

Welcome to Version 2.0 of StuffIt Deluxe™

About this Addendum

This manual addendum is provided in a double-clickable form, where you can now read and/or print this document. If you just purchased [StuffIt Deluxe](#), you received a printed copy of this addendum with your package. If you received version 2.0 as an upgrade, this document should serve as your manual addendum. If you want a printed copy for yourself, contact Aladdin Systems, and we'll ship one off to you free of charge.

It is very easy to work with this documentation. We've separated the major additions to StuffIt Deluxe into numerous chapters, which can be selected from the Chapters menu. At any time, you can print the pages you're reading (using the Print... command under the File menu) or Save the text of the addendum to a file that can be opened with any text editor or word processor (if you do this, however, you'll lose the graphics used here).

New Features in 2.0

Version 2.0 furthers the many features within [StuffIt Deluxe](#). Most notable of our additions are tremendous speed boosts, intelligent compression through "Best Guess," the ability for creation of Self-UnStuffing archives, a collection of StuffIt Tools, new Optimizers, and a new Encryptor.

A sampling of the many new features in the 2.0 package include:

- An intelligent compression option, Best Guess
- A new compression method, Optimal
- The ability to create Self-UnStuffing archives
- A Save As... command within the application
- Automatic Launching of an application and a compressed document
- An Optimizer that helps archiving of text files.
- A MacPaint Optimizer that reduces the size of MacPaint files
- PassLock, a password scheme for keeping sensitive files from prying eyes
- Desk Accessories for Stuffing and UnStuffing from within any application
- SIT Converter, an application for converting archives into a smaller form
- HyperCard XCMDs for Stuffing and UnStuffing within HyperCard or SuperCard
- MicroPhone II scripts for Stuffing/UnStuffing within that program
- QuicKeys 2 extensions for the CE Software macro utility
- MPW Tools for developers who need compression in their projects
- A StuffIt XTND for reading the archive contents within an XTND-compatible app
- Additions to the scripting language
- And more!

Contacting Aladdin Systems

At Aladdin Systems, we pride ourselves on the technical and customer support services we offer. Besides providing support via mail, phone and through electronic mail, Aladdin Systems has a number of support forums on major online services. These include America Online (keyword: ALADDIN), GENie (in the MacRT), AppleLink (in the 3rd party section), and in early 1991, CompuServe. We invite you to come visit us online and share in our lively discussions and software libraries (which contain scripts, technical notes, special utilities, and much more).

Aladdin Systems can be reach at the following address:

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Our Technical Support Group is available Mon-Fri, 9am-5pm, Pacific time. You can also obtain electronic support by sending us electronic mail directly. You can reach us via America Online (ALADDIN), CompuServe (75016,325), GENie (ALADDINSYS), Internet (aladdin@well.uucp), or AppleLink (ALADDIN).

New Compression Options - Best Guess & Optimal

Aladdin Systems has gone to great lengths to increase the compression results within [StuffIt Deluxe](#) version 2.0. Version 2.0 introduces two new compression options: Best Guess and Optimal.

If you are too busy to select the different compression methods, we strongly recommend Best Guess. Best Guess is designed for those users who want [StuffIt Deluxe](#) to quickly choose a great compression method. Best Guess is different from [StuffIt Deluxe's](#) Better. Better works on several compression methods before choosing the best one to use, but takes more time than Best Guess.

Optimal is the name of an entirely new compression method that can be found in [StuffIt Deluxe](#) 2.0. Aladdin named the compression method Optimal because it provides an exceptional balance between compression size and speed. Optimal's performance time is outstanding. In fact, Optimal offers compression results that are in between the ranges of Fast and Better.

These new options are available whenever selecting the compression method from the [StuffIt Deluxe](#) application (in Expert menus), [Magic Menu](#), Desk Accessories or any other application that uses [StuffIt Deluxe's](#) compression engine.

[StuffIt Deluxe's](#) scripting language has new options added to the `stuff` and `quickstuff` commands to support these new options. When you need to select a compression option for either of these two commands, you can use the keyword `optimal` for Optimal compression and `guess` for using the Best Guess compression option.

Additions to the Application

Self-UnStuffing Archives

StuffIt Deluxe allows you to create archives that can be sent to people who do not have **StuffIt Deluxe** or **StuffIt Classic** to UnStuff the archive. These files are called Self-UnStuffing archives and they are made by first creating an archive and then attaching a “Self-UnStuffer” to that archive. This creates an archive that is a application that can be double-clicked at the Finder.

There are two ways to create a Self-UnStuffing archive. The first, and easiest method is to use the “Self-UnStuffer” menu command. After you create the archive, choose the **Add Standard** sub-menu from **Self-UnStuffer** (in the **Other** menu). This turns the current archive into a Self-UnStuffing one, while the next method always saves a second, Self-UnStuffing, version of the archive.

The second method for creating a Self-UnStuffing archive is to use the **Save As...** command. As you are working with the archive you want changed, choose **Save As...** from the **File** menu. At the bottom of the **Save As...** dialog will be the **Create Self-UnStuffing Archive** pop-up menu. Simply select **Standard** from this pop-up menu, type a new name for your file and click **Save**. In a few moments, a Self-UnStuffing archive will be saved to your disk.

Regardless of the method used, you’ll see an **Add Custom** option available. This option is used to install specialized Self-UnStuffers to an archive. These specialized Self-UnStuffers are available to vendors who wish to distribute software in a compressed form.



The Self-UnStuffer pop-up menu in the Save As... dialog

Any time you wish to remove the Self-UnStuffer from an archive, open the archive and choose **Remove** from the **Self-UnStuffer** hierarchical menu. When this is done, the archive will no longer be a double-clickable application and can be used just as any other archive.

