual on a topic of your choosing.

<u>I</u>ndex   If you select this menu entry, you will be shown the index of the online manual.

<u>U</u>sing Help   If you do not know how to use the help system, select this menu entry to learn more about it.

<u>A</u>bout ESS-Code...   This menu entry will allow you to view general information about ESS-Code, including copyright and shareware information.

ELECTRIC STORM SOFTWARE

Programming: Michel Forget
Design Testing: Mike Bublitz

      If you would like to contact Electric Storm Software, please send an electronic mail message to **mforget@worldgate.com** or **mbublitz@worldgate.com** -- your message will be answered promptly. If you would like to contact Electric Storm Software in writing, either for the purposes of <u>registration</u> or to offer comments or suggestions, please write to:

Michel Forget (RE: PC)
12209 Dovercourt Avenue
Edmonton, Alberta
CANADA
T5L 4E1

GLOSSARY

The following special terms are used in this online manual:

ASCII

Binary

Pathname

Segment

Servers

INDEX

UNIX Line Termination
Overwrite Confirmation
AutoSave Options
Save Options
Save Options As...
Load Options...

S

Segmentation Menu

Preset Segment Size
User Defined Size
No Segmentation

INDEX (HELP MENU)

If you select this menu entry, you will be shown the index of the online manual.   The index contains information in alphabetical order (like the index you would find in a book) which can be used to locate information on a specific topic.

CONTENTS (HELP MENU)

If you select this menu entry, you will be shown the contents of the online manual.   The contents contains broad topics (like the contents you would find in a book) that you can select to read more about them.   Unlike the index, the contents contains information about many topics under one heading, whereas the index contains information about only one specific topic for each heading.

SEARCH (HELP MENU)

If you select this menu entry, you will be able to search the online manual for specific information. This allows you to rapidly find the information you are looking for by typing only the first few letters of the subject you are interested in.

HELP USING HELP (HELP MENU)

If you do not know how to use the help system, select this menu entry to learn more about it.

ABOUT ESS-CODE (HELP MENU)

If you select this menu entry, you will be shown copyright information and shareware information about ESS-Code.   If you have registered, this menu entry will also allow you to enter your personal key.

INTRODUCTION

ESS-Code is an application designed to allow computer users to exchange <u>binary files</u> across computer networks that do not support the transmission of binary information. This task is accomplished by converting the binary file to an <u>ASCII</u> file, then converting the ASCII file back to its original state after transmission.

There are four popular methods of conversion, each of which is named after the part of the process that performs the conversion; UUE, MIME, BTOA, and SHIP. Since each of these conversion methods is an accepted standard, there are a wide variety of encoding/decoding utilities available for every major computer platform, including UNIX, Macintosh, Amiga, Atari, and many more.

Why should you use ESS-Code instead of one of the many other utilities currently available? There are many reasons:

1) SPEED - ESS-Code is much faster than other coding programs that I have tested. In some cases, the difference in speed is as much as 40%! ESS-Code was tested against several major Shareware applications, and not one of them was faster.

2) APPEARANCE - ESS-Code is a Windows application, which means that it makes extensive use of menus, dialog boxes, and graphical output. You are not required to remember any command line parameters, or type needlessly. Since ESS-Code is a Windows application, you can also access other programs while ESS-Code is performing a conversion, or perform more than one conversion at once.

3) FLEXIBILITY - ESS-Code supports UUE, BTOA, SHIP, MIME, File Splitting, File Joining, and more. All of your file conversion needs are handled by one application.

4) COMPATIBILITY - There are versions of ESS-Code available for DOS, Windows, WindowsNT, and Windows95. The conversion methods used by ESS-Code are standard, meaning that you can use other conversion programs on other platforms (UNIX, Amiga, Atari, & Macintosh) to process files that have been converted with ESS-Code.

5) OPTIONS - ESS-Code was written with the needs of the user in mind. There are a host of user-configurable options that can be set to affect how output is generated, how ESS-Code behaves, and even how ESS-Code looks.

6) HELP - As you would expect of any application written for the Windows environment, ESS-Code has extensive online help. You can read the documentation online, search for keywords, and find information quickly when needed.

