



**StuffIt 2009 for Macintosh**

**User Guide**

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software

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## Welcome and Thanks for Choosing StuffIt!

The StuffIt compression utilities enable you to work with a wide variety of compressed and encoded file formats. While the compression tools built into Mac OS X have limited expansion and creation abilities (eg: they do not support encryption and only handle a selection of archive formats), we provide tools for opening over [30 different file types](#). Our Standard and Deluxe suites create several popular archive formats including our own cutting-edge StuffIt X format. We provide all manner of options including encryption, segmenting and encoding. Our Deluxe suite offers many ways work with archives, easily finding them anywhere on your machine; easily searching for files inside archives; peeking inside archives without opening them first; modifying their contents, and much more!

StuffIt comes in three flavors: A free, stand-alone StuffIt Expander; the shareware StuffIt Standard suite which includes Expander and adds the companion tool DropStuff for creating archives; and the StuffIt Deluxe suite which includes the components from StuffIt Standard as well as other tools for that help make working with compressed files easy.

This User Guide is organized by components included in the StuffIt Expander, StuffIt Standard and StuffIt Deluxe suites. Generally, documentation for each component is divided into two parts: a “Getting Started” section that cover the basics of using the component and an “Advanced” section that provide more detailed information as well as troubleshooting information.

## About Us

We know compression. StuffIt was originally created for the Macintosh in 1987, and was published in 1989 by a little company near Santa Cruz, California called Aladdin Systems. Since then company names have changed and team members have come and gone, but we’re still here in Watsonville, a stone’s throw from our old offices, still coming up with ways to make your files smaller and provide the most comprehensive suite of file compression tools available.

## What's New in StuffIt 2009

While StuffIt 2009 sports a fresh look, there's a lot more going on. Here are some of the highlights:

### The StuffIt Engine

- Support for expansion of LZMA compressed files (.lzma)
- Support for browsing of LZMA compressed Tar files (.tlzma, .tar.lzma)
- Support for expansion of segmented Zip archives (.z01, .z02, etc.)
- Support for expansion of 7-Zip archives (.7z)
- Support for expansion of "split" archives (.001, .002, .003, etc.)
- StuffIt X format: "Duplicate Folding" - When creating a StuffIt X archive, if a duplicate item already exists, it is not re-added to the archive, but a pointer is put in its place. When expanded, the duplicate content is retrieved normally. For data sets where duplicate items exist, this can significantly reduce the archive size and compression time.

### For Mac OS 10.5 (Leopard) Users

- A plugin that allows contents of any browsable archive type to be previewed with Leopard's Quick Look feature. The new StuffIt plugin for Quick Look works great with Time Machine – Leopard's automated incremental backup tool. You can preview the contents of any supported archive, with Quick Look, right in the Time Machine browser. Apple Mail users can preview attachment contents without first saving the archive, then expanding it.
- A plugin for Google's MacFUSE that allows any browsable archive type to be "mounted" in Leopard's Finder, just like a disk or disk image, via the new "Mount Archive" command, found in MagicMenu and the StuffIt Contextual Menu. (requires installation of MacFUSE)

### DropStuff

- Profiles: Save numerous preference settings as a Profile, then drag files to the new DropTarget areas to execute. Alternatively save these Profiles in the Finder as Droplets. Example: Create encrypted Zip with Preserve Macintosh Content off, upload to MobileMe iDisk. or Create StuffIt X archive with MP3 recompression enabled, burn to disk.
- Support for Apple's MobileMe service - Automatically upload to your iDisk.

### StuffIt Archive Manager

- Zip archives containing AppleDouble encoded Resource Forks can now be modified. (Translation: More Zips are editable now...)
- Browse encoded archives: .sitx.hqx, .sitx.bin, .sit.hqx, .sit.bin, .zip.uu
- Support for Apple's MobileMe service – Automatically backup archives to your iDisk via StuffIt Scheduler.



More ways to find the files you are looking for:

- Custom Collections (Archive Manager's smart searches) can now be organized into folders
- Preview images in Custom Collections even if they are not stored in archives.
- Preview archive contents without opening an archive
- Preview images stored in any format archive. Threshold limit now adjustable to allow previews of larger images. Previews now available in browse window.

### SEA Maker

- Remote Payload - create mini-installers that can download their payload from an FTP server or your MobileMe iDisk.

## System Requirements

Mac OS X 10.4 Tiger required for basic functionality.

The Quick Look plugin, and MacFUSE plugin require Mac OS X 10.5 Leopard.

The MacFUSE plugin requires that Google's MacFUSE be installed (separate download).

Growl notification support requires Growl to be installed (separate download).

## Overview

### What is Stuffit for?

If you imagine the Internet as a series of tubes, you can think of compressed, encoded and encrypted files as different packaging systems used to deliver files from one place to another. Generally, the purpose of these different packaging systems is to group related files together, and to make them smaller so they can be stored and transmitted more easily.

#### Compressing, Archiving, Encoding, Segmenting, Encryption...What's it all mean?

**Compression:** Compression is the process of reducing a file's size through various pattern matching and token replacement schemes. Many compression formats, like gzip and bzip2, only handle individual files, not files and folders.

**Archiving:** An archive is a package that can contain multiple files and folders. The contents of an archive can be compressed, but some archive formats simply store multiple items without a compression component. Stuffit and Zip archive examples of archive file types that use compression, UNIX Tape Archives (.tar) are an example of an archive file type that does not use compression.

**Segmenting:** On occasion, you may encounter an archive that has been divided into several pieces. Typically, segmentation is used to split a large archive over several disks or to post a large file in several smaller, easier to download parts.

**Encoding:** In the context that applies to Stuffit, encoding refers to a process by which a binary (8-bit) file is translated into a text (7-bit) file. BinHex and UUencode are examples of encoding methods that convert binary into text. This encoding method is most often used when files are sent by email, or posted on to USENET Newsgroups. Most often, an encoded file contains only one item, but occasionally multiple files will be concatenated (joined) together into a single encoded file.

**Encryption:** To keep prying eyes from looking at private information, files can be secured with passwords – their contents scrambled and inaccessible without the correct key.

Often these different schemes are used in combination: most archive formats are compressed and many support encryption. Some packaging operations are performed one after the other creating compound files that are like nested dolls – packages within packages.

The tools provided by Stuffit, at a minimum, allow you to open these different formats. **Stuffit Standard** adds the ability to create archives and the **Stuffit Deluxe** suite offers many more ways to work with these files and optimize your workflow.

## StuffIt Product Feature Comparison Chart

Features	Expander	Standard (Unregistered)	Standard (Registered)	Deluxe
•Expand over 30 formats	✓	✓	✓	✓
•AppleScript support	✓	✓	✓	✓
•Create StuffIt X, Zip and Tar Archives		✓	✓	✓
•Create Custom Compression Profiles		✓	✓	✓
•Create Encrypted Archives			✓	✓
•Create Segmented Archives			✓	✓
•Compress & Burn to CD/DVD			✓	✓
•Compress & Upload to FTP			✓	✓
•Compress & Upload to MobileMe iDisk			✓	✓
•Search for items stored in archives				✓
•Command center for working with compressed files				✓
•Preview images stored in archives				✓
•Preview archive contents without expanding				✓
•Scheduled archiving				✓
•Finder Integration with MagicMenu, StuffIt Contextual Menu, Spotlight, Quick Look, and MacFUSE plugins				✓
•Create Mini Installers				✓
•Automator Actions				✓
•Command Line Tools				✓

## More about the Stuffit Products for Macintosh

### Stuffit Expander

Expander opens many files and does it for free!

#### Basic Expander Features/Benefits

- Easy to use.
- Unobtrusive – it launches, expands, then quits
- Expansion support for over 30 formats ([See Appendix A](#))
- Free! Anyone can download Stuffit Expander for Mac or Windows from our website, FTP site, and many third party Internet sites - Absolutely Free!

#### Advanced Expander Features

- Watch Folder – Auto expand files when they are added to a folder
- Auto Scan for viruses – check files for viruses after expansion automatically
- Merging - If the target folder exists, merge the contents keeping older files or replacing with newer ones.

#### Advanced Expander Features for the Stuffit Deluxe User

- Assign file types to be opened with Archive Manager in browse-mode
- Merging with Archive Specified Destination to restore files to their original locations

#### Other Expander Features

- Growl notification support
- Update notification
- AppleScript support

### **The StuffIt Standard Suite**

StuffIt Standard includes StuffIt Expander for opening files and adds the companion program DropStuff for creating compressed, encrypted and encoded archives.

#### **Basic DropStuff Features:**

- Easy to use Drag and Drop interface.
- Unobtrusive – it launches, compresses, then quits
- Compress files into StuffIt X, Zip, and Tar archives
- Create encrypted (Password protected) archives

#### **Advanced DropStuff Features:**

- Create archives for non-Mac users
- Compress and Encode archives for uploading
- Create Segmented archives (split)
- Compress and burn CD/DVD
- Compress and upload to FTP
- Compress and upload to Apple MobileMe iDisk

#### **Advanced DropStuff Features for the StuffIt Deluxe User**

- Index Archives

#### **Other DropStuff Features**

- Growl notification support
- Version Checking
- AppleScript support

### **The StuffIt Deluxe Suite**

StuffIt Deluxe includes StuffIt Expander and DropStuff and adds Finder integration with the StuffIt Quick Look plugin, the StuffIt plugin for MacFUSE and even easier expansion and archive creation, including legacy format support via the MagicMenu and the StuffIt Contextual Menu; archive browsing and manipulation; archive searching and scheduled archiving via Archive Manager; mini-Installer creation with SEA Maker; workflow scripting with Actions for Apple's Automator and the StuffIt Command Line Tools.

## Links to QuickStart Guides

Click the links below to jump section for the component.

Getting Started with StuffIt Expander

Getting Started with DropStuff

The StuffIt Quick Look plugin

Getting Started with MagicMenu and the StuffIt Contextual Menu

The StuffIt plugin for MacFUSE

Getting Started with Archive Manager

Getting Started with SEA Maker

Getting Started with the StuffIt Actions for Automator

Getting Started with the StuffIt Command Line Tools



## StuflIt Expander - Getting Started

### Installation

If you've downloaded the stand-alone StuflIt Expander or StuflIt Standard, drag the StuflIt folder from the downloaded disk to your Applications folder.

Tip: StuflIt Standard and Expander-only users, you can add Expander to your Dock for convenient access. Just open the StuflIt folder and drag the Expander application to your Dock.

*Note: One side of the Dock is for applications; the other is for files and folders.*

If you are a StuflIt Deluxe user, the installer has put a StuflIt folder into your Applications folder that includes StuflIt Expander and has also automatically added StuflIt Expander to your Dock.

*Note: If you have older versions or multiple copies of StuflIt Expander you should remove the other copies.*

### Expanding Files by Double-click

Many of the files that are supported by StuflIt Expander are automatically associated with the program when it is installed. These will be identified by our "ball in cube" icon. Open the file in the Finder by double-clicking it. If Expander is closed, the program will launch, expand your files and then quit.



### Expanding Files by Drag and Drop to Application Icon/Dock Icon

Some files that Expander can open may not be associated with it. You can try to open them by dragging them to StuflIt Expander's application or Dock icon.

Tip: You can expand more than one file at a time by dragging multiple items onto StuflIt Expander.

If Expander is closed, the program will launch, expand your files and quit.



### Expanding Files by Drag and Drop to the Drag Window

When you launch StuflIt Expander, a Drag Window will appear. You can drag files and drop them onto the StuflIt Expander Drag Window to expand them.

### Finding the Expanded Files

When Expander finishes, the expanded content will be located in the same directory as the original files (this setting can be changed in the preferences).

If you no longer need the original file you can discard it.

If there is a "package within a package" that Expander recognizes, it will continue to expand the resulting files (this setting can be changed in the preferences).

### Expanding Segmented Files

StuffIt Expander can join several types of segmented files. To join a segmented file, you must have all of the segments in the same location (ie: a folder). To join the segments into a single file, drag only the first segment of the set onto StuffIt Expander. When Expander is finished joining the segments, the resulting file will be located in the same directory as the original segments (this setting can be changed in the preferences).