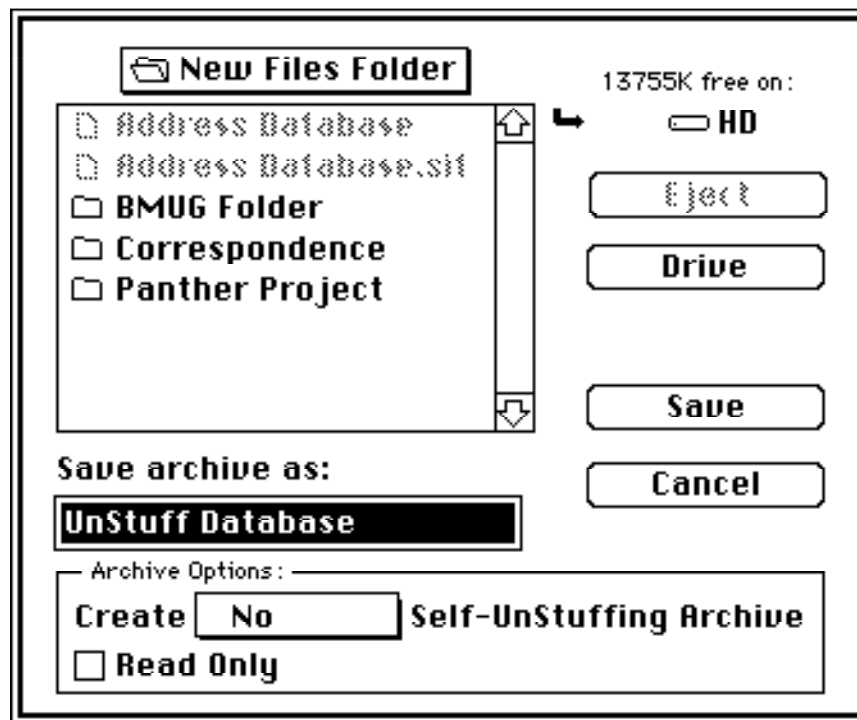
If you are interested in automating the creation of Self-UnStuffing archives through a script, look at the section on the **Save As...** command.

Software developers, publishers, VARs, and other vendors who wish to distribute software in a Self-UnStuffing format need to have a license from Aladdin Systems. With a license, Aladdin will send you a custom Self-UnStuffer

for your distribution. Aladdin also provides other types of installers and Self-UnStuffers that work across multiple disks and perform other tasks (such as installing software to a designated location). Contact Aladdin Systems for more information.

The “Save As...” Command

StuffIt Deluxe now has a **Save As...** command that can be found under the **File** menu. Even though it works like most Save dialogs, **StuffIt Deluxe’s Save As...** command can be used for three things. First, it can be used to save multiple copies of the current archive to another disk location. Second, it may be used to create a “read only,” or locked, copy of the archive. Third, it can also be used to make a Self-UnStuffing archive, as described in the previous section.



The Save As... dialog

When you select **Save As...** from the **File** menu, you get a Save dialog that is similar to Save dialogs in other applications. At the bottom of this dialog are the Archive Options. The first option is the pop-up menu for creating Self-UnStuffing archives. The other option is a check box for creating a Read Only archive.

The Read Only option locks the archive, guaranteeing that the archive will never be changed with any operation such as Stuffing into the archive, copying to the archive, or trying to rename or delete an entry. Once an archive is Read Only, you can unlock it only by saving the archive again without the Read Only option.

The Save As command has a scripting equivalent. Its syntax and usage is as follows:

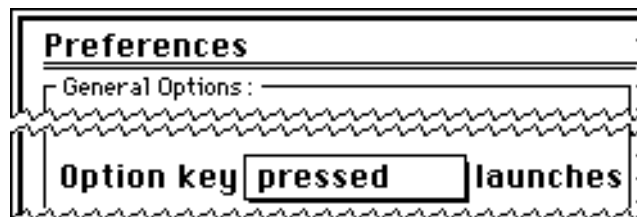
Save As <path:name> [read only] [replace] [Self-UnStuffing]

The readonly option locks the archive being saved. Using the replace option will delete any existing archive (as long as it isn't locked). Using the Self-UnStuffing option will install a standard UnStuffer.

(Note: The Self-UnStuffing keyword will always attach a standard Self-UnStuffer and never a custom one.)

Automatic Launching Documents

To make the process of using compressed files easier, Aladdin included an automatic launching feature in [StuffIt Deluxe](#) version 2.0. The automatic launching feature works for any archive that has a single file. The automatic launching feature is used from the Finder, where holding down the option key when double-clicking on the archive has [StuffIt Deluxe](#) quickly UnStuff the single file before opening that file with the application that created it.



The Automatic Launching Preferences Setting

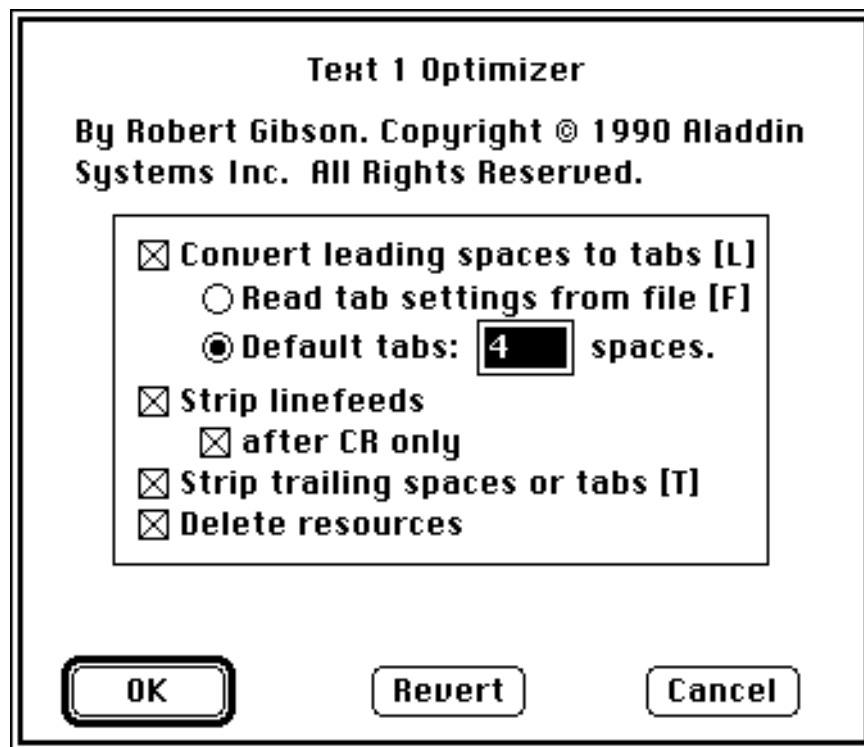
There is a pop-up menu Preferences setting (found in the Preferences dialog) for whether the option key should be pressed for this feature to work. If this setting is "Option key pressed", the feature works as just described. If the setting is "Option key not pressed", then all archives that have single files will take advantage of the automatic launching feature — all without touching the option key.

If the file within the archive is an application and not a document, the application will be UnStuffed and then launched. If an archive contains more than one file, the status of the option key doesn't make any difference - the archive will simply be opened within the [StuffIt Deluxe](#) application.