7) BINARY NEWSGROUPS - Many USENET discussion groups (newsgroups) -- those with the word binaries in the name -- encode messages so that they can be distributed to the public.

8) ONLINE SERVICES - Do you have a Genie, CompuServe, or AOL account? Many online services do not provide a way to send a file to another user in electronic mail, or charge for this service. If this is the case, the file in question can be processed with ESS-Code.

REGISTRATION

OR: Is this program worth $15.00 to me?

        If you believe that ESS-Code is a quality product and would like to receive the registered version of the software, please send $15 (US/CDN) to:

Michel Forget (RE: PC)
12209 Dovercourt Avenue
Edmonton, Alberta
CANADA
T5L 4E1

If you send a cheque to the address listed above, please make it payable to Michel Forget.

If you do not live in North America (and you are writing to this address instead of the address for users in the United Kingdom), please send an international money order or the equivalent of $15 in your own currency.   Please do not send a personal cheque unless you live in North America.

For your convenience, we have included a <u>registration form</u> which can be printed for easier (and very likely quicker) service.

UUENCODE FILE (HELP MENU)

This command will allow you to convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the Dumas UUEncode file conversion method.

If segmentation is enabled, the resulting output files will have extensions of .UAA, .UAB, .UAC, and so on. If segmentation is not enabled, the resulting output file will have an extension of .UUE.

This method of file conversion is very fast, but it is also very inefficient.   After being converted, files are typically 20% larger than their binary counterparts.   The most attractive feature of this file conversion method is that it is supported by virtually every computer platform in existence.

UUDECODE FILE (FILE MENU)

This command will allow you to return a file converted with the Dumas UUEncode file conversion method to its original <u>binary</u> state.

Files that have been converted with the Dumas UUEncode file conversion method have extensions of .UUE, .UAA, .UAB, .UAC, [...],.UBA, .UBB, .UBC, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each of the segments.

MIME-ENCODE FILE

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the MIME file conversion method.

If segmentation is enabled, the resulting output files will have extensions of .01, .02, .03, and so forth. If segmentation is not enabled, the resulting output file will have an extension of .M.

This file conversion method, which is the newest of the file conversion methods to be developed, is rapidly gaining in popularity.   It is fast, efficient, and flexible.   If you know that the person or machine receiving your data can process MIME-Encoded files, this is the best file conversion method to use.

MIME-DECODE (FILE MENU)

This command will allow you to return a file converted with the MIME file conversion method to its original <u>binary</u> state.

Files that have been converted with the MIME file conversion method have extensions of .M, .01, .02, .03, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each segment of the file to be decoded (though you can do so if you wish).   Only the first segment must be specified.

SHIP-ENCODE (FILE MENU)

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the SHIP file conversion method.

To retain compatibility with the UNIX implementation of SHIP, the output of this encoding method is always a series of files named PART0001, PART0002, and so forth.   While not a   desirable situation, this is an unfortunate necessity.

This file conversion method, though available, should not be used unless there is no other option available.   MIME-Encoding, which is nearly as efficient, is much more flexible than SHIP-Encoding.

SHIP-DECODE (FILE MENU)

This command will allow you to return a file converted with the SHIP file conversion method to its original <u>binary</u> state.

Files that have been converted with the SHIP file conversion method have names such as PART0001, PART0002, PART0003, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each segment to be decoded (though you can do so if you wish).   Only the first segment must be specified.

BTOA-ENCODE FILE (FILE MENU)

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the BTOA file conversion method.

To retain compatibility with the UNIX implementation of BTOA, the output of this encoding method cannot be segmented.   If you need to segment the output, you can use the Split File... command to do so.   If the resulting file is to be rebuilt on a UNIX system, you will need to use the cat command in the following fashion (after removing network message headers):

/usr/mforget/> cat file.1 file.2 file.3 file.4 file.5 >the.whole.file
/usr/mforget/> atob the.whole.file output

BTOA-DECODE FILE (FILE MENU)

This command will allow you to return a file converted with the BTOA file conversion method to its original <u>binary</u> state.

Files that have been converted with the BTOA file conversion method have extensions of .B2A.

