



## About Windows Commander

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translation to foreign languages and the decompilation.  
This program is Shareware, please register it to allow  
further development of the program.

## **Associate with...**

This menu option opens a dialog box where you can associate data files with programs.

The association allows starting the appropriate editor for a file, simply by double clicking on the file. The association is not restricted to Windows Commander, but also works in file manager and program manager.

If you selected the corresponding options in the configuration dialog box (and are running Windows 3.1), the icon of the associated program is shown to the left of the file name.

## The Button bar

With the button bar you can call menu commands, external programs and even other button bars. If you leave the mouse cursor on a button for a moment, a small window with a description will appear.

You can easily add buttons to the button bar using Drag&Drop (with pressed SHIFT key). By pressing the right mouse button, you can open a local menu, which allows to change or delete buttons. For further changes in the button bar you should use the Dialog box to change the whole button bar.

## **CD-Tree**

Opens a dialog box with the tree of the current drive. Select a directory (by pressing OK or double click on it) to change to the selected directory in the source window.

See also: [Dialog box Tree](#)

## **Calculate occupied space**

Calculates the space occupied by the marked files and their complete subdirectories. If no file is selected, the space occupied by the file or directory under the cursor bar is calculated. Additionally, the file size is rounded to the cluster size of the source and destination directory, to get real space required. The space for the directory information itself is not considered.

If the source directory shows the contents of an archive, this function is not available.

## Change file attributes

Allows the setting and resetting of the attributes **read only (r)**, **archive (a)**, **hidden (h)** and **system (s)**.  
Select the files whose attributes you want to change, then choose *Change attributes* from the menu *Files*.

You can also change the file's date and time (only files, not directories).

This command also works on files in subdirectories, if the corresponding option is selected.

If the source directory shows the contents of an archive, this function is not available.

See dialog box **Change attributes**

## **Change to root/parent directory**

Pressing the left button switches to the root directory of the current volume. The right button changes to the parent directory.

## Command line

All letters you type are redirected to the command line. By pressing **ENTER** you can execute the command line. Old command lines are saved in a history list. By pressing **CTRL+Cursor down** you can open this history list. Hold down the **CTRL** key and choose an entry using the cursor keys. Then release the **CTRL** key and press any cursor key to close the history list.

For a list of all function keys see [Command line: keys](#)



## Command line parameters

Windows Commander can be called with one or two directories as command line parameters. This will set these directories in one or both of the file windows. This allows you to create multiple icons for wincmd in program or the start menu, which start wincmd in different directories or even with packed files. Furthermore a different ini file than the default wincmd.ini can be specified to allow multiple users on the same machine to have different settings in wincmd.

### Syntax:

```
wincmd.exe [Drive1:\Directory1 [Drive2:\Directory2]] [/i=name.ini]
```

or:

```
wincmd.exe [/L=Drive1:\Directory1] [/R=Drive2:\Directory2] [/i=name.ini]
```

### Parameters:

**Drive:\Directory** Loads the first directory passed to Wincmd into the left window, and the second into the right window. Directory names containing spaces **must** be put in double quotes!  
Always specify the full path name including the drive!

**/L=** Set left window

**/R=** Set right window

**/i=name.ini** Use a different INI file name.ini instead of wincmd.ini to save settings.

### Examples:

wincmd.exe c:\windows	left window is loaded with c:\windows
wincmd.exe d:\data c:\programs	left: d:\data, right: c:\programs
wincmd.exe /R=d:\data	right window: d:\data
wincmd.exe "d:\Letters to Mr Smith"	left: long name -> in double quotes!
wincmd.exe /R="d:\Letters from Miller"	right window loaded with long name
wincmd.exe c:\data\backup.zip	opens backup.zip in the left window
wincmd.exe /i=Miller.ini	use Miller.ini instead of wincmd.ini for all settings

## Command line: keys

If Windows Commander is active, nearly all keyboard input is directed to the command line. Here is the layout for some keys:

<b>ENTER</b>	The command line is executed, if it contains at least one character (otherwise, the program under the cursor in the source window is started). If the command is <b>cd</b> , <b>md</b> or <b>rd</b> , it is executed internally. If it is an internal <b>DOS command</b> , DOS will be executed with this command. Otherwise, a program with the given name is executed.
<b>SHIFT-ENTER</b>	Similar to ENTER, but with preceding <b>command /c</b> . After the called DOS program is terminated, its window is not automatically closed. This will only work if the file <b>noclose.pif</b> is in your windows directory.
<b>CTRL-ENTER</b>	The file under the cursor in the source directory is added to the end of the command line.
<b>CTRL-SHIFT-ENTER</b>	The file under the cursor <b>including its path</b> is added to the end of the command line.
<b>CTRL-CURSORDOWN</b> or <b>ALT+F8</b>	A list with the latest command lines (history-list) is opened. Hold down the CTRL key and use the <b>up</b> and <b>down</b> cursor keys to select an entry. By pressing the left or right key, you can edit the command line. This automatically closes the list.
<b>TAB</b> <b>Cursor keys</b>	Puts the cursor back to the source directory. <b>Cursor left</b> and <b>cursor right</b> move the cursor through the command line, even if the cursor was in the source directory before. If <b>brief</b> was selected, these keys move the cursor through the source directory. You then have to hold down <b>SHIFT</b> to move it inside the command line. <b>Cursor up</b> and <b>cursor down</b> move the cursor bar inside the source window, even if it was inside the command line.
<b>ESC, CTRL+Y</b>	Clears the command line.
<b>CTRL+E</b>	Copy the previous command to the command line
<b>CTRL+X</b>	Copy the next command to the command line
<b>CTRL+K</b>	Delete to end of line
<b>CTRL+W</b>	Delete the word to the left of the cursor
<b>CTRL+T</b>	Delete the word to the right of the cursor

## **Compare directories**

Compares the contents of the source and destination directory. Newer files are selected. Files missing in one directory are also selected in the other. Only newer files are marked, not all differing files. This behaviour is similar to a popular Commander for DOS.

## **Configuration - Change button bar...**

Allows to change the Button bar directly below the main menu.

See

[Configuration - Change button bar.](#)

## Configuration - Options

This is the main configuration dialog for Windows Commander. Most settings can be changed on one of the pages of this dialog.

**Please select a page from the header:**

Color	Confirmation	Packer	Zip-Packer	Tabstops	
Layout	Operation	Display	Language	Edit/View	Font

The following buttons are available on all pages of the dialog:

Field	Description
<b>OK</b>	Saves the changes you made to the file <b>wincmd.ini</b> in your Windows directory.
<b>Cancel</b>	Ignores the changes and returns to Windows Commander.
<b>Help</b>	Starts Windows Help with this page.
<b>Apply</b>	Applies the current settings to the two file windows <b>without closing the dialog box</b> .

## **Configuration - Save position**

With this menu option the current position and size of Windows Commander is saved. This will also save the current tabstops in the file windows. The position is saved separately for each screen resolution.

## Context Sensitive Topics

[MAP]

#define dlg_search	100
#define dlg_usermenu	110
#define dlg_config	120
#define dlg_associate	130
#define dlg_attrib	140
#define dlg_pack	150
#define dlg_unpack	160
#define dlg_configpack	170
#define dlg_configfont	180
#define dlg_configcolor	190
#define registration	200
#define dlg_changetree	210
#define dlg_configconfirmation	220
#define dlg_sysinfo	230
#define dlg_network	240
#define dlg_configedit	250
#define dlg_configtabs	260
#define dlg_configbuttonbar	270
#define dlg_mainmenu	280
#define dlg_InternalZipconfig	290
#define dlg_config2	300
#define KEYBOARD	420

## **F5: Copy**

This command copies files and **whole directories** from the source directory to another directory.

Select the files you want to copy and press **F5**.

This opens a dialog box where you can type the target path and a file mask. As a default, the path of the target window is presented together with \*.\* as the file mask. You can use any type of valid DOS file name including wild cards as your target file name. To copy a file in the same directory (to a different name), press **SHIFT+F5**. If you are running Windows 95 or NT new shell you can create shortcuts with **CTRL+SHIFT+F5**.

With the button labelled Tree you can choose the target directory from a directory tree. If you want to choose from a different directory, you can specify the drive (including the :) in the dialog box before selecting the *Tree* button.

If the source directory shows the contents of an archive, the dialog to unpack files is shown.

Alternatively, if the target directory shows the contents of an archive (and the source directory shows a normal directory), the dialog to pack files is shown.

It is not possible to pack files directly into the subdirectory of a packed file. However, you can pack whole directories with their path into an archive file.



## **F7: Create directory**

This command creates a new subdirectory in the source directory. After pressing **F7**, simply type the desired name for the directory (8 characters, extension if desired).

If the source directory shows the contents of an archive, this function is unavailable.

## **Current directory**

The current directory is shown directly above the file window. If you move inside a packed file, this file and all subdirectories in this file are also shown here.

## **F8: Delete**

Select the files and/or directories you want to delete, then press **F8**.

After confirmation, the files are deleted. The process can be interrupted at any time with the Cancel dialog. For each non-empty directory, an additional dialog box will ask for confirmation. **Warning:** All files AND DIRECTORIES in that directory will be deleted. You could use Microsoft Undelete to recover those files (only on Windows 3.1(1)).

On Windows 95, the files are automatically moved to the 'Recycle Bin'. You can double click the Recycle Bin on the desktop to restore these files or to remove them completely. You can also choose in Recycle Bin how much space the deleted files can take, and also if you don't want to use Recycle Bin at all. If you want to delete files without moving them to recycle bin, you can hold down the **SHIFT** key while pressing **F8** or **DEL**. You can disable the use of Recycle Bin in Windows Commander by making a change to Wincmd.ini, key **UseTrash**.

If the source directory shows the contents of an archive, the corresponding packer is started to delete the files. The files are deleted directly without moving them to Recycle Bin.

## Dialog box: Associate

Allows the association of certain file extensions (for example **.txt**) with programs.

### All files with extension (ending with):

Enter the file extension without a leading asterisk (\*). It does not matter if you type a period in front of the extension. If there is already an association, it is shown in the box below.

### Associate with:

Here you ENTER the program name you want to associate with the file extension given above. Under Windows 3.1 you can choose from a list of predefined files, which are presented in the list below. If the program does not show up in the list, you can ENTER the program name by hand (including the search path), or browse for the program with the **browse** button.

### Browse...

Starts another dialog box to browse for programs (\*.exe). If the desired program has any other extension (for example **.com**), you can type **\*.com ENTER** in the dialog box, which shows the **.com**-files in the current directory.

### OK

Saves all changes in the files **reg.dat** and **win.ini**, or in **wincmd.ini** for the viewer associations.

### Cancel

Ignores all changes and returns to Windows Commander.

### Help

Starts Windows Help with this page.

## Dialog box: Change attributes

Use this dialog box to change the attributes of the selected files, as well as the file's date and time.

**Warning:** Hidden and System files are shown only if the corresponding option is chosen in **Commands - Configuration**.

### Recurse subdirectories

If directories are selected and you selected this option, the attributes of the files in these subdirectories will also be changed. Otherwise, only the attributes of the directories themselves are changed.

### Archive (a)

Here you can change the state of the archive bit. The archive bit is automatically set each time a file is changed.

### Read only (r)

By setting the read only bit, you prevent the accidental erasure of important files. Windows Commander can delete files with this bit, but you are asked before.

### Hidden (h)

Marks a file as hidden. Hidden files are not shown in a **dir** listing. Windows Commander can be configured to show hidden files. (See [Configuration](#))

### System (s)

Marks a file as a system file. The files **IO.SYS** and **MSDOS.SYS** in the root directory of the boot drive are system files. System files cannot be moved by disk optimizers like **defrag**.

### Change date/time

Choose this option to change the file's date and time.

### Date

You can enter the desired date here. It must be in the format shown by the letters!

### Time

Here you can enter the desired time. You can leave out the seconds (they will be set to 0)

### OK

Sets/Clears the selected attributes

### Cancel

Returns to Windows Commander without making any change.

### Help

Starts Windows Help with this page.

## Dialog box: Change start menu

To move menu items to a different line, put the cursor bar on the desired entry, hold down the SHIFT key and move it using up and down arrow keys (NOT the mouse!).

Field	Meaning
<b>Start menu:</b>	Shows the existing entries of the start menu. If you select an entry, the command line and parameters belonging to it are shown.
<b>Add item...</b>	Creates a new entry in the start menu. Asks for a menu title first. A <b>&amp;</b> sign causes the letter behind it to be underlined.
<b>Delete Item</b>	Deletes the selected menu entry. Choose CANCEL to cancel all changes.
<b>Change title...</b>	Changes the title of the menu entry.
<b>Command:</b>	In this box you may specify the program to be run, including its search path. You can also specify fixed parameters here. <b>Important:</b> You must give the extensions <b>.com</b> and <b>.bat</b> , because by default Windows only finds <b>.exe!</b>
<b>Start path:</b>	Determines the path to be set before the program is started. If no path is given, then the path of the source window is set.
<b>&gt;&gt;</b>	Opens a dialog box to browse for the desired file name.
<b>Run iconic:</b>	Program will be started as an icon
<b>OK</b>	Saves the changes made to the file <b>wincmd.ini</b> in the Windows directory.
<b>Cancel</b>	Closes the dialog box without saving.
<b>Help</b>	Opens Windows Help with this page.
<b>Parameters:</b>	Here you can specify command line parameters. Special parameters: <b>?</b> as the <u>first</u> parameter causes a <b>Dialog box</b> to be displayed before starting the program, containing the following parameters. You can change the parameters before starting the program. You can even prevent the program's execution. <b>%p</b> causes the source path to be inserted into the command line, including a backslash (\) at the end. <b>%n</b> places the filename under the cursor into the command line. <b>%t</b> inserts the current target path. Especially useful for packers. <b>%o</b> places the current filename <b>without extension</b> into the command line. <b>%e</b> places the current <b>extension</b> (without leading period) into the command line. <b>%%</b> inserts the percent-sign.

## Dialog box: Configuration - Change button bar

**Hint:** By dragging a file on the button bar **with pressed SHIFT key** you can easily add buttons to the button bar. By pressing the **right** mouse button on the button bar, you can open a local menu which allows to change or delete the button under the mouse cursor. The **Change button** dialog box has exactly the same structure as the lower part of the **Change button bar** dialog box.