The Text Optimizer

Text files obtained from large online services are notorious for having extra characters, such as spaces and tabs, that add unnecessary bulk to a file. In the Macintosh world, some text editing programs add their own resources to text files that do not alter the information there. The “Text 1” Optimizer alters or disposes of this unneeded data without removing essential text. (Other examples of where this optimizer can prove valuable is on some non-Macintosh text files that use spaces to align text in columns and programmers products, like MPW Pascal that add scores of peripheral information to a text file.)

Upon selecting “Text 1” from the Optimizers dialog (in Expert menus, from either the Options menu or from a Stuff or QuickStuff dialog), you’ll see this dialog:



Text 1 Optimizer Dialog

Each option will perform its own actions. Simply check each action on or off and the next time a text file is compressed, the specified options will be used. Let’s closely examine them one at a time.

Convert Leading Spaces to Tabs

If there are spaces that precede text, this option will change them to tab characters. For example, where ‘’ is a space and ‘`<tab>`’ is a tab, using the “Convert leading spaces to tabs” option, will do the following:

```
"           This is a test"
    -changes to-
"<tab><tab>This is a test"
```

This leading space option requires that you specify how many tab characters will be substituted. In the previous example, it was specified that 4 spaces equal one tab. Since some word processors and text editors store that information in the text file’s resources, the “Read tab settings from file” option does what it says; it looks to see if the file contains that information and, if it does, it gets used. Otherwise, the “Default tab:” option is used.

Strip Linefeeds

When you are typing in your word processor and hit the return key at the end of a paragraph, a character called a carriage return is inserted. A number of word processing programs will let you look at these characters, sometimes showing them with a paragraph symbol (¶). There are, however, some files that come from other computer systems that have another special character on each line, usually following the carriage return. This character is called a linefeed.

Older computer printers required two actions for each time a new line needed to be placed on paper. First, the carriage return would move the print head back to the start of the line and then the linefeed would advance the paper to the next line. Fortunately, linefeed characters are not used on the Macintosh, but may still be around from other files that came from other computer systems.

The strip linefeeds option will remove these unnecessary characters from a file, thereby reducing the file size before the general compression begins. Simply check the “Strip linefeeds” option and they will be removed. A secondary option is available that looks for these linefeeds where they are most often expected, after a carriage return. This “after CR only” option defaults to on, but you can turn it off if all linefeeds should be removed from a file.

Strip Trailing Spaces or Tabs

Sometimes, the author of a text file will accidentally add additional spaces or tabs at the end of a line or paragraph. Since these extraneous characters are almost never needed, we include a “Strip trailing spaces or tabs” option for removing these characters. Simply check this option and the Text 1 Optimizer will do the rest.

Delete Resources

Macintosh files can be made up of two parts: data and resources. The data portion of a file contains application-specific information, while the resource

part contains individual resources, which are types of formatted information that are consistent in structure. An example of data vs. resources is the placement of tab settings within a file, as discussed previously. The actual text information of any text file will always be found in the data part of a file and Macintosh-specific formatting information, like tabs and fonts, get saved as resources in the resource portion of a file.

Since the valuable portion of a text file is the actual text information within the data fork, it is possible to delete resources from a text file without altering the text. That is exactly what the “Delete resources” option does.

The option is of great value to programmers who find significant amounts of compiler information, such as symbol tables, in text file resources. When archiving, it doesn’t make a difference that these tables have been removed because the next time the file is compiled, the information is fully rebuilt.

If you are not a programmer, you will also find value in this option. All unnecessary information within a text file’s resources can be removed without altering the text at all.

The MacPaint Optimizer

StuffIt Deluxe comes standard with “MacPaint 1”, an Optimizer that works on MacPaint® files. MacPaint, a graphic software package from Claris, is well known to Macintosh users as one of the first pieces of software available for the Macintosh; in fact, it came with every Macintosh back in 1984. It allows for black and white bitmap painting inside a canvas area that is about the size of a letter-sized page.

Besides Claris’ MacPaint 2.0, there are a number of other painting programs that can save files in MacPaint format such as Apple’s HyperCard®, Silicon Beach’s SuperPaint™, Electronic Arts Studio/1™, and CE Software’s Amazing Paint™.

The MacPaint 1 Optimizer works on a file by removing data that is not required. The MacPaint 1 Optimizer will never remove artwork from a document and will achieve its best results when using Best Guess or Better compression. The painting palette and pattern settings along with current

selection are examples of the type of information that gets removed with this Optimizer. The next time you enter into MacPaint, the palette and patterns will use default settings.

The Optimizer may be turned on and off as shown in the [StuffIt Deluxe](#) User's Guide (pg. 143). Usage, as with any Optimizer, is designed to be transparent. Just turn the MacPaint Optimizer on and [StuffIt Deluxe](#) will take care of the rest.

Who Engineered This?

The "Text 1" and "MacPaint 1" Optimizers were written by Robert "The Optimizer" Gibson. Robert is a college student who also wrote a killer utility — WhereSIT — for the older [StuffIt](#) software. We expect that you'll hear many great things from Robert in the future. You can write to Robert and tell him how much disk space he saved you c/o Aladdin Systems.

PassLock Encryptor

Attention International Users: While NewDE and DES is not supported with your [StuffIt Deluxe](#), PassLock is installed for your use. It is the security scheme to use when sending files to any [StuffIt Deluxe](#) user.

There are often times that you wish to quickly password protect a file, but do not wish to wait through the time it takes to perform the encryption. For this reason, we include the PassLock Encryptor. Just like other Encryptors, you can access them only in Expert menus.

PassLock simply attaches a password to an archive and secures any file(s) with that password. The file is not, unlike NewDE and DES, then further encrypted or scrambled to guarantee its security. However, files are normally “scrambled” when they are compressed, so you may not mind this lack of security.

Securing a file with PassLock couldn’t be easier. If you wish to activate PassLock from a menu, choose “Custom Encryption...” and a dialog will appear where you designate PassLock as your Encryption method. If you wish to use PassLock when Stuffing a file, select “Custom...” from the Encryption pop-up in any Stuff dialog.

Working with the passwords for PassLock is like working with any other passwords. The actual process is described on pages 97-100 in the [StuffIt Deluxe](#) User’s Guide. As always, don’t forget your password as there is no way for anyone at Aladdin Systems to recover protected archives.

