



Aladdin Systems Presents...

StuffIt Classic™

The Macintosh Archive Utility
for the Apple® Macintosh

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This manual has been set in the Courier and Times fonts.

1. Introduction

What is *StuffIt Classic* ?

StuffIt Classic is a useful file archiving utility that allows you to do the following:

1. Gather many files together into a single “archive”.
2. Optionally compress those files.
3. Optionally generate a report of the entries in an archive.
4. Segment large files for transmission by modem or for archiving from a hard disk onto floppies.
5. Create self-unstuffing archives.
6. Encode and Decode *BinHex4* .hqx files.
7. UnPack *PackIt II/III* “.pit” files and optionally convert them to the *StuffIt* format.
8. Decode “optimized” files created with *StuffIt Deluxe*.

Of course, *StuffIt Classic* also allows you to “UnStuff” files that have previously been archived (or “stuffed”) by you or another user.

StuffIt Classic is the newest version of the long available *StuffIt* software. You will occasionally see the words *StuffIt* and *StuffIt Classic* used interchangeably. Since *StuffIt* was first available in 1987, it became an industry standard for compression and archiving. Early in 1990, Aladdin Systems introduced *StuffIt Deluxe*, introducing many new features into the original *StuffIt*. A few of these features have found their way into this 1.6 version of *StuffIt Classic*, so longtime users of *StuffIt* may see some new, welcome additions.

The *StuffIt Deluxe* package also includes a comprehensive manual that is quite different from what you're reading now. In addition to a comprehensive reference section, the *StuffIt Deluxe* manual includes scores of “hand holding” tutorials that beginning users may find easier to digest than this User's Guide. First time users may also find some of the features within *StuffIt Deluxe* (such as “point and click” access from the Finder and a simplified menu structure) much easier to use than the *StuffIt Classic* application.

Why use *StuffIt Classic* ?

Gathering many files into an archive allows you to transmit many files as one over a modem or network. Compression of the files saves disk space and/or on-line time when transmitting or receiving files by disk or modem. Compression of rarely used files will allow you to better utilize available disk space.

About the author

StuffIt was written by Raymond Lau with the help of a few other people. Work on *StuffIt* started around July-August, 1987 and has continued ever since. In April of 1989, Aladdin Systems assumed all marketing and publishing responsibilities for the *StuffIt* family of products. Aladdin is devoted to continuously improving and updating *StuffIt Classic* and we welcome your suggestions, criticisms and other input.

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What you need to use *StuffIt Classic*:

StuffIt Classic works on any Macintosh family computer with at least 1 megabyte of memory. *StuffIt Classic* requires that you use *System* 6.0.2 (or later) and the corresponding *Finder*[™].

What you need to know:

You should know generally how to operate your Macintosh, how to use the mouse and the menus, how to open documents, copy files, install applications onto your hard disks, etc. This manual assumes you are familiar with using the Macintosh and the basic terminology associated with that usage. If you need help in this field, please consult the manuals which came with your Macintosh.

What constitutes the *StuffIt Classic* “package”:

The *StuffIt Classic* “package” consists of a single installation application called **Install StuffIt Classic**. This application will install the following items on any hard disk:

1. *StuffIt Classic*, the application itself;
2. This documentation file;
3. *StuffIt Classic Preferences* file (in your **Preferences** folder, inside the System Folder);
4. Help files (in the **Help** folder, within your System Folder);
5. “Optimizers” used by *StuffIt Deluxe* (placed into the **Optimizers** Folder, also within the System Folder);
6. UnPack “Translator” (placed into the **Translators** Folder, also within the System Folder).

StuffIt Classic User's Guide

It is important that you receive the entire *StuffIt Classic* package. If you are unsure that you have all the pieces or the current version, contact Aladdin Systems to get the **Install StuffIt Classic** application or the most recent version of the software.

Registering Your Copy

StuffIt Classic is publicly distributed as shareware. It is not a free product. You can use the product on a trial basis for up to 15 days and if you are happy with it, you must pay a registration fee of \$25. Your registration fee entitles you to special benefits including free technical support and special product offers. The last page of this manual contains a registration form for you to complete and send to Aladdin Systems.

We encourage you to give the **Install StuffIt Classic** file to your friends so that they too may enjoy the benefits of file compression and archiving. Of course, be sure to remind them that the software should be registered!