SPLIT FILE (FILE MENU)

This command will allow you to split a file into segments so that it may be written to disk for transportation or so that it may be transmitted across a network. It is important to recognize that the file (once split using this method) will not be able to be processed by any conversion method until it is once again rebuilt. If ESS-Code is not available for the platform on which the file will be rebuilt, there are many other utilities available that can perform this task (or it could be performed manually using a text editor).

JOIN FILE (FILE MENU)

This command will allow you to rejoin the parts of a file that has been split by ESS-Code.   You do not need to specify the name of each segment to join.   Instead, you are only required to specify the name of the first segment (and ESS-Code will determine the other segment names).

EXIT (FILE MENU)

This command will allow you to exit ESS-Code.   You will not be asked for confirmation unless your options have changed and the AutoSave Options feature is disabled.

FILE MENU

The file menu allows you to perform various operations on files, such as encoding and decoding.

UUEncode File...

This command will allow you to convert a file of your choosing from binary to ASCII using the Dumas UUEncode file conversion method.

If segmentation is enabled, the resulting output files will have extensions of .UAA, .UAB, .UAC, and so on. If segmentation is not enabled, the resulting output file will have an extension of .UUE.

This method of file conversion is very fast, but it is also very inefficient.   After being converted, files are typically 20% larger than their binary counterparts.   The most attractive feature of this file conversion method is that it is supported by virtually every computer platform in existence.

UUDecode File...

This command will allow you to return a file converted with the Dumas UUEncode file conversion method to its original binary state.

Files that have been converted with the Dumas UUEncode file conversion method have extensions of .UUE, .UAA, .UAB, .UAC, [...],.UBA, .UBB, .UBC, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each of the segments.

MIME-Encode File...

This command will allow you convert a file of your choosing from binary to ASCII using the MIME file conversion method.

If segmentation is enabled, the resulting output files will have extensions of .01, .02, .03, and so forth. If segmentation is not enabled, the resulting output file will have an extension of .M.

This file conversion method, which is the newest of the file conversion methods to be developed, is rapidly gaining in popularity.   It is fast, efficient, and flexible.   If you know that the person or machine receiving your data can process MIME-Encoded files, this is the best file conversion method to use.

MIME-Decode File...

This command will allow you to return a file converted with the MIME file conversion method to its original binary state.

Files that have been converted with the MIME file conversion method have extensions of .M, .01, .02, .03, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each segment of the file to be decoded (though you can do so if you wish).   Only the first segment must be specified.

SHIP-Encode File...

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the SHIP file conversion method.

To retain compatibility with the UNIX implementation of SHIP, the output of this encoding method is always a series of files named PART0001, PART0002, and so forth.   While not a   desirable situation, this is an unfortunate necessity.

This file conversion method, though available, should not be used unless there is no other option available.   MIME-Encoding, which is nearly as efficient, is much more flexible than SHIP-Encoding.

SHIP-Decode File...

This command will allow you to return a file converted with the SHIP file conversion method to its original <u>binary</u> state.

Files that have been converted with the SHIP file conversion method have names such as PART0001, PART0002, PART0003, and so forth.

When decoding a segmented file using this file conversion method, you do not need to specify each segment to be decoded (though you can do so if you wish).   Only the first segment must be specified.

BTOA-Encode File...

This command will allow you convert a file of your choosing from <u>binary</u> to <u>ASCII</u> using the BTOA file conversion method.

To retain compatibility with the UNIX implementation of BTOA, the output of this encoding method cannot be segmented.   If you need to segment the output, you can use the Split File... command to do so.   If the resulting file is to be rebuilt on a UNIX system, you will need to use the cat command in the following fashion (after removing network message headers):

/usr/mforget/> cat file.1 file.2 file.3 file.4 file.5 >the.whole.file
/usr/mforget/> atob the.whole.file output

BTOA-Decode File...

This command will allow you to return a file converted with the BTOA file conversion method to its original <u>binary</u> state.

Files that have been converted with the BTOA file conversion method have extensions of .B2A.

Split File...

This command will allow you to split a file into segments so that it may be written to disk for transportation or so that it may be transmitted across a network.   It is important to recognize that the file (once split using this method) will not be able to be processed by any conversion method until it is once again rebuilt.   If ESS-Code is not available for the platform on which the file will be rebuilt, there are many other utilities available that can perform this task (or it could be performed manually using a text

editor).