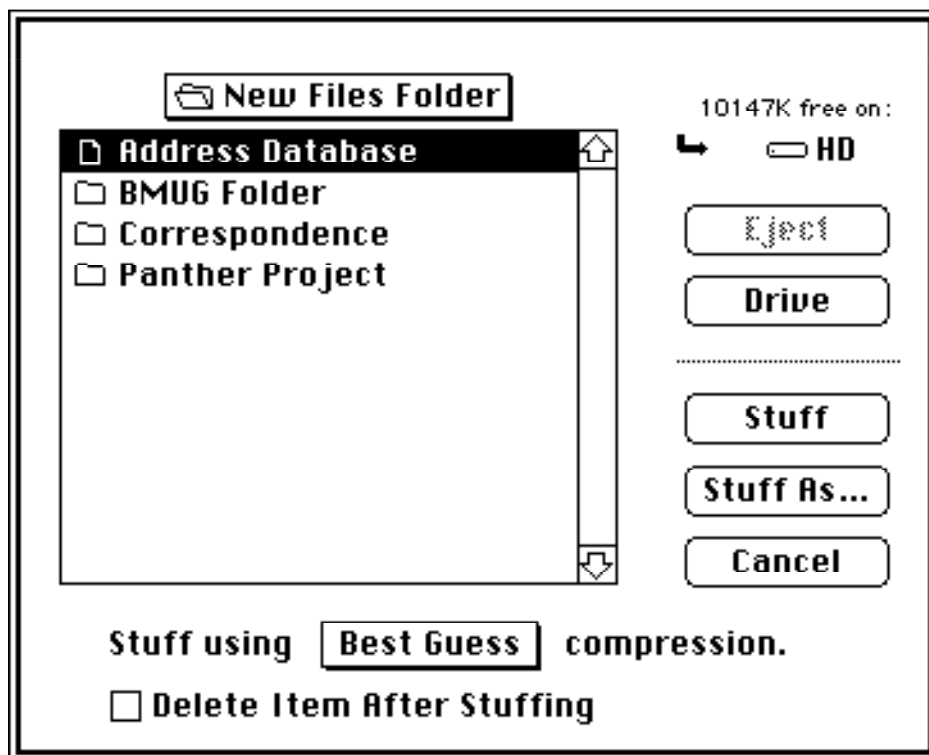
PassLock was written by the most secure man alive, Richard Outerbridge. Thank you for all of your contributions, Rich.

StuffIt Desk Accessories

Two desk accessories are included with [StuffIt Deluxe](#). They can be found in Font/DA Mover suitcases inside the StuffIt Tools folder within the [StuffIt Deluxe](#) Folder. You need to use the Font/DA Mover application (that came with your Macintosh) to install the desk accessories. For information on using Font/DA Mover, consult your Macintosh Owner's Guide. Once a desk accessory is installed, it is available under the Apple menu.

Stuff File... Desk Accessory

The Stuff File... desk accessory is used to compress a single file into a new archive. When you select "Select File..." from the Apple menu, you'll see a dialog that asks you which file you want to Stuff.



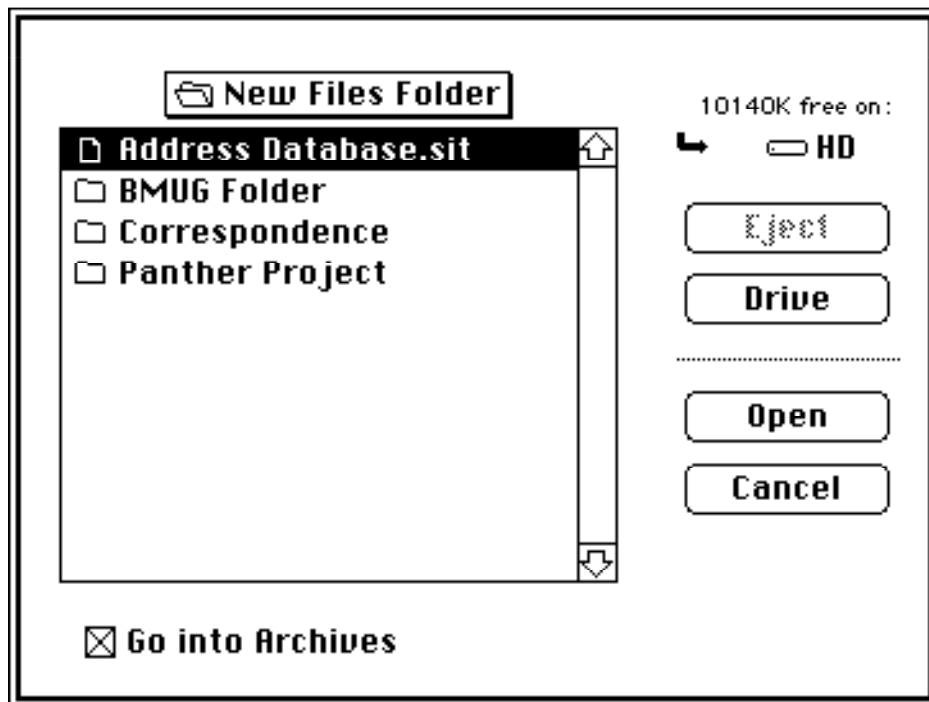
The Stuff File... Desk Accessory dialog

Within this dialog, simply select the file to be compressed and click on the "Stuff" button. The file will be Stuffed into a new archive that is named the same as the file with the ".sit" designator at the end of the archive name. If you wish to name the archive something else, click on the "Stuff As..." button and you'll be prompted for a new archive name.