Some terminology:

You should be familiar with the following terms when reading this document. Some of them have been used already.

Archive or StuffIt archive - A document file created by *StuffIt* which contains other files and folders. As a standard convention, archive names usually end in “.sit”.

Command key - A key on the keyboard that is used (alone or with another) to represent a command. When this manual states **[Command]**, it is referring to the cloverleaf character on Macintosh keyboards.

Compression - The use of various mathematical algorithms in an attempt to compress files (reduce their size) before adding them into an archive. Compressed data still retains the same information even though it takes up less space.

Entry or an archive entry - A file which has been stuffed into an archive by *StuffIt*.

File - A collection of data stored on a disk. Documents and Applications are examples of files.

Folder - A holder of applications, documents, and other folders.

Read-Only - Used in this document to refer to an archive which is locked or which resides on a volume which may not be written to, such as a CD-ROM. You can only read information from these archives. You can't change the information contained in such archives and you can't add to them.

Volume - Any permanent storage device recognized by your Macintosh, such as a floppy disk, a hard disk, a tape, etc. In this document, volume may be used in context as the name of a volume. (The word “disk” is avoided because there are other devices such as CD-ROM and WORM that can be used as storage media.)

Credits and Acknowledgements:

Aladdin would like to thank the following people and companies/organizations for their help with the development of *StuffIt Classic*:

Richard Outerbridge - for assisting in the implementation of various pieces of code and with optimizing the program in assembly.

David Schenfeld - for suggesting the idea of *StuffIt* in the first place and providing code from existing compression utilities.

All registered *StuffIt Classic* users - for their support of the program and their comments.

2. Creating/Opening an Archive

New Archives

Before working with a new archive, it must be created. Creating an archive is a very simple process. In *StuffIt Classic*, go to the **File** menu and select **New Archive...** or type **[Command]-N**. You will be prompted with a dialog box asking for the name of the archive and the place where you want the archive to be created. This dialog works much like the Save As... dialogs in other applications. StuffIt Classic will automatically add the letters ".sit" to the end of the archive as a basic convention. It makes archive files easier to spot if everyone follows this convention, however, the name is arbitrary. Enter the archive name, select the destination volume/folder in the usual manner, and type return or click the **New** button.

Creating 1.5.1 Archives

At the bottom of the dialog box, there's a checkbox that allows you to create "1.5.1" archives. 1.5.1 is an older version of StuffIt that used a different type of file format. The 1.6 version of StuffIt Classic can work with 1.5.1 and the newer Deluxe archives as well. If you need to send an archive to a friend who doesn't have the 1.6 (or Deluxe) version of the software, check this box.

Opening Existing Archives

To work with an existing archive created by yourself or others, you must open it. Select **Open Archive...** from the **File** menu or type **[Command]-O**. You will be presented with the familiar Open dialog box as in other applications. Locate the archive you wish to open, select it and click on the Open button.