If the segmented archive you want to expand is stored on multiple CDs or DVDs, you can expand the segments one by one. First insert the disk that contains segment 1, and then drag and drop that segment onto StuffIt Expander. After Expander has finished expanding the first segment, you will be prompted to insert the disks that contain the remaining segments in the set.

### Expanding Encrypted Archives

StuffIt Expander will prompt you to provide the passphrase before encrypted files can be expanded. If you do not have the correct passphrase you will not be able to access the files stored in the encrypted archive.

**That's it. You're ready to use Expander! Continue reading if you want to learn more, or come back later and explore Expander's Advanced Features.**

### Upgrading from StuffIt Expander to StuffIt Deluxe

To get files out of archives, StuffIt Expander can only expand the entire contents. StuffIt Deluxe allows you to browse the contents of archives and selectively extract items. Deluxe also includes tools for created archives in popular formats such as Zip, Tar and the cutting-edge StuffIt X. With Deluxe you can schedule compressed backups, search for files stored in archives, preview images stored in archives, and automate your workflow with several scripting options. Find out more here:

<http://my.smithmicro.com/mac/stuffitdeluxe/index.html>



## StuffIt Expander - Advanced Features

Below are some useful options many of which you can set in the Preferences.

### One Time Preferences

If you hold down the "Option" key while dragging files to StuffIt Expander, you will be presented with a special "One Time" Preferences dialog.

This allows you to change preference settings that apply only to the current operation. When you click "OK" to dismiss the Preferences dialog, your file would be expanded to this new location for this one time. Future expansion operations will use the regular preference settings.

### Watch Folder

Set Expander to automatically expand files when they are added to a folder of your choice, such as your Downloads folder.

### Virus Scan

Set Expander to automatically pass files to your preferred Anti-Virus utility for testing after expansion.

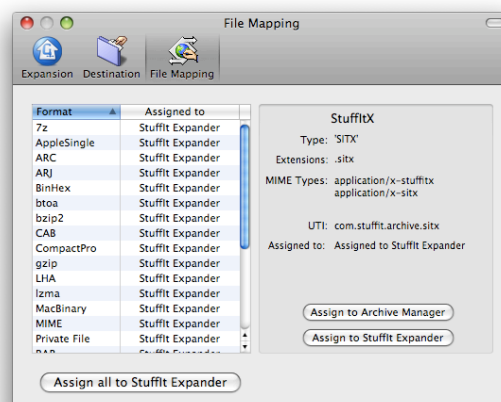
### Merging

If the target folder exists, merge the contents, keeping older files or replacing with newer ones.

## Advanced Expander Features for the StuffIt Deluxe User

### Assign File Types to be Opened with Archive Manager

**Expanding vs Browsing:** When files are opened by Expander, they will be completely expanded. Some archives may contain many files and can be browsed with the Archive Manager tool, if present. Browsing allows you to selectively extract individual files from an archive. You may also modify the contents of some archives when browsing them. You can decide whether StuffIt Expander or Archive Manager is launched when these files are double-clicked in the Finder by adjusting Expander's File Mapping preferences.



## Merging with Archive Specified Destination

Archives created with the StuffIt Scheduler feature of Archive Manager contain source path information that indicates where on the computer the files were when they were archived. Expanding with the special Merge option that uses this path information will restore the files back to their original location.

## Changing Expander's Preferences

You can change the behavior of StuffIt Expander using the StuffIt Expander preferences dialog. To open StuffIt Expander preferences, choose Preferences from the "StuffIt Expander" menu or click the "Preferences" button on Expander's toolbar.

### Expansion Preferences

The Expanding Preferences are used to determine how StuffIt Expander goes about the task of expanding an archive or encoded file.

**Automatically expand archives in...:** This setting is used to specify a folder that Expander will periodically scan for new items to be expanded. Any compressed, archived, or encoded files placed in the specified folder will be expanded automatically.

**Continue to expand if possible:** This preference, when enabled, causes StuffIt Expander to scan the expanded output to see if it can be further expanded. For example, expanding a BinHex encoded StuffIt archive (foo.sit.hqx), Expander will start to expand the archive "foo.sit" as soon as it has removed the BinHex (.hqx) encoding.

*Note: Archives, compressed, and encoded files contained within sub-folders in the archive must be separately expanded.*

**Set execute permissions by default:** This preference determines whether Expander should set the execute file permission attribute on items expanded from archives that do not typically store UNIX file permissions, such as Zip (.zip) and the older StuffIt (.sit). If you un-check this box, OS X applications expanded from such archives may not run correctly.

*Note: StuffIt X archives (.sitx) are designed to preserve UNIX permissions and ignore this setting.*

**Mount disk images:** When this option is enabled, Expander will attempt to mount disk image files (resulting in the appearance of a "virtual disk"). Apple's DiskImageMounter is used to mount the images.

**Delete after expanding:** When enabled, the files you expand will be deleted once the contents have been extracted.

*Note: Use this preference with caution! If the archive or compressed file is damaged, or any error occurs during expansion, the file may still be deleted and would then have to be replaced before you can try expanding it again.*

**Scan for viruses using:** Expander allows you to automatically scan files that are extracted from archives and encoded files for viruses with your virus protection software. Expander supports some versions of McAfee VirusScan, Norton and Symantec Anti-Virus with pre-defined selections. If you would like to try using a different anti-virus program, choose "Other..." from the pop-up menu.

**Report errors:** This preference determines how StuffIt Expander will handle errors that occur while files are being expanded. You can choose to ignore error message that occur, to have them displayed in window, or to have them written to disk in a log file.

*Note: If Growl is installed, the "in a Window" option is suppressed in favor of the Growl notifications.*

## Destination Preferences

The Destination preferences determine where Expander will save files that have been extracted from archives, compressed files, or encoded files. You can choose the location where files are extracted. The following options are available:

**Into the Same Folder as the Archive:** When this option is selected, files will be saved to the same location as the archive, compressed file, or encoded file from which they were expanded. This is the default setting.

**By Asking for a Destination:** When this option is selected, Expander will prompt you to specify a location to which files should be expanded.

**Into a Specified Location:** Use this option to specify a location to be used every time Expander expands a file.

**By Merging into a Specified Location:** As with the "Into a specified location" option, this preference requires you to choose a location on the hard drive to which the contents of the archive will be expanded. "Merge" refers to the behavior Expander will use when it attempts to expand a folder from the archive to the specified location, only to find a file or folder with the same name already exists. When merging is not selected, StuffIt will create a new copy of the folder with a ".1" at the end of its name. If Merging is enabled, StuffIt will expand files into the target location combining the

contents of folders. If there is a name collision (a file with the same name is encountered), you will be prompted to select which of the two files you would like to preserve.

**By Merging into a Location Specified by the Archive:** This applies the same "merging" process as above, but instead of prompting you for the location to which items should be expanded; this option will attempt to obtain a location from the "Source" information stored by the archive. Typically, this Merge option will only be useful when you are expanding StuffIt X archives created by Archive Manager's Scheduler, or the older Archive Assistant.

In addition to telling StuffIt Expander where to place items that are expanded, you can specify whether or not StuffIt Expander should place expanded files into a new folder. The preferences set in this dialog are not applied if either of the "Merge Folders" features are enabled.

**When the archive contains multiple items:** This is the default option. When this option is selected, StuffIt Expander will create a surrounding folder whenever the archive contains multiple items at the root (first) level. The name of the archive will be used for the newly created folder.

**Never:** StuffIt Expander will never create a surrounding folder.

**Always:** StuffIt Expander will always create a surrounding folder.

### File Mappings

If you purchased the StuffIt Deluxe suite, this preference allows you to choose whether StuffIt X, StuffIt 5, StuffIt, Zip, TAR or RAR archives will be expanded with StuffIt Expander or opened in browse-mode in StuffIt Archive Manager when double-clicked in the Finder. Compressed Tar archives can also be browsed in StuffIt Archive Manager by assigning bzip2, gzip, UNIX compress and lzma accordingly.

## Other Expander Features

### Growl Notification support

If you have the notification system Growl installed on your machine, Expander will use it to display alerts and other messages.

You can find out more about Growl here: <http://growl.info>

## Update notification

StuffIt Expander uses Sparkle for version checking and self-updating. If there is a new version of Expander available, you will receive an alert. You can choose "Install Update" which will download the new version, quit Expander, and install the new version in its place; you can choose "Remind Me Later" which will dismiss the dialog, but it will reappear the next time you launch Expander; or you can choose "Skip This Version" which will dismiss the dialog and prevent it from reappearing until the next revision is available.

## AppleScript support

You can automate Expander using AppleScript commands.

## Expander Troubleshooting

**Double-clicking files in the Finder** - You may find some stubborn files that do not open Expander when double-clicked even when the format is "assigned" to Expander in the File Mapping preferences. You can force the assignment by selecting the file in the Finder and then selecting "Get Info" from the File menu. In the "Open With" section, choose StuffIt Expander as the preferred application. Once selected, click the "Change All..." button.

Conversely, if you would prefer to use a different program when you double-click a particular file format, select the file in the Finder and then select "Get Info" from the File menu. In the "Open With" section, choose your preferred application from the list or select "Other..." at the bottom of the menu. Once selected, click the "Change All..." button.

**No Drag Window** – Expander "remembers" the state of the Drag Window when the application was last closed. If you close the Drag Window, then quit the application, the next time you launch Expander, the Drag Window will be hidden. To see the Drag Window again, just launch Expander and select "StuffIt Expander" from the Window menu.

**Expansion Errors:** Sometimes files fail to expand. Either StuffIt Expander launches, then immediately quits as if nothing happened, or there is an error similar to one of the following: "Error -39 Unexpected End of File...", "This is not a complete file...", "This file is not in the right format..."

Some possible problems and solutions:

**Disk Problems:** Make sure your system is healthy. Disk errors and incorrect permissions can cause problems reading and writing files. As part of your regular periodic system maintenance, you should check your disk for errors and incorrect permissions.

**Damaged Files:** If downloaded from the Internet, it is possible that the file was damaged when posted, or damaged when downloaded. It is also possible that the download did not complete successfully. If you can, check the size of the original posted file in bytes (sometimes referred to as the "byte count") and compare that to the file you downloaded. If they do not match, then your downloaded file is probably incomplete or damaged. Try downloading the file again, perhaps choosing a different time of day or, if available, a different download site (or "mirror site"). Problems on the Internet tend to be intermittent and specific to certain regions of the Net itself. Before re-downloading you may want to try emptying your Web browser's cache to make sure you are getting a new copy of the file.

**Incorrect Format:** If StuffIt Expander gives an message that says the file is not in the right format, this may indicate the file is damaged and it is worth trying the suggestions above. However, it may also mean the file was compressed, encrypted, or encoded in an unusual format that StuffIt Expander does not recognize. Look at the extension (the last few letters of the filename) and compare that to the list of formats supported by Expander. If the extension is not in the list, see if you can find out what the format is. If you think it's a packaging format that StuffIt Expander should support, then let us know...New formats and variations are being created all the time.

**The file is already expanded:** The file may already be expanded but your machine may not have an application program that can open or edit the file. You may need to have information from the party that provided the file to know how to use it. If you do not have the appropriate application you will need to obtain it by searching the web or a local software store.

You can try double-clicking the expanded file. If that doesn't help, you can try opening it by dragging and dropping onto the icons of applications that you do have installed. If you believe it is a picture, you could try dragging it onto your Web browser's icon or a picture viewer. If it's a word processing document, you could try your word processor's icon.



## DropStuff - Getting Started

DropStuff is the companion to StuffIt Expander and works using the same Drag and Drop method. It allows you to create Tar, Zip and StuffIt X archives – including Zip and StuffIt X archives protected with encryption. Also, DropStuff can compress files and automatically burn them to CD/DVD or upload them to either an FTP server or your MobileMe iDisk.

### Installation

If you've downloaded StuffIt Standard, drag the StuffIt folder from the downloaded disk to your Applications folder.

Tip: StuffIt Standard users, you can add DropStuff to your Dock for convenient access. Just open the StuffIt folder and drag the DropStuff application to your Dock.

*Note: One side of the Dock is for applications; the other is for files and folders.*

If you are a StuffIt Deluxe user, the installer has put a StuffIt folder into your Applications folder that includes DropStuff and also automatically added DropStuff to your Dock.