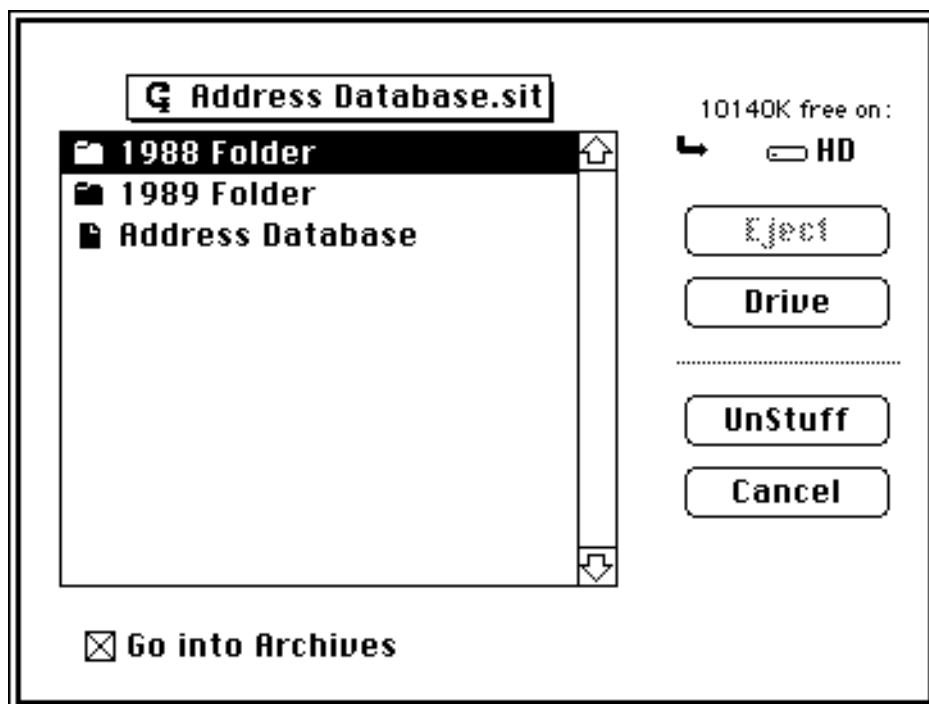
UnStuff File... Desk Accessory

The "UnStuff File..." desk accessory lets you UnStuff an entire archive or an

individual item from within it. This desk accessory has a special feature that makes it very easy to get to any entry within an archive — if you can use an Open dialog, you can UnStuff anything. With this feature, archives are treated just like folders on your disk, you can enter into these archives and see what is contained within - UnStuffing only what you need at the moment.



UnStuff File... Desk Accessory Dialog



UnStuff File... Desk Accessory Dialog (inside an archive)

If you want to UnStuff an entry from within an archive, begin by choosing “UnStuff File...” from the Apple menu and navigate (in this Open dialog) to the archive that contains the item you want UnStuffed. (The upper dialog shows how we have just selected the archive). Notice the “Go Into Archives” checkbox at the bottom of the dialog. When this is checked, you can click on the “Open” button (or double-click on the archive) and you’ll find yourself inside the archive (as shown in the bottom dialog).

Once inside the archive, all files and folders will be shown in black, reminding you that they are still compressed. As soon as you click on the “UnStuff” button, the file or folder selected will UnStuff and you’ll be able to use it normally.

If your goal is to UnStuff an entire archive, uncheck the “Go Into Archives” option and, instead of entering archives, they will UnStuff when you open them.

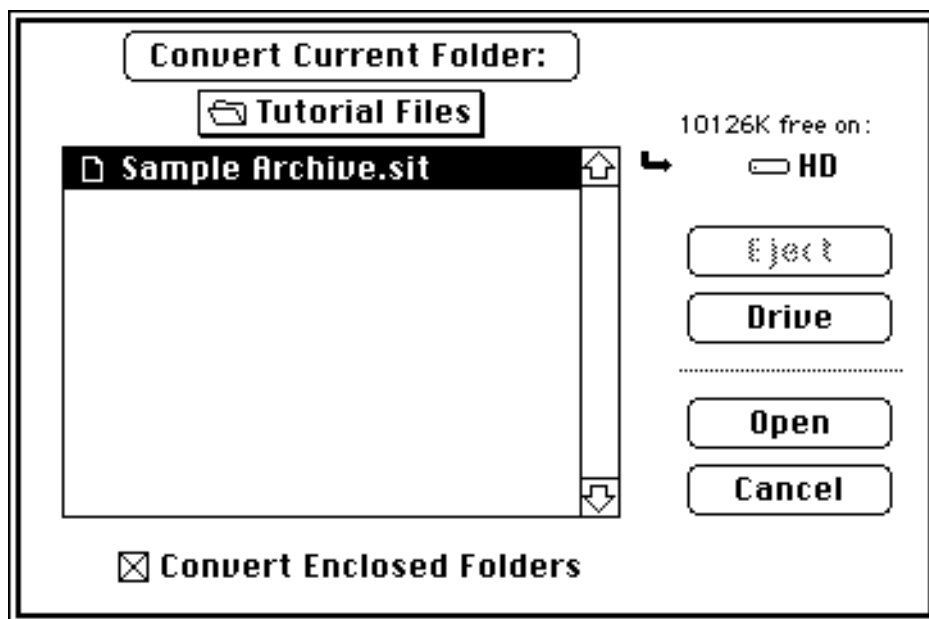
A separate Aladdin product, Shortcut, provides this “Go Into Archives” feature within every application. This way, every archive is treated like a folder and all of your UnStuffing can be done transparently.

The SIT Converter Mass Conversion Application

A special application, “SIT Converter”, is provided to make it easy to convert archives from one compression method to another. It can also be used to change 1.5.1 archives into **StuffIt Deluxe** archives while also improving their compression.

SIT Converter is very easy to use. First, you choose the new compression method from the Compression menu. Then use either the “Convert Archive...” (⌘-O) or “Convert Folder...” (⌘-F) command from the File menu to specify the archives to be converted.

If you are interested in converting a number of archives at one time, the “Convert Folder...” provides that functionality. Prior to using this command, you may want to organize a number of archives to be converted en masse into a single folder. By selecting “Convert Folder...”, you cause a dialog to appear asking which folder contains the archives you wish converted.



Convert Folders...dialog

This dialog is very similar to an Open dialog found in most applications with the exception that it works on folders and not individual files. You must navigate to the appropriate folder and click on the “Convert Current Folder” button (or select any archive within that folder). You’ll then see the SIT Converter application UnStuff each archive entry and Stuff it once again, this time using the compression option you specified.

The “Convert Enclosed Folders” option at the bottom of this dialog allows you

to convert every single archive within the folder, even if it is within other folders. If you have unchecked this option, only archives in that folder level will be acted upon.

The SIT Converter application has another menu, appropriately named Options, that has you further specify how SIT Converter should work. In this menu, you can select among three options for which type of archives you need converted: "All Archives", "1.5.1 Archives Only", or "Deluxe Archives Only". The other option available is "Delete Original Archive". Toggling this option on has [StuffIt Deluxe](#) erase the source archive after the conversion has taken place.

Since SIT Converter will create a new archive (it uses the existing filename with the word "New" at the beginning), there must be free space on the startup disk for the conversion to work.

SIT Converter was written by Robert "Piece o' Cake" Ulrich. If you like SIT Converter as much as we do, you can write to Robert c/o Aladdin Systems.

HyperCard XCMDs

HyperCard®, from Apple Computer and Claris Corporation, has its own type of external modules, called XCMDs. These externals are also supported by a few other applications such as SuperCard™ by Silicon Beach, Plus™ from Spinnaker, and MicroPhone™ II from Software Ventures to mention a few. We have included XCMDs with [StuffIt Deluxe](#) so that these applications (and others that support XCMDs) can have compression abilities added to them.

We supply you with two separate XCMDs: Stuff and UnStuff. These XCMDs allow you to create [StuffIt Deluxe](#) archives as well as decompressing both [StuffIt Deluxe/Classic](#) and [StuffIt 1.5.1](#) archives. The XCMDs require the presence of the ‘StuffIt Engine™’ which has already installed as part of the [StuffIt Deluxe](#) package. If the Engine is not present, these XCMDs will not work, and will return an error in the HyperCard error container, `theResult`.