Field	Description
<b>Button bar:</b>	<p>Behind this identifier the file name of the actual button bar is shown. Behind the file name, you can choose another button bar using the &gt;&gt; button. You cannot change the bar name if you are in a <b>subbar</b>. You can only change the name of the default bar (loaded at startup).</p> <p>Below this identifier you can see the actual button bar in a raw form (only the icons).</p> <p><b>Hint:</b> You can use <b>SHIFT+arrow keys</b> to move buttons or drag them around with your mouse!</p>
<b>Size:</b>	<p>Here you can choose a size for the icons in the button bar. A size of 32 corresponds to the normal icon size.</p>
<b>Append...</b>	<p>Adds a new entry in the button bar directly BEHIND the current position.</p>
<b>Delete</b>	<p>Deletes the currently selected icon.</p>
<b>Command:</b>	<p>In this box you may specify the program to be run, including its search path. You can also specify fixed parameters here. <b>Important:</b> You must give the extensions <b>.com</b> and <b>.bat</b>, because by default Windows only finds <b>.exe</b>! With &gt;&gt; you can search for the desired program.</p> <p>You can also place one of Wincmd's internal menu commands here. Just click on the button with the down arrow and choose a command.</p> <p>Furthermore, you can make a button to change directories, by specifying <b>cd directory name</b> as the command.</p> <p>As a fourth possibility, you can insert a button to <b>switch to another button bar</b>. To do this, click on the button <b>Add subbar &gt;&gt;</b>. In the appearing dialog box you can choose an existing bar as a subbar or enter a name for a new bar. After this, another bar appears, which allows to change the subbar. You can make circular references (bar 1 calls bar 2 calls bar 3), but avoid to edit a bar for which you have already a window opened!</p> <p><b>Note:</b> If you want have another bar at this position, you must delete the file name of the old bar before pressing the <b>Add subbar &gt;&gt;</b> button.</p>
<b>Start path:</b>	<p>Determines the path to be set before the program is started. If no path is given, then the path of the source window is set.</p>
<b>Parameters:</b>	<p>Here you can specify command line parameters. Fixed parameters <b>must</b> be specified directly after the file name, because otherwise, in a drag&amp;drop, only the file name would be given to the program.</p> <p>Special parameters:</p> <p><b>?</b> as the <u>first</u> parameter causes a <b>Dialog box</b> to be displayed before starting the program, containing the following parameters. You can change the parameters before starting the program. You can even prevent the program's execution.</p> <p><b>%p</b> causes the source path to be inserted into the command line, including a backslash (\) at the end.</p>

**%n** places the filename under the cursor into the command line.  
**%t** inserts the current target path. Especially useful for packers.  
**%o** places the current filename **without extension** into the command line.  
**%e** places the current **extension** (without leading period) into the command line.  
**%%** inserts the percent-sign.

**run minimized:** Program will be started as an icon

**maximized:** Program will be started full screen

**Icon file:** File which contains the icon for the button bar. For Windows programs, you can specify the name of the exe file itself. (e.g. notepad.exe). For internal commands, there are some icons available in **wcmicons.dll**. (By the way: Because of an internal Windows bug, you lose some bytes at every change of icon file. But after leaving Wincmd, these bytes are released. The same problem appears e.g. in program manager!)

**Icon:** In this list, all icons contained in the specified **icon file** are shown. The number of the selected icon is shown in front of the list. Just click on an icon to select it for the button bar.

**Tooltip:** Content of the small window which is shown when the mouse cursor is pointed on a button for more than one second.

**OK** Saves the changes made to the specified icon file.

**Cancel** Closes the dialog box without saving.

**Help** Opens Windows Help with this page.



Layout	Operation	Display	Language	Edit/View	Font
Color	Confirmation	Packer	Zip-Packer	Tabstops	

## Configuration - Color

With this page, you can control text color, background color, marked and cursor color of the file windows. You can also choose if you want to display the cursor as a small rectangle or as a filled box. However, you cannot change the color of buttons and lines (only global with control panel), because they use the standard given by Windows.

Field	Description
<b>Font color:</b>	Use this option to select the text color for the main window.
<b>Background:</b>	Select the background color of your choice. If you selected <b>3d-main window</b> , only the file windows are drawn in that color.
<b>Mark color:</b>	You can select the color for marked files here. Avoid selecting the same color as for text.
<b>Cursor color:</b>	Use this to chose a color for the selection frame around the current file. The default is a dashed inverted frame (Windows default).
<b>Cursor font:</b>	Allows to change the color of the text inside the cursor bar. This option is only available if the inverted cursor is used.
<b>Use inverted cursor:</b>	If this option is checked the cursor is shown as a solid bar with the color selected under "cursor color". Otherwise the cursor is shown as a rectangle around the active file.
<b>Example</b>	This shows a sample text with text color and the background you selected.

Layout	Operation	Display	Language	Edit/View	Font
Color	Confirmation	Packer	Zip-Packer	Tabstops	

## Configuration - Confirmation

Use these options to select the file actions for which Windows Commander will show confirmation dialogs. More confirmations mean more security, but also slower working speed. You must decide how much security you need. Unless specified, maximum security is selected.

Field	Description
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### Deleting non-empty directories

If you selected this option you will be asked if you really want to delete the directory with all files in it, for each non-empty directory.

**Overwriting files:** If this option is chosen, you will be asked if you want to overwrite existing files while copying/renameing files.

### Overwriting/deleting read-only files:

When you try to rename or overwrite files marked as read-only, you will be asked a second time if you really want to delete / overwrite the file. This is an additional security feature to preserve your valuable data. Normally, this option should not be disabled.

### Overwriting/deleting hidden/system files:

When you try to rename or overwrite files marked as hidden or system, you will be asked a second time if you really want to delete / overwrite the file. This prevents you from accidentally deleting important dos files which the system needs to start, like **io.sys** and **msdos.sys**.

### Drag&Drop (copying files with the mouse)

If this option is disabled, the files will be copied immediately without a dialog box asking for the target directory when copying / moving files with the mouse.

Color	Confirmation	Packer	Zip-Packer	Tabstops	
Layout	Operation	Display	Language	Edit/View	Font

## Configuration - **Display**

Field	Description
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### Main program

#### **Allow only 1 copy of Wincmd at a time**

With this option wincmd can only be started once. If you try to start a second copy of Wincmd (e.g. by program manager), the first copy is activated instead.

### File display

#### **Show hidden/system files (for experts only)**

You should activate this option only if you always know what you're doing!!! I have it **disabled** for myself and only activate it if I have to deal with a hidden or system-file. If you accidentally destroy IO.SYS and MSDOS.SYS, you will have to boot from a DOS disk and reinstall them with SYS C:!

#### **Show old 8.3 filenames lowercase (like Explorer)**

If this option is checked, all short DOS filenames are converted from uppercase (as stored on disk) to all lowercase, except for the first letter. This looks much better, but might cause problems when accessing Unix network drives. If no network is used this option should be checked.

#### **Show symbols to the left of the filename**

##### **All associated+EXE/LNK (slow, 32 bit only)**

This option extracts an icon for each EXE and LNK file. If this is too slow on your machine, try the next option, where only icons for associated files are shown.

##### **All**

For all files which are associated with a program, the icon of that program is shown to the left of the file. Archives have a parcel as a symbol. Directories appear as a folder. Programs look like a window. Non-associated files have a white sheet, hidden and system files have in addition an exclamation-mark as their symbol.

**Only standard symbols** All files have a white symbol, associations are not shown. This option is especially useful for slow computers (and harddisks).

##### **No symbols**

No symbols are shown (for icon-haters and NC-purists)

### Sorting directories

#### **Always by name**

The directories are always sorted by their name in ascending order.

#### **Like files (also by time)**

The directories are sorted in the same way as the files, i.e. also chronologically and in reverse order.

### Help texts

#### **Show help texts for buttons (tooltips)**

If you place the mouse above a button in the button bar for about half a second, a small window is shown with a help text (tooltip). You can change the delay in wincmd.ini, item ToolTipDelay.

#### **Show volume labels/network paths for drives**

After opening the drive combobox the volume labels/network paths of the drives are shown when this option is selected.



Color	Confirmation	Packer	Zip-Packer	Tabstops	
Layout	Operation	Display	Language	Edit/View	Font

## Configuration - **Edit/View**

Field	Description
<b>Viewer for F3</b>	Allows selection of the file viewer for the function key <b>F3</b> and button <b>3</b> below the command line:
<b>Internal viewer with file under cursor</b>	<b>F3</b> will start the lister with the file under the cursor, not the selected files.
<b>Internal viewer with selected files</b>	<b>F3</b> will start the lister with the files selected in the source directory. With <b>n</b> and <b>p</b> you can browse through these files.
<b>Hint:</b>	Pressing the SHIFT-key while pressing F3 will select the other method of the two methods described above!
<b>External Viewer</b>	You can choose any other viewer(s) if you do not want to use the built in viewer.
<b><u>A</u>ssociations</b>	Here you can choose a different viewer for every file extension. The selection works the same as in the dialog box <b><u>associate</u></b> . However, the associations are saved in <b>Wincmd.ini</b> .
<b><u>D</u>efault</b>	Here you can choose the file viewer which will be called if there is <b>no</b> association for the specific file. If you do <b>not</b> specify a viewer, the internal viewer will be used.
<b>Editor for F4</b>	ENTER the name of an editor to use with <b>F4</b> . Default is <b>notepad.exe</b> .
<b>&gt;&gt;</b>	Opens a dialog to browse for the desired file.

Color	Confirmation	Packer	Zip-Packer	Tabstops	
Layout	Operation	Display	Language	Edit/View	Font

## Configuration - **Font**

With this page you select the font and icon size for Windows Commander. The selected font can be either normal or bold (default). The selected font and its size is saved for each screen resolution separately, which is very practical when working with different resolutions. When changing the font, Windows Commander is automatically resized, but can only reach the size of the screen (as a maximum). You can change the tabstops in the file Windows to fit the files better into the selected size.

Field	Description
<b>File list font</b>	Choose a font for the file lists in Windows Commander. Some fonts will not be displayed correctly, like <b>script</b> . The font can be bold or normal, italic is NOT supported.
<b>Main window font</b>	This sets Windows Commander's main window font (file listbox not included).
<b>Change font</b>	Opens a standard Windows dialog box to choose a font.
<b>Symbol size</b>	Choose a size for the symbols to the left of the file name. If symbols are not shown, this size determines the height of one file entry. In the 32-bit version only 16x16 and 32x32 is offered, but other sizes can be typed by hand. However it's not recommended because the new folder icons do not scale well.

Color	Confirmation	Packer	Zip-Packer	Tabstops	
Layout	Operation	Display	Language	Edit/View	Font

## Configuration - **Language**

Use this option to choose another language for the buttons, dialogs and (error) messages. The language information for English is stored in the file wincmd32.exe/wincmd16.exe itself, for all other languages in external .LNG and .MNU files. The name of these language files starts with WCMD\_ (e.g. WCMD\_FRA.LNG and WCMD\_FRA.MNU for the French language). Unused language files may be deleted to save space.

Field	Description
<b>Change the language</b>	You can choose a language from the list. The corresponding menu file is selected automatically.
<b>Main menu file</b>	This file contains the current main menu for Windows Commander. If no file is specified, Wincmd uses its internal default menu. See below for a description of the menu file.
>>	Opens a dialog box to browse for another menu file.
<b>Edit</b>	Loads the specified menu file into notepad for editing. Please read the <u><a href="#">description of the menu file layout</a></u> if you want to write your own menu.

Color	Confirmation	Packer	Zip-Packer	Tabstops	
Layout	Operation	Display	Language	Edit/View	Font

## Configuration: **Layout**

This page allows to turn on and off selected parts of the main Wincmd window.

Field	Description
<b>Screen layout</b>	
<b>Show button bar</b>	Shows the button bar, which can be configured in Configuration - <a href="#">Change button bar</a>
<b>Show drive buttons</b>	Shows a bar with buttons for all drives
<b>Show drive combobox</b>	Shows a dropdown box for drive selection
<b>Show current directory</b>	Window header containing the current path. This header also indicates the active window
<b>Show tabstop header</b>	The tabstop header allows to move the tabstops in full view, and resort the file list
<b>Show status bar</b>	Shows the total number of files, and the number of selected files, and calculates the space they occupy.
<b>Show command line</b>	Shows a command line to start DOS and Windows programs. If the command line is hidden it will be shown as soon as you type a letter on the keyboard.
<b>Show function key buttons</b>	The function key buttons allow to view, edit, copy, rename, move and delete files, create a directory and exit the program.



Color	Confirmation	Packer	Zip-Packer	Tabstops	
Layout	Operation	Display	Language	Edit/View	Font

## Configuration - **Operation**

**Field**                      **Description**

**Mouse selection mode:** Choose between right and left mouse button to select files:

**Use right mouse button** To select files, just hold down the right mouse button and drag your mouse cursor over the files you want to select.

**Left mouse button**        The mouse works as in file manager. Look in your Windows manual for an explanation of how it works.

**Selection (with Gray +)**

**Select files only**        When pressing **Gray +**, **CTRL+Gray +**, or **Gray \***, only files and no directories are selected.

**Also select directories** Directories can also be selected with the **Gray** keys (numeric keypad)

**Quick search in current directory**

**CTRL+ALT+Letters**        The quick search window is opened with CTRL+ALT+Letter. Once the window is open, the CTRL and ALT keys can be released. The ALT key together with a letter activates the menu item which is underlined.

**ALT+Letters**                With this setting, **ALT+Letter** activates the quick search window. The menu can be activated with **F9**, **F10** or **ALT - release ALT - Letter**.

**Letter only**                 Like in file manager/Explorer, typing a letter jumps to the next file starting with that letter. To use the command line, you must press the right cursor key, or shift+right key if **brief** file display is on. New in Wincmd 3.0 you can now type the first few characters of a file, not only the first letter. Wincmd will 'forget' the typed letters after about 1 second delay.

**Save on exit**

**Directories**                 When Windows Commander is closed, the directories shown in the left and right panel will be saved.

**Panels (brief/full/tree, etc.)**

When Windows Commander is closed, the display type for the left and right panel will be saved. This includes Brief / Full / Tree, All files / Programs /Custom, and the sort order. If this feature is not chosen, the settings which were last saved are taken when Windows Commander starts (or the default settings if nothing was saved before).

**Old command lines**

When Windows Commander is closed, the command lines in the command line combobox will be saved in wincmd.ini.

**Win95/NT specific**

**&Use long filenames (recommended)**

With this checkbox you can select if long filenames are used in Windows 95/NT. This option should only be unchecked if there are problems (e.g. with network drives).

**&F8/DEL deletes to recycle bin (SHIFT=directly)**

If this option is activated wincmd will delete to recycle bin when you press F8/DEL or drop a file on the F8 button. By using shift+F8 you can still delete files directly. Disabling this option will delete directly. **Caution:** Currently there is **no undelete** in Windows 95/NT!