*Note: If you have older versions or multiple copies of DropStuff you should remove the other copies.*

### Creating Archives by Drag and Drop to Application Icon/Dock Icon

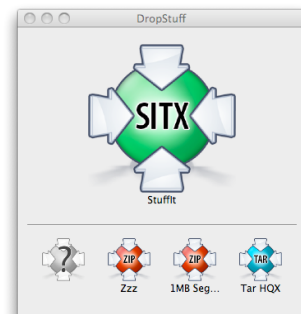
Select files and folders in the Finder and drag them to DropStuff's application or Dock icon and DropStuff will launch, create an archive of the files and quit. By default, DropStuff will create StuffIt X archives.

Tip: DropStuff also features a new "One Time" options dialog that allows you to set the most common compression options on-the-fly so that they only apply to the current task. These settings temporarily override DropStuff's default settings.

To use "One Time" options, hold down the "Option" key while dragging files onto the DropStuff application or Dock icon.

### Creating Archives by Drag and Drop to the Drag Window

When you launch DropStuff, a Drag Window will appear with five DropTargets. You can drag files onto the main (large) DropTarget to create the default StuffIt X archives.



Tip: The smaller DropTargets are configured to create Zip and Tar archives and StuffIt X archives with different attributes. Each DropTarget creates a different type of archive.

**You've got a basic understanding of DropStuff and can now create archives. Read [Appendix C: Creating Archives](#) for information about choosing the right format and other options. Continue reading the rest of this section when you are ready to find out how to customize DropStuff for your own needs with the new Profiles feature and to learn about DropStuff's other Advanced Features.**

#### **A note about StuffIt Standard's Premium features**

Unregistered, DropStuff will run with all features enabled for a 30 day trial period. After the trial period these features will become disabled:

- CD/DVD Burning
- FTP/MobileMe iDisk uploading
- Segmenting
- Encryption

#### **Purchasing a License**

You can purchase a Software License for StuffIt Standard from our online store here:

<http://my.smithmicro.com/store/index.html>

When you enter the serial number you receive, the Premium features will be restored.

#### **Upgrading from StuffIt Standard to StuffIt Deluxe**

StuffIt Standard includes only DropStuff, once you've created an archive, you can't modify it. The StuffIt Deluxe suite allows you to browse the contents of archives and selectively extract items. You can add, delete, and rename items in existing archives. With Deluxe you can schedule compressed backups, search for files stored in archives, preview images stored in archives, and automate your workflow with several scripting options. Find out more here:

<http://my.smithmicro.com/mac/stuffitdeluxe/index.html>



## DropStuff - Advanced Features

DropStuff is now completely customizable!

When you launch DropStuff, its main window appears showing one large DropTarget and four smaller DropTargets. In DropStuff's Profiles Setup window you can create unique Compression and Destination settings, save them to a "Profile" and assign them to any of the DropTargets in the main window. The larger DropTarget is DropStuff's default and determines how the program will function when you drag files to its Dock or Application icon. Dragging files and folders to that DropTarget will create an archive using the settings from Profile you specified. You can also save a Profile as a Droplet in the Finder.

*Tip: While DropStuff's main window is limited to five Profiles, you can make as many unique Droplets as you wish. Also, you can use Droplets even if DropStuff is not already running.*

*Note: Droplets are not continuously connected to the Profile that created them. If you change the Profile settings and want those settings applied to a Droplet you will need to save a new Droplet from that Profile.*

*Because Droplets are independent, they are unaffected by changes or deletion of the Profiles from whence they came.*

### Setting Up DropStuff Profiles

In DropStuff's Profiles Setup window you can create new Profiles and define these attributes:

- **Archive Settings:** Choose between StuffIt X, Zip and Tar formats. Then choose options for the particular format like encryption.
- **Destination Settings:** Choose between local directories, burning to CD/DVD, FTP servers, MobileMe iDisk
- **Encoding Settings:** Automatically post-encode the archive for posting to the Internet
- **Other Options:** Various general settings.

**Example 1: Create Encrypted Stuffit X archives and burn to CD/DVD**

1. Select “Profiles” from DropStuff’s Window menu, or double-click on any of the DropTargets in DropStuff’s DragWindow, to open the Profiles Setup window
2. Click the “+” to create a new Profile
3. It will appear alphabetized in the profiles list. The default English title is "New Profile."
4. Double-click the name and change it to something more informative like “Encrypt and Burn”
5. Select “Stuffit” from the Archive Type pop-up menu (Note that the icon changes when you change archive format)
6. Enable the “Encrypt archives with passphrase” option
7. Leave “Create searchable index archive” enabled (this feature allows Stuffit Deluxe users to locate files in archives stored offline)
8. Scroll down the options list to “Destination” and choose CD/DVD from the pop-up menu.

Optionally specify a directory to temporarily store the compressed files before it is burned to disk.

There are two options for using this Profile:

- Save it to the Desktop (or anywhere on your disk) as a Droplet by clicking the “Create Droplet” button.

To use a Droplet, just drag files and/or folders to the Droplet in the Finder.

Tip: Drag your Droplets to your Dock for convenient access.

- Assign the Profile to one of the five DropTarget areas in DropStuff’s Drag Window by dragging the Profile name to the DropTarget.

*Note: the center DropTarget is the default Profile that DropStuff will use in minimized mode, and when files are dropped on the application or Dock icon.*

To use it, drag files and/or folders to the DropTarget on DropStuff’s main window.

***Example 2: Create Zip archives intended for Windows users and upload to FTP site.***

1. Select "Profiles" from DropStuff's Window menu to open the Profiles Setup window
2. Click the "+" to create a new Profile
3. It will appear alphabetized in the profiles list. The default English title is "New Profile."
4. Double-click the name and change it to something more informative like "Zip and FTP"
5. Select "Zip" from the Archive Type pop-up menu
6. Disable the "Preserve Macintosh Content" option (disabling this feature prevents Windows users from receiving unneeded Mac-specific content.)
7. Scroll down the options list to "Destination" and choose FTP from the pop-up menu.
8. Enter the FTP server information.
9. Optionally specify a directory to temporarily store the compressed files before it is uploaded to the FTP server.
10. As in Example 1 above, create a Droplet, and/or assign the Profile to a target on DropStuff's main window.

Create more Profiles to meet your needs. The possibilities are enormous!

### **DropStuff Advanced Features**

#### ***Stuff with Filters***

You can use the "Stuff with Filters" menu command to create an archive, from a source folder, that only contains those items that match the custom search criteria you specify.

When you choose "Stuff with Filters" from the file menu, you will first be asked to choose the source folder from which you wish to create an archive. After you have selected the folder, you will next be presented with a "Find..." dialog that allows you to specify which files in the folder you wish to add to the archive.

While the entire folder hierarchy will be recreated within the archive, only files that match the search criteria you specify in this dialog will be added to the archive.

### **Advanced Features for the StuffIt Deluxe user**

#### ***StuffIt Index Archives***

DropStuff will create small StuffIt Index proxy files in your home folder whenever you make StuffIt X archives. With the tools available in StuffIt Deluxe, these Index Archives can be searched, and opened just like the StuffIt X archive they are paired

with, even if the StuffIt X archive is stored offline on CD/DVD, or posted to the Internet. You can read more in the [StuffIt Index Archives section](#) of the manual.

### **Other DropStuff Features**

#### ***Growl Notification support***

If you have the notification system Growl installed on your machine, DropStuff will use it to display alerts and other messages.

You can find out more about Growl here: <http://growl.info>

#### ***Version Checking***

DropStuff will contact the Smith Micro server on launch to see if there is a newer version available. If you would like to disable this, uncheck the “Allow Version Check” option from the “DropStuff” menu.

#### ***AppleScript support***

You can automate DropStuff using AppleScript commands.

**If you have StuffIt Standard, you can stop reading now. The rest of this manual explains how to use the powerful tools included in the StuffIt Deluxe suite. Or read on and see what you are missing...**



### **The StuffIt Deluxe Suite**

In addition to StuffIt Expander and DropStuff described above, StuffIt Deluxe includes many more tools for working with archives. This section describes the additional components.

## The StuffIt Quick Look plugin



Introduced in Mac OS 10.5, Quick Look lets you "Look before you launch". You can peek into many types of files without launching any program. With the StuffIt Quick Look plugin, you can "Look before you expand".

More info on Quick Look can be found here:

<http://www.apple.com/macosx/features/quicklook.html>

Quick Look is built right into the Finder. To peek inside an archive with Quick Look, select the archive in the Finder, then hit the Space Bar, or Cmd + Y. A window will appear displaying the contents of the archive hierarchically.

You can optionally toggle whether invisible files are displayed or not.

If you'd like to open the archive, just double-click anywhere in the window.

Tip: Quick Look just tells the system to open the currently selected file. If StuffIt Expander is associated with this type of file, then it will launch and expand the entire archive. If instead Archive Manager "owns" this file type, then it will launch and open the archive in browse-mode so you can do more with the archive contents. You can change this behavior by adjusting the File Mappings in [StuffIt Expander's Preferences](#).

### The Coolest Thing

Quick Look is integrated into other Apple applications like Mail and Time Machine. This means that if someone sends you a compressed email attachment, you can preview the contents of the archive right in Mail without having to save it first, and then open it. Likewise, if you are using Time Machine to do regular incremental backups and have archives on your machine, you can preview the contents of archives right in the Time Machine browser.

Tip: In either case, if you double-click anywhere in the Quick Look window, it will tell the system to open the file. You can set the behavior as described above.



## MagicMenu and the StuffIt Contextual Menu - Getting Started

### The MagicMenu™

After installation MagicMenu is added to your login items and is launched automatically. When you log in to your account, a new icon will appear in your Finder menubar. This is the MagicMenu.

It provides quick access to many of StuffIt's features without having to launch any applications.

### Expanding with Magic Menu

To expand a compressed file, select it in the Finder, then click on the MagicMenu and choose "Unstuff" or "Expand".

### The StuffIt Contextual Menu

After you install StuffIt Deluxe, you should see a new "StuffIt" Menu appear in the Finder's contextual menu. (User's of Mac OS 10.5 "Leopard" will find non-Apple contextual menus under "More"). To access the contextual menu, hold down the Control (Ctrl) key while clicking a file in the Finder. If you have a multi-button mouse, you can also right-click to activate the contextual menu.

Except for command keys, the StuffIt Contextual Menu provides the same functions as the MagicMenu. *For the rest of this guide, we will refer to MagicMenu but note that these features also apply to the StuffIt Contextual Menu.*

*Note: The items that appear in the MagicMenu are contextual based on what is selected in the Finder. If you select a Disk Image for example, the command "Mount" will appear in the menu. If you select an archive, "Expand" or "Unstuff" will appear in the menu.*

### Creating Archives with MagicMenu

Compressing files with MagicMenu is as simple as selecting them in the Finder and then clicking on the MagicMenu and selecting the desired archive format. You can create StuffIt X, Zip and Tar formats with a variety of options including encryption and encoding.

Older formats can be created using MagicMenu's "Legacy" commands.

### Mail Operations

MagicMenu's Mail sub-menu allows you to create an archive and send it via E-mail in a single step. Just select the item(s) you want to send, go to the MagicMenu and choose (for example) "Stuff & Mail". The Mail sub-menu lists a variety of archiving

and compression options so you can compress and mail an archive created in most of the formats that are supported by StuffIt.

Tip: You can also choose the sub-menu item "Mail" which allows you to send the selected item(s) without archiving.

### Browsing Archives via MagicMenu

Using MagicMenu, you can 'hand off' archives to other StuffIt tools for browsing.

To send the archive to Archive Manager select an archive in the Finder, and choose "Browse in Archive Manager" from the MagicMenu.

If you have MacFUSE installed (see below), you can use the StuffIt plugin for MacFUSE. Just select the archive in the Finder, then select "Mount Archive" from the MagicMenu. MacFUSE will look at the archive's structure, and then mount it on the Desktop like a disk.

### Launching StuffIt Applications via the MagicMenu

You can quickly launch any of the StuffIt applications without having to navigate to the Applications and then StuffIt folders. Just select "Launch" and then the desired StuffIt application from the sub-menu.