We supply the HyperCard XCMDs inside a HyperCard stack called “StuffIt XCMDs”. It is a fully working stack that you can use to find out more about our XCMDs and test them as well.

To place the Stuff and UnStuff XCMDs in your own stacks, you need to use a resource copier such as ResCopy or ResEdit. Once these XCMDs are in your own stack, they are part of the HyperTalk language and can be accessed like any other command.

The Stuff XCMD

The Stuff XCMD has the following syntax:

`Stuff archiveName, fileName, compressionType`
`archiveName` is a full pathname (including path and filename) for the new archive you want created. `fileName` is a full pathname (also including filename) to a plain text file which contains a carriage return(<CR>) delimited list of files and folders to be archived. The last option, `compressionType` is either an integer or a string which is used to represent the type of compression to use, where: none = 0, faster = 1, fast = 2, better = 3, optimal = 4, (Best) guess = 5

The UnStuff XCMD

The UnStuff XCMD has a very basic syntax as follows:

`UnStuff archiveName`
`archiveName` is a full pathname for the archive you want UnStuffed. If there are multiple items in the archive, the contents of the archive are placed into a new folder called “`archiveName Folder`”. This is similar to how QuickUnStuff and Magic Menu works.

Credit Where Credit is Due

The Stuff and UnStuff XCMDs are Copyright © 1990 by Leonard Rosenthol and Lazerware, Inc. The HyperCard stack that contains the XCMDs was written by Bill Woodcock and Leonard Rosenthol. Much thanks to you guys! Outstanding job.

If you have any comments, suggestions, etc. for these XCMDs, please send them to Aladdin Systems or directly to the author at: Leonard Rosenthol, Software Ventures, 2907 Claremont Ave., Berkeley, CA 94705; GENie: MACgician; AOL: MACgician1; Internet: leonardr@sv.portal.com OR svc@well.UUCP; AppleLink: D0025.

MicroPhone II Scripts

Since the MicroPhone II telecommunications software is able to access HyperCard XCMDs, we've included various MicroPhone II scripts for Stuffing and UnStuffing without leaving the MicroPhone application. The XCMDs are built into the "StuffIt Scripts" settings file, so you just need to do "Open Settings..." within MicroPhone II to use the scripts.

When the StuffIt Scripts settings file is opened, you'll notice that the MicroPhone II script palette has four buttons in it.



StuffIt Scripts command palette

Stuffing within MicroPhone II is done by first establishing a 'batch' file that contains a listing of all the files you want to be Stuffed. Each line within the batch file should contain the entire pathname and filename for the file(s) to be Stuffed. (A sample batch file is included, too). Once that is done, clicking on the "Stuff A Batch" button will have MicroPhone ask you where the file is that contains the batch. After instructing it where the file is, the Stuff XCMD will take over, Stuffing all the files in the batch. New archives are created similar to the QuickStuff command within [StuffIt Deluxe](#) - the ".sit" suffix will be added to the filename being compressed.

UnStuffing an archive can be done one of two ways. The "UnStuff A File" button asks you for a single archive to UnStuff, while the "UnStuff a Folder"

asks you to designate a folder which contains numerous archives that you wish UnStuffed in one step. Archives are UnStuffed in a manner like QuickUnStuff within the application - a folder with the archive name is created and all entries are placed into it.

These MicroPhone II scripts were written and are Copyright © Leonard Rosenthol and Lazerware, Inc. Should you wish to contact him, you can find him at the address mentioned in the proceeding StuffIt XCMDs section. Again, thanks Leonard.

QuicKeys 2 Extensions

QuicKeys 2 is a popular (and very handy) software utility from CE Software. It is essentially a macro program that can record your actions and replay them by typing a keystroke. One of its many features allows for extensions (much like [StuffIt Deluxe's](#) open architecture) to be added at any time, bringing more functionality to the product. When you get your QuicKeys 2 diskette, our Stuff and UnStuff extensions are automatically installed and ready to be used. We include the same QuicKeys extensions with our package, too. If you do not use QuicKeys 2, you can trash the QuicKeys 2 Extensions folder.

Since the QuicKeys 2 manual contains detailed information on working with extensions, we'll just provide an overview on how the Stuff and UnStuff extensions work.

With QuicKeys 2 and the StuffIt extensions, you can establish as many Stuff/UnStuff variations as you wish, from backup sets that can be invoked each time you startup your Macintosh to a single key that asks you what files to compress and every combination in between.

The Stuff Extension

Stuff Extension G

Name: **Stuff** Keystroke: **Unassigned**

Stuff QK2 Extension 1.0 by Raymond Lau.
© 1990, Aladdin Systems, Inc. and Raymond Lau. All Rights Reserved.

This extension requires the StuffIt Engine™ file that comes with StuffIt Deluxe™ to be properly installed.

Default Archive:

☒ **Prompt User** **Select Archive...** ☐ **Overwrite Existing**

User will be prompted if no default source items are set.

Default Source Items...

Timer Options ☐ **Include in QuicKeys menu** **OK** **Cancel**


The QuicKeys 2 Stuff Extension dialog

The Stuff Extension lets you specify two general options: the archive to Stuff into and the items that are to be Stuffed into it. With the first option, you can have QuickKeys always prompt you for the archive name (as is checked in the previous dialog) or click on the “Select Archive” button to specify the name of a new archive that is to be used. The “Overwrite Existing” option will have the Stuff Extension replace an old archive with a new one, should it already be on disk.

The “Default Source Items...” button brings up a dialog that is similar to the Multiple Stuff dialog with the [StuffIt Deluxe](#) application. Here, you can set up a consistent set of files that you always want archived. If no items are specified, the QuickKeys will ask you for the files each time it is invoked.

The other options in this dialog are standard QuickKeys 2 options and are described in the QuickKeys 2 User’s Guide.

The UnStuff Extension

UnStuff Extension 

Name: Keystroke:

UnStuff QK2 Extension 1.0 by Raymond Lau.
© 1990, Aladdin Systems, Inc. and Raymond Lau. All Rights Reserved.

This extension requires the StuffIt Engine™ file that comes with StuffIt Deluxe™ to be properly installed.

Default Source Archive:

☒ Prompt User

☐ Include in QuickKeys menu

The QuickKeys 2 UnStuff Extension dialog

The UnStuff Extension only lets you opt for whether a designated archive is to be UnStuffed (using the “Select Archive” button) or if you should be prompted each time for which archive should be UnStuffed on disk.