### **Selection with space**

#### **Calculate space occupied by subdirectories when selecting with SPACE and before copying/deleting**

This option causes wincmd to sum up the sizes of all files contained in a subdirectory when this directory is selected with SPACEBAR. This size is then shown (in mode **"full"**) instead of <DIR> after the directory name. This option also causes Wincmd to count the size of all files/directories selected before copying these files. This allows Wincmd to show a second percentage bar (overall complete).

Layout	Operation	Display	Language	Edit/View	Font
Color	Confirmation	Packer	Zip-Packer	Tabstops	

## Configuration - **Packer**

With this page you can prepare Windows Commander for the use with archivers (**ZIP**, **ARJ**, **LHA**, **RAR** and **UC2**). Archivers allow packing of files to a much smaller size. Programs cannot be executed in packed form and must be unpacked first. Windows Commander can do this automatically.

See also: [Handling of archives \(ZIP, ARJ, LZH, RAR UC2\)](#)

Field	Description
-------	-------------

### Treat archives like directories

If you choose this option, you can double click on archives to show their contents. You can then copy, delete and view files from the archive and add files to it with the normal Windows Commander functions. If you do NOT select it, Wincmd will launch the program associated with the archive. If no program is associated, the file will be opened by wincmd itself.

**ZIP-packer**                      Brings up the [ZIP-Packer](#) configuration page.

**ARJ-packer**                      ENTER the name and path of your **ARJ**-packer (**ARJ.EXE**)  
**Use internal un-ARJ if possible**

Windows Commander contains an internal unarj. To use it, select this check box. The internal unpacker doesn't handle encrypted files.

**LHA-packer**                      ENTER the name and path of your **LHA**-packer (**lha.exe**). It will create files with the extension **'.lzh'**.

**Use internal un-LZH if possible**

Use built-in un-LZH.

**RAR-packer**                      ENTER the name and path of the **RAR**-packer (**rar.exe**). It will create files with the extension **'.rar'**.

**UC2-packer**                      ENTER the name and path of your **UC2**-packer (**uc.exe**). It will create files with the extension **'.uc2'**.

**>>**                                      Opens a dialog to browse for the desired file.

Layout	Operation	Display	Language	Edit/View	Font
Color	Confirmation	Packer	Zip-Packer	Tabstops	

## Configuration - **Tabstops**

Use this page to set the tabstops for the two file windows.

You can also choose if the file extension should be appended directly to the filename (only separated by a point), or if it should also be aligned. You can also change the tabstops with the tabstop header directly above the file window. You must select 'Configuration' - 'save position' to keep the current position.

Field	Description
<b>Show file extensions:</b>	
<b>directly after filename</b>	The file extension is appended to the filename, only separated by a point (as in Windows file manager)
<b>aligned (with TAB)</b>	All file extensions are show left adjusted.
<b>Tabstops</b>	You can choose the tabstops for <b>extension</b> , <b>size</b> , <b>date/time</b> and <b>attributes</b> here. The position of the file extension can only be changed when <b>aligned</b> is selected in the above section. You can use the scroll bars behind the edit fields to adjust the Tabstop positions.
<b>Show century in date</b>	Show the years as '1996' etc. If this is unchecked, the years are shown as '96' (without the century) instead.
<b>Default</b>	Sets the tabstops to the default values as they appear when wincmd is started for the first time.

Layout	Operation	Display	Language	Edit/View	Font
Color	Confirmation	Packer	Zip-Packer	Tabstops	

## Configuration - ZIP-Packer

Field	Description
<b>ZIP-packer</b>	ENTER the name and path of your <b>ZIP-packer (pkzip.exe)</b> . You can use the >> button instead.

### Use internal ZIP - packer

Use the ZIP packer built directly into Wincmd. After packing the ZIP file is automatically checked for errors. This can be aborted without the ZIP being deleted. The check can be disabled entirely by setting VerifyZip=0 in wincmd.ini, section [Packer].

### Use ZIP-NT 2.0.1 (supports long names!)

The packer specified is Info-Zip for Windows NT 2.0.1 or later (ZIP-NT). Zip 2.0.1 must be patched in order to work with Wincmd. Otherwise files containing spaces in their names will not be packed! Wincmd does this patch automatically if it detects an unpatched version of info-zip 2.0.1. Btw, you can find Zip-NT as **ftp://ftp.uu.net/pub/archiving/zip/nt/** on the Internet (use Mosaic or Netscape to retrieve it with this address).

If you have a later version of ZIP-NT, this patch isn't necessary any more. In this case, you can answer 'yes' to the question if you want to use the packer anyway, but you should pack a test-archive with files containing spaces in their filenames.

<b>ZIP-unpacker</b>	ENTER the name of your <b>ZIP-Unpacker (pkunzip.exe)</b> , including the path.
---------------------	--

### Use internal unzipping

Windows Commander has an internal unzip written by Info-ZIP, which allows unzipping without requiring pkunzip. To use it, select this check box. If this box is selected, the internal unzip is always used, except for encrypted files.

## The following options are only for the internal ZIP packer:

<b>Compression</b>	Here you can select the compression ratio (strength of the compression). The compression ratio goes from 1 (fastest compression) to 9 (best but slowest compression). 0 (no compression) is also possible. Because 9 is very slow and only a few permille better than normal compression (6), the latter is the default.
--------------------	--

### Directory for temporary files

Determines the directory where the internal ZIP packer puts its temporary files (only necessary when packing to removable disks):

<b>default</b>	Wincmd uses the environment variable <b>temp</b> , which is defined in autoexec.bat. If there is no temp in your autoexec.bat you should define it! Add the line <b>set temp=c:\temp</b> to autoexec.bat and create the directory <b>c:\temp</b> !
<b>other</b>	Here you can enter a different directory which will be used by Wincmd instead of

the normal **temp** directory. The directory must exist!

**Additional settings**

**Use 8.3 short filenames**

For files with long filenames only the short alias name with 8 characters and 3 extension is written to the ZIP file. This allows to unpack the ZIP file also from plain DOS.

**Set ZIP date to newest file date**

After packing the date of the ZIP file is set to the date of the youngest file in the archive.

## Dialog box: Configure lister

**Display at startup:** Choose here how lister is started when **F3** is pressed in Wincmd. Lister can start up showing the file as **text**, **binary** (fixed width) or **hex**. When **Autodetect** is selected, lister can distinguish in a limited way between text files and binary files.

**Font at startup:** Choose here if lister should start up with the **ANSI-** (Windows), **ASCII-** (DOS) or **variable** font (Windows, text only). When **Autodetect** is selected, lister tries to distinguish between ANSI and ASCII text.

**Font:** Here you can select a font for the three possible font selections. **Warning:** When selecting a DOS font, also non-DOS fonts are listed because of a bug in the Windows standard dialog. Lister now also works with multiple font families in Windows NT, so you can view Cyrillic (Russian) and Eastern European texts with the correct font.

**Display width:** Choose a line width for the text and binary modes.

## Dialog box: Directory Tree

With this dialog box you can choose the target path where you want to copy, move, pack or unpack the selected files.

### List box with directory tree

Contains the directory tree of the target drive. You can select a target directory with the cursor keys. By pressing ENTER, a double click on the desired directory or by pressing the **OK Button** you can transfer the path to the calling dialog box. Press F2 to re-scan the tree.

### Quick search

If the dialog box with the directory tree is active, you can type the first letters of the desired directory. They are then shown in this field. The cursor is automatically positioned on the next directory starting with these letters. Press **CTRL+ENTER** to move the cursor to the next match.

### OK

Closes the dialog and copies the selected path to the edit field.

### Cancel

Closes the dialog without changing the original path.



## Dialog box: Pack

With this dialog box, you can make settings for packing files. The files are then packed externally by one of the packers **pkZIP**, **ARJ**, **LHA**, **RAR** or **UC2**. Windows Commander contains an internal ZIP packer. This packer supports most pkzip functions, except the encryption of files (US export restrictions). After packing with the internal ZIP packer the ZIP file is automatically checked for errors. This can be aborted without the ZIP being deleted. The check can be disabled entirely by setting `VerifyZip=0` in wincmd.ini, section [Packer].

**Important:** You **must** specify the correct packer (zip, arj, lha, rar or uc2) in front of the archive file, separated by a double point (:). Otherwise, the selected files will be copied/moved instead!

### Pack n files to the archive

ENTER the name of the archive where you want to place the selected files. If the archive does not exist, it will be created. When the dialog appears, a file name is proposed, which is composed of the target path and the source directory. You can choose any valid DOS filename. If you use ZIP-NT and want to give the archive a long name containing spaces, you **MUST** enclose the name in double quotes, e.g.  
**zip:"c:\long name.zip"**

You can even pack to a subdirectory in an archive, but only with the internal ZIP packer and with UC2. To do so, append the subdir to the ZIP filename, separated by a forward slash, e.g.

**zip:c:\test.zip/this/is/a/subdir**

### also pack path names (recursed only)

If you marked subdirectories for packing, they will be stored with their path **relative to the source directory**. Example: You selected the directory '**[test]**', which contains the file '**document.txt**'. In the archive, the file will be saved as '**test\document.txt**'. If this option is not checked, all files are packed without their path names.

### Recursively pack subdirectories

If you marked subdirectories for packing and selected this option, the directories you marked are searched for subdirectories and these are also packed. Example: If you selected the directory '**[Windows]**', then the directory '**windows\system**' will also be packed. Otherwise, only the files in the marked subdirectory are packed.

### Multiple disk archives (ZIP and ARJ only)

Select this option to pack one archive over multiple disks. This works only with **pkzip** and **arj**. Pkzip's method allows you to unpack selected files from all disks, while arj's method only allows you to either unpack all files or selected files from one disk at a time. So it's recommended to use **pkzip's** method.

### Move to archive

If this option is checked, the files are deleted after a **successful** packing operation.

### Packer

Here you select the desired packer (**ZIP**, **ARJ**, **LHA**, **RAR**, **UC2**). If the selected packer is not in your path, you must ENTER the full path in **Commands - Configuration - Packer...** including the filename. If you have configured the internal ZIP packer you can still use the external packer (pkzip or zip-nt): Instead of **ZIP**: place the string **EXT**: (for **external**) in front of the ZIP filename! You can also use the internal ZIP packer by specifying **INT**:

### Configure

Opens the dialog box Configuration - packer.

**OK** Closes the dialog and starts the chosen packer.

**Cancel** Closes the dialog without packing the files.

See also:

- [Working with archives](#)
- [Dialog box: Unpack](#)

## Dialog box: Quick search for file name

By pressing **CTRL+ALT+Letter** there appears a small dialog box below the active file window, allowing quick search for file names. As soon as the dialog box has appeared, you can release CTRL+ALT and enter further letters directly. The cursor jumps to the **next** file name starting with the letters you typed. By pressing cursor down or cursor up, you can jump to the next or previous match. You can close the box by pressing **ESC**. The box is automatically closed when you start another action.

On most European keyboards there is an additional key to the right of the space bar, labelled **AltGr**, which works like the combination of CTRL+ALT.

In Configuration-General settings the key combination can be changed to **ALT+Letter(s)**.

## Find files: Advanced

General | **Advanced** | Load/Save | (click on a page)

### Advanced

These advanced search options are only used in some special cases, for example if the date of a letter is known, but not its file name.

Field	Meaning
<b>Date between:</b>	These two fields allow to specify the period of time when the file was last modified. Only one or also both fields can be given.
<b>Not older than:</b>	Allows to specify how old the file can be.
<b>File size:</b>	Here you can search for files smaller or larger than a specific size
<b>Attributes:</b>	Search for files with special attributes, like hidden, system, or for directories.

## Find files: General

General | Advanced | Load/Save | (click on a page)

### General

This page allows to search for file names, parts of file names, and text inside files.

Field	Meaning
<b>Search for:</b>	In this field, you can enter the search mask for the files you want to find. <u>Examples:</u> *.ini finds for example <b>win.ini</b> <b>Smith</b> finds "Letter to Mr. Smith.doc"
<b>Search in:</b>	Here you can enter one or more starting directories, separated by ";".
<b>Drives</b>	Selects the drive(s) you want to search. You can select multiple drives.
<b>Search archives</b>	Enables search in files with extension ZIP, ARJ, LZH and RAR. Even text can be searched in archives (not in RAR)! The files are unpacked, searched and deleted on the fly.
<hr/>	
<b>Find text</b>	If this option is checked, you can enter text to be searched.
<b>Whole words only</b>	Limits the search to whole words only.
<b>Case sensitive</b>	Recognises the case (small or big letters) of the word. Example: <b>Windows</b> finds only "Windows", but not "WINDOWS"
<b>ASCII-Charset (DOS)</b>	Special characters like the pound sign (£) are translated to their DOS equivalents (they have a different place in the DOS character set than in the Windows character set).
<hr/>	
<b>Feed to listbox</b>	Transfers the files you found to the source file window, where they can be listed, copied or even deleted. This can only work when archives aren't searched.
<b>go to file</b>	If you selected a file in the list of files you found, you can change to the directory of this file by pressing <b>go to file</b> .
<hr/>	
<b>Start search:</b>	This button starts the search. It can be interrupted by pressing <b>ESC</b> or the <b>Cancel</b> button.
<b>Cancel</b>	Interrupts the search process or closes the dialog box.

## Find files: Load/Save

General | Advanced | Load/Save | (click on a page)

### Load/Save

This page allows to save search parameters for frequent searches, e.g. a search for all \*.bak files.

Field	Meaning
<b>Previous searches:</b>	Lists all saved search parameters. To re-do a search, click on an item in the list and press 'load'.
<b>Load</b>	Load the selected search parameters and switch to the 'General' page.
<b>Save</b>	Save the current search parameters
<b>Delete</b>	Delete the selected search parameters.

## System Information: Hardware

Hardware | Software | Network (Click on a button)

### Hardware

In this dialog box, data on your computer is shown. There is one page for hardware, one for software, and a third for networks. Some of these items will display garbage under Windows NT, since NT does not offer BIOS calls any more!

<b>CPU Type</b>	Type of the micro-processor.
<b>BIOS Version</b>	Revision date of the system BIOS (used for disk and screen access). On some computers, this information cannot be retrieved.
<b>Math. coprocessor</b>	The coprocessor supports the main processor with numeric calculations, mainly in spreadsheets like Excel.
<b>Display driver</b>	Shows the current display driver. This can be either a board-specific (i.e. ATI ULTRA) or a general purpose (VGA or Super VGA).
<b>Display resolution</b>	Shows the width and height of the screen in pixels, followed by the number of possible colors.
<b>Current printer</b>	Printer selected as the default.
<b>COM/LPT-Ports</b>	Number of serial and parallel ports. Serial ports are used to connect mice and modems, parallel ports mainly for printers.
<b>Installed RAM</b>	Main memory of the computer. The first number is the memory accessible from DOS, the second number is the amount of extended memory, which can be accessed from Windows.