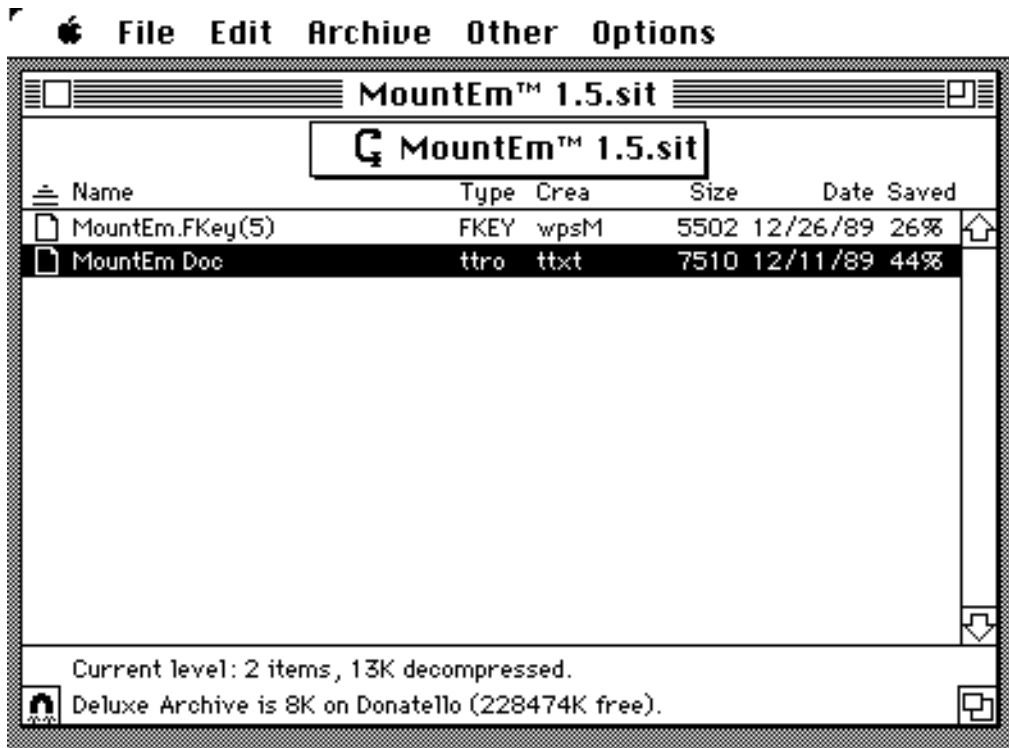
Advanced Users

You are allowed to open archives created by *StuffIt Classic* and compatible utilities as well as self-unstuffing archives. If you hold down the **[Option]** key as you select **Open Archive...**, you can open **any** file. Be sure that the file you are opening is truly an archive if you choose to do this.

Read-only Archives

If you open an archive on a locked volume or if you open a locked archive, you will not be allowed to make any changes to that archive. (You cannot stuff more files, rename entries, delete entries, etc.) This is called a **read-only** archive.

Archive Contents Display



After creating a new archive or opening an existing one, you will be presented with a window which has the name of the archive as its title. Just below the archive name is a pop-up menu that lets you navigate within the archive folder hierarchy. An archive can just be considered another folder on your disk which has other folders within it.

Below the pop-up menu are the headings for the contents of the archive. Clicking on any heading will have *StuffIt Classic* sort the entries by that heading.

Below the headings is the area where the archive entries are displayed. If there are any entries, the following information about the file entries should be displayed:

File/Folder Name, File Type, File Creator, Original File Size, Date Last Modified, Percentage Saved (when compressed).

Next to each entry, you will see a small icon that represents what the entry is. You will see a small icon of a document (as shown above), an application, a folder, or a lock (which represents a secured entry).

At the right side of the window is a scroll bar to scroll up and down if there are more entries than can be fitted in the window.

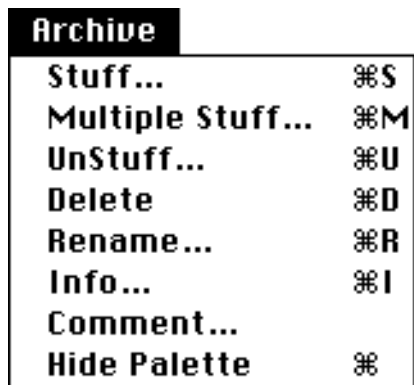
StuffIt Classic User's Guide

At the bottom of the window are the status lines which tells you how many entries are in the current folder level, how much space the archive occupies on the volume, and how much space all the entries originally occupied before archiving (which is exactly equal to the space the entries would take up if they were unstuffed and saved onto a volume) If the archive is a **read-only** one, an icon of a padlock will follow at the end of this line.

The small magnet icon in the lower left will “snap” the **Archive Palette** to the bottom of the window. The next chapter describes the **Archive Palette**.

3. Working with Archives

There are quite a few operations which you can perform on archives. All of them can be accessed through the **Archive** menu or its equivalent, the **Archive Palette**. The Archive Palette contains icons that represent each command available from the Archive menu. Some of them have keyboard shortcuts associated with them.



The Archive Menu



The Archive Palette

The icons, from left to right, are: Stuff, Multiple Stuff, UnStuff, Delete, Rename, Info and Comments. In the picture above, the Comments icon is showing a text filled “balloon”. (The lines depict text.) This indicates that comments exist for the current archive. If the “balloon” is empty, no comments exist. If the archive is **read-only**, the Stuff and Multiple Stuff icons will be dimmed. If no entry is selected, the UnStuff, Delete, Rename and Info icons will be dimmed.

The two main operations which can be performed on archives are stuffing files and unstuffing entries. First, we'll discuss three methods of selecting files to be stuffed.