**You've got a basic understanding of MagicMenu and the StuffIt Contextual Menu. Continue reading the rest of this section if you would like to learn about Advanced Features.**



## MagicMenu and the StuffIt Contextual Menu – Advanced Features

### Growl

If you have the notification system Growl installed on your Mac, Magic Menu/StuffIt Contextual Menu will use it to display alerts and other messages.

### Command Key Shortcuts

When Magic Menu is loaded, you can access StuffIt functions in the Finder using Command-key shortcuts.

To expand a file, select it in the Finder and hit the “Command+U” keys to execute the Unstuff/Expand command.

Use Command+S to stuff files and folders that have been selected in the Finder.

You can also use Command+Option+1 to create StuffIt X archives, Command+Option+2 to create older StuffIt 5 archives, and Command+Option+3 to create Zip archives.

Tip: You can disable the Command Key shortcuts in the MagicMenu Preferences under the Menu Options tab.

### Menu Items - The Complete List

Some of the items in the MagicMenu are conditional and only appear when you select specific types of files. Below is the complete list of commands that can appear in the MagicMenu and StuffIt Contextual Menu:

**Stuff:** The Stuff command will create a StuffIt X archive that contains the items that are currently selected in the Finder.

**Unstuff/Expand:** If the selected file is an archive, compressed, or encoded, this option will decompress it.

**Create Index:** If the selected file is a StuffIt X archive, this command will create a StuffIt Index archive so that the main archive contents can be searched even if the archive is stored offline (eg: on a CD or DVD).

**Browse in Archive Manager:** If the selected file supports browsing, this command will open the file in an Archive Manager browse window.

**Mount Archive:** For Leopard users, if MacFUSE is installed and the selected file supports browsing, this command mounts the archive in the Finder as a volume.

**Archive:** The Archive sub-menu provides you with the option to create archives from the items currently selected in the Finder, in a wide variety of formats. You can create StuffIt X, Zip, and Tar archives using the Archive command. Archives preserve hierarchical folder structure. You can also choose to further compress or encode these archives so that you end up with, for example, a Gzip compressed TAR archive.

**Compress:** The Compress sub-menu allows you to compress single files selected in the Finder using Gzip, Bzip2, and Unix Compress compression. Compression operations can only be performed on individual files, not folders or selections of multiple files.

**Encode:** The Encode sub-menu allows you to encode single files selected in the Finder using MacBinary, BinHex, AppleSingle, and UUEncode formats. Encoding operations can only be performed on individual files, not on folders. A folder must be archived into a single file before it can be encoded.

**Join:** If part 1 of an older StuffIt 5 segment is selected, this command will join the segments together into a single file again (provided all the segments are present in the same location).

*Note: For all other segment types (StuffIt X, Zip, RAR), just locate the first segment and use the Unstuff/Expand command.*

**Legacy:** The Legacy sub-menu allows you to compress files into older and less common formats.

**Stuff (.sit):** This option creates archives in the older StuffIt 5 format.

**Make Self-Extracting:** The Make Self-Extracting menu allows you to compress files into a StuffIt 5 (.sit) archive and make that archive self-extracting for either Classic Macintosh OS (.sea) or Windows (.exe).

**LHa:** This option creates LHa archives.

**Segment:** Use the Segment menu option to divide large files into smaller pieces. The size of the segments that will be created can be set in the StuffIt Menu Preferences dialog.

**Mail:** The Mail sub-menu attaches files to an outgoing email message in your preferred email client, optionally compressing them.

**Verify:** If the selected file is compressed, this command checks the file, and notifies if there are any problems.

**Launch:** Allows quick launching of StuffIt applications.

**Preferences:** Opens the StuffIt Menu Preferences dialog.

**Quit:** Quits the MagicMenu program. It can be relaunched by double-clicking the MagicMenu application located in the StuffIt folder in the Applications folder. If you restart, or log out/in, MagicMenu will automatically reload.

### Disabling Menu Items

You can disable nearly any of the menu items by unchecking them in the MagicMenu Preferences under the Menu Options tab.

### Preventing MagicMenu from Auto-loading at Login

To prevent MagicMenu from loading when the system starts, follow these steps:

1. From the Apple Menu, choose "System Preferences"
2. Click "Accounts" to open that control panel.
3. Click your user's name in the Accounts control panel. You may need to authenticate to make changes.
4. Click the "Login Items" tab.
5. Select the "MagicMenu" item from the list that appears.
6. Click the "-" button to remove MagicMenu. MagicMenu will no longer launch when your computer starts up.

You will still be able to access StuffIt menu features via the StuffIt Contextual Menu, but will not be able to use the Command Key shortcuts.

## Changing MagicMenu's Preferences

To open MagicMenu preferences, choose "Preferences..." from the MagicMenu.

### Expansion Preferences

The Expanding Preferences are used to determine how MagicMenu goes about the task of expanding an archive or encoded file.

**Continue to expand if possible:** This preference, when enabled, causes MagicMenu to scan the expanded output to see if it can be further expanded. For example, expanding a BinHex encoded StuffIt archive (foo.sit.hqx), MagicMenu will start to expand the archive "foo.sit" as soon as it has removed the BinHex (.hqx) encoding.

*Note: Archives, compressed, and encoded files contained within sub-folders in the archive must be separately expanded.*

**Set execute permissions by default:** This preference determines whether MagicMenu should set the execute file permission attribute on items expanded from archives that do not typically store UNIX file permissions, such as Zip (.zip) and the older StuffIt (.sit). If you un-check this box, OS X applications expanded from such archives may not run correctly.

*Note: StuffIt X archives (.sitx) are designed to preserve UNIX permissions and ignore this setting.*

**Mount disk images:** When this option is enabled, MagicMenu will attempt to mount disk image files (resulting in the appearance of a "virtual disk"). Apple's DiskImageMounter is used to mount the images.

**Delete after expanding:** When enabled, the archive, compressed, or encoded files expanded by MagicMenu will be deleted once the contents have been extracted.

*Note: Use this preference with caution! If the archive or compressed file is damaged, or any error occurs during expansion, the file may still be deleted and would then have to be replaced before you can try expanding it again.*

**Scan for viruses using:** MagicMenu allows you to automatically scan files that are extracted from archives and encoded files for viruses with your virus protection software. MagicMenu supports some versions of McAfee VirusScan, Norton and Symantec Anti-Virus with pre-defined selections. If you would like to try using a different anti-virus program, choose "Other..." from the pop-up menu.

## Compression Preferences

The Compression page contains settings that relate to how MagicMenu creates archives. The Compression page contains a multi-tabbed group box that contains settings that are specific to particular file formats, and also contains items that are applied to all file formats.

*Refer to [Appendix D: Format Compression Options](#) for descriptions of the options offered for each format.*

The following settings at the bottom of the Compression Preferences window apply to the creation of all archive formats:

**Mail using:** This pop-up menu allows you to select the mail client that will be used when using the Stuff and Mail command. All the mail clients that support the MagicMenu mail commands are listed in this pop-up menu.

**Ignore Special Finder Files:** When this option is set, MagicMenu will not add Finder files (such as .DS\_Store or older Desktop Database files) to an archive.

**Create Individual Archives:** When this option is set, compressing multiple items with MagicMenu will result in each item being compressed in its own individual archive.

### Destination Preferences

The Destination preferences determine where MagicMenu will save files that have been compressed as well as those that have been extracted from archives, compressed files, or encoded files.

#### Compression Destination

You can choose the location where new archives are created. The following options are available:

**Into the Same Folder as the Source Files:** When this option is used, archives will be saved to the same location as the original selected files. This is the default setting.

**By Asking for a Destination:** When this option is selected, MagicMenu will prompt you to specify a location to which files should be created.

**Into a Specified Location:** Use this option to specify a location to be used every time MagicMenu creates a file.

#### Expansion Destination

You can choose the location where files are extracted. The following options are available:

**Into the Same Folder as the Archive:** When this option is selected, files will be saved to the same location as the archive, compressed file, or encoded file from which they were expanded. This is the default setting.

**By Asking for a Destination:** When this option is selected, MagicMenu will prompt you to specify a location to which files should be expanded.

**Into a Specified Location:** Use this option to specify a location to be used every time MagicMenu expands/unstuffs a file.

In addition to telling MagicMenu where to place items that are expanded, you can specify whether or not MagicMenu should place expanded files into a new folder.

**When the archive contains multiple items:** This is the default option. When this option is selected, MagicMenu will create a surrounding folder

whenever the archive contains multiple items at the root (first) level. The name of the archive will be used for the newly created folder.

**Never:** MagicMenu will never create a surrounding folder.

**Always:** MagicMenu will always create a surrounding folder.

## Other MagicMenu Features

### *Growl Notification support*

If you have the notification system Growl installed on your machine, MagicMenu will use it to display alerts and other messages.

You can find out more about Growl here: <http://growl.info>

## The StuffIt Plugin for MacFUSE



MacFUSE is a kernel extension from Google for OS X that allows foreign file systems to be mounted in the Finder just like disks. A StuffIt plugin for MacFUSE is included with StuffIt Deluxe and will load if MacFUSE is available on your system.

*Note: Even though there are versions of MacFUSE for both Mac OS 10.4 and 10.5, only 10.5 is supported.*

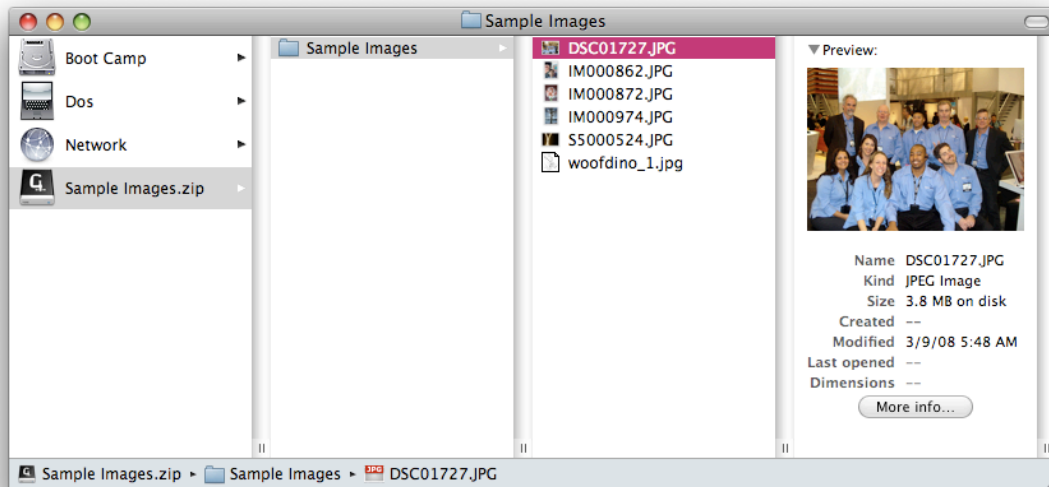
You can download MacFUSE from here:

<http://code.google.com/p/MacFUSE/>

To mount an archive with the MacFUSE plugin, just select it in the Finder, then select “Mount Archive” from the MagicMenu or the StuffIt Contextual Menu. MacFUSE will look at the archive’s structure, and then mount it on the Desktop like a disk.

*Note: for a list of browsable archive types, please consult [Appendix A](#).*

Once mounted, using that file system is just like using any other disk. You can navigate into folders and you can copy files out by dragging them to the Desktop.



When you are finished with the archive, you can eject it by dragging its disk icon to the trash.

## Troubleshooting the MacFUSE Plugin

If archives don't appear to mount, it may be that you need to change your Finder preferences. In the Finder->Preferences->General tab make sure that the "Connected Servers" option is enabled under the "Show these items on the Desktop" setting.