## System Information: Network

Hardware | Software | Network | (Click on a button)

### Network

Data on the installed network is shown in this dialog box. If the network is not directly supported by Windows, "No network installed" will be shown (e.g. TCP/IP network). This dialog box doesn't yet work on Windows NT.

#### Primary/Secondary Network

Installed network(s) on this system

#### Microsoft Network or compatible

**User name** These settings are only present if a MS Network is installed (built into WfWg and Windows 95)

**Computer name**

**Workgroup**

**Comment**

#### Novell-Net

If a Novell network is installed, some additional data is shown here if the file **nwnetapi.dll** is found.

**Connection nr.** Network connection number

**Network nr.** Network number

**Station address** Address of the local computer



## System Information: Software

Hardware | Software | Network (Click on a button)

### Software

<b>DOS version</b>	Version of the operating system.
<b>Windows version</b>	Version of Microsoft Windows.
<b>Windows mode</b>	Mode in which Windows runs at the moment. There are three different modes: <ul style="list-style-type: none"><li>- REAL (only 3.0): out of date mode, taken from Windows 2.0</li><li>- STANDARD: Mode for 80286, and for 80386 with little RAM</li><li>- ENHANCED: Enhanced mode, only possible with 80386sx and above</li></ul>
<b>Swap file</b>	Size of the virtual memory simulated on your hard disk (only ENHANCED mode). This can be either <b>permanent</b> or <b>temporary</b> . In the latter case, the maximum size allowed is shown.
<b>Free memory</b>	Free memory, including memory simulated on disk (swap file). In Windows 95, this value is meaningless because it's always equal to the total amount of memory. Wincmd 32 therefore shows the amount of unallocated memory, and a percentage value which shows the "memory load". If this value approaches 0 you should think about buying additional memory.
<b>Free resources</b>	Free system resources in %. If this value gets too low, you cannot start additional programs. The shown value, normally called "free resources", is the minimum of free GDI (graphics) and USER (Window management) resources, shown in brackets. The value isn't available in Windows NT, but isn't a problem there either.
<b>Time since win. start</b>	Elapsed time since Windows was last started. Unfortunately, the counter wraps to 0 approx. every 50 days.
<b>Temporary dir</b>	Defines the directory where programs put their temporary files. If nothing is shown here, add the following line to your <b>autoexec.bat</b> : <b>set temp=c:\temp</b> .Then create this directory <b>temp</b> . You can also choose any other directory, but you should <b>not</b> use an existing directory like c:\dos.

## Dialog box: Unpack

With this dialog box, you can choose settings for unpacking files. The files are then unpacked by one of the external unpackers **pkunZIP**, **ARJ**, **LHA**, **RAR** or **UC2**. There exist internal unpackers for **ZIP**, **ARJ** and **LZH** files which also support long filenames.

**Unpack n file(s) to** Enter the target path where you want to place the selected files. As a default, the path of the target directory is given. However, you can enter any valid path name.

**Files to unpack** This field only appears when unpacking files with ALT+F9. Here you can enter wildcards (like **\*.doc \*.txt**) to specify which files to unpack. If you want to unpack a file containing spaces in the name, you must put the file name in double quotes, e.g. **"Letter to Mr. Smith.doc"**.

### **Unpack path names if stored with files**

If you marked directories for unpacking, all files in these directories will be unpacked with their paths.

### **Overwrite existing files**

If this option is selected and a file in the archive already exists in the destination path, the destination file will be overwritten. Otherwise the unpacker asks for each file if it can be overwritten.

**OK** Closes the dialog and starts the unpacker.

**Cancel** Closes the dialog without unpacking the files.

See also:

- [Working with archives](#)
- [Dialog box: Pack](#)

## **Disconnect network drives**

If a network supported by Windows is installed, this menu option opens a dialog box to disconnect network drives. This dialog does not belong to Wincmd, but is specific to the network. The corresponding menu option is only shown if such a network is present and if this network supports the disconnect dialog. Some networks allow to disconnect network drives with the dialog box "Network connections".

See also [Network connections](#)

## Drag & Drop

Select some files, click on them with your left mouse button and hold it down. Move the mouse pointer to the other file window or to any other application which supports drag & drop. The mouse pointer will change its shape during this process:

A slashed circle means that the application under the pointer will not accept a drop, or that the dragged files have the wrong extension.

An arrow with three little squares attached to it means that the application is ready to accept the files. If you now release the left mouse button the files are accepted by the application.

If the mouse points to a subdirectory or an archive (in Windows Commander), a frame will appear around it. This means that the selected files will be moved/copied there if you release the left mouse button. If the whole target directory is full of directory entries, you can make a drop to the target directory itself by releasing the files a little above or below the target directory.

The buttons **View (F3)**, **Edit (F4)** and **Delete (F8)** can also be a target for drag&drop actions. The initiated actions are the same as if you just press the button(s) directly.

You can also drop files on the **button bar**. If you drag a file onto an icon, the corresponding program is started with this file (or the first marked file). If you drag a file on a blank space in the bar, or if you hold down the **SHIFT** key during the drop, the file will be **inserted** into the bar at this position.

### Examples for drag&drop:

- Drag the selected files from the root to the target directory. This will copy the files after confirmation by the user.
- Drag the files to a subdirectory to copy them there.
- Keep the **ALT** or **SHIFT** key depressed to **move** the files instead of copying them. This will be shown by a minus (-) sign in the drag cursor.
- Keep the **CTRL** and **SHIFT** key depressed to **create shortcuts** of the files instead of copying them. This will be shown by an arrow sign in the drag cursor. This will only work in Windows 95 and Windows NT new shell.
- Drag the files to an archive to **add** them to this archive.
- You can drag a single file to the print manager (Win 3.1) to print it. If the file is associated for printing with a program, this program will be loaded and the file is printed.
- Some other programs like Paintbrush, Write, Cardfile and a few Shareware programs also support drag&drop. Just try it out. (Caution with trashcans, they will delete your files!)
- You can drag a file to the task bar in Windows 95, but you cannot drop it there. Instead dragging files to the taskbar will bring the associated program to the front, so you can drop the files there.
- You can now drop files on win95's desktop, but not on Explorer folders.

## Drive buttons

Drive buttons allow a quick drive change simply by clicking with the mouse on a button. This drive button bar isn't on by default. If you want to use it, you can activate it in Configuration - Options. In the 32 bit version of Windows Commander you can also right click on a drive button to get a context menu. With this menu you can then copy or format disks, or show the properties dialog.

## **The drive selection box**

By pressing the down arrow with the mouse (or pressing ALT+F1/ALT+F2), a list box opens with the available drives. Also a box with the volume labels or the server/net directory names for network drives is shown. For speed reasons, the names of the floppy disks aren't shown. You can change the delay after which this list is shown by setting 'DriveTipDelay' in [wincmd.ini](#)

Just click on the desired drive or press the drive letter to open the drive.

In Windows 95 or NT 4.0 you can right click on the drive to get a context menu, which allows you to format or copy disks, share the whole disk over a network, show the context menu, etc.

**Distribution site for Belgium and the Netherlands:**

CopyCats Software & Services  
Postbus 1088  
1700 BB Heerhugowaard  
Nederland

Tel./Fax 072-5745993  
E-mail [100121.1562@compuserve.com](mailto:100121.1562@compuserve.com)

**Dutch order form**

## **F4: Edit**

Place the cursor bar (small rectangle) over the file you want to edit and press **F4**. This starts the editor you selected in the configuration dialog, and loads the selected file. As a default, Windows **notepad** will start. It is limited to **text files** of limited size. If you want to edit files of different types, just double click on the file or press **ENTER**. The program associated with the file will then be started. You can associate data file extensions with programs using **Commands - Associate**.

If the source directory shows the contents of an archive, the file under the cursor is unpacked to a temporary file and loaded into the (previously) selected editor. If you change the file and then close the editor, Windows Commander will ask you if you want to repack the file into the archive. If you choose **yes**, the archive will be updated and the temporary file erased. If you choose **no**, the temporary file is erased and the archive is left unchanged.



## **ALT+F4: Exit**

Closes Windows Commander and saves the current directories to the file wincmd.ini in your Windows directory.

## **File listing brief and long**

**Brief** only shows the file names. **Long** shows the file names and also the file's size, creation date and time, and their attributes.

## **File mask**

This determines how files are renamed while being copied. For example, you can specify **\*.new**, to change the extension of all copied files to **new**. If no mask is given, **.\*** is taken, which means that the file keeps its original name.

## File operations

### Selecting files

F2 reread source directory

F4 Edit

F6 Rename/Move

F8 Delete

F3 list file contents

F5 Copy

F7 Make directory

ALT+F4 Exit

## File window

In the file windows there are shown (if **full** is selected in the **Show** menu) the file names, size, date and time of last change and the file attributes in the current directory. Alternatively (Option **brief**) you can also show only the file names (in three columns). Marked files are shown in red (can be changed in **Configuration-Colors**). The current file is surrounded by a fine rectangle. If the corresponding option is selected, there are icons shown to the left of the file names. The icons show the file type (directory, archive) and all associations.

## **Find files**

Searches for files and directories specified by the user. Can also be used to search for file contents.  
See also dialog box **Find files**

## **Free and total disk space**

In brackets, the volume label is shown. Behind it, the free and total disk space on the current volume are shown in kilobytes (1024 bytes).

## Frequently asked questions (FAQ)

**Q: Where can I find the latest version of Wincmd?**

**A:** You can find Wincmd on both CompuServe and the Internet. On CompuServe it's in the WINSHARE forum, library 2, file name WC32Vxxx.ZIP and WC16Vxxx.ZIP (xxx the version number).

On the Internet: <http://www.ghisler.com>

**Q: Why does it take so long to launch the 32-bit version on my 486?**

**A:** Windows Commander needs to load the OLE2 libraries to do drag&drop from and to explorer, and to show context menus and property sheets. These libraries are very big, and take a lot of time and space to load. You may prefer to use the 16-bit version on a 386 or 486, since it doesn't need the OLE2 libraries. However, it also doesn't support drag and drop from and to explorer, and does show its own simplified context menus.

**Q: Where can I find Zip-NT by Info-Zip to pack files with long filenames?**

**A:** You can find Zip-NT at the following WWW address:

**<ftp://ftp.uu.net/pub/archiving/zip/WIN32/zip201xN.zip>** (use Netscape or Mosaic to download). Unfortunately this version does NOT support high ASCII characters like German "Umlauts" and French or Scandinavian accents! You should use the internal ZIP packer which supports all this! You should only use ZIP-NT if you need special command line switches like zip file comments, freshen, or update.

**Q: When I run Wincmd I get a message that the file ctl3dv2.dll isn't installed correctly, but it's there in Wincmd's directory!**

**A:** The file ctl3dv2.dll only works if it is either in your **Windows-** or **Windows\system** directory! Please copy it there and delete all other copies of ctl3dv2.dll, especially the one in your Wincmd directory! This only affects the 16-bit version. The 32-bit version uses **ctl3d32.dll**.

**Q: Wincmd (16 bit) does not work with the program Startline by Paul Traver. There is a general protection fault in ctl3dv2.dll or user.exe!**

**A:** Startline seems to manipulate all(!) Windows programs to appear in 3d look. Since Wincmd already uses the 3d library Startline causes a crash. Solution: put the following line into wincmd.ini under [Configuration]: **ctl3d=0**.

**Q: If I run a DOS program or a DOS command from Wincmd's command line, I always land in c:\ (or another fixed directory) instead of the current directory!**

**A:** There is a directory saved in the PIF file associated with the program. If you use Windows 3.1 or Windows NT, you can use the PIF Editor to change the files **\_default.pif** and **dosprmt.pif** (or **4dos.pif**) in your Windows directory. The line **Working directory** must be empty! In Windows 95 (or NT with the new shell) you can press **ALT+ENTER** on the PIF file to change it directly.

**Q: The symbols in the button bar look fuzzy and unclear.**



**A:** Wincmd uses normal 32x32 icons in its button bar. To fit more icons on one line, Wincmd shrinks these icons. The size can be defined in the dialog Configuration - Button bar. If you don't like the fuzzy look, you can set the size to **32** to avoid shrinking the icons.

**Q: Why doesn't drag and drop on Recycle Bin and other folders work in Windows 95?**

**A:** You should use the 32 bit version of Wincmd 3.0. The 16-bit version doesn't support drag&drop to 32 bit programs like Explorer/My Computer.

**Q: From time to time we have a "General protection fault" in Windows Commander. The screen looks funny, the mouse cursor freezes, etc. What can we do?**

**A:** Often the bug isn't in Wincmd, but the video driver. This is a component of Windows supplied by the manufacturer of the video card. First you should see if the same problems occur with the standard VGA driver. If not, you should ask your vendor for a new driver, or look on CompuServe or on the Internet for an updated driver. If you experience the same problems with the VGA card and no other Programs are running when the error occurs, you should send me a bug report with the version of Wincmd and Windows you use, the exact error address and the name of the module where the error occurs. A DrWatson report would also be helpful.

**Q: Wincmd cannot access files containing certain characters like ALT+255. What can I do?**

**A:** DOS and Windows use different character sets, ASCII and ANSI. Certain characters contained in ASCII such as DOS line drawing characters do not exist in Windows! You must start a DOS box and rename the file by hand with RENAME.

**Q: How do I keep Wincmd from re-reading the directories in the file windows each time I switch to Wincmd? With network drives this can take quite some time!**

**A:** Put the following line in the file wincmd.ini below [Configuration]:  
Noreread=HIJ

Where HIJ are your network drives. The directory can always be re-read by pressing **F2**.

**Q: How can I see the contents of self-extracting archives?**

**A:** Put the cursor on the file, and press **CTRL+PgDn**. This works with normal and self-extracting archives as well as with directories.

**Q: How can I add a program to the button bar?**

**A:** Simply press and hold down the SHIFT key, then drag the program to the desired position in the button bar.

**Q: How can I delete or change a button in the button bar?**

**A:** Click with the right mouse button on the bar and select 'Change' or 'Delete' from the

popup menu.