Stuffing Files

To stuff files to the current archive one at a time, select **Stuff...** from the **Archive** menu, click on the **Stuff** icon, or type **[Command]-S**. You will be presented with a dialog box that is like an Open dialog box. The only differences are that it is larger, has two “open” buttons (Open and Stuff), and has an options area at the bottom. The options area at the bottom allows you to get specific in designating the type of compression used when stuffing a file. The other option is a check box labeled “Delete Item When Finished.”

Open - After selecting a file, clicking the Open button tells *StuffIt Classic* to stuff that entry to the current archive. The phrasing of the word Open may not seem intuitive, but there is a reason for the separate Open and Stuff buttons. If a folder on a volume is selected, clicking Open will open that folder. ([Return] is identical to the Open button in function.)

Stuff - Stuff functions identically to Open except when a folder is selected. Stuff will have *StuffIt Classic* add the entire contents of the folder including all files and folders within it. (On a U.S. Keyboard, [Command]-[Return] is identical to the Stuff button.)

Tip

It is possible to specify an entire volume to be stuffed. (This may come in handy if you wish to stuff an entire floppy.) If no file or folder is selected (You can deselect any selected file/folder by clicking in the list and dragging, with the mouse button down, beyond the top of the list), clicking **Stuff** will specify the entire volume. You can then later restore the entire volume exactly as it is.

Compression - *StuffIt Classic* allows you to specify the compression method used when stuffing a file. Generally, there is a direct trade off in speed versus compression - the faster something compresses, the less compression it will get.

StuffIt Classic has labeled two types of compressions — **Fast** and **Better**. When you select **Fast** Compression, you will always get the fastest compression available that will produce the desired compression results. If you select **Better** compression, StuffIt Classic will try a number of compression algorithms, making sure that you always get the best compression no matter what. Since StuffIt Classic will try a number of compression methods, **Better** may take a little while to determine which is actually the best.

A third option, **Best Guess** is probably the option you will always want to use. **Best Guess** has StuffIt Classic use some intelligence in determining which compression method to use. It will look at the file to determine which method to use and almost always it will make the right choice, giving you the most compact file in the smallest amount of time.

You can also change the compression method from the **Options** menu before entering the Stuff file dialog box.

Delete Item When Finished - If this check box is checked, the file or folder being stuffed will be automatically deleted if the stuff operation was successful. Note that this box unchecks itself each time. You must make a conscious effort of checking it.

Stuffing Multiple Files

As a convenience, *StuffIt Classic* allows you to specify up to 40 files and/or folders to be stuffed in succession. This way, you can select all the files to compress and let *StuffIt Classic* do its work.

To use this feature, select **Multiple Stuff** from the **Archive** menu, click on the **Multiple** icon, or type **[Command]-M**. You will be presented with a large window that is split into two parts. The left side of the dialog is like a normal Open dialog - it contains the contents of any disks you are currently using. (It also has the compression options, just like the Stuff dialog.)

The process for using this dialog is very simple - you move files to be stuffed from the left side to the right. When you have specified all the files, you then click on the **Stuff All Items** button. The dialog contains a few other buttons to assist you in the process.

Open ([Return]) - If a file is selected, clicking Open will add it to the list on the right. If a folder is selected, Open will enter into that folder.

Add ([Command]-[Return]) - Lets you add more files and/or folders to the Multiple Stuff list if there are less than 40 entries on it.

Cancel ([Command]-.) - Tells *StuffIt Classic* that you don't want to add the files on the list after all.

Remove ([Command]-R) - The button below the Multiple Stuff list. If you do not want specific items stuffed into the archive after they have been added to the Multiple Stuff list, select them and you can have them removed from the list with this command.

Unstuffing Files

Now that you have an archive with some entries in it, how do you retrieve those entries? Before you can use them you must unstuff them from the archive. Once a file is unstuffed, it will be restored to its original status on your disk, ready for use.

With an archive open, you will be looking at the contents display, as described earlier. In order to unstuff entries, you must **select** the entries first.

Selecting Entries

To select a **single** entry, just click on it. If the entry is not in view, use the scroll bar in the usual manner to bring it into view and then click on it. You will see that the file/folder name will be displayed in inverse (white on black).

To select a **continuous range** of entries, select the first entry in the range. Holding down the **[shift]** key, select the last entry in the range. All entries between and including the two will be selected and depicted in inverse.