*Note: There is a built-in one minute time-out to prevent operations that take a long time from hanging the Finder. If the timeout expires, MacFUSE will disconnect the file system. The archive will still be visible in the Finder as a mounted volume, but it won't be online. The only thing you can do at that point is eject the disk. This might occur if you are on a very slow machine, working with a very large archive, or working with an archive with very many items in it.*





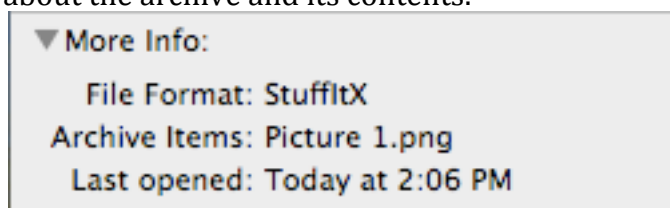
## StuffIt Spotlight Plugin

Spotlight is a search technology built into Mac OS 10.4 and 10.5. Spotlight builds and constantly updates an index of all the files located on your hard drive. When StuffIt Deluxe is installed, Spotlight is able to extend its index capabilities to include the names of files located in any supported archives. When you use Spotlight to run a search, if a matching file is located in an archive, that archive is returned as part of Spotlight's search results.

### Troubleshooting the StuffIt Spotlight Plugin

If archives don't appear in your search results when you expect they should, you can quickly see if a particular archive in question has been indexed by Spotlight.

- Select the archive in the Finder and use the Get Info command.
- In the More Info section of the Get Info window there should be information about the archive and its contents.



If you don't see this it may be that Spotlight has stopped indexing your drive. Check the following:

- In the System Preferences...->Spotlight->Privacy tab see if your hard disk is listed. If it is, remove it and Spotlight should immediately start indexing your drive (be patient, this may take some time).

Tip: You can reset Spotlight's database by adding your drives to the Privacy list, then removing them again.

## StuffIt Index Archives

The StuffIt plugin for Spotlight allows searching for files that have been stored in an archive. Introduced in StuffIt 11 for Macintosh, StuffIt Index Archives make this feature even more useful by adding the ability to search archives even when they have been moved to CDs, DVDs, or other "offline" locations. An Index Archive is a local proxy for an archive.

Created at the same time as a regular StuffIt X archive, an Index Archive contains a complete list of all the files stored in its "paired" StuffIt X file. Index Archives are fully searchable, and can be opened and browsed using the Archive Manager application. Because they contain catalog information, but no data, they are a fraction of the size of a regular StuffIt X archive, Index Archives can be stored on your computer while the full version of the archive is moved to a CD or DVD to save you space. StuffIt Standard users should consider upgrading to the StuffIt Deluxe suite to take full advantage of these features.

### Using Index Archives

Index Archives can be created using Archive Manager, MagicMenu/StuffIt Contextual Menu, and DropStuff. The creation of Index Archives can be turned on and off in DropStuff, Magic Menu and Archive Manager but is always enabled in Archive Manager's Scheduler feature.

To enable the creation of Index Archives in DropStuff, simply check the "Create Index Archive" box in the main DropStuff window. To create Index Archives with Archive Manager and MagicMenu/StuffIt Contextual Menu, open the preferences dialog and check the "Create Index Archives" option on the "StuffIt" tab of the "Compression" options page.

You can also create Index Archives of existing StuffIt X archives. Just select the archive in the Finder, then use MagicMenu/StuffIt Contextual Menu's "Create Index" option.

StuffIt Index Archives are stored in a common location, you'll find these files in the 'StuffIt' folder, located in your home folder, on your Mac's hard drive. StuffIt X Index Archives are differentiated by a yellow icon and a .sidx file extension.

You can view any Index Archives that have been created on your computer by launching the Archive Manager application, and clicking on the "StuffIt X Indexes" collection. If you double click any of the listed index files, they will be opened up in browse mode in an Archive Manager window. Remember that a StuffIt X Index Archive is not an archive, but is rather a proxy of an archive. When browsing an Index Archive you can view the files and folder hierarchy of the parent archive, but you cannot directly open any of the files that are listed.

The primary limitation of an Index Archive is that it won't allow you to open or expand a file directly. Its purpose is to serve as a pointer that lets you know in which archive a particular file is stored. The original archive must be opened before you can expand any of the files it contains. If you try to extract files from an Index Archive you will be prompted for the original.



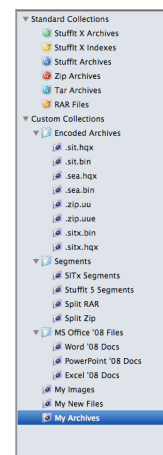
## Stuffed Archive Manager - Getting Started

Stuffed® Archive Manager™ is the command center for working with compressed and encoded files. Driven by Spotlight's automatic disk indexing, Archive Manager provides a central place to see all of the archives stored on your computer that is dynamically updated as the contents of your hard drive change.

### Finding Archives

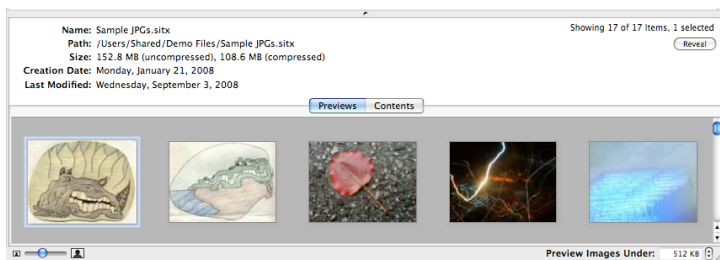
In Archive Manager's main window, there are a number of pre-defined "Collections". With a single click, you can quickly view all archives of a particular format. For example, click on "Stuffed X Archives" in the Collections list and you are quickly presented with a list of all the Stuffed X archives available both on your computer and on any mounted network drives.

Tip: You can filter the Results list by typing all or part of the name of a file into the Search field at the top of the Main window. Archive Manager will update its list to present only those archives that match the search terms you specify.



Below the preset Collections are Custom Collections that you can create and modify. In Stuffed 2009 we've provided some sample Custom Collections.

- Click on a Collection and Archive Manager will list the search results in the Results List window on the right.



- Click once on an archive in the Results List and Archive Manager will scan it for images and display preview thumbnails in the Preview drawer. If

you click on the "Contents" tab, Archive Manager will show a hierarchical list of the archive's contents.

Tip: You can select a preview thumbnail, or an item in the Contents list and choose either "Reveal in Archive..." from the Action menu to open the archive and select that item, or "Extract..." to unstuff it from the archive.

Double-click on an archive in the Results List and Archive Manager will open it in a Browse window.

*Note: If the item in the Results List is compressed, but doesn't support browsing, Archive Manager will prompt for a destination to expand the file. If the item isn't supported by Archive Manager at all, it will attempt to open it in the Finder.*

### Opening Archives in Archive Manager from the Finder

From the Finder, there are several ways to open archives in Archive Manager.

- You can drag archives to the Archive Manager application icon (which will be in your Dock after installation).
- You can select an archive in the Finder, and choose “Browse in Archive Manager” from the MagicMenu.

Tip: In StuffIt Expander's File Mapping Preferences you can set archives to automatically open with Archive Manager when double-clicked in the Finder.

### Changing the Contents of an Archive

When an archive is open in StuffIt Archive Manager, its contents are presented to you in much the same way as the Finder presents folder content information.

You can add and remove files from an archive in the same manner you would add and remove files from a folder in the Finder. Drag files into the archive window to add them to your archive; drag files from the archive window to the Finder to extract them. You can also delete, rename, move and copy files in an archive the same as you would in the Finder.

Note: Some archive formats are Read Only and do not support modification. These will be indicated with a Read Only badge in the Browse window.

### Working with Custom Collections

In addition to the pre-defined collections that ship with Archive Manager, you can also create your own custom collections. These custom collections work in much the same way as “Smart Playlists” in iTunes.

To create a custom collection, start by defining a set of search criteria such as the archive type, size, or modification date. When Archive Manager displays your collection, it searches its database of all accessible archives and displays only those items that match the search criteria you specify.

Here's how to create a custom archive collection that contains StuffIt X archives modified within the last week:

1. Launch the Archive Manager application.
2. Click the “+” button in the lower left corner of the application to create a new custom collection.
3. In the drop down sheet that results, define the search criteria you want to use to create your collection.
4. In the “Description” field, enter text that will help to remind you of what this collection is designed to do. For this example, type “New StuffIt X Archives”.
5. The “Search Location” section allows you to specify where StuffIt Archive Manager will look for matching files. Choose “Computer” to search on all hard drives accessible to your computer. This will include your hard drive, any external hard drives you have attached and any mounted network drives.
6. In the “Search For” section, specify the type of item you are looking for. In this example, click the “Name” pop-up menu and choose “Kind”. In the pop-up menu that appears to the right of the “Name” field, choose “Archives” and, in the next pop-up menu, choose “StuffIt X”.
7. To add an additional search parameter, click the “+” button.
8. Click the “Name” pop-up menu and choose “Last Modified” to create criteria that will display archives that have been recently modified. Type “7” in the text entry field to display only items that have been modified within the last seven days.
9. Click “OK” to close the dialog. You should notice that the Archive Manager dialog now has a new listing for the collection you just created. Once you exit the dialog, Archive Manager will immediately start building the list of archives that match your search terms.

*Note: StuffIt Archive Manager utilizes Apple’s Spotlight Search technology. Accordingly, any items that exist in locations you have excluded from Spotlight searches will not be displayed Collection search Results.*

### Create Archives from Custom Collections

Archive Manager’s Custom Collections can contain files of any type including applications, music and pictures. Using StuffIt Archive Manager, you can create a collection that includes all the files you need to work on a particular project. For example, if you were the technical writer for StuffIt Deluxe, you could create a collection that contains only files located in the “Documents” folder that contain “StuffIt” in the name.

When you click on your Custom Collection, the results are presented in the Results List on the right. If you select some or all of the items, you can choose “New Archive from Selection” from the action menu to create a new archive of these items.

### Troubleshooting Archive Manager

If archives don’t appear in your Collections search results when you expect they should, follow the Spotlight troubleshooting steps above.

## Scheduled Archiving with StuffIt Scheduler

StuffIt Archive Manager includes a scheduling feature that is designed to provide a simple, easy to use, personal backup solution. You can use StuffIt to schedule automatic file backups, and you can save the backup archives you create to CDs, DVDs, external drives, FTP servers and even your MobileMe iDisk.

### Getting Started

To get started with a backup task, launch the Archive Manager application and then click the “Scheduler” toolbar button. When you click the “New Task” button on the Scheduler tool bar, the “New Task” assistant is opened. This wizard-style interface will walk you step-by-step through the process of naming the backup task, selecting the source data to backup, selecting the destination for the backup archive and setting when the backup task should be run.

Once you’ve picked a name, click the “Continue” button to move to the next step. You can also use the “Cancel” button to exit the assistant or the “Help” button for additional information.

### Choosing the Source Files

StuffIt’s Scheduler is designed to be easy to use. When picking files to backup, the default option will simply backup all the files in your “Documents” folder.

In Mac OS X, most data that you have created while using your computer will usually be stored somewhere in your Home directory. The default interface presented in this dialog is designed to make it easy for you to add the various folders in your Home directory to the backup set. You can choose to add the entire Home directory to your backup set by checking the top item in the list. This will backup all the files in your Home directory including not only your documents but also any files on your desktop. This option also backups your personal preferences and settings for the various applications you use.

StuffIt allows you to add any folder, on any accessible network or local drive, to the list of items that will be backed up. You can add items to the backup list simply by dragging and dropping them from the Finder to the Scheduler window. You can also use the “+” button to browse for items to add to the list, or use the “-” button to remove optional items from the list.

### Setting Criteria

By default, StuffIt will add all files and subfolders in the directories (or folders) you have designated to a new StuffIt X archive. For most users, this is the most desirable option. In some cases however, you may only want to archive specific files from the selected folder. The “Custom Criteria” dialog provides a way to tell StuffIt exactly which files should be included or excluded from the backup archive.

The criteria dialog works in the same way as the Finder's "Find..." function. By adding search criteria in this dialog, you can tell StuffIt to search your selected directory to find matching items to be archived. The most common use for this dialog is to tell StuffIt to find files that have changed in the last week and then add only those files to your weekly backup archive.

### Setting the Destination

The pop-up menu at the top of the destination page lists the various destination options to which your backup archive can be saved. You can choose to backup to your hard drive (although this isn't recommended), recordable CDs and DVDs, an FTP server, an external hard drive (such as an external Firewire or USB device) or upload to your .Mac iDisk.