Join File...

This command will allow you to rejoin the parts of a file that has been split by ESS-Code. You do not need to specify the name of each segment to join. Instead, you are only required to specify the name of the first segment (and ESS-Code will determine the other segment names).

Apply Filter...

This command will allow you to repair UUEncoded files that have been distributed in a corrupted (non-standard) format.   This is most often the case when files are distributed through USENET discussion groups or when files are distributed by ftp-mail software.

Files are repaired by using a special template called a filter.   The filter consists of a *data start sequence*, a *data end sequence*, and two *instance counters*.

Reset LOG File...

This command is only available in the 32-BIT version of ESS-Code.

This command will allow you to erase the file that ESS-Code uses to record information about the actions you perform while using ESS-Code.   This file is required so that you have a way of tracking where encoded/decoded files have been placed, and what options were used for each encoding/decoding operation.   It also provides you with a cumulative written record of what you have done with ESS-Code.   If you find that the file is growing too large, simply select this command to erase it.

View LOG File

This command is only available in the 32-BIT version of ESS-Code.

This command will open the LOG file for viewing (or editing) in the system text editor.

Print LOG File

This command is only available in the 32-BIT version of ESS-Code.

This command will print the LOG file using the system text editor.

Exit

This command will allow you to exit ESS-Code.   You will not be asked for confirmation unless your options have changed and the AutoSave Options feature is disabled.

SEGMENTATION MENU

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.   The segmentation menu allows you to determine the size of the segments that ESS-Code will create.

Preset Segment Size

The segment sizes that are shown in this submenu are typical segment sizes that are commonly used.

User Defined Size

If none of the preset segment sizes match your needs, you can specify a segment size of your own by selecting this menu entry.

No Segmentation

If you do not need segmentation, select this menu entry to disable it.

OPTIONS MENU

      The options menu allows you to control how ESS-Code encodes and decodes files.   You can also significantly alter the look-and-feel of the application using the commands found in this menu.

UUEncode

Full Path Specification   This command forces the inclusion of the full pathname of the file being encoded in the encoded file.   Normally, UUEncoded files only contain the filename and extension of the file being encoded.

Generate Table   This command forces the UUE file conversion method to generate a table of characters to compensate for corruption by ill-behaved network mailers.   This table, while not usually required, can be useful in some situations.

SHIP-Encode

Fast Mode   Selecting this menu entry will force the SHIP file conversion method to use a slightly less efficient (but slightly faster) method of encoding.

MIME-Encode

Subject   If you select this menu entry, the MIME file conversion method will prompt you for a message subject to apply to the outgoing (encoded) data.

Description   If you select this menu entry, the MIME file conversion method will prompt you for the name of a file containing a description of the outgoing (encoded) data.

Specify Content Type   Selecting this menu entry will cause the MIME file conversion method to prompt you for a content-type to apply to the outgoing (encoded) data.   The content-type must be a subtype of application, audio, image, or video.

MIME-Decode / SHIP-Decode

Quick Find   If you select this menu entry, ESS-Code will only require you to specify the name of the *first* segment of a file that was encoded with the MIME/SHIP file conversion methods.   ESS-Code will attempt to determine the names of all subsequent segments.   This option, which is enabled by default, should only be disabled if the file you are decoding does not conform to the naming standard used by ESS-Code, or if the segments of the file you are decoding reside in multiple directories on your system.

Client Execution Mode (16-BIT VERSION ONLY)

Hidden   If you select this menu entry, ESS-Code will hide <u>servers</u> when they are launched so that they have no visible output and do not appear on your monitor.

Minimized   If you select this menu entry, ESS-Code will minimize <u>servers</u> when they are launched so that they have no visible output, but appear as an icon (which can be opened should the need arise).

Background Window   If you select this menu entry, ESS-Code will display the output of <u>servers</u> in a background window when they are launched.   This leaves you free to continue working with ESS-Code.

Foreground Window   Selecting this menu entry will cause ESS-Code to display the output of <u>servers</u> in a foreground window when they are launched.   This allows you to see the contents of the entire window.   If you wish to continue working with ESS-Code while the server is operating, simply click on the main application window of ESS-Code.