StuffIt XTND

Claris Corporation devised a file conversion mechanism for its software, call XTNDs. XTNDs are also used by other software developers to utilize foreign file formats without ‘reinventing the wheel.’ Today, users of MacWrite II can simply choose Open... to access files created on IBM-PC’s, and this is done using XTNDs.

We include an XTND that produces a listing of the files within an archive. To use this StuffIt XTND, you must already be using some XTND-compatible software, such as Claris’ MacWrite II or On Technology’s On Location™. Then, you’ll be able to determine the contents of an archive quickly and easily within these products. If you don’t have a need for the StuffIt XTND, simply delete it from your disk; it can always be installed later.

Simply place the StuffIt XTND inside the Claris Translator folder (which can be found within the System Folder). Once that is done, the StuffIt XTND is available for other programs to use. The actual use of the XTND depends on the program; consult with that programs User’s Guide for detailed information.

Users of On Location can use the StuffIt XTND so that the files within archives can be indexed and accessible with a search. The “OL File Kinds” text file must be changed to reflect this ability. Simply open the “OL File Kinds” document with any text editor or word processor, and erase the line that currently says ‘SIT! - StuffIt archive’. Then, add these two lines in its place:

```
SIT!<tab><tab>*<tab>StuffIt 1.5 archive  
SITD<tab><tab>*<tab>StuffIt Deluxe archive
```

You’ll then have to reindex the hard disk(s) that contains the archives you want to work with. The next time you use On Location and you need to locate a file within an archive, click on the “Text” radio button and type the name of the file. Within seconds, you’ll see the archive listed.

MPW Tools

The Macintosh Programming Workshop (MPW) is a development environment from Apple Computer for writing software for the Macintosh. It, like [StuffIt Deluxe](#), has an open architecture where new modules may be added at any time. Since many programmers use [StuffIt Deluxe](#) in their daily archiving, we now include MPW Tools that can be integrated into any MPW script. Users of MPW, should move the two StuffIt MPW tools (Stuff and UnStuff) into their

MPW Tools folder. If you do not use MPW, you should trash the “StuffIt MPW Tools” folder since you do not need them.

Both MPW tools are commando-compatible, so typing “Stuff...” or “UnStuff...” will bring up a commando dialog. Within that dialog, all parameters are fully explained and help is available there for further information.

Other Changes

Enter/Change Password

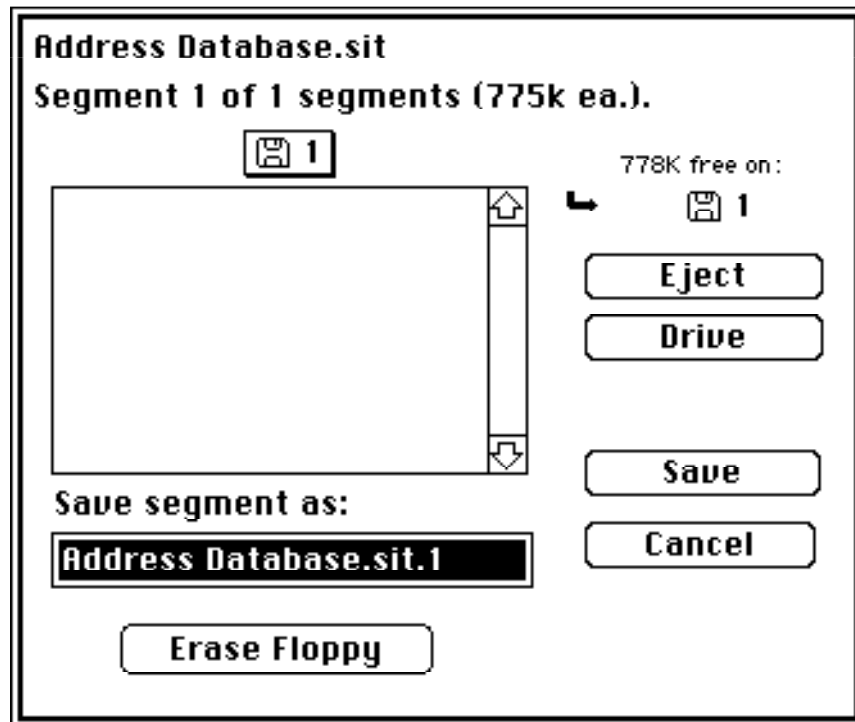
Version 1.0 of [StuffIt Deluxe](#) has two separate password (“Enter Password” and “Change Password”) commands on the File menu. This 2.0 release combines both commands into the single “Enter Password” command and it is now placed under the Other menu.

By combining these two commands, very little functionality is lost. The only thing you cannot do now is to enter a password for decryption prior to doing an UnStuff. This used to afford you the ability to open an archive, enter a password and then UnStuff. Now, you need to UnStuff first, then enter the password when prompted.

Erasing Floppies While Segmenting

When segmenting files across multiple floppy disks, the 1.0 version of [StuffIt Deluxe](#) did not provide you with a quick and easy way to clear disk space during the segmenting process. Now, when you are segmenting to diskettes, you will see a “Erase Floppy” button. Clicking on the button will erase the diskette currently being used.

There are some safety features which will prevent you from deleting something you needed. First, after clicking the button, you will be warned and asked once again if you are sure you wish to erase that disk. Secondly, [StuffIt Deluxe](#) prevents you from erasing a hard disk or removable media. Only diskettes may be erased.



The Erase Floppy button

[Variable Substitution for Scripts](#)

With the 1.0 version of [StuffIt Deluxe](#), you were not able to write scripts that could work on any user's machine. This is because exact pathnames were required and if one person's hard disk is called "HD" and another is called "Hard Disk," [StuffIt Deluxe](#) would only work for the disk name that was explicitly specified. With the 2.0 release, we now introduce some basic variables for getting around this problem.

These variables may be used within any command that requires a pathname, such as new archive, stuff, or even binhex to name a few. Variables must be enclosed within brackets ({ }) to be recognized correctly. These variables include

{startup}, {system}, {deluxe}, {date}, and {time}.

{startup} specifies the name of the startup disk. {system} is the pathname to the active System Folder name. This pathname includes the disk name as well, so when you need to UnStuff into the active System Folder, just use the {system} variable. The {deluxe} variable designates the path to where [StuffIt Deluxe](#) is installed.