To select a **discontinuous group** of entries (such as the first, the fourth and the tenth), select any one entry in the group. Holding down the **[command]** key, select the other entries.

Using the **[command]** key also allows you to de-select a selected entry or to select another not-yet-selected entry. (If you hold down the **[command]** key and click on an entry, it will be selected if it isn't already and deselected if it is.)

Once the entries you wish to unstuff are selected, click the **Unstuff...** icon (or type **[Command]-U** or **double click** on a selected entry).

You will be presented with a dialog resembling the standard Save As... dialog box for each selected entry. Besides the usual Save button, there are also buttons labeled Save All, Skip and Cancel.

To simply save the unstuffed entry, click on the **Save** button or type return. Note that the original name will be given to you as the suggested name. You may change it before saving if you wish.

To unstuff and save all selected entries to the same location using the suggested names, click on **Save All** or if you wish, type **[Command]-<return>**.

Should a file name conflict arise during the save all process, you will be presented with this dialog again, allowing you to cancel or continue the unstuffing process.

Tip

There are two short cuts to help you easily unstuff all entries in an archive. If you are opening the archive or archives from the *Finder*, hold down the **[shift]** key as *StuffIt Classic* loads. All the archives you open will be processed in order. The contents of each archive will all be unstuffed and saved into a new folder with the name of the archive. The last archive will be left open. If you are opening an archive from within *StuffIt Classic*, holding down the **[shift]** key as you click **Open**, double-clicking, or pressing **[return]**, after you have selected the archive you wish to open, will accomplish the same thing.

Progress Dialog/Aborting An Operation

As you have noticed by now if you've tried stuffing/unstuffing, there is a progress dialog that illustrates how far into the current process you are. The dialog consists of a few parts. First, a filling icon symbolizes the progress of the entire operation, no matter what the operation is. For each file that is being worked on, the top part of this dialog displays the name of that file and a thermometer bar shows its progress. If StuffIt Classic is working on a folder, the dialog will extend to show the name of the folder and a thermometer bar to indicate its progress.

During the stuff/unstuff processes, if you hold down the **[Command]-.** (period) key combination, *StuffIt Classic* will **abort** the current operation. Keep holding down the two keys until you hear *StuffIt* beep at you. You can also cancel the operation by clicking the **Cancel** button.

The progress dialog may be positioned anywhere on your screen by dragging the title bar like any other window.

That's it for stuffing/unstuffing files - the two primary functions of *StuffIt Classic*. There are a few features to make it easier to work with archives and they will be discussed next.

The Delete Operation

Sometimes, it would be very convenient to be able to delete an entry from an archive. Perhaps it was stuffed erroneously or perhaps the entry is to be replaced by a newer file. *StuffIt Classic* provides such a capability.

Select the entries you wish to delete. Select **Delete...** from the **Archive** menu, click on the **Delete** icon or type **[Command]-D**. *StuffIt* will present you with a dialog asking you to confirm the deletion. Acknowledge and the entries will be deleted. To bypass the warning dialog, hold down the **[option]** key while issuing the delete command.

Of course, if the archive is **read-only**, you cannot delete any entries from it.

The Info Operation

If you would like to know some information on the entries in an archive, select the entries you wish to query and select **Info** from the **Archive** menu (or click on the **Info** icon or type **[Command]-I**). You will be presented with an information window for each selected entry. If the entry is a file, you will see the file's original size, compressed size, creator, type, creation/modification date and the name of the creating application.

If the entry is a folder, you will see the total compressed and decompressed sizes of the folder as well as a listing of the folder's contents. You can use the scroll bar to go through the listing as needed. Just click **OK** or type a **[Return]** when you're done viewing the info for an entry. *StuffIt Classic* will proceed to display information on the next entry you selected or if that was the last entry, *StuffIt Classic* will return you to the archive contents display. At any point, you can also click **Cancel All** or type a **[Command]-.** and you will be returned to the archive contents display instantly. No info will be displayed on the remaining selected entries.

The Rename Operation

StuffIt Classic displays the entries of an archive with the original names. When unstuffing, it will also suggest these as the default names. However, it is possible to change the file name without having to unstuff the entry, delete it, rename the unstuffed file and re-stuff it. Just select the entry or entries you wish to rename. Select **Rename...** from the **Archive** menu or click on the **Rename** icon (or type **[Command]-R**). *StuffIt Classic* will go through each selected entry and give you the opportunity to rename it. (Of course, if the archive is **read-only**, you can't rename entries!)