**Q: How can I quickly switch to an often used directory?**

**A:** A button can be created in the button bar to take you directly to a specific directory, regardless of which drive or directory is currently selected. To do so, select the directory, press and hold down the SHIFT key, and drag the directory to the button bar. A new icon will appear. Clicking on this icon will change the drive (if required) and open the directory. Alternatively, you can create a menu entry in the "Start Menu" using the command **cd c:\dirname**. (Wincmd requires you to specify the whole path).

**Q: Is there a simple way to make Wincmd display the disk space used by all directories in the current directory individually?**

**A:** Yes! Simply press ALT+SHIFT+ENTER on a directory. Instead of <DIR> the size of this directory and all its subdirectories will be shown! This will only work in full view (i.e. all file details are shown).

**Q: Can Wincmd use the 'Quick View' file viewers in Windows 95?**

**A:** When you press ALT+F3 (external viewer), Wincmd first looks for an internal association specified in the dialog 'Configuration' - 'Viewer/Editor'. Afterwards Wincmd checks if the extension is associated with Quick View. If no viewer is found, the default viewer specified in the configuration dialog is used.

**Q: There is no longer a PIF editor in Windows 95. How can I change the settings of my DOS programs?**

**A:** Just press ALT+ENTER on the application or its PIF file. This will open a property sheet for this application.

**Q: Why can't I change the date of a directory?**

**A:** This is a limitation of DOS. To change the date of a file, DOS must open the file. Since you cannot open directories for reading or writing, you cannot change their dates.

**Q: Wincmd saves the last 20 command lines, but since I often enter passwords and other confidential information, I would like to disable this function.**

**A:** This can be changed in the main Configuration dialog, page **Operation**.

**Q: Why does the selection around the current file disappear if I enter something in the command line?**

**A:** Windows doesn't allow an active marker in two windows at the same time!

**Q: How can I easily rename a file? The current name of the file should be given as the default!**

**A:** Select the file and press **SHIFT+F6**.

**Q: After the execution of a DOS command such as DIR the window is closed so**

**quickly that the output of the program is unreadable!**

**A:** You can start the program with SHIFT+ENTER instead of ENTER. This leaves the window open after the program terminates. The settings in **noclose.pif** will be used instead of dosprmt.pif.

**Q: How can I start Wincmd with a predefined directory, or even a ZIP file?**

**A:** Wincmd now supports command line parameters to achieve this.

**Q: Is there a way to have different settings for multiple users on the same machine?**

**A:** You can use a command line parameter to use a different ini file for each user. Just create multiple wincmd icons in program manager / the Win95 start menu, with a different .ini file for each user!

## Function key bar

By pressing one of these buttons or by pressing one of the **Function keys F1 to F8** you can activate the corresponding function. For the functions **Help (F1)** and **Reread directory (F2)** there are no buttons to avoid overcrowding the window. The **F3, F4** and **F8** buttons also work as targets for drag & drop.



## Windows Commander 3 Help-Index

[What is Windows Commander?](#)

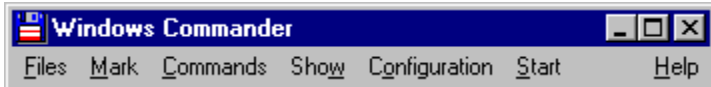
### **[Order](#)**

[Updates/Support](#)

[Licence/Copyright](#)

[Frequently asked questions \(FAQ\)](#)

### **Menu:**



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[Command line parameters](#)

[What is Info-ZIP? - free source-code to unzip files!](#)

## How to register

Thanks for your interest! When registering you will then get the latest version (currently both 16 AND 32 bit) on a 3 1/2" floppy disk, plus a quick reference card. Please do NOT call me at home! Please use e-mail for getting help!

Update information for registered users

### 1. From Europe

Send us the order form together with

- an **Eurocheque in Swiss Francs**, in the amount of SFr. 35.-+5.-(Personal Licence+shipping)
- an **International money order** in the amount of US\$ 36.- or SFr. 35.-+5.-
- **cash** (foreign currency: bank note-exchange rate **buy**, no coins please), **at your own risk!**
- a **transfer** of SFr. 35.-+5.-(Personal Licence+S&H) to our Swiss postal account **Nr 30-87193-6** (Swiss PTT, Bern), or to our address (especially from Italy and France). This works fine from most European countries. Please do not forget to write on the coupon (small part) your name, address and **country!** Please also send the order form by mail or e-mail!
- **New:** You can now register by **Mastercard** or **VISA**. Credit card orders are **not accepted** over the Internet or by e-mail! The credit card order must be issued in **Swiss Francs** - please use the order form, and don't forget to **sign** your order!

### 2. From The Netherlands or Belgium

Send the Dutch order form together with your payment to our new official distribution site in The Netherlands.

### 3. From the USA

Send us the order form together with

- a **personal check** or cashier's check drawn on a US bank in the amount of US\$ 36.-
- an **international money order** in the amount of US\$ 36.-
- a **check in Swiss francs** drawn on a Swiss bank (SFr. 35.- + 5.-).
- **Cash:** US\$ 36.-, **at your own risk!**
- **New:** You can now register by **Mastercard** or **VISA**. (See Europe).

### 4. From Canada or Australia

Send us the order form together with

- a **check or money order in CAN\$/AUS\$** in the amount of CAN\$/AUS\$ 44.-+\$6.-S&H (drawn on a Canadian / Australian bank)
- the same amount in cash, at your own risk.
- **New:** You can now register by **Mastercard** or **VISA**. (See Europe)

### 5. On CompuServe

1. In WINCIM, click on the traffic light icon and type **SWREG**. This brings you to the Software registration forum.
2. Choose option 2, **Register Shareware**. The price per registration is **US\$ 32.- + US\$ 5 S&H**.
3. In the search criteria, choose option 1, the REGISTRATION ID. The registration ID for the **English** (and international) version is **2013**.

The registration ID for the German version is 2014.

4. Make sure the displayed program description fits to Windows Commander and the **correct language**. You are prompted to enter your address and the number of copies you want. **See below for the calculation of the multiple licences discount!** You will get one Disk for each SWREG order, together with the licence to install the program on the desired number of computers.

Your CompuServe account will then be charged with the registration fee, and we'll be noticed of your registration. Please allow at least 2 weeks for delivery.

**IMPORTANT: If you want your company name in the title bar, you must enter an X and a ":" in front of the company name, e.g. X:MYCOMPANY. Otherwise, your name will appear in the title bar!!!**

**Calculation of the discount for multiple licences (CompuServe SWREG):** You normally need to fill in a smaller number of licences than you actually need! First, calculate the cost for the desired amount of licences in Swiss francs (Use table on the order form). Multiply the result with 0.9 to get the amount in US\$. Multiply by 1,177 (CompuServe fees). Divide the result by 37.- (price per single licence on CIS) and round up to the next integer number. The resulting number must be given to SWREG.

**Example: You want 25 licences of Windows Commander**

Price in SFr.: 1x35.- + 9x20.- + 15x15.-+5.-S&H	= SFr. 445.-
Price in US\$: SFr. 445.- * 0.9	= US\$ 400.50
With CompuServe fees (x1.177)	= US\$ 471.40
divided by 37	= 12.74
Rounded up to next integer:	13

**You would have to pay for only 13 licences to get 25. CompuServe will bill you for 13x37=\$US 481.-. If you have questions (or the calculation is too complicated for you), just send E-Mail to my CIS ID 100332,1175. For large quantities, it is much cheaper to send a cheque!**

## Info-ZIP programmers

This is a partial list of contributors to Info-ZIP UnZip and the code upon which it is based. Others have also contributed, and if you are among them, please let us know (don't be shy!). Everyone who contributed via the Info-ZIP digest **should** now be listed here, but oversights are possible. Note also that contributors to the makefile are listed at the bottom of Makefile.

Mark Adler	decryption, inflate, explode, funzip code; misc. casts
Glenn Andrews	MS-DOS makefiles; prototyping bugfix
Joel Aycock	descrip.mms bugfix
Allan Bjorklund	in misc.c
James Birdsall	extract.c bugfix; etc.
Wim Bonner	original OS/2 port
John Bush	first full Amiga port (all utils); FileDate; etc.
John Cowan	mods to original match.c; other stuff?
Frank da Cruz	xxu.c, on which original mapname.c was based
Bill Davidsen	-q(q); mapname stuff; envargs; Xenix stuff; etc.
Arjan de Vet	various things, but I don't remember exactly what
James Dugal	ZMEM stuff; unshrink bugfix; file perms stuff; etc.
Jim Dumser	-z stuff; umask bugfixes; etc.
Mark Edwards	in mapname.c, misc.c
David Feinleib	Windows NT port
Jeffrey Foy	OS/2 stuff(?); [CP/M]
Mike Freeman	VMS GCC makefiles; etc.
Jean-loup Gailly	decryption code; ReadByte replacement; much nagging :-)
Hunter Goatley	VMS RUNOFF source (documentation)
Steve Hanna	Macintosh stuff
Robert Heath	Windows port (WizUnZip)
Dave Heiland	new usage screen [, new documentation...?]
Ron Henderson	-a bugfix
Larry Jones	ZMEM stuff; unimplod bugfix; etc.
Kjetil J{\o}rgenson	ln/copy misc_.c Makefile bugfix
Bob Kemp	NOTINT16 rewrite (byte arrays instead of structs)
J. Kercheval	filmatch.c, on which match.c is based
Paul Kienitz	continuing general Amiga porting; Aztec C support
David Kirschbaum	mapname port; general-purpose meddling; Python jokes
Alvin Koh	Borland C++ bugfixes
Bo Kullmar	-z code; bugfixes: umask, do_string, BSD time; etc.
Johnny Lee	Macintosh port; Mac resource fork stuff; Win3.1 port
Hogan Long	Borland preprocessor bugfix
Warner Losh	in misc.c
Igor Mandrichenko	vms.c; many improvements and VMS modifications
Fulvio Marino	revised UnZip and ZipInfo man pages
Carl Mascott	original Unix port
Rafal Maszkowski	Convex unzip.h fixes
Gene McManus	-o code
Joe Meadows	file.c, on which VMSmunch.c (timestamps) was based
Jason Merrill	Sequent patches
Walter Moore	VM/CMS port...someday...maybe
NIIMI Satoshi	Human68k port
Mike O'Carroll	early OS/2 stuff
Humberto Ortiz-Zuazaga	Linux port; permissions bugfix; missing declarations
Rafael Pappalardo	Convex CRYPT bugfix; useful Convex information
Keith Petersen	former Info-ZIP list maintainer



Piet W. Plomp	nice fix for msc_dos Makefile target
Antonio Querubin, Jr.	descrip.mms (VMS makefile)
David Robinson	fix for MSC 6.0 stat() bug
Greg Roelofs	UnZip maintainer; ZipInfo; orig VMS port; (see History)
Kai Uwe Rommel	"real" OS/2 port; bugfixes; etc.
Steve Salisbury	CountryInfo bugfix; variable INBUFSIZ
Georg Sassen	Amiga DICE compiler port
Jon Saxton	date formats
Hugh Schmidt	VMS stuff
Martin Schulz	Atari port, symlinks bugfix
Charles Scriptor	various bug reports and bugfixes
Chris Seaman	Unix time stuff
Richard Seay	MS-DOS Quick C makefile
Alex Sergejew	file_io.c bugfix; stat() bugfix; Down Under jokes :-)
Fred Smith	Coherent 4.0 fix
Samuel H. Smith	original unzip code (Pascal and C) for MS-DOS
Cliff Stanford	file_io.c umask bug
Onno van der Linden	SCO optimization bugfix; etc.
Jim Van Zandt	one of original man pages
Antoine Verheijen	MTS/EBCDIC stuff; FILENAME_MAX stuff; Mac fixes; etc.
Rich Wales	former Info-ZIP moderator and zip guy; MKS stuff
Frank Wancho	TOPS-20 port
Paul Wells	original Amiga port for SAS/C and Lattice C (?)
Mark Wright	Netware 3.11 NLM port

## Settings in the file wincmd.ini

Please note: most settings in Wincmd.ini can also be changed from dialog boxes. Very few settings can only be changed directly, either because they are not meant for the end user, or they are only a workaround to a specific problem.

### [Configuration]

Aligned extension=1	General settings
Allowed=	File extension is shown left aligned
AltSearch=0	Allowed drives -> restrict drive access! Example: Allowed=cde
CountMarked=1	Search with 0=CTRL+ALT, 1=ALT or 2=letter only
	1: Count files in subdirs before copying/ deleting to allow a second percent bar, and when selecting with spacebar
	0: Do not count files (faster)
DriveTipDelay=0	Delay in milliseconds, until descriptions for the drives in the drive combo box are shown (default = 0)
Editor=notepad.exe	Default editor for F4
FirstLang=0	First time wincmd is run -> ask for language
FirstTime=0	First time wincmd is run -> display release notes
FirstTimeUnpack=0	First time "Unpack all" -> hint to press ENTER on file
FirstTimeZIP=0	First time packing/unpacking -> Packer dialog
Language=	Language library used (WCMD_DEU.DLL etc.)
MarkDirectories=0	Also select directories (with +)
Netwarebugfix=0	1: do NOT rename files on remote drive
Noread=AB	Do not reread these drives
Onlyonce=0	Start only one instance of Wincmd
SaveCommands=1	Save command lines when closing wincmd (1/0)
Savepath=1	Save current paths when closing wincmd (1/0)
Savepanels=1	Save settings when closing wincmd (1/0)
ShowCentury=1	Show century of the date in the file lists (1/0)
ShowHiddenSystem=0	1=Show hidden/system files
Showicons=2	Icons: 0=no, 1=default, 2=all
ShowEXEandLNKicons=1	Show Icons for EXE and LNK files (only 32-bit version, slow)
SizeCheck=1	Check if there is enough disk space on target before copying
Small83names=1	Show old style names (8 name and 3 extension) lowercase like explorer (1/0)
SortDirsByName=1	Always sort directories by name (1/0)
TestIfSharedDir=1	Test if a directory is shared in network -> show with a hand under the icon (32 bit only) (1/0)
Tips=3	Tooltips 1=for buttons, 2=for drives, 3=both
ToolTipDelay=500	Delay in milliseconds, until descriptions for the buttons in the button bar are shown (default = 500)
Tree=0	Show tree 1=unsorted, 0=sorted by name
uselongnames=1	Use long filenames on Windows NT/95 (1/0)
UseRightButton=1	Use 1=right/0=left mouse button to select
UseTrash=1	Use Recycle Bin in Windows 95/NT if available and enabled
Version=	Version of Wincmd (not always changed)
Viewer=none	Default viewer for ALT+F3 or none
Viewertype=1	0=Internal/current file 1=marked 2=external

### [1024x768 (10x20)]

x=	Resolution-dependent data
y=	x-position of Wincmd
dx=	y-position
dy=	Width
	Height

Divider=500  
FontSize=8  
Fontname=Helv  
FontWeight=700  
Fontsizewindow=  
FontnameWindow=  
FontWeightWindow=  
Iconsize=10  
Iconsize32=16  
maximized=0

Position of window divider in permille (0..1000)  
Font size  
Font  
Font weight (400=normal, 700=bold)  
Font size for the rest of the main window  
Font for the rest of the main window  
Font weight for the rest of the main window  
Icon size for 16-bit version (in points)  
Icon size for 32-bit version (in pixels)  
0=normal, 1=maximal size

### [left]

path=D:\TPW\  
ShowAllDetails=1  
show=1  
sortorder=0  
negative Sortorder=0  
userspec=\*.wav

Left window (same for right window)  
Last active directory  
0=only file names, 1=all data, 2=tree  
1=all, 2=only programs, 3=user defined  
Sort by 0=name, 1=extension, 2=size, 3=date, 4=unsorted  
Reversed sort order  
User defined wildcards

### [Colors]

InverseCursor=0  
BackColor=16777215  
ForeColor=-1  
MarkColor=255  
CursorColor=8421504  
CursorText=16777215

Color settings for main window  
Display cursor as a solid box (1)  
Background color (rgb: r+256\*g\*65536\*b)  
Foreground color (-1=default)  
Selection color  
Cursor color  
Cursor text color (only for solid cursor)

### [Layout]

The entries below this title determine which part of the wincmd user interface is shown. All entries can be changed in the main configuration dialog.