### Scheduling the Task

You can choose to have StuffIt automatically run your backup task at a specific time and the days of the week on which the task will be executed. Remember, if you choose to have the backup task run at a time when you will not be present at your computer (such as late at night, or over the weekend), you will need to make sure that the destination you specified will be available at that time and that it has enough free space in which to save your archive. Using an external hard drive or a remote server as a backup destination is the best way to do this.

Even if you are able to choose a backup destination that will enable you to schedule a backup in the middle of the night, make sure that you remember to leave your computer running! StuffIt cannot run a scheduled backup task if your computer has been turned off. If a scheduled backup task cannot be run because your Mac was turned off, StuffIt will notify you the next time you start your computer.

### Restoring Files

The archives you create with StuffIt's Scheduler are standard StuffIt X archives (.sitx). To retrieve files from a StuffIt X archive, you can use StuffIt Expander, StuffIt Deluxe or any of the tools described in this chapter. However, StuffIt Expander supports a special mode specifically designed to take files backed up by StuffIt's Scheduler and place them back in the location on your hard drive from which they originated.

To access this feature of StuffIt Expander, use these steps:

1. Launch StuffIt Expander.
2. Choose "Preferences..." from the StuffIt Expander menu.
3. Click the "Destination" button in the "Preferences" dialog.
4. Click the "Expand Archives..." pop-up menu and choose the "By merging into the location specified by the Archive" option.



When you expand an archive with this setting enabled, StuffIt Expander will use the information specified in the “Source” tab of the StuffIt Deluxe “Get Info” dialog (see above) to pick the location to which files will be expanded. The contents of the folders in your archive will be merged into the matching folders on your hard drive.

If StuffIt Expander needs to replace a file on your hard drive with one being expanded from the archive, you will be prompted to confirm which copy of the file you want to keep.

You can also browse your backup archives using the StuffIt Archive Manager application. This allows you to selectively expand just one or two files from a backup archive without having to restore the complete backup.

## **Other Features**

### ***Version Checking***

Archive Manager will contact the Smith Micro server on launch to see if there is a newer version available. If you would like to disable this, uncheck the “Allow Version Check” option from the “StuffIt Archive Manager” menu.

### **Archive Manager Troubleshooting**

There is a known issue for Mac OS 10.5 Leopard users using Scheduled tasks with MobileMe iDisk as a destination. Manual tasks with the iDisk destination work without problems.



## SEA Maker - Getting Started

### What's an SEA?

SEA is an abbreviation for Self-Extracting Archive. SEA's are a family of archives that include application code allowing them to be expanded without the use of an external application. They are useful when you aren't sure if the person you're sending files to has the necessary expansion tool, such as the free StuffIt Expander, to open an archive.

StuffIt SEA Maker™ creates SEAs based on the StuffIt X format that run on Macs running Mac OS 10.4 or later. These SEAs can install files to specified target areas on a user's hard drive, or can prompt the user to select a destination. SEAs can also display graphics and text files. You can create mini-installers that can display a Splash Screen or logo, and text-based Read Me files in addition to installing files.

### Using SEA Maker

When you launch SEA Maker a new, empty Install document is created. To make your installer, you need to add steps or "phases" to the install process.

### Adding Files

The easiest way to add files to an SEA is to drag the Payload items into the SEA Maker window from the Finder. After you have dropped the files, you will see a new "Install Files" phase listed in the SEA Maker window.

### Setting the Target Destination

When a user runs your SEA, they will be prompted (by default) to specify the location to which they want the files extracted. However, you can specify a specific target location. Click the arrow in the "Destination" column and choose one of the default options on the list (such as Documents) or use the "Other..." option to specify a custom location. If the folder you specify is not present on your recipient's computer, they will be prompted to choose a new destination.

Tip: If you want to specify multiple destinations for your Payload files, each group the files with the same destination to its own phase.

### Specifying a Remote Payload

SEA Maker installers can now optionally retrieve their payload from your FTP server or MobileMe iDisk. This allows the installer your distribute to be even smaller.

To specify an FTP server:

1. Click on the “Source” column and choose FTP
2. In the sheet that appears, fill in:
  - The Server’s address
  - The path to the directory where you would like to store the payload
  - The name you would like to give the payload file
  - Add your credentials for your FTP account.

When the recipient runs the installer you can specify how the payload will be retrieved. If your FTP server is also a Web server, you can select the HTTP option and fill in the address (and path) to the payload file. If your FTP server is not also a Web server then you can configure the FTP option. The Anonymous option will not attempt to send a username and password to your FTP server to retrieve the payload. If your server doesn’t allow anonymous access, leave this option unchecked and the user will be prompted for a username and password when the retrieve payload phase is running.

### Displaying a Splash Screen

To add a splash screen to your SEA, follow these steps:

1. Click the “+” button in the SEA Maker window to create a new phase.
2. Choose “Display Image” from the menu that appears.
3. Use the navigation dialog that is created to browse for the image you want to display. SEA Maker supports a wide range of image formats. The rule of thumb is, if QuickTime supports the image format, it can be used with SEA Maker.

### Displaying a Text Dialog

To add a text dialog to your SEA, follow these steps:

1. Click the “+” button in the SEA Maker window to create a new phase.
2. Choose “Display Text” from the menu that appears.
3. Use the navigation dialog that is created to browse for the text file you want to use.

### Building your SEA

You can create a Self-Extracting Archive from SEA Maker by using the “Build” button in the tool bar. The “Archives” created by the StuffIt SEA Maker application are not, however, really archives at all in the strict sense of the word. Rather, the archives created by SEA Maker are Mac OS X application “packages”. The SEA packages created with SEA Maker contain a StuffIt X archive and the application code necessary to expand that archive, along with instructions created from your profile

about exactly how the archive should be expanded. The SEA package also contains any text files and graphics you have chosen to include.

### Creating a Disk Image

If you plan to post your SEA on the Internet, we recommend that you save it onto a Disk Image (DMG).

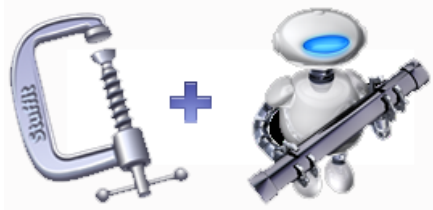
You can do this automatically by choosing the “Build Disk Image” button in the SEA Maker toolbar. When you choose this option, your SEA will be saved onto a DMG file that can be mounted as a disk in the Finder.

### Running Installers

When a Mac user receives your SEA, they double-click it to start the install process. Display Text phases, Display Graphic phases and Install File phases will occur in the order specified when you created the installer. If the archive uses a remote payload, the user may be prompted to enter a username and password to retrieve the file. If the Install Files phase(s) are set to prompt for an install location, the user will be presented a save dialog.

*Note: StuffIt SEA Maker’s SEAs are designed for OS X only and require Mac OS 10.4 or later.*

## StuffIt Actions for Automator - Getting Started



### What is Automator?

Automator is a tool included in the Mac OS that lets you create scripts visually by connecting modules or building blocks. You can find it in the Applications folder. There are tutorials for

working with Automator here:

<http://support.apple.com/kb/HT2488>

Apple provides Actions for many Applications and features included in the OS. You can download more Actions from here:

<http://www.apple.com/downloads/macosx/automator>

StuffIt Deluxe includes Actions for Expanding files, Creating StuffIt X, Creating Zip and Creating Tar archives.

### Creating Workflows

To create a workflow using the StuffIt Actions, you must precede the StuffIt Action with a file list.

1. With the “Files and Folders” group selected on the left, you can pick from “Get Selected Finder Items”, “Get Specified Finder Items”, and “Ask for Finder Items”. Whichever you choose, if you choose “Files and Folders” from the pop-up menu, you won’t be as restricted. Likewise if you check “Allow Multiple Selection” You will be able to select more than one item at a time.

Tip: Use the “Get Selected Finder Items” action if you want to create a DropBox that you can drag files onto to activate.

2. Then select one of the StuffIt Actions next. They can be found in the “Other” group at the bottom of the list. The options are pretty self-explanatory. If you click the “Options” button, you can check the “Show this action when the workflow runs” if you would like to interact with the Workflow to name the archive you are creating or set a directory for expanding into. If you want to run the script unattended, then leave this option disabled.
3. Save your script as a Workflow. To try it out, just click Automator’s Run button. You can also save the Workflow as an application, then drag files on it to activate it.

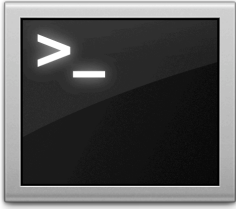
Tip: You can even save it as a Plugin for iCal and have the script triggered by iCal events.

### Sharing Workflows

You can share Automator Workflows and Dropboxes with others provided they have the required Automator Actions installed on their machine.

### Troubleshooting

If the StuffIt Actions don't appear when you first run Automator, try launching the Archive Manager application first, then running the Automator application.



## StuffIt Command Line Tools - Getting Started

StuffIt can be automated using shell scripts, or run remotely via telnet or SSH sessions.

The StuffIt Command Line Tools are installed in `/usr/local/bin/`

This path is appended to your `.profile` and `.login` files.

The two programs are (appropriately named):

`stuff`

`unstuff`

To see a help screen, just type:

`--help` after the command and hit enter (typing the command by itself with no arguments will also show the help screen).

You can see what version of the tool and the StuffIt Engine is installed by typing

`stuff -v`

...at the command prompt.

## Contact Us

### Technical Support

You may contact us for technical support (available to all registered users). You can receive information immediately by visiting our Technical Support web site:

<http://my.smithmicro.com/support/index.html>

The online site provides a constantly updated Knowledge Base consisting of FAQ's (Frequently Asked Questions). Chances are good that someone has reported the same issue and we've posted information about it.

If you haven't found the answer after reviewing the pertinent FAQ's, you can submit a form to our Support staff which they will respond to by email. Support requests are answered in the order they are received and response time varies depending on the number of pending requests. We therefore recommend checking the FAQ's.

When submitting a Support request, you will need to know the following information:

- The exact version of StuffIt Deluxe you are using.
- The exact version of the Operating System you are using.
- If you have a Serial Number, you will have the opportunity to enter it when submitting a Support Request.

### How To Contact Smith Micro

**Web:** <http://my.smithmicro.com/contact/index.html>  
**Fax:** 831-761-6206  
**Phone:** 831-768-3615  
**Mail:** Smith Micro Software, Inc.  
185 Westridge Drive,  
Watsonville, CA 95076

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## Appendix A: Supported Formats

### Archives

Supported Formats	Typical Filename Extension	Expand	Browse	Modify	Create
StuffIt X archives	- .sitx	✓	✓	✓	✓
StuffIt 5 and older StuffIt archives	- .sit	✓	✓	✓	✓
StuffIt 5 and older Mac Self-Extracting archives	- .sea - .zip	✓	✓	✓	✓
Zip archives	(including encrypted and Zip64 archives) - .exe	✓	✓	✓	✓
Windows Self-Extracting archives	(created with StuffIt for Windows or Windows Zip utilities) - .rar	✓	✓	✓	✓
RAR archives	(including encrypted archives)	✓	✓		
TAR archives	- .tar	✓	✓	✓	✓
Tarballs (Compressed TAR archives)					
Gzip Compressed Tar	- .tar.gz, .tgz, .taz	✓	✓		✓
Bzip Compressed Tar	- .tar.bz, .tbz	✓	✓		
Bzip2	- .tar.bz2, .tbz2	✓	✓		✓

Compressed Tar					
UNIX					
Compressed Tar	- .tar.Z, .tz	✓	✓		✓
LZMA					
Compressed Tar	- .tar.lzma, .tlzma	✓	✓		
7-Zip archives					
	- .7z	✓			
	- .cpt				
Compact Pro archives	(including self-extracting archives)	✓	✓		
Windows CAB Files					
	- .cab	✓			
Lha archives	- .lha, .lzh	✓	✓		
Arj archives	- .arj	✓			
Arc archives	- .arc	✓			
Comic Book Archives					
CBZ	- .cbz	✓	✓	✓	
CBR	- .cbr	✓	✓		
CBT	- .cbt	✓	✓	✓	
CB7	- .cb7	✓			

## Segments

Supported Formats	Typical Filename Extension	Expand	Browse	Modify	Create
StuffIt X segments	- .part01.sitx, .part02.sitx, etc.	✓	✓		✓
StuffIt 5 and older segments	- .sit.1, .sit.2, etc.	✓	✓		✓
Zip segments	- .z01, .z02, etc.	✓			