Two other variables are provided to assist you in creating unique names of new archives and items that are UnStuffed. The {date} variable adds the date to

the filename, while `{time}` adds the current time to a filename. Dates and times are delimited with periods (11.09.91) and not the usual slashes (10/09/91)

An example of usage is when you backup your files daily, but you want each archive name to be unique so that earlier archives are not overwritten. Here, you would specify:

```
new archive "backup {date}.sit"
```

and the archive would be named “backup 11.09.91.sit”

Since braces are specially used in scripts, you must place a backslash (`\`) before any brace you want to be taken literally. For example, if a script contained “`\{time}`” will be interpreted as “`{time}`” without any variable substitution.

Creating 1.5.1 Archives With Scripts

The new archive and quickstuff script commands now let you create 1.5.1-compatible archives. If you wish to do this, the new 1.5.1 option is expected at the end of the script command line. For example, the script command,

```
new archive "my archive.sit" 1.5.1
```

will make this new archive have a 1.5.1 format. It is important to remember that 1.5.1 archives only support fast compression and no external optimizers, encryptors, or compressors can be used.

Previous versions of [StuffIt Deluxe](#) utilized a classic option instead of the 1.5.1 option. All older scripts that specify a classic option in a new archive or quickstuff command will have to have that option changed to 1.5.1 to have the same effect.

Aborting Scripts

Prior to this release, [StuffIt Deluxe](#) would always abort a script when it encountered an error such as misspelled commands, incorrect options, or other problems. There are times, when writing scripts, for example, that you may wish to have [StuffIt Deluxe](#) continue after it encounters an error. That is why we now provide the `continue on error` command.

The `continue on error` command would normally be placed at the beginning of a script. Thereafter, whenever an error is then encountered, [StuffIt Deluxe](#) will attempt to execute subsequent commands. Use this command

only if you are sure that the commands that follow do not depend on the one that may have aborted with an error.

Another new command, `abort on error`, is what [StuffIt Deluxe](#) currently defaults to: the aborting of a script upon any error. You can now explicitly specify for [StuffIt Deluxe](#) to stop executing a script when an error occurs. We provide the `abort on error` command to work hand-in-hand with the `continue on error` command. Using these two together will allow you to not abort a script for certain commands, while aborting for others. The only command that will never be aborted is the `quit` command.

Replace or Prompt on Segmenting or Joining

The scripting language has always had a `prompt` option for the `segment` and `join` commands. Using `prompt` will have [StuffIt Deluxe](#) bring up a dialog asking for the files to be processed with each command. Version 2.0 adds a `replace` option that can be used instead of the `prompt` option.

If there is a possibility that files may already exist on disk that will cause [StuffIt Deluxe](#) to prompt the user for further input, the `replace` option will prevent [StuffIt Deluxe](#) from bringing up the “Replace file with same name?” dialog. This option, when used with the `segment` command is very useful for automating backups.

Detection of New Viruses

Since the original release of [StuffIt Deluxe](#), a few new viruses have surfaced. In addition to the viruses that were detected previously, Version 2.0 now detects MDEF (the various kinds), ANTI (with A and B mutants), CDEF, and the “Frankie” viruses. We still provide you with the most recent version of Disinfectant™ (at the time of our shipping this version) and the latest version of Disinfectant is able to detect and remove the previous viruses mentioned. The Disinfectant utility can be found on Disk Two.

More on StuffIt Deluxe

Q: What are the folders that get placed in my System Folder?

A: See pages 151-154 of the [StuffIt Deluxe](#) User's Guide for detailed information on what each folder is used for.

Q: What is the StuffIt Engine? How do I use it?

A: The StuffIt Engine is a special file that resides in the Extension Folder in your System Folder. It is the nuts and bolts behind what makes [StuffIt Deluxe](#) work. In fact, the way we let Microphone II, White Knight and other 4th parties "talk" to [StuffIt Deluxe](#) is through this 'Engine.' You never have to go out of your way to "use" the Engine. Whenever it's in the proper folder, the application you're using will find and use it by itself. In this 2.0 version of [StuffIt Deluxe](#), all of the "Supplemental" parts of the package (such as the desk accessories and the XCMDs, for example) use the StuffIt Engine religiously.

Q: What folders can I remove from my System Folder and still use all of the features of [StuffIt Deluxe](#)?

A: If you want to use EVERY feature of [StuffIt Deluxe](#), each folder is required. However, if you never use the help facility, just trash the Help folder; if you never use any Optimizers, trash the Optimizers folder.

The only golden rule are that you should NEVER remove the "StuffIt Engine™" from the Extensions folder. It is also strongly recommended that the "StuffIt Deluxe Preferences" file be kept in the Preferences folder. These two files must, for the large part, always be around for [StuffIt Deluxe](#) to use.

Q: I do not like my System Folder cluttered more than it already is. Am I able to put all the external files in just one folder?

A: Yes, and no. Just as previously stated, the "StuffIt Engine™" must always be in the Extensions folder within your System Folder. The [StuffIt Deluxe](#) application looks in a few locations for your externals. First, [StuffIt Deluxe](#) will search in the individual folders in the System Folder. If [StuffIt Deluxe](#) cannot find the externals there, it will then look for them in the same folder as the "StuffIt Deluxe Preferences" file. If no externals are there, [StuffIt Deluxe](#) will look in the same folder as the [StuffIt Deluxe](#) application.

Of course, like every rule, there are exceptions. Help files must be in the "Help" folder and Viewers must be in the "Viewers" folder (if you want all software to

find them properly). As well, [StuffIt Deluxe](#) expects the “Extensions” folder to remain as it installs on your disk.

Q: Why do my [StuffIt Deluxe](#) archives have generic icons and the icons are different on my friend’s Macintosh?

A: An older version of [StuffIt](#) was on your disk at some time and deposited its icon. Please remove all previous versions of [StuffIt](#) and rebuild your desktop by holding down the command (⌘) and Option keys as the Macintosh is starting up. CAUTION: This will permanently erase all ‘Get Info...’ Finder comments from all files.

Q: Can I send [StuffIt Deluxe](#) archives to my friends who have [StuffIt Classic 1.6](#) or [StuffIt Classic 1.5.1](#).

A: Yes, and no. The [StuffIt Classic 1.6](#) format is the same as [StuffIt Deluxe’s](#) file format. The people who have these versions can exchange archives freely. The [StuffIt Deluxe](#) archive format is an improved and different format than [StuffIt 1.5.1](#). Owners of [StuffIt 1.5.1](#) are encouraged to upgrade to [StuffIt Classic 1.6](#) or [StuffIt Deluxe](#) so that they can use all files that are posted worldwide.

[StuffIt Classic](#) is still shareware and version 1.6 was sent to all registered users for free. In the interim (while people still have version 1.5.1) you may want to use the “Create 1.5.1 Archive” when creating archives.