Quick Termination   Selecting this menu entry will cause ESS-Code to remove <u>server</u> windows (if visible) immediately after the server has finished the task it was assigned. While this prevents you from viewing the output of the encoding/decoding operation, it makes system resources available to the system that would otherwise be unavailable until the server window was closed manually.

UNIX Line Termination

If you select this menu entry, each line of   encoded output will end with a UNIX line-end character instead of a DOS line-end character.   This prevents ^M from appearing after every line when the encoded file is processed by a UNIX network mailer.

Overwrite Confirmation

Selecting this menu entry will cause ESS-Code to ask for confirmation before it overwrites any existing files during an encoding, decoding, file splitting, of file joining operation.

AutoSave Options

If you select this menu entry, ESS-Code will automatically save your options before you exit if they have been changed.

Save Options

Selecting this menu entry will cause your options to be saved immediately.

Save Options As...

Selecting this menu entry will allow you to save your options using a filename (and location) of your choosing.

Load Options...

Selecting this menu entry will allow you to load a previously saved set of options.

A binary file is a file that contains characters which cannot be transmitted across networks.   A binary file can be a picture, an archive, a database, an executable file, or anything else that is not considered plain text.

A server, in the context of this online manual, is a utility used by ESS-Code to convert a file from binary to ASCII, or to convert a file from ASCII to binary.

PRESET SEGMENT SIZE (SEGMENTATION MENU)

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.

The segment sizes that are shown in this submenu are typical segment sizes that are commonly used.

USER DEFINED SIZE (SEGMENTATION MENU)

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.

If none of the preset segment sizes match your needs, you can specify a segment size of your own by selecting this menu entry.

NO SEGMENTATION (SEGMENTATION MENU)

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.

If you do not need segmentation, select this menu entry to disable it.

FULL PATH SPECIFICATION (OPTIONS MENU)

This command forces the inclusion of the full <u>pathname</u> of the file being encoded in the encoded file.   Normally, UUEncoded files only contain the filename and extension of the file being encoded.

FAST MODE (OPTIONS MENU)

Selecting this menu entry will force the SHIP file conversion method to use a slightly less efficient (but slightly faster) method of encoding.

SUBJECT (OPTIONS MENU)

If you select this menu entry, the MIME file conversion method will prompt you for a message subject to apply to the outgoing (encoded) data.

DESCRIPTION (OPTIONS MENU)

If you select this menu entry, the MIME file conversion method will prompt you for the name of a file containing a description of the outgoing (encoded) data.

SPECIFY CONTENT TYPE (OPTIONS MENU)

Selecting this menu entry will cause the MIME file conversion method to prompt you for a content-type to apply to the outgoing (encoded) data.   The content-type must be a subtype of application, audio, image, or video.

HIDDEN (OPTIONS MENU)

This option is only available in the 16-BIT version of ESS-Code.

If you select this menu entry, ESS-Code will hide <u>servers</u> when they are launched so that they have no visible output and do not appear on your monitor.

MINIMIZED (OPTIONS MENU)

This option is only available in the 16-BIT version of ESS-Code.

If you select this menu entry, ESS-Code will minimize <u>servers</u> when they are launched so that they have no visible output, but appear as an icon (which can be opened should the need arise).

BACKGROUND WINDOW (OPTIONS MENU)

This option is only available in the 16-BIT version of ESS-Code.

If you select this menu entry, ESS-Code will display the output of <u>servers</u> in a background window when they are launched.   This leaves you free to continue working with ESS-Code.

FOREGROUND WINDOW (OPTIONS MENU)

This option is only available in the 16-BIT version of ESS-Code.

Selecting this menu entry will cause ESS-Code to display the output of <u>servers</u> in a foreground window when they are launched.   This allows you to see the contents of the entire window.   If you wish to continue working with ESS-Code while the server is operating, simply click on the main application window of ESS-Code.

UNIX LINE TERMINATION (OPTIONS MENU)

If you select this menu entry, each line of   encoded output will end with a UNIX line-end character instead of a DOS line-end character.   This prevents ^M from appearing after every line when the encoded file is processed by a UNIX network mailer.