Split Archives	- .001, .002, etc. (used by some Zip, Rar and 7-Zip implementations)	✓
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## Compressed Files

Supported Formats	Typical Filename Extension	Expand	Browse	Modify	Create
StuffIt SpaceSaver compressed files	n/a	✓	n/a		
gzip compressed files	- .gzip, .gz	✓	n/a		✓
bzip compressed files	- .bzip, .bz	✓	n/a		
bzip2 compressed files	- .bzip2, .bz2	✓	n/a		✓
UNIX compressed files	- .z, .Z	✓	n/a		✓
lzma compressed files	- .lzma	✓	n/a		

## Encoded Files

Supported Formats	Typical Filename Extension	Expand	Browse	Modify	Create
AppleSingle encoded files	n/a	✓	n/a		✓
Binhex encoded files	- .hqx	✓	n/a		✓
MacBinary encoded files	- .bin	✓	n/a		✓
UUencode encoded files	- .uu, .uue	✓	n/a		✓
Base64/MIME encoded files	- .b64, .mme, .mime	✓	n/a		

yEncode encoded files	- .yenc, .ync	✓	n/a
BtoAText encoded files	- .b2a, .btoa	✓	n/a

## Encoded Archives

Supported Formats	Typical Filename Extension	Expand	Browse	Modify	Create
Binhex encoded StuffIt X archives	- .sitx.hqx	✓	✓		✓
Binhex encoded StuffIt archives	- .sit.hqx	✓	✓		✓
Binhex encoded Self-Extracting archives	- .sea.hqx	✓	✓		✓
MacBinary encoded StuffIt X archives	- .sitx.bin	✓	✓		✓
MacBinary Encoded StuffIt archives	- .sit.bin	✓	✓		✓
MacBinary encoded Self-Extracting archives	- .sea.bin	✓	✓		✓
UUencode encoded Zip archives	- .zip.uu, .zip.uue	✓	✓		✓

## Other

Supported Formats	Typical Filename Extension	Expand	Browse	Modify	Create
PrivateFile encrypted files	- .pf	✓	n/a		

## Appendix B: All about Compression

### What is compression?

According to [http://en.wikipedia.org/wiki/Data\\_compression](http://en.wikipedia.org/wiki/Data_compression):

*Compression is the process of encoding information using fewer bits (or other information-bearing units) than a more obvious representation would use, through use of specific encoding schemes.*

This is done by looking for redundancy in the bits that represent a file and replacing these with tokens that use fewer bits. Compression is reversed by replacing the tokens with the original values.

### Lossy vs. Lossless compression

Some compression methods (typically multimedia formats such as JPEG and MP3) discard information (loss) to achieve smaller file sizes. This type of compression can't be reversed and the resulting file will never match the original. There is a trade-off in the relationship of file size to quality degradation. Lossy compression is not used in applications where complete restoration of the original file is necessary (such as your financial records!). StuffIt uses lossless compression methods.

Tip: Due to the fact that lossy compressed files have limited redundancy they don't further compress well when using formats like Zip. StuffIt X has proprietary technology to losslessly recompress many of these lossy compressed formats significantly.

### Why compress?

Compression makes files smaller so they take up less storage space and can be transferred faster from machine to machine. Combined with archiving, it becomes a useful way to organize files and projects.

### Compressing vs. Archiving

Compression is typically applied to a single file. Archiving allows a hierarchy of files and folders to be grouped together for compression. Most archive formats include compression as part of the archiving process. The UNIX Tape Archive (tar) format does not and it typically post-compressed with gzip (gz), bzip2 (bz2), or UNIX compress (Z).

### Encryption

Similar to compression, encryption is the process of obfuscating a file using various schemes such as RC4, DES, Blowfish and AES for security purposes.

## Encoding

Encoding is the process of converting files to allow them to be transferred intact from one platform via another platform. For example, pre-OS X Macintosh files typically have two parts: a resource fork and a data fork. Since no other platform use this dual-fork format, older Macintosh files need to be encoded to preserve the resource forks before being transferred to a non-Mac. Typically this is done with MacBinary (.bin) encoding.

Files that are represented with an 8-bit character set (ie: binary files) often need to be converted to a 7-bit character set (ie: text files) to be attached to emails or posted to UseNet news groups. Typically this is done with BinHex (.hqx) for older Mac files and UUencoding (.uu or .uue) for non-Mac specific files.

*Note: Encoding does not compress a file. Often it actually makes a given file larger.*

For cross-platform compatibility, StuffIt 5 and StuffIt X use a single file format (ie: no critical data is stored in the resource fork) and as a result can be used instead of MacBinary encoding. If the resource fork of a StuffIt 5 or StuffIt X archive is stripped off, the data contained in the archive will still be completely intact. There is no need to MacBinary encode a StuffIt 5 or StuffIt X archive.

StuffIt X also includes text encoding options within its own format to allow for text encoding at the time of compression without post-processing.

## Stuffit vs. Stuffit 5 vs. Stuffit X

The original StuffIt format designed by Ray Lau in 1987 was an implementation of LZW compression for the Macintosh. It supported the Mac's dual-fork format and supported a browsable hierarchy. Users could expand individual items from the archive as well as modify existing archives.

The original StuffIt format went through several small revisions before a major redesign.

StuffIt 5 was introduced in Nov. 1998 with StuffIt Deluxe 5 for Macintosh. It was designed to offer better compression, and to be cross-platform friendly. It became available to Windows users with the release of DropStuff for Windows 5.0 in Aug. 1999.

StuffIt X was introduced in Sep. 2002 with StuffIt Deluxe 7.0 for Macintosh. It was designed to be extendable, support more compression methods, support long file names, support UNIX and Windows file attributes. While most existing compression formats will use one type of compression algorithm (for example: Zip and gzip use "Deflate", bzip2 uses "BWT"). Compression with StuffIt X can use any of four algorithms alone or in combination to get the most optimal compression for any

particular set of data. Additionally, StuffIt X has been extended with optimized compression methods for particular types of data such as JPEGs, and 24-bit images.

## Appendix C: Creating Archives

When creating an archive, what is most important? If you are trying to fit files onto a CD, or a USB Flash drive, then Size may be the most important factor to you. If you are just grouping a bunch of related files together, Speed may be more important than size. If you are posting files to an Internet site for public distribution, then portability may be the most important factor.

### Choosing the Right Format

The StuffIt Standard and StuffIt Deluxe suites let you create archives in three formats: Zip, Tar and our own cutting-edge StuffIt X format.

StuffIt Deluxe also offers some older legacy formats which are described at the end of this section.

**Tar** is a format that is common on UNIX and Linux systems. Since OS X is based on UNIX, there is some support built into the OS for expanding these files. Tar archives are not compressed by default and need some post-compression applied (such as Gzip, Bzip2, or UNIX Compress). If you are sending files to a UNIX or Linux user, Tar is a reasonable choice. The compression offered by Gzip, and BZip2 are adequate for most purposes.

**Zip** is a ubiquitous format. Most computer platforms including OS X have some form of Zip expansion available. The compression offered by the Zip format is similar to that of the Gzip format and is satisfactory for most purposes, but read the notes about Options below.

**StuffIt X** was introduced in Sep. 2002. Free expansion tools are available for both Macintosh and Windows. StuffIt X was designed to be extendable, support more compression methods, support long file names, support UNIX and Windows file attributes. While most existing compression formats will use one type of compression algorithm (for example: Zip and gzip use “Deflate”, bzip2 uses “BWT”). Compression with StuffIt X can use any of four algorithms alone or in combination to get the most optimal compression for any particular set of data.

Additionally, StuffIt X has been extended with optimized compression methods for particular types of data such as JPEGs, and 24-bit images.

This release introduces “Duplicate Folding”. When creating a StuffIt X archive, if duplicate items are being compressed, only one copy is stored in the archive, with pointers to the duplicates. When expanded, the duplicate content is retrieved normally. For data sets where duplicate items exist, this can reduce the archive size and compression time. When size is a factor, StuffIt X is the right choice.



## Choosing the Right Options

Most of these options are set in the Compression preferences for each StuffIt application.

### Encryption

When you are sending sensitive files to other people, you can use encryption to protect your files with a password. This means if someone other than your intended recipient receives the archive that the files are stored in, they will not be able to open it and gain access to your documents. Encryption is only available when you are creating StuffIt and Zip archives.

#### *StuffIt X Encryption vs Zip Encryption*

StuffIt X offers four different encryption methods, but defaults to the stronger 512-bit RC4 encryption. Also, the encryption in StuffIt X encrypts the entire archive. A password is required to view or expand the contents of the archive.

Zip uses 256-bit AES encryption but encrypts only the items inside the archive. It is possible to browse the contents of a Zip with the password only being required to expand items from the archive.

Support for expanding encrypted Zip archives is limited. While the StuffIt utilities can expand encrypted Zips, many tools including the Zip utilities built into Windows and OS X cannot.

Note: Regardless of which format you choose, when you create an encrypted archive, be sure to make a careful note of the password that you used. Smith Micro is not able to recover the contents of an encrypted archive if the password has been lost. There is no “Back Door”.

### Preserve Macintosh Content

Before OS X, Macintosh had a dual-fork format. Even though it was hidden from the user, most files had two parts, a Resource Fork and a Data Fork. Most other computer platforms use a single Data Fork. In some cases, like Classic Mac applications, the Resource Fork was critical. In other cases, like JPEG images, the important data was stored in the Data Fork and the Resource Fork was not important. In OS X, Resource Forks are less important, but sometimes still needed. Formats such as Zip and Tar do not natively store this information. Enabling the “Preserve Macintosh Content” option allows any Resource Forks to be encoded when added to an archive. If a Mac user expands these archives, the Resource Forks will be intact. Non-Mac users will see an extra folder of all the Resource Fork data and can discard it. StuffIt X was designed with Resource Forks in mind and has no need for this option.

### Backwards Compatible Archives

StuffIt X is a cutting-edge archive format. We periodically add new features to the format to provide better compression. Sometimes these new features use compression methods that were not designed into older versions of StuffIt and are therefore incompatible. You can easily make StuffIt X archives that are completely backwards compatible all the way back to StuffIt 7 for Mac. Just check the “Create Backwards Compatible Archives” option in the Compression Preferences.

### Legacy Formats

**StuffIt (.sit)** – Also known as StuffIt 5, this archive format was designed prior to OS X. It was designed to be cross-platform compatible, but still be Macintosh file-friendly. This format is best used when creating archives for very old Macintoshes running Classic Mac OS prior to System 9. The format has limitations relating to long file names and UNIX file permissions.

**Mac OS Classic SEA** – These are Self-Extracting Archives (applications) based on the StuffIt 5 format. These have all the same limitations of the StuffIt 5 format above. Additionally, because of the nature of the Classic Mac file format it is best to encode these with MacBinary or BinHex before transferring via the internet.

**Windows SEA** - These are Self-Extracting Archives (applications) based on the StuffIt 5 format, but include application code specifically for Windows.

**LHa** - This format was popular for compressing MOD digital audio files and other files on Amiga and old MS-DOS systems. According to Wikipedia it remains popular in Japan:

[http://en.wikipedia.org/wiki/LHA\\_\(file\\_format\)](http://en.wikipedia.org/wiki/LHA_(file_format))

## Appendix D: Format Compression Options

### StuffIt X Options

**Compression Level:** As well as changing the format in which the archive will be created, you can also change the compression level that will be used when items are added to the archive. You can choose "Better Compression", "Faster Compression" or "No Compression"; as the names suggest the Faster compression method makes archives more quickly, the Better compression method creates smaller archives and the No Compression option groups files together into an archive without compression. An additional choice, Custom is also available. When Custom is selected you can use the [StuffIt X Expert Compression Settings](#) dialog (below) to configure how StuffIt will compress your files.

**Segment Size:** The Segment Size pop-up menu can be used to select one of several common pre-defined segment size choices. These pre-set options are designed to cover a range of popular backup media such as Zip disks, and CD ROMS.