Archive Comments

It is possible to store some short comments along with each archive. With the archive open, select **Comments...** from the **Archive** menu or click on the **Comm...** icon. You will see the current archive comments, if any. You may change them or add them if desired. (If the archive is **read-only**, you can't add or change comments!)

Note

If the **Comments** icon shows an empty "balloon", no comments exists for the current archive. You may add some, of course. If the "balloon" is filled with lines which represent text, then comments exist for the current archive.

Generating/Printing Reports

StuffIt Classic includes the capability to generate a report, in the form of a 'TEXT' file, for the current archive. The report will list some statistical information about all the entries in the archive. Select **Generate Report...** from the **Report** menu (or type **[Command]-G**). You will be presented with the familiar Save As dialog box. Indicate the name of the report file and the location where you wish to have it saved. Once a report is generated, it may be viewed with a text editor or a word processor. Tab spacing should be set to 8 or 16 spaces for optimal results. The report may also be imported into a spreadsheet or a database for further cataloging.

Just as a report can be generated to a text file, one may be printed to any printer by using the **Print Report...** command (**[Command]-P**) under the File menu. Use the **Page Setup** command (also in the **File** menu) to establish information about your page, prior to printing a report. Once you are satisfied with the Page Setup options, click OK and choose **Print Report...** The Print Report dialog is the same as any print dialog with the exception of a single option at the bottom. This option lets you specify whether to print a report for the entire archive or for the current level being displayed. After all options have been satisfied, click OK and your report will be printed.

4. Other Options

Creating Self-UnStuffing Archives

StuffIt Classic allows you to create archives that can be sent to people who do not have *StuffIt Classic* or *StuffIt Deluxe* to unstuff them. These files are called self-unstuffing archives and they're made by first creating an archive and then attaching a "self-unstuffer" to that archive. Combined, these two files become a double-clickable application.

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've created the archive that you want to change to a double-clickable application, choose the **Add Standard** sub-menu from **Self-UnStuffer** (in the **Other** menu). The **Add Custom** sub-menu option in the Self-UnStuffer menu is used install specialized self-unstuffers to an archive. This method always 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 of 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 dialog will be **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 disk. Another option, **Custom**, is also available from the pop-up menu; it is used like the **Add Custom** sub-menu described above.

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

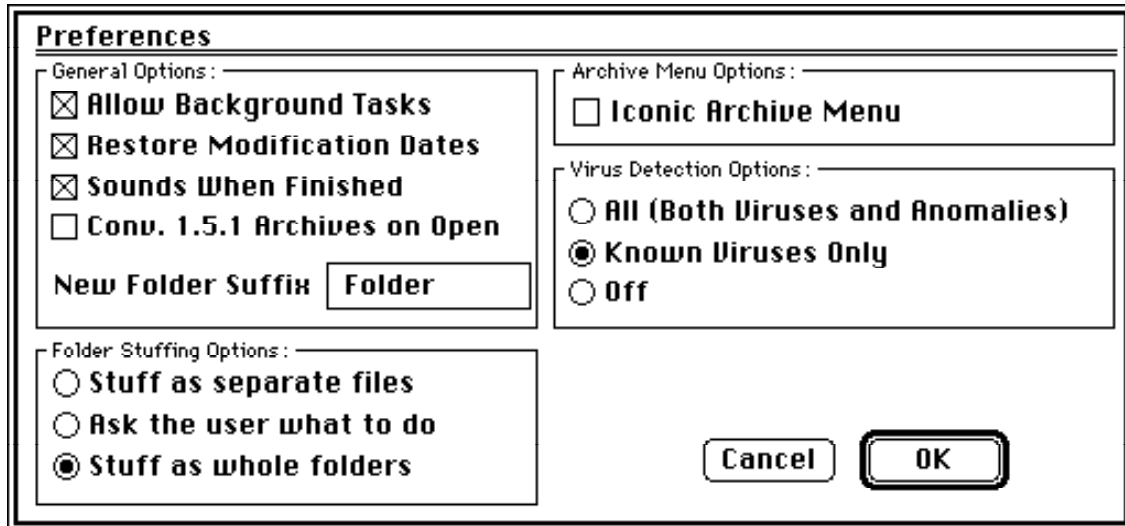
Software developers, publishers, VARs, and other types of vendor who wish to distribute software in a self-unstuffing format need to have a license from Aladdin Systems. With a license, Aladdin will send you a custom self-unstuffer for your distribution. Aladdin also provides other types of installers and self-unstuffers that work across multiple disks and perform other tasks (such as installing software in a specified location). Contact Aladdin Systems for more information.