OVERWRITE CONFIRMATION (OPTIONS MENU)

Selecting this menu entry will cause ESS-Code to ask for confirmation before it overwrites any existing files during an encoding, decoding, file splitting, of file joining operation.

AUTOSAVE OPTIONS (OPTIONS MENU)

If you select this menu entry, ESS-Code will automatically save your options before you exit if they have been changed.

SAVE OPTIONS (OPTIONS MENU)

Selecting this menu entry will cause your options to be saved immediately.

SAVE OPTIONS AS (OPTIONS MENU)

Selecting this menu entry will allow you to save your options using a filename (and location) of your choosing.

LOAD OPTIONS (OPTIONS MENU)

Selecting this menu entry will allow you to load a previously saved set of options.

QUICK TERMINATION (OPTIONS MENU)

Selecting this menu entry will cause ESS-Code to remove <u>server</u> windows (if visible) immediately after the server has finished the task it was assigned.   While this prevents you from viewing the output of the encoding/decoding operation, it makes system resources available to the system that would otherwise be unavailable until the server window was closed manually.

QUICK FIND (OPTIONS MENU)

If you select this menu entry, ESS-Code will only require you to specify the name of the *first* segment of a file that was encoded with the MIME/SHIP file conversion methods.   ESS-Code will attempt to determine the names of all subsequent segments.   This option, which is enabled by default, should only be disabled if the file you are decoding does not conform to the naming standard used by ESS-Code, or if the segments of the file you are decoding reside in multiple directories on your system.

REGISTRATION FORM

You do not need to print this form to register.   It is provided for your convenience only.   If you do not have a printer, or simply do not wish to print this form, simply send your name, address, and registration fee to the address listed below.

TO: Michel Forget (RE: PC)
        12209 Dovercourt Avenue
        Edmonton, Alberta
        CANADA
        T5L 4E1

Dear Michel,

        I am sending you $15.00 (US/CDN) as my registration fee for ESS-Code.   Please send me a key that I can use to unlock all current and future versions of ESS-Code.

Name: _____

Address: _____

                _____

                _____

                _____

                _____

If you supply an Internet electronic mail address, your key will me sent to you by electronic mail (in addition to being sent through normal paper-mail.

E-Mail: [Internet]

                        _____

                        [Other]

                        _____

[_____]   Please send a note to my Internet electronic mail address when new versions of ESS-Code are
                released.

What is the name of the archive you downloaded/received?   _____

Please feel free to use the space provided below to record your comments, suggestions, or bug reports (if any):

DISCLAIMER

ESS-CODE (THE SOFTWARE) DOES NOT COME WITH ANY WARRANTY, EXPRESS OR IMPLIED.   IF YOU MAKE USE OF THE SOFTWARE, PLEASE BE AWARE THAT YOU DO SO **AT YOUR OWN RISK**.   NEITHER THE AUTHOR OF THE SOFTWARE (MICHEL FORGET) NOR ANY OTHER PARTY WILL ACCEPT RESPONSIBILITY FOR ANY DATA LOSS, EQUIPMENT DAMAGE, OR OTHER UNFORESEEN CONSEQUENCES OR DAMAGES THAT ARISE AS A RESULT OF THE USE OR MISUSE OF THE SOFTWARE.

DISTRIBUTION

The **unregistered** version of ESS-Code may be distributed with the following limitations:

GENERAL

ESS-Code may be distributed free of charge; there can be no fee charged for the distribution of ESS-Code other than reasonable media charges.   ESS-Code may only be distributed in its entirety -- the archive format may be changed, but all of the files in the original archive must be included in the new archive.

MAGAZINES

ESS-Code may be included on disks or CD-ROMs included with (or sold by) magazines without permission, providing that a courtesy copy of the magazine (and media) is sent to Electric Storm Software and all other rules of distribution are adhered to.

CD-ROM SOFTWARE COLLECTIONS

ESS-Code may be included on CD-ROM collections, providing that all rules of distribution are adhered to.   A courtesy copy of the media would but sincerely appreciated, but is not manditory.