**Encrypt Archives with Passphrase:** When this option is checked, the archives you create will be encrypted with a passphrase. You will be prompted to provide a passphrase before the compression begins. When you create an archive with encryption, be sure to make a careful note of your passphrase. Smith Micro Systems cannot recover files from encrypted archives if you have lost your passphrase. Passphrases are case sensitive.

**Create Index Archives:** Creates a proxy "Index" archive at the same time a StuffIt X archive is created. [Click here for more information on Index Archives.](#)

**Create Backwards Compatible Archives:** When this option is checked StuffIt X Archives will be created using only compression methods compatible with version 7.0 of StuffIt Expander for Macintosh. [Click here for more information about Recommended Expander Versions](#)

**Recompression:** StuffIt includes special optimizes compressors for certain file types. These recompressors make files smaller by 'disassembling' the structure of the data type and compressing it more efficiently using the StuffIt X format's own compressors. When the item is expanded from the StuffIt X archive, the structure for that particular data type is reassembled.

*Note: Generally this results in output that is identical to the original, but in some instances the output may not be 100% identical. The content itself, and any ancillary data is never lost - just the bit encoding changes sometimes.*

*A good example is Zip recompression. There are many compression attributes that can be used to create a Zip archive. When recompressing a Zip into a SITx archive, the Zip is opened and its content is compressed into the SITx archive. Upon expansion, the Zip archive is recreated. The recreated Zip archive and the original Zip archive may have different compression attributes and are therefore not identical, but if each of the Zips is expanded the resulting output will be identical. This example also applies to image formats that contain compressed information as part of the structure. This is commonly referred to as "pixel-perfect". Identical output is commonly referred to as "bit-perfect".*

StuffIt includes custom recompressors for these file formats:

- JPEG (.jpg, .jpeg) - Always bit-perfect

*The JPEG compressor has an additional option: Include Thumbnails. When this option is enabled, a small thumbnail of the image is stored in the archive for quick previewing.*

- JPEG lossless (.jls) - pixel-perfect
- JPEG 2000 (.j2k) - pixel-perfect

*Note - recompression is only applied when a j2k file is lossless encoded*

- Bitmap (.bmp) - Always bit-perfect
- GIF (.gif) - pixel-perfect
- TIFF (.tif, .tiff) - depends on data
- PSD (.psd) - depends on data
- PNG (.png) - pixel-perfect
- PICT (.pict, .pct) - pixel-perfect
- PXM (.pbm, .pgm, .ppm) - Always bit-perfect
- MP3 (.mp3) - Always bit-perfect
- Zip (.zip, .cbz) - pixel-perfect
- PDF (.pdf) - depends on data

Check each type for which you wish to enable recompression.

## StuffIt X Expert Compression Settings

### Compression Method

Compression method allows you to select different compressors for use when adding files to a StuffIt X archive with compression.

**No Compression (Method 0):** Files will be added to the archive without being compressed.

**Fastest Compression and Expansion (Method 1):** Method 1 provides compression that is optimized for speed of compression and decompression. It works by replacing a series of bytes with a reference to a previous occurrence of the same series of bytes. Method 1 is used when the compression level is set to "Faster".

**Best Binary Compression (Method 2):** Method 2 is optimized for the compression of binary files (such as applications) and also for fast decompression. Method 2 works in the same way as Method 1, except that it has a more exact way of representing the offsets and lengths, which makes it compress a little more, but at the cost of slower compression and decompression. Typically Method 2 will provide you with the best results when you're compressing applications.

**Best Size/Speed Trade Off (Method 8):** Method 8 provides the best trade-off between compression/decompression speed and archive file size and works well on a variety of different file types. This compression method does a reversible sort on the data, which places like data closer together which makes it more compressible.

Note: This method replaces Method 3 and archives created with this compression method must be opened with StuffIt Expander 9.02 or later on the Macintosh, or StuffIt Expander 9.0 or later on Windows.

**Best Text Compression (Method 4):** Method 4 provides compression that is primarily optimized for text. This compression method works by "predicting" what the next byte will be based on previous data. For example, if it is predicting the byte following "t" and "h", it will give high probabilities to "e", and "a".

**Choose by File Type (Method 5, aka "Mix"):** This compression method uses a combination of the "Best Text Compression" method and the "Best Size Speed Trade Off" method to achieve better results. If the file being compressed is a mostly text file, it uses Method 4, otherwise it uses Method 8. As Method 8 (see above) can potentially be used in the creation of archives, StuffIt Expander 9.02 on the Macintosh, and Expander 9.02 on Windows will be required to open these files.

### Levels and Extents

Levels and Extents are variables used to optimize performance (ie: compression speed vs. expansion speed vs. compressed size) for a particular set of data.

**Levels:** Levels generally set "how hard" each method tries to compress. In the matching algorithms (Method 1 & 2 [Fastest Compression & Best Binary Compression]), levels 1-9 generally correspond to gzip's compression levels. The higher the number the harder it tries to find a match (more compression, but slower). Levels above 9 use a different, more exhaustive search for previous matches, which gets extra compression, but at the expense of speed.

In the "prediction" algorithm, the level corresponds to how many previous bytes to use when making the prediction. Note: Not all the compression methods used by StuffIt X support setting compression levels. You cannot specify compression levels for methods 8 [Best Size/Speed Trade Off].

**Extents:** Extents has a direct relationship to how much memory is used. In Methods 1 & 2 [Fastest Compression & Best Binary Compression], the extent sets how far back to look for a match. In Method 4 [Best Text Compression], extent sets how much memory to use for storing the prediction information.

### Encryption Method

StuffIt X archives can be created with encryption. There are 4 compression methods supported:

- **RC4** - Supports up to 512bit key lengths.
- **DES** - Supports to 64bit key lengths
- **BlowFish** - Supports up to 448bit key lengths
- **AES** - Supports up to 256bit key lengths

### Error Correction

StuffIt X archives can be created with Error Correction. Adding error correction code to an archive will increase its size, but its availability allows the StuffIt Engine to reconstruct data damaged as the result of bad media or transfer errors during the decode phase. You can vary the amount of error correction code applied to an archive during the encode phase. The more error correction you add, the larger the archive will become. But more error correction also adds the ability to repair larger disasters. It is, of course, possible to have large enough damage that even error correction will not be able to save the entire contents of the archive. The range of values supported are as follows:

- 1/128 of a block (1% Overhead)
- 1/64 of a block (3% Overhead)
- 1/32 of a block (6% Overhead)
- 1/16 of a block (14% Overhead)
- 1/8 of a block (33% Overhead)

### Text Encoding

StuffIt X archives can be converted to ASCII text format. Three text encoding methods are available, Base 64 (-L 1), Base 85 (-L 2) and Base 222 (-L 3). The levels of available text encoding determine how much of the full ASCII character set will be used to encode the data. The more characters used, the less size overhead will be imposed as a result of translating the binary data of the archive into text characters. When sending archives via E-mail, it is best to use Base-64. This uses the fewest

characters, but as a result is the most compatible. Base 222 is a good choice if files are being posted to a news group.

### Optimizers

Optimizers are special compression methods designed to handle specific file types. StuffIt includes optimizers designed to compress Wave sound files (.wav), TIFF graphics (.tif, .tiff), and text files (.txt).

### Block Mode

The Block Mode setting determines whether StuffIt will group like files together in order to compress them more efficiently. This allows the compressor to benefit from a longer history, and to benefit from redundancy that may occur across multiple files.

Depending on the data set, Block Mode can provide a marked improvement in compression ratios, and is generally at least as fast as compressing files individually.

### Zip Options

**Compression level:** As well as changing the format in which the archive will be created, you can also change the compression level that will be used when items are added to the archive. The choices are Faster Compression and Better Compression; as the names suggest, the Faster Compression method makes archives more quickly, and the Better Compression method creates smaller archives. An additional choice, Custom is also available. When Custom is selected you can use the Expert Compression Settings dialog to determine how StuffIt will compress your files.

**Encrypt archives with passphrase:** When this option is checked, the archives you create will be encrypted with a passphrase. You will be prompted to provide a passphrase before the compression begins. When you create an archive with encryption, be sure to make a careful note of your passphrase. Smith Micro Systems cannot recover files from encrypted archives if you have lost your passphrase. Passphrases are case sensitive.

**Preserve Macintosh Content:** This option determines whether or not Macintosh specific file attributes (such as a resource fork and Finder information) is preserved when adding files to Zip archives. Typically, if you are sending files to a Windows user you do not have to preserve this information, as it will not be used on a Windows-based computer. If you are sending files to a Macintosh user, we would recommend that you preserve Macintosh file information by sending your files in the StuffIt X format which is designed to support Macintosh files properly. If you do need to send Macintosh files to other Macintosh users in Zip format, however, checking this option will preserve Macintosh file information in a way that is now



compatible with the Zip implementation used in the Finder in Mac OS X 10.3 and later.

### Zip Expert Compression Settings

**Compression Method:** When creating Zip (.zip) archives you can choose between the following compression methods: "Deflate" and "Deflate 64". Deflate is the default that all Zip-compatible applications use. Not all third-party Zip tools support Deflate 64. If you are going to share Zip files with others, you should use the Deflate option. You can also choose to use "No compression" when creating Zip archives.

**Compression Level:** You can set the compression level for Zip compression between 1 and 15. At level 1 compression will be very fast, but the archives will be larger. At level 15 compression will be very slow, but the archives will be very small. Changing the compression level has no effect on the compatibility of the archive with other Zip-capable programs.

### Tar Options

**Compression Method:** Tar archives, by default, contain no compression. You can choose to post-compress a Tar archive using either Gzip, Bzip2, or UNIX Compression.

**Compression Level:** When you have selected a compression method to use in conjunction with Tar archives, you can then select a compression level to be used.

**Preserve Macintosh Content:** This option determines whether or not Macintosh specific file attributes (such as a resource fork and Finder information) is preserved when adding files to Tar archives. Typically, if you are sending files to a Windows user you do not have to preserve this information, as it will not be used on a Windows-based computer. If you are sending files to a Macintosh user, we would recommend that you preserve Macintosh file information by sending your files in the StuffIt X format which is designed to support Macintosh files properly.

### Tar Expert Compression Settings

#### Tar Compression Method

When creating bzip2 (.tbz), gzip (.tgz), or UNIX Compressed (.tar.Z) Tar archives, the "Custom" settings lets you set the compression level. Levels generally set "how hard" each method tries to compress. You can also choose to use "No compression" when creating Tar archives.

**bzip2:** You can set the compression level for bzip2 compression between 1 and 9. At level 1 compression will be very fast, but the archives will be larger. At level 9 compression will be very slow, but the archives will be very small.



**gzip:** You can set the compression level for gzip compression between 1 and 15. At level 1 compression will be very fast, but the archives will be larger. At level 15 compression will be very slow, but the archives will be very small.

**UNIX Compress:** You can set the compression level for UNIX Compress compression between 1 and 5. At level 1 compression will be very fast, but the archives will be larger. At level 5 compression will be very slow, but the archives will be very small.

## Appendix E: Getting and Distributing the Free Expander

Macintosh and Windows users can expand StuffIt X archives, provided they have a copy of our free expansion tool, StuffIt Expander. For the most backwards-compatible archive check the "Create Backwards Compatible Archives" compression option in the StuffIt application preferences you are using (DropStuff, MagicMenu, Archive Manager).

The most current version of StuffIt Expander can be downloaded from:

<http://www.stuffit.com/expander>

OS Version	Recommended Expander Version
Mac OS 8.6 – 9.2.2 (Classic Mac OS)	– StuffIt Expander 7.0.3
Mac OS 10.0 (Cheetah), 10.1 (Puma), 10.2 (Jaguar)	– StuffIt Expander 8.0.2
Mac OS 10.3 (Panther)	– StuffIt Expander 10.0.2
Mac OS 10.4 (Tiger), 10.5 (Leopard)	– StuffIt Expander 2009
Windows 98SE	– StuffIt for Windows 9.0
Windows 2000 or later	– StuffIt for Windows 12.0.1

Legacy versions of Aladdin/Allume/Smith Micro software, can be found in our software library archives here:

<ftp://ftp.allume.com/pub/archive/>

*Note: While we encourage you to freely distribute StuffIt Expander to friends, and coworkers, you may not include StuffIt Expander as part of any commercial product or service. For information on licensing StuffIt Expander for commercial distribution, please