Sorting archives

For easier display, you can simply sort the listing of the contents of an archive. At the top of each column within an archive window are the column headings. By clicking on the appropriate heading, the archive will be sorted. For example, if you want the archive sorted by Type, click on the heading Type and it will be sorted.

Preferences

Under the **Edit** menu, the Preference menu choice lets you specify some options about how *StuffIt Classic* operates. You can customize these settings to your own specifications.



Allow Background Tasks

If *MultiFinder™* is running and this option is checked, *StuffIt Classic* will delegate time to *MultiFinder* background tasks, such as the *Print Monitor*, during the stuffing and unstuffing processes. *StuffIt Classic* has a lot of computations to do when compressing files. Thus, it will give very **little** time to the new foreground task. If you have a speedy machine, it may be enough.

Restore Modification Dates

If checked, *StuffIt Classic* will restore the modification dates of files unstuffed from an archive. This is usually what you want unless you have a hard disk backup program which relies on modification dates for incremental backups. In such a case, if the modification dates are restored, the program may not back up the unstuffed file.

Sounds When Done

When stuffing or unstuffing large files, you may want to leave your Macintosh for a while. With this option checked, *StuffIt* will sound for you when it's done and ready for your next commands.

Convert 1.5.1 Archives on Open

1.5.1 is an older version of StuffIt that used a different file format. This option allows you to automatically convert the older files to the newer format upon opening them up. With the new format you can, among other things, use the best compression available.

Folder Stuffing Options

The three options dealing with folders determines what *StuffIt Classic* will do when asked to stuff a folder. They are provided primarily for longtime users of StuffIt who are used to one setting. It is best that you leave it set for **Stuff as whole folders**.

Stuff as separate files means that *StuffIt Classic* will never stuff a folder as a folder. The folder's contents will be stuffed as separate files and each of these files will be a separate entry in an archive.

Stuff as whole folders means that the entire folder will be stuffed and its contents will be maintained in a hierarchical fashion, just like it was on disk.

Ask the user what to do means that *StuffIt Classic* will put up a dialog box each time you request a folder to be stuffed. The dialog box will offer you a choice between files and folders. To select what you want, click on the appropriate button or type **F** for files or **H** for hierarchical folders.

Iconic Archive menu

Instead of using words (just like every other menu), *StuffIt Classic* has the option where the same icons shown in the **Archive Palette** can be displayed in the **Archive** menu.

Virus Detection Options

StuffIt Classic has the ability to detect viruses as files are being stuffed or unstuffed from an archive. Viruses are a very serious matter and since *StuffIt Classic* only detects the ones that are current as of this manual, we **STRONGLY RECOMMEND** that you purchase a virus eradication utility.

There are three options for virus detection within StuffIt Classic. **All (viruses and anomalies)** will find current viruses as well as unusual situations (damaged files, etc.). This option will also find new strains of certain, current viruses. **Known Viruses Only** will find viruses that are current as of the release of the software. As of this manual, these viruses include Scores, nVIR-A, nVIR-B, Hpat, AIDS, MEV#, nFLU, INIT29, ANTI, MacMag (also known as Drew, Brandow, and Peace), WDEF-A, WDEF-B, ZUK, MDEF, CDEF and MDEF2. If you do not wish to have any virus detection, select **Off** from this dialog.

Obtaining Help

StuffIt Classic has a built-in help system (also referred to as online documentation) that can assist you in quickly getting assistance on using the features of StuffIt Classic. There are two ways to get to the help window; the first is to simply select **Help** from the **Apple** menu. The second is to type **[Command]-?** from the keyboard and then select the menu item you want help on.

The help window is divided into three parts: the **Topic List**, the **Go Back** icon, and **data area**. The **Topic List** displays the list of information that is available within the help window. Each topic is shown in the data area, which is fashioned after a page. The **data area** consists of text and/or pictures and a dog-ear for “flipping” between pages. Some text and pictures also serve as “hot areas.” The hot areas either display more information or link you to other topics. You can determine the hot areas on any page by holding down the **[spacebar]**. Also shown at the bottom of each page are “See Also” topics, which take you to that page. Lastly, the **Go Back** icon displays a pop-up menu which allows you to quickly jump to a set of common topics as well as the last ten topics you have viewed.