### [Packer]

ZIPlikeDirectory=1  
InternalUnzip=1  
InternalUnarj=1  
InternalUnlzh=1  
InternalZIP=1  
InternalZipRate=6  
  
InternalzipTemp=c:\temp  
ZIP=c:\utils\zip\pkzip.exe  
UnZIP=c:\utils\zip\pkunzip.exe  
ARJ=c:\utils\arj\arj.exe  
LHA=c:\utils\lha\lha.exe  
RAR=c:\utils\rar\rar.exe  
UC2=c:\utils\uc2\uc.exe  
LastUsedPacker=1  
UnZIPOverwrite=0  
ExtractPathInZIP=1  
VerifyZIP=1  
ZIPDirectoryOfFile=1  
ZIPRecurseSubdirs=1  
zipnt=0  
  
ZipSetDateToNewest=0

Everything concerning packers  
Treat packed files like directories  
Use internal unzip  
The same for ARJ  
The same for LHA  
Use internal ZIP packer  
Pack rate for internal ZIP packer (0=no compression, 1=fastest, 9=best)  
Temporary path for internal ZIP packer  
Path/filename for pkzip  
Path/filename for pkunzip  
Path/filename for ARJ  
Path/filename for LHA  
Path/filename for RAR  
Path/filename for UC2  
Last packer used  
Always overwrite when unpacking  
Also unpack paths stored with files  
1=test ZIP file after packing, 0=do not test  
Pack paths with the files  
Pack directories in directories  
Use Info-zip for NT (0 = no, 1 = Zip-NT 2.0.1 (patched by wincmd), 2 = unrecognised version)  
When packing with the internal ZIP packer, set the date of the

Zip83Name=0 archive to the date of the newest file in the archive. (1/0)  
Pack files with their alternate file names (8 name and 3 extension),  
and do not use long names. (1/0)

**[Buttonbar]**

Buttonbar=d:\tpw\exetpu\chris.bar Default buttonbar  
Buttonheight=29 size of the icons

**[Command line history]**

0=regedit List of the last commands used  
1=calc 0 last command, etc.

**[Lister]**

Maximized=1 Settings for lister  
x=54 Full screen  
y=-1 Position (x)  
dx=587 Position (y)  
dy=483 Width  
TextWidth=80 Height  
binwidth=75 Text width (in characters)  
Font1=Arial,-15,b Width for binary display  
Font2=Arial,-15,b Font (if not default font)  
Font3=Arial,-15,b  
TabWidth Width of tabstops (default. 8)

**[Confirmation]**

deleteDirs=0 Confirmations  
OverwriteFiles=0 Ask before non-empty directories (1/0)  
OverwriteHidSys=0 Ask before overwriting files (1/0)  
OverwriteReadOnly=0 Ask before overwriting/deleting hidden/system files (1/0)  
MouseActions=0 Ask before overwriting/deleting read-only files (1/0)  
Ask when dropping files (1/0)

**[Extensions]**

pif=c:\windows\pifedit.exe ^.pif Associations for ALT+F3  
e.g. Pif editor with \*.pif

**[Tabstops]**

0=99 Tabstops for file window  
1=101 Extension  
2=136 Size  
3=156 Date  
4=51 Time  
Attributes

**[user]**

menu1=Verz: Root of C User defined menu  
cmd1=cd c:\ Title  
param1= Command  
path1= Parameters  
iconic1= Startup path  
1=Start as an icon

**[SearchName]**

**[SearchIn]**

**[SearchText]**

Diese 3 Abschnitte enthalten frühere Suchen

## Keyboard layout

Key	Action
<b>F1</b>	Help
<b>F2</b>	<u>Reread source window</u>
<b>F3</b>	<u>List files</u>
<b>F4</b>	<u>Edit files</u>
<b>F5</b>	<u>Copy files</u>
<b>F6</b>	<u>Rename or move files</u>
<b>F7</b>	<u>Create directory</u>
<b>F8</b>	<u>Delete files</u>
<b>F9</b>	Activate menu above source window (left or right)
<b>F10</b>	Activate left menu or deactivate menu
<b>ALT+F1</b>	change left drive
<b>ALT+F2</b>	change right drive
<b>ALT+F3</b>	Use alternate (external or internal) viewer
<b>ALT+F4</b>	<u>Exit</u>
<b>ALT+F5</b>	<u>Pack files</u>
<b>ALT+SHIFT+F5</b>	<u>Pack files</u>
<b>ALT+F6</b>	<u>Unpack all files</u> (doesn't work in Windows 95!)
<b>ALT+F7</b>	<u>Find</u>
<b>ALT+F8</b>	Opens the history list of the command line
<b>ALT+F9</b>	The same as ALT+F6 (because ALT+F6 doesn't work in Windows 95!)
<b>ALT+F10</b>	Opens a dialog box with the current directory tree
<b>SHIFT+F10</b>	Show context menu
<b>SHIFT+F5</b>	<u>Copy files</u> (with rename) in the same directory
<b>SHIFT+CTRL+F5</b>	Create shortcuts of the selected files (Windows 95 and NT new shell only)
<b>SHIFT+F6</b>	<u>Rename</u> files in the same directory
<b>SHIFT+ESC</b>	Minimizes Wincmd to an icon
<b>NUM +</b>	<u>expand</u> selection
<b>NUM -</b>	<u>shrink</u> selection
<b>NUM *</b>	<u>invert</u> selection
<b>CTRL+NUM +</b>	<u>select all</u>
<b>CTRL+NUM -</b>	<u>deselect all</u>
<b>CTRL+PgUp</b> or <b>Backspace</b>	Change to parent directory ( <b>cd ..</b> )
<b>CTRL+PgDn</b>	Open directory/archive (also self extracting .EXE archives)
<b>CTRL+left/right</b>	Transfer directory to other window
<b>CTRL+F1</b>	File display 'brief' (only file names)
<b>CTRL+F2</b>	File display 'full' (all file details)
<b>CTRL+F3</b>	Sort by name
<b>CTRL+F4</b>	Sort by extension
<b>CTRL+F5</b>	Sort by date/time
<b>CTRL+F6</b>	Sort by size
<b>CTRL+F7</b>	Unsorted
<b>CTRL+F8</b>	Display directory tree
<b>CTRL+F10</b>	Show all files
<b>CTRL+F11</b>	Show only programs
<b>CTRL+F12</b>	Show user defined files
<b>TAB</b>	Switch between left and right file list
<b>Letter</b>	Redirect to command line, cursor jumps to command line
<b>INSERT, SPACE</b>	Select file or directory
<b>ENTER</b>	Change directory / run program / run associated program / execute command line if not

empty. If the source directory shows the contents of an archive, further information on the packed file is given.

**SHIFT+ENTER** 1. Runs command line / program under cursor with preceding command /c and leave the program's window open. Only works if NOCLOSE.PIF is in your Windows directory!  
2. With ZIP files: use alternative choice of these (as chosen in Packer config): (Treat archives like directories <-> call associated program, i.e. winzip or quinzip)

**ALT+SHIFT+ENTER**

If the cursor stands on a directory, the contents of all directories in the current directory are counted. The sizes of the directories are then shown in the "full" view instead of the string <DIR>.

**CTRL+I** Switch to target directory

**CTRL+U** Exchange directories

**CTRL+Q** Quick view panel instead of file window

**CTRL+R** Reread source directory

**CTRL+C** (32 bit) Copy files to clipboard

**CTRL+X** (32 bit) Cut files to clipboard

**CTRL+V** (32 bit) Paste from clipboard to current dir.

**ALTGR+Letter(s) or**

**CTRL+ALT+Letter(s)**

Quick search for a file name (starting with specified letters) in the current directory

**Other keys:** See command line

## **Software Licence / Copyright**

### **Software Licence**

Please read the following lines carefully before using this software. If you disagree with any of the following, you are not allowed to use this program. You MUST then delete it immediately.

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### **Registered version (personal licence)**

The registered version may be installed on as many computers as desired, as long as it is ONLY running on one at any one time (I.e. one installation at home and one at the office used by the same person). The usage by multiple people at the same time (on multiple computers) requires additional licences.

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Multiple licences allow an institution, company or school to install the program on multiple computers or on a server. It must be guaranteed that the program does not run on more machines at the same time than there are licences purchased. All licences are issued to the same (company) name, which appears in the program's title bar. Additional licences cost SFr. 20.- for the 2nd to 10th licence, etc. (see [Registration](#) for an international order form). For larger amounts than 1000 please contact the author. Each additional licence also allows a single user to use the program at home.

### **Liability**

We try to keep our software as bug-free as possible. But it's a general rule (Murphy's), that no software ever is error free, and the number of errors increases with the complexity of the program. That's why we cannot guarantee that this software will run in every environment, on any Windows compatible machine, together with any other application, without producing errors. Any liability for damage of any sort is hereby denied. In any case, the liability is limited to the registration fee.

Please test this program with non-critical data. We cannot guarantee the safety of your data. Especially new operating systems like Windows NT or OS/2 can cause trouble. Should you detect errors before registration, you accept them if you register. Any description of bugs will be accepted, but we cannot guarantee that we will be able to correct them.

## Development of Windows Commander

Windows Commander 3.0 was written utilizing Borland Delphi 1.0 (16 bit) and 2.0 (32 bit) (© 1993-96 by Borland International). The Drag&Drop-algorithms, especially the undocumented parts, were found in the very good book "Undocumented Windows", Andrew Schulman, Addison Wesley 1991. The DPMI-handling for setting the volume label was taken from the book "Turbo Pascal für Windows - Object Windows", A. Ertl/R. Machholz, Sybex 1992. Only the algorithms were taken and rewritten in Pascal. The idea for the screen layout was taken from DCC, a Norton Commander (© Symantec) clone. All code from the German issue WinDOS was removed and rewritten for Copyright reasons. The ARJ and LHA code was translated by Mart Heubels (WinCAT PRO) and myself from public C sources to Pascal. A free unpacking DLL is available upon request. The internal ZIP packer is based on Zlib by Jean-loup Gailly. The C sources are available on the Internet, on the same server as ZIP-NT. MD5 Implementation provided by Greg Carter, CRYPTOCARD Corporation.

Many thanks go to Austin Basso and James Morris for correcting the English help file and to Thierry Charles and Thomas Zehnder for correcting the French version.

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Norwegian:	Steinar Hagen, Lars Storaas Tylden
Czech:	Dan Rozkol
Hungarian:	Ambrits Tamas ambrits@syneco.hu
Polish:	Jacek Duda
Russian:	Andrew Manjov

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Legal domicile is **Bern, Switzerland**.



### **F3: List file contents**

Select the files you want to list and press **F3**. The built in file viewer (called **lister**) then shows the selected files, or the file under the cursor (as configured). By holding down the SHIFT key and pressing **F3**, you select the alternative method (i.e. view selected files when the default is the file under the cursor). In **lister**, you can switch from file to file (when viewing multiple files) by pressing **n**, **ESC** closes **lister** and returns to Windows Commander. You can also configure Windows Commander to show the files with an external viewer of your choice.

With **ALT** you can switch between external and internal viewer, and with **SHIFT** between one and multiple files (multiple only with internal viewer).

If the source directory shows the contents of an archive, you will be asked if you really want to unpack and view the marked files. The files are then unpacked to the directory determined by the environment variable **temp**. You can set it in your **autoexec.bat**, for example **set temp=c:\windows\temp**. If this does not exist, Windows Commander's program directory is used. A subdirectory **\\$wc** is created, where all temporary files are stored. When Windows Commander is closed, this directory is removed (provided it is empty).

## Lister: Edit menu:

- Copy as text:** Copies the text selected with the mouse to the clipboard. All end of string signs (#0) are converted to blanks (#32).
- Find:** Allows to search for a string from the current position forward. The option "**whole words only**" allows to search for words but not parts of words ('man' will only find 'man', but not 'manager'). the option "**Case sensitive**" respects the case of the specified words. A search can also be started by pressing **F7**. If a string is found, lister scrolls to the line where it is found and shows the string inverted.
- Find next:** Continues a search. The current search string is stored both in Wincmd and in Lister for future searches. Key: **F5** or **SHIFT+F7**.

## Lister: File menu

- Open:** Allows to load a single file into lister.
- Next file:** If multiple files are loaded into lister, you can switch to the next file using this menu item. You can also press **n** to do this.
- Previous:** Switches to the previous file. You can also press **p** to do this.
- Close:** Closes lister. Keys: **ESC** or **q** or **ALT+F4**

**Lister: Menu item xxx%:**

This menu item shows the current file position in percent. The location of the **last line** on screen is shown. A click on this menu item allows to jump directly to a specific position.