The limitations specified in this section are not designed to interfere with you; they are designed to protect the interests of Electric Storm Software.   If there are any questions about these limitations, please do not hesitate to contact Electric Storm Software.

USER DEFINED SIZE

When ESS-Code is processing a file, it can split the output file into segments so that it can be placed on floppy disks for transportation or transmitted over networks that cannot accommodate large messages.

To set the segment size manually (instead of using one of the preset segment sizes) you only need to enter the number of bytes (approximately) that you would like each segment to be.

If you decide that you do not want to set the segment size manually, click on the Cancel button.

SUBJECT

The MIME file conversion method requires that an encoded file be written as a message (for electronic mail).   The text that you enter in the subject field will be written to the header of the encoded file, or to the header of each segment of the encoded file if segmentation is enabled.

SPECIFY CONTENT TYPE

The MIME file conversion method assigns a type to each file that it encodes.   There are many different types available.   The text that you enter in this field will be the type assigned to the encoded file, and must be a subtype of application, image, audio, or video.

Unless you are very experienced with MIME, we suggest that you click on the Automatic button and allow ESS-Code to determine the content type.   There are very few reasons why you would ever want to manually set the content type.

A pathname is the complete specification of a filename.   (Example: C:\IMAGES\DRAGON.GIF)

A segment is one portion of an encoded file.   Segmentation is used to make a large encoded file easier to handle by breaking it up into segments.

An ASCII file, for the purposes of this document, is a file that contains only printable characters that can be transmitted across a computer network.   ASCII files are commonly referred to as plain text files.

GENERATE TABLE

This command forces the UUE file conversion method to generate a table of characters to compensate for corruption by ill-behaved network mailers.   This table, while not usually required, can be useful in some situations.

SYSTEM REQUIREMENTS

ESS-Code is not an application that will consume the resources of your system.   If you would like to use ESS-Code on your system, you should have:

DOS Version

DOS >= 3.3

Windows 3.1/3.11 16-BIT Version

DOS >= 3.3
Windows >= 3.1, Windows NT, Or Windows95
VGA (>=16 Colours)

Windows95/WindowsNT Version

386/486/Pentium Processor
Windows95/WindowsNT
VGA (>=16 Colours)

APPLY FILTER (FILE MENU)

This command will allow you to repair UUEncoded files that have been distributed in a corrupted (non-standard) format.   This is most often the case when files are distributed through USENET discussion groups or when files are distributed by ftp-mail software.

Files are repaired by using a special template called a filter.   The filter consists of a *data start sequence*, a *data end sequence*, and two *instance counters*.

FILTERS

This command will allow you to repair UUEncoded files that have been distributed in a corrupted (non-standard) format.   This is most often the case when files are distributed through USENET discussion groups or when files are distributed by ftp-mail software.

Each filter consists of four individual elements; a *data start sequence*, a *data end sequence*, and two *instance counters*.   The *data start sequence* is a unique set of characters that appear on the line immediately before the encoded data begins.   The *data end sequence* is a unique set of characters that appear on the line immediately after the encoded data (for the segment) is complete.   The two *instance counters* determine how many times the sequence in question (start or end) should be located before ESS-Code starts or stops recording data.

There are several filters included with ESS-Code, but the filter you need may not be available.   If this is the case, you can create your own filter (and save it if you expect to need it more than once).   If the filter you need already exists, simply load it, select each of the files that makes up the encoded file, and click on the OK button.

Once a file has been passed through a filter, the output will consist of one non-segmented, standard, UUEncoded file.

THE ESS-CODE ARCHIVES

There are several distinct versions of ESS-Code available, each serving a different   operating environment but sharing a common version number.   The archive you received this manual with will contain only one version of ESS-Code.   If you should desire another of the available versions of ESS-Code, it should be available where you found this archive under one of the following filenames:

THE WINDOWS VERSION	ECD67WIN.ZIP
THE WINDOWS 95 / WINDOWS NT VERSION	ECD71W95.ZIP
THE DOS VERSION	ECD66DOS.ZIP
THE ATARI VERSION	ECD64ATR.ZIP
	ESSCD64.ZIP

16-BIT VERSION INFORMATION

The 16-BIT version of ESS-Code is massive; it requires approximately 1.1 megabytes of space on your hard disk.   This is due, in large part, to the design philosophy of the application.   Since Windows 3.1/3.11 does not support multithreading or preemptive multitasking, ESS-Code was developed as a series of independant components.   Each of the components is a self-contained unit, needing no other compenent in order to execute.   This allows an individual   component to be executed in the background without interfering with the user, and it also allows multiple copies of a component to be executing at the same time.