5. Segmenting Files

StuffIt Classic provides a general purpose facility for segmenting large files into parts (segments). You may want to do this in order to fit a large file from a hard disk onto floppies or to send a large file in chunks over a communications link.

Begin by selecting **Segment...** from the **Other** menu. Prior to selecting a file to be segmented, use the pop-up menu at the bottom to specify the size of the segments. If you do not wish to split the file into pieces that will fit onto a specified diskette, choose **Other...** from this menu. When choosing Other, you will be presented with a scroll bar that works in 5 kilobyte increments from 5K to 3000K.

After you have selected the proper size, select the file and click on the **Segment** button. For each segment of the file, you will be prompted for the name and location (to save) for that segment. If you want the segments on multiple diskettes, insert them at each time you are asked for each segment. After the final segment is saved, the segment operation will be complete. You will have the segments of the original file. You must have all the segments to be able to recreate the original file at a later date or in a different location.

Joining Segments

Now, if you have all the segments of a file, they must be joined back together in order to recover the original file. Select the **Join...** command from the **Other** menu. You will be asked to find the first segment. Do so. You will be asked to find each of the other segments in sequence. Do so and the join operation will be complete. You will have the original unsegmented file.

6. UnPack

For compatibility purposes, *StuffIt Classic* supports files created by the *PackIt II* and *PackIt III* compression utilities (as long as encryption wasn't used.) *StuffIt Classic* is noticeably faster at UnPacking than *PackIt*.

To UnPack a .pit (*PackIt* files usually have the “.pit” suffix) file, select **UnPack** from the **Other** menu. Find the file you wish to UnPack. For each entry, you will be prompted as to what to name the file and where to save it. (Or, if an archive is open, you can have it converted to the *StuffIt* format.) You can use **Save All** and **Convert All** to save all remaining entries using the default name to the same location or to convert all remaining entries, respectively. You may also skip an entry or entries. Note that due to a design oversight in *PackIt*, skipping requires the actual decompression of the entry and is thus not very fast.

PackIt was written by Harry Chesley.

7. BinHex

BinHex4's .hqx is a standard used to convert Macintosh binary files to an ASCII format primarily for transmission over channels that do not support binary data, like ARPAnet and Usenet mail/news. *StuffIt Classic* allows you to both encode and decode *BinHex4* files.

Encoding

Under the **BinHex** hierarchical menu (under the **Other** menu), select the **Encode BinHex File....** Select the file to encode. Name the resulting file and select the destination. As a convention, *BinHex4* files usually have the ".hqx" suffix

Decoding

Decoding works the same way. (Of course, use the **Decode BinHex File...** command instead of encode.)

Include LFs

On some systems the mailing of .hqx files may not be reliable unless linefeeds are included in addition to carriage returns. If this option is checked, *StuffIt Classic* will include linefeeds when encoding *BinHex4* files.

Technical Note

StuffIt Classic does not perform RLE encoding on *BinHex4* files. It will decode it, though. Thus, *StuffIt Classic* may encode .hqx files to a size slightly larger than *BinHex4* does. However, *BinHex4* can decode the files and *StuffIt Classic* can decode .hqx files with RLE.

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B. Registration/Order Form

Name _____

Company _____

Address _____

City _____ State _____

Zip _____ Country _____

Phone (_____) _____ - _____

Product	Quantity	Price	Amount
-----	-----	-----	-----
StuffIt Classic™ (Shareware Registration)		\$25.00	
-----	-----	-----	-----
StuffIt Deluxe™		\$99.95	
-----	-----	-----	-----
Shortcut™		\$79.95	
-----	-----	-----	-----
Programmers Assistants™		\$99.95	
-----	-----	-----	-----

Sub Total _____

Tax (NY & CA only) _____

Shipping (add \$5 in US, \$15 overseas, Except for StuffIt Classic) _____

Total _____

Send More Information: __StuffIt Deluxe __Shortcut __Developer Tools
 __Site Licenses __Installation Licenses
 __Other _____

Payment _____

__Visa/Mastercard # _____ - _____ - _____ - _____ Exp Date _____

__Check/Money Order __Purchase Order # _____

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