## Lister: Options menu:

- 1. Text only:** The currently loaded file is interpreted as text. The characters #13 (carriage return) and #10 (line feed) are interpreted (together or one of them) as a new line sign. Lines of more than 80 characters (can be changed) are also split into multiple lines.
- 2. Binary:** Here a fixed line width of 74 characters (default) is used. This is useful to look at executable files or other non-text files.
- 3. Hex:** The following is shown (from left to right): 32-bit-offset (distance in bytes from the beginning of the file), 16 characters in hex, the same 16 characters as plain text.
- ANSI (Windows):** This character set should be used for all files created within Windows. The ANSI character set can be selected with the **a** key.
- ASCII (DOS):** This character set is meant for DOS texts containing DOS graphical characters like lines, or country-specific characters (umlauts) It can be activated with the **s** key.
- Variable char width:** This character set is optimal for Windows text without tables or other justified text parts. Key: **v**.
- Wrap text:** If checked, text is wrapped around after the number of letters specified in the configuration dialog. If unchecked, the text is wrapped after 255 characters (maximum possible line length).
- Configure:** Activates a dialog to configure lister.
- Save position:** Saves the current position of lister in the file wincmd.ini.

## Local menus

Windows Commander offers local menus (context menus) for several interface elements. All these menus can be opened through a right mouse click:

- In the file windows you can reach the local menu also by pressing **SHIFT+F10**. If the right mouse button is used to select files you can reach the right click menu by holding down the button a bit longer (about 1 second).

New in Windows 95: With the commands *Copy* and *Cut* the selected files can be copied/moved through the clipboard. You can simply choose *paste* in the context menu of the target path.

- The button bar also contains a local menu to edit or delete single buttons.
- In Windows 95 and Windows NT 4.0 you can get a local menu for the current path and directory by right clicking on the path name and the drive list/drive button, respectively.

## Menu file layout:

A menu file is a normal text file which describes the main menu. If you want to change the main menu by hand, you should save it with a different name, **otherwise it will be overwritten with your next update!!!**

- Every submenu starts with the command **POPUP**, followed by the title of the submenu **in double quotation marks ("**). Popup Menus can have submenus themselves. In the title, a letter with a & in front of it will be underlined and can be jumped at with **ALT+Letter**. Example for a popup menu:

### **POPUP "&Files"**

- A menu item is defined as follows: After the command **MENUITEM** follows the text of the item in **double quotation marks**, then a **comma**, and finally the identifier for the menu command. A list with all identifiers can be found in **wincmd.inc**. Wincmd uses this file to translate identifiers to numbers. You should open this file with notepad and print if you plan to change the main menu. In the menu item text, the characters **\t** will be converted to a tabstop. Example for a menu item:

### **MENUITEM "&Pack...\tALT+F5", cm\_PackFiles**

- With the command **MENUITEM SEPARATOR** you can add a horizontal line.
- Every POPUP menu ends with the command **END\_POPUP**. Example:

### **POPUP "&Files"**

```
MENUITEM "&Change attributes...", cm_SetAttrib  
MENUITEM "&Pack...\tALT+F5", cm_PackFiles  
MENUITEM SEPARATOR  
POPUP "&More commands"  
    MENUITEM "&Associate...", cm_associate  
    MENUITEM "&Calculate occupied space...", cm_GetFileSpace  
END_POPUP  
END_POPUP
```

## Special commands:

- With the command **STARTMENU** you insert the menu **Starter** at the actual position in the **main menu bar**.
- With the command **HELP\_BREAK** you insert a break in the main menu. After that break, all menus will be right adjusted. **Note:** STARTMENU cannot follow directly after HELP\_BREAK!

## Identifiers:

All identifiers start with the letters **cm\_** (abbr. for command). Identifiers which start with **cm\_src** act upon the source directory. Identifiers with **cm\_left** act on the left, with **cm\_right** on the right directory window.

Only identifiers which are in **wincmd.inc** can be used! You can also directly specify the numbers given in **wincmd.inc**. However, the file **wincmd.inc** **must be present** at runtime if you want to use an external menu.

## Mark groups of files

5 menu items, used to select and unselect files:

Select group  
Unselect group  
Select all  
Unselect all  
Invert selection

See [Selecting files](#)



## Mark newer, hide same

Compares the contents of the source and destination directory. Files which are the same are hidden, (they are only hidden to the user, they are **NOT** deleted!) Of the differing files, only the **newer** are selected. Files missing in one directory are also marked in the other.

## Menu: Commands

CD-tree

Search

Volume label...

System information

Run DOS

Network connections

Disconnect network drives

Share directory

Unshare directory

Source<->Target

Target=Source

## **Menu: Files**

Change attributes

Pack

Unpack specific files

Test archives

Associate with...

Properties

Calculate occupied space...

Print

Quit

## **Menu: Mark**

Menu entries to mark files

Compare directories

Mark newer, hide same

## Menu Show

Brief

Full

Tree

Quick view

All files

Programs

\*.\*

Custom ...

Name

Extension

Time

Size

Unsorted

Reversed order

## The menu bar

The menu bar can now be changed by the user! Just select **Change main menu** from the start menu.

With the menus **Show** (or Left and Right in old style menu) you can set some options for the current file window, such as the sort order or the type of the displayed files. In the menu **Files** you find some additional file commands. In the menu **Commands** you can start further actions which cannot be reached with the function keys, such as starting DOS or finding files. The menu **Configuration** allows to configure Wincmd to your needs.

You can place any commands in the menu **Start**. It is possible to pass the file under the cursor as the actual parameter.

Finally, the menu **Help** allows starting the on-line help and an about box.

## Menu: Configuration

Options

Change button bar

Save position

## **Menu: Start**

You can place your favourite applications in this menu . Start them automatically with the file under the cursor. See also

Dialog box "[Change start menu](#)"

You can also change the main menu. See Dialog box "[Change main menu](#)"



## **Network connections**

If a network supported by Windows is installed, this menu option opens a dialog box to connect network drives. This dialog does not belong to Wincmd, but is specific to the network. The corresponding menu option is only shown if such a network is present.

See also [Disconnect network drives](#)

## **Number of selected files**

Below the file window the amount of disk space of the selected files is shown. Behind this, the disk space occupied by ALL files in the file window is shown. The number of marked and the total number of files are also shown.

**Order form** (See also: [Software licence](#) and [How to register](#))

Please send this form together with your payment to the following address:

C. Ghisler & Co.  
Lindenmattstr. 60  
CH-3065 Bolligen  
SWITZERLAND

See [How to register](#) for details on registration and support and other ways to register (CIS etc.).

**Order:** (price valid through December 1997, all prices Swiss Francs!)

Windows Commander 3.0 personal licence: CHF 35.- 35.-

**or:** Student licence (with copy of student card) CHF 25.- \_\_\_\_\_

Additional licences to the same name, without disk:

Additional licence 02-10, \_\_\_\_\_ x CHF 20.- \_\_\_\_\_

Additional licence 11-25, \_\_\_\_\_ x CHF 15.- \_\_\_\_\_

Additional licence 26-100, \_\_\_\_\_ x CHF 12.- \_\_\_\_\_

Additional licence 101-1000, \_\_\_\_\_ x CHF 8.- \_\_\_\_\_

(Example: Licence for 25 computers:  $35+9 \times 20+15 \times 15+5=445.-$ )

Shipping and handling CHF 5.- 5.-

**Total CHF** (multiply with 0.9 to get amount in US\$): \_\_\_\_\_

(Credit card orders are always charged in Swiss Francs)

Version: [ ] 16 bit [ ] 32 bit (currently both versions are included)

Language: [ ] English [ ] French [ ] German [ ] other: \_\_\_\_\_

(Your name **OR** company name appears in the title bar - **please check off**)

( ) Name \_\_\_\_\_ *Stamp:*

( ) Company \_\_\_\_\_

Address \_\_\_\_\_

ZIP Code \_\_\_\_\_ City \_\_\_\_\_

State/Country \_\_\_\_\_

Phone/FAX \_\_\_\_\_ / \_\_\_\_\_

E-mail-address \_\_\_\_\_

Payment: ( ) Check ( ) Mastercard ( ) VISA ( ) Cash ( ) other: \_\_\_\_\_

Name on card: \_\_\_\_\_

Credit card number: \_ \_ \_ \_ / \_ \_ \_ \_ / \_ \_ \_ \_ / \_ \_ \_ \_

Expiration date: \_ \_ / \_ \_

**Please notice:** Credit cards are **not accepted** through the **Internet!**

Where did you get Windows Commander (Mailbox name, CIS forum...)

\_\_\_\_\_  
Date \_\_\_\_\_ **Signature**

\_\_\_\_\_



*producenten. U kunt bij CopyCats o.a. terecht voor BarClock, Boxer, CAD/DRAW, Cool Edit, Integrity Master, PKZIP, Rosenthal UnInstall, SmartDraw Pro, Space Hound, Thumbs Plus, Windows Commander en WinZip.*

*===== Dank u voor uw registratie! =====*

## Pack

Allows packing of the selected files with one of the packers **pkZIP**, **ARJ**, **LHA**, **RAR** and **UC2**. Select the files and directories you want to pack and choose *pack* from the menu *Commands*. When you press **SHIFT** while selecting this menu item, the files will be moved (packed and deleted).

This will open a Dialog box to select the packing parameters.

**Important:** In the dialog box you must now specify the **name of the packer** (zip, arj, lha, rar or uc2) with a double point between packer and file name, **otherwise the files will be copied!!!**

**Hint:** To unpack the packed files, simply double click on an archive. This opens the archive and shows its contents. You can then copy the files to the desired directory.

## Print

Allows printing of one selected file. This only works if the file is associated with a program **for printing**. For files which are not associated with a program **for printing**, you must load them into an editor and print from there.

If the source directory shows the contents of an archive, this function is not available.

## **Quick view**

This command opens a small lister window inside Windows Commander instead of one of the file panes. Shortcut key is CTRL+Q The window can be removed by choosing another drive in that window, or by pressing CTRL+Q a second time.

Quick view is very limited in this version of Wincmd. In fact it's exactly the same code as standalone lister, so all shortcut keys from lister can be used in quick view too.



## Quit

This menu item closes Windows Commander and saves the current settings in wincmd.ini.

**Our address is:**

C. Ghisler & Co.  
Lindenmattstr. 60  
CH-3065 Bolligen  
SWITZERLAND

**Order form**

## **F6: Rename / Move**

This command permits the renaming of files and whole directories in the source directory, and can be used to move them to different directories or even to different drives. You can also move (pack & delete) files into archives.

Select the files and/or directories you want to rename or move, then press **F6**. If you only want to rename a file in place, press **SHIFT+F6** instead. This will open an inplace edit window around the file to be renamed.

**F6** opens a dialog box where you can type the target path and a file mask. As a default, the path of the target window is presented. If you do not specify a target directory, the source directory is assumed, i.e. you rename the files. If you do not specify a file mask, the file name is not changed. Additionally, you can choose the target directory with the directory tree by pressing the tree button. See also copy (F5).

If the source directory shows the contents of an archive, this function is unavailable.

## **F2: Reread source directory**

Press **F2** (no mouse equivalent). This causes the source window (with the thick frame around it) to be reread. Another key combination for the same action is **CTRL+R**.

This procedure should be used after a floppy disk change to update the contents of the window.

## **Run DOS**

Starts the DOS command processor (the DOS prompt), the program where the environment variable COMSPEC points to. Normally, this is COMMAND.COM, but can also be 4DOS. DOS will start in the current source directory.

## Selecting files

To select files, simply click on them with your mouse or move to them with the cursor keys and press **insert**. If in the configuration dialog you chose to use the right mouse button, your left mouse button just moves the cursor. You have to use the right mouse button for selecting items. If you select a directory using the **space bar**, the total amount of space used by this directory is shown.

### Select multiple consecutive files

Click on the first file to be selected with the correct mouse button (as selected in configuration), press and hold down the shift key and click on the last file you want to select. With the right mouse button selected, you can click and drag over the files you want to select.

### Select / unselect files of special types

Press the **+** (or **-**) **key** of the numerical block on your keyboard or select one of the selection options (*Select/Unselect group*) from the menu *Mark*. Then type the desired file type (for example \*.txt)

### Select all / no files

Press CTRL and the **+** (or **-**) key on the numerical block of your keyboard or choose *Select all/Unselect all* from the menu *Mark*.

### Invert selection

This option will mark all files in the source directory which were not marked and unmarks the previously marked files. This is especially useful after comparing directories. Press the **\*** **key** on the numerical block of your keyboard.

## Share directory

If Windows for Workgroups or Windows NT is installed, this menu option allows to share the directory under the cursor with other computers. The function works the same as in Windows file manager. To share the root directory (c:\), you can switch to tree view. Shared directories are shown with a hand below their icon. In Windows 95 you can find the Share/Unshare function in the "properties" dialog, which you get by pressing **CTRL+ENTER**.

See also [Unshare directory](#)

## Show directory tree

The option **Tree** shows the directory tree. This includes all directories and subdirectories of the current drive. After reading the directory structure, the tree is saved in the file **treeinfo.wc** in the root directory of the drive. Only this file is changed when you add and delete directories. This is much faster than rescanning the whole tree each time.

If you select tree in the **left menu**, the tree is scanned with the **right drive**, (the drive shown in the right directory).

If you added or deleted directories with an external program, you must rescan the tree by pressing **F2** or **CTRL+R**.



## Show files of type

These options select which files are shown:

All files	Shows all files.
Programs	Shows programs (*.com;*.exe;*.bat;*.pif).
(user selected)	Shows all files with the latest user-defined specification.
Custom...	Invokes a dialog box, in which you can specify the file types you want to be shown, delimited with a semicolon ";".

## Sort

Sorts the files in the corresponding directory using a selected file property:

Name	Sorts the files by name, then by extension.
Extension	sorts the files by type (extension), then by name
Size	sorts the files by their size on disk
Time	sorts the files by their creation date and time
Unsorted	only separates files and directories, the files are in the same order as in the <b>dir</b> command.

Reversed order      sorts backwards, i.e. Z to A, the largest to smallest, youngest to oldest

**Hint:** With the sort orders *Name* and *Extension* the files are automatically sorted in alphabetically ascending order, with *Size* and *Time* in descending order, since these combinations are the most used.

## Source directory

The two list boxes in Windows Commander each show the contents of a directory. The one surrounded by a frame holds the **source directory**. This list box reacts to keyboard input like the cursor keys or the ENTER key.

## **Source<->Target**

Exchanges the contents of the left and right file Windows. Settings like sort order are retained.

Shortcut is **CTRL+U**

## **System information**

Opens a Dialog box with a variety of system information on your hard- and software.

## Tabstop header

The tabstop header allows sorting of the file list by name, extension, size, and date by clicking on the appropriate header. Clicking a second time on the same header reverses the order. A small arrow to the left of the header text shows the sort direction.