For more information about the features and capabilities of ESS-Code, please read the introduction.

32-BIT VERSION INFORMATION

The 32-BIT version of ESS-Code is much smaller than the 16-BIT version, which is due in large part to the fact that it is an integrated product.   Unlike the 16-BIT version of ESS-Code, which consists of many individual components, the 32-BIT version of ESS-Code consists of one component.   This is possible because Windows95 and WindowsNT support multithreading, which allows a single application to do more than one task at once.

The 32-BIT version of ESS-Code was also designed to handle long filenames, so you no longer need to create meaningless names such as QSRT9506.UUE.   You can simply name the file Quarterly Sales Report, 1995/06.uue and it will be expanded (**_only on filesystems capable of handling long filenames_**) as Quarterly Sales Report, 1995/06.

For more information about the features and capabilities of ESS-Code, please read the introduction.

RESET LOG FILE...

This command is only available in the 32-BIT version of ESS-Code.

This command will allow you to erase the file that ESS-Code uses to record information about the actions you perform while using ESS-Code. This file is required so that you have a way of tracking where encoded/decoded files have been placed, and what options were used for each encoding/decoding operation. It also provides you with a cumulative written record of what you have done with ESS-Code. If you find that the file is growing too large, simply select this command to erase it.

DRAG & DROP

ESS-Code allows you to <u>drag</u> a file from the file manager (or explorer) and <u>drop</u> that file on the ESS-Code application window in order to process it automatically.   This allows you to bypass the complex menu system and only be forced to enter required information.

Select an operation using the drop-down list, then click on the OK button to execute the operation.   If you do not want to perform any operation on the file in question, click on the Cancel button.

SITE LICENSE REGISTRATION FORM

You do not need to print this form to register. It is provided for your convenience only. If you do not have a printer, or simply do not wish to print this form, simply send your name, address, and registration fee to the address listed below.

TO: **Michel Forget (RE: DocMan)**
12209 Dovercourt Avenue
Edmonton, Alberta
CANADA
T5L 4E1

Dear Michel,

        I am sending you $100.00 (US/CDN) as the site license registration fee for DocMan. Please send a single key that can be used to unlock DocMan on an unlimited number of computers within my organization. It is my understanding that the key sent will be capable of unlocking all current and future versions of DocMan.

Name: _____
Organization: _____
Address: _____
                           _____
                           _____
                           _____
                           _____

If you supply an Internet electronic mail address, the key will be sent to you by electronic mail (if possible) in addition to being sent through normal mail channels.

E-Mail: **[Internet]**

                                   _____

                                   [Other]

                                   _____

[_____]   **Please send a note to the above Internet electronic mail address when new versions of this application are released.**

What is the name of the archive you downloaded\received?   _____

How many computers (approximately) will DocMan be used on? _____

Please feel free to use the space provided below to record your comments, suggestions, or bug reports (if any):

VIEW LOG FILE

This command is only available in the 32-BIT version of ESS-Code.

This command will open the LOG file for viewing (or editing).

PRINT LOG FILE

This command is only available in the 32-BIT version of ESS-Code.

This command will print the LOG file using the system text editor.

UNINSTALLATION WITH WINDOWS 95/WINDOWS NT

Windows95

If you have Windows95, ESS-Code can be automatically uninstalled simply by following this procedure:

1. Open "Control Panel"
2. Select "Add/Remove Software"
3. Select "ESS-Code"
4. Select "Add/Remove"

WindowsNT

If you have WindowsNT, the uninstallation process can still be automated after following this procedure:

1. Open A Console Window

2. Type:

   [windows path]\delsrv.exe *[windows path]*\ESS-Code - Uninstallation Data

   NOTE: Substitute the path of your windows directory where appropriate.

   This can also be done by creating a program manager item with the command line shown above.