The tabstop header also allows to move the tabstop positions of the file list. You must select **Configuration** - Save position to save the tabstop positions after changing them.

## Target directory

This is the directory to which files are copied/moved. The directory you specify must exist (You must create it before copying). .. or \ are also accepted as the target directory, and relate to the **source** directory. If no target is specified, the **source** directory is assumed.

## **Target=Source**

Changes the target path to the current source path.

With the shortcut **CTRL+left/right arrow** the directory or archive under the cursor can be opened in the other file window. If no directory/archive is under the cursor this shortcut works like **Target=Source**.



## **Test archives**

This option will test all selected archives by unpacking them to memory and calculating the CRC checksum. Wincmd will show a message if the CRC doesn't agree with the checksum stored in the archive, or any other error occurs.

the shortcut for this function is **ALT+SHIFT+F9**.

## The internal file lister (F3)

The integrated file lister allows to view files of any size in text, binary or hex format. It keeps only a small part of the file in memory, the rest is automatically loaded when scrolling through the text. If you open the viewer with multiple files, (see **Configuration - Edit / View**), you can switch from one file to the next/previous using the keys **n** (next) and **p** (previous file). You can use the cursor keys and **Home**, **End**, **PgUp** and **PgDn** to scroll trough the text. Alternatively you can use your mouse. You can open as many file viewers as you want (and your memory can hold). All file viewers are closed when Wincmd terminates.

Description of lister's menu:

**File**            **Edit**                    **Options**            **xxx %**

## Unpack specific files

Allows the unpacking of all or specific files from the archive under the cursor bar or from an open archive. Move the cursor bar to a valid archive and choose *Unpack all files* from the menu *Commands* or press **ALT+F9**.

This will open a Dialog box to choose a target directory. Afterwards you can enter wildcards (like \*.doc \*.txt) to specify which files to unpack. If you want to unpack a file containing spaces, you must put the file name in double quotes, e.g. "**Letter to Mr. Smith.doc**".

**Hint:** To unpack only a few files, simply double click on the archive. This opens the archive and shows its contents. You can then copy the files to the desired directory with **F5** - copy.

## **Unshare directory**

If Windows for Workgroups or Windows NT is installed, this menu option allows to unshare the directory under the cursor, i.e. block external access to this directory. The function works the same as in Windows file manager. In Windows 95 you can find the Share/Unshare function in the "properties" dialog, which you get by pressing **CTRL+ENTER**.

See also [Share directory](#)

## Updates to Wincmd 3.0 from a previous version

Because the old registration key scheme was hacked your key is no longer valid. The old key **wincmd.key** had a size of 128 bytes, the new key 1024 bytes. If you are a registered user of Wincmd 2.11 or earlier, you can get a new key file **for free** by e-mailing your name, address and registration number (written on your distribution disk or on the licence) to the following e-mail address:

**newkey@ghisler.com**

If you don't have access to a modem, you can obtain the update by sending your name and address together with a check in the amount of US\$/SFr. 15.-, US\$ 15.-/SFr. 15.- cash, or Mastercard/VISA payment (NOT via Internet!) in the amount of CHF 15.- to the address below.

## Updates

As soon as you are registered, (until further notice) all updates are free, provided that you get the latest version yourself. Just install the new (Shareware) version over the old one. The only important thing is to keep the file **wincmd.key**. You can find the latest Shareware version on CompuServe WINSHARE, Lib 2, file name wcmd?????.zip, and on the Internet:

**<http://www.ghisler.com>**

If you don't have access to a modem, you can get the program directly from us by sending a check in the amount of US\$/SFr. 15.- or US\$ 15.-/SFr. 15.- cash, or Mastercard/VISA payment (NOT via Internet!) in the amount of CHF 15.-.

## Bug reports

If you find a bug in Wincmd you can report it at one of the addresses mentioned below. Please provide the following information:

- an exact description of the bug (how can it be reproduced?)
- version number and release date of Windows Commander (see Help-about Wincmd)
- Windows version
- The file wincmd.ini
- For GPFs: The error address, and if possible a drwatson.log produced by drwatson.exe (Windows 3.1) or the contents of the error box displayed by Windows 95.

## Support

Please first read the [FAQ](#) and visit our WWW page on the Internet:

**<http://www.ghisler.com>**

If you still have questions or bug reports, you can reach me at the following addresses:

- If you're on the Internet, write to **support@ghisler.com** for technical questions, and to **sales@ghisler.com** for registration questions. This address can also be reached from Fidonet and AOL (ask your sysop!).
- On CompuServe, write to my **CIS account 100332,1175**.
- On ILINK or SWISSLINK, write to **Christian Ghisler** in the Windows conference.
- You can also write to my postal address:

C. Ghisler & Co.  
Lindenmattstr. 60

CH-3065 Bolligen  
Switzerland

- Please do NOT call me at home!

# User interface

Click on the section on which you want to have information!

The screenshot shows the Windows Commander application window. The title bar reads "Windows Commander". The menu bar includes "Files", "Mark", "Commands", "Show", "Configuration", "Start", and "Help". Below the menu bar is a toolbar with various icons for file operations. A drive selection dropdown is set to "[c-]". A status bar shows "[programs] 100'056 of 513'776 k free". The current directory is "c:\Windows\\*. \*". A file list table is displayed with columns for Name, Ext, Size, Date, and Attr. The file "Bootlog.txt" is selected. A status bar at the bottom of the list shows "0 of 6'313 k in 0 of 143 files selected". A command line at the bottom shows "c:\Windows>". A footer bar contains function key shortcuts: F3 View, F4 Edit, F5 Copy, F6 RenMov, F7 Mkdir, F8 Delete, and Alt+F4 Exit.

(Button bar)

(Drive selection list)

(free memory on drive)

(Change to root/parent directory)

(Current directory)

(Tabstop header)

(Number of selected files)

(Command line)

Name	Ext	Size	Date	Attr
[..]	<DIR>		14.08.1996 16:07----	
[System]	<DIR>		14.08.1996 16:07----	
[Temp]	<DIR>		14.08.1996 16:47----	
Arj	pif	545	21.04.1996 02:11-a--	
Autostar	grp	46	14.09.1996 18:02-a--	
Bootlog	txt	4'016	14.08.1996 17:25-a--	
Calc	exe	43'072	01.11.1993 09:11-a--	
Calc	hlp	27'184	01.11.1993 09:11-a--	

## Properties (Version Info)

**If you are running Windows 95 or Windows NT 4.0 the default "Properties" dialog is shown. This dialog also shows version information if the file contains it.**

In Windows 3.1 and Windows NT 3.51 this dialog box shows several data on executable files and DLL's, if they contain the structure **VERSIONINFO** (most new Windows programs contain this data). In this structure one can find interesting data about the program or file, including a short description, product name to which the file belongs, company, version number of file and product, and the Copyright.

This dialog box can also be opened by pressing ALT+ENTER.



## Volume label...

Allows setting and changing the volume label of the drive shown in the source window. The actual volume label is shown to the right of the drive selection box. The volume label may contain up to 11 characters. The following characters are **NOT allowed**:

? / | ! . , ; : + = < > [ ] ( ) & ^ \* " \

## What is Info-ZIP?

Info-ZIP is a Group of C programmers, with the goal of offering a free ZIP packer and unpacker on as many platforms as possible. With their permission, we translated parts of their code to Turbo Pascal and integrated it into Windows Commander. The condition was that we did not charge additional fees for their code and that the source code is free (see below).

The Chief contributor to the unzipping code was Mark Adler. Special thanks go to him for making it available for free!

If you can access the Internet, you can get the original c code in

<ftp://ftp.uu.net/pub/archiving/zip/...> [MIRRORS THE INFO-ZIP HOME SITE]

or on some simtel20 mirrors. Our code will be available in the future on some Internet hosts (look for info-unz.dll).

The ZIP packer uses the ZLIB library by Jean-loup Gailly of info-zip. I didn't convert it to pascal, but put it in the DLL wcmzip16.dll. ZLIB is available at the same site on the Internet.

## Free unzip source code in Turbo Pascal

If you are a Turbo Pascal programmer, you can get the source code to my unzipping unit free by proceeding as follows:

Send a **formatted** 3 1/2 inch-Disk and postage (international reply coupon: Europe SFr. 2.-, Rest of the world SFr. 3.-) to the following address:

C. Ghisler & Co.  
Christian Ghisler  
Lindenmattstr. 60  
CH-3065 Bolligen  
Switzerland

This offer is **totally independent of Windows Commander**. There is absolutely no obligation to buy! However, if you buy Wincmd, I can put the source code on the distribution disk. **You will not have to mail me a disk and reply coupon in this case!** Just make a note on the order form that you want the code.

## What is Windows Commander?

**Windows Commander** is a file manager for Windows™ similar to the Windows file manager WINFILE.EXE. But **Windows Commander** uses a different approach: it has two fixed windows like a well-known file manager for DOS.

Here are some key features of **Windows Commander**:

- Keyboard functions similar to the DOS original.
- Supports Drag & Drop with the mouse, including to the print manager.
- Extended copying, moving, renaming and deleting of entire trees (Enables deleting "full" directories).
- Archives are handled like subdirectories. You can easily copy files to and from archives. The appropriate archiving program is automatically called. **pkzip**, **arj**, **lha rar** and **uc2** are all supported.
- Start-menu (User-defined commands) to place your frequently used DOS or Windows programs into a drop-down menu. The actual directory and/or the file under the cursor can be delivered to the application.
- Command line for the simple starting of programs with parameters, simply by typing the program name or by pressing CTRL+ENTER or CTRL+SHIFT+ENTER.
- Enhanced search function with full text search in any files across multiple drives.
- Built in file viewer (**F3**) to view files of ANY SIZE in hex, binary or text format, using either the ASCII- (DOS) or the ANSI- (Windows) character set. The line width and font size can now be changed.
- Internal Unzip by Info-Zip, which allows unzipping without calling an external program! The source code in Turbo-Pascal **is free** and can be obtained directly from the author.
- Configurable button bar to start external programs or internal menu commands.
- Configurable main menu.
- Internal unpackers for ARJ and LZH formats.
- Internal ZIP packer, based on ZLib by Jean-loup Gailly.

## Working with archives (ZIP, ARJ, LZH, RAR, UC2)

### Important note:

Most packers do **NOT** support Win95 and WinNT long filenames! Exceptions are the internal ZIP packer built into Wincmd, Zip-NT (<ftp://ftp.uu.net/pub/archiving/zip/WIN32/zip201xN.zip>) and very new versions of UC2. If possible always use the internal ZIP packer! In this version Wincmd checks the created archive directly after packing to ensure that it isn't defective. This can be disabled by adding the line `VerifyZip=0` to the section [Packer] in [wincmd.ini](#).

### What are archives?

Archives (packed files) are normal files with the extensions **.ZIP**, **.ARJ**, **.LZH**, **.RAR**, **.UC2**. Such files contain other files in a compressed form, which takes up less disk space than uncompressed files. To access these files, they have first to be uncompressed.

### How to produce archives?

To pack and unpack files, you need special pack programs like **pkzip.exe**, **pkunzip.exe**, **arj.exe**, **lha.exe**, **rar.exe** and **uc.exe**. Windows Commander can act as a shell for these programs. Additionally Wincmd contains a Pkzip-compatible internal packer, which supports nearly all functions of pkzip, even the creation of multi-volume ZIP files! Only the encryption isn't supported because of the restrictive US export laws. The packer is based on Zlib by Jean-loup Gailly. The C source is freely available at the following ftp address on the Internet: <ftp://ftp.uu.net/pub/archiving/zip>

### Using Windows Commander as an archiver shell

Windows Commander can work with packed files as if they were directories. This means that you can **double click** (or press ENTER) on such an archive, and Windows Commander will show the contents of this file. All files packed into the archive are shown in a normal file window.

If a file was packed into the archive together with its path, the relevant directories are shown as normal directories. You can navigate in these directories as normal and unpack any files and even complete directories. If you want to know more about a packed file, just press ENTER to show details like full path, compression method and ratio.

### Packing / unpacking with Windows Commander

#### Unpacking

Open the file to be unpacked in one of the file Windows (by double clicking on its filename). Change the path of the other file window to the destination where you want to put the files. In the source directory, choose the files you want to unpack. Press **F5 (copy)**. This opens the [dialog for unpacking](#) files. To unpack all files, just press **ALT+F6**. Windows Commander has built-in unpackers for ZIP, ARJ and LZH files.

#### Packing

Choose the files you want to pack. Then choose *pack* from the menu *Commands* or press **ALT+F5**. A [dialog](#) will appear, where you can select options for packing the files. ENTER the desired file name for the archive you want to create. After you press ENTER, the files are packed to this file.

To move (pack & delete) the selected files, press **SHIFT** while pressing **ALT+F5** or choosing *pack* from the menu.

**Important:** In the dialog box you must specify the **name of the packer** (zip, arj, lha, rar or uc2) and a double point in front of the file name, e.g. **zip:c:\test.zip**, **otherwise the files will be copied/moved normally!!!**

If you have configured Wincmd to use the internal ZIP packer you can still use the external packer (pkzip or zip-nt): Instead of **ZIP:** place the string **EXT:** (for **external**) in front of the ZIP filename! You can also force the internal ZIP packer by specifying **INT:**.

### **Adding files to an existing archive**

If you want to add files to an existing archive, proceed as follows: open the archive file in one file window. Select the files and directories you want to add in the other window. Press **F5** to pack the selected files. This will again show the dialog for packing, pressing ENTER starts the appropriate packer.

Pressing **F6** will move (pack & delete) the selected files.

**Restriction:** You cannot add files to any subdirectory of an archive, **except** with the **internal ZIP** packer and with **UC2**. However, you can add whole directories with all their files. You can choose whether you want to save the packed files including their paths, or simply the files alone. To add files to a subdirectory with the internal packer or with Uc2 you must separate the subdirectory with a **forward slash /**, not a backslash!

**Example:** zip:c:\test.zip/this\is\a\subdir

### **Deleting files from an archive**

Open the archive you want to delete files from by double clicking on it. Select the files and/or directories you want to delete and press **F8** to delete them.

### **List files from an archive**

To show files with the built-in or external lister, just press **F3**. After a warning dialog box, the file is unpacked and then shown. After you close the lister, the temporary file is deleted though the original archive is not affected.

### **Edit files from an archive**

To edit a file with the editor of your choice, just press **F4**. The file is then automatically unpacked and will be repacked into the archive if it was changed with the editor.

To edit a file with its associated program, press ENTER, then select *Unpack and Execute*. The file is then automatically unpacked. It can also be repacked if it was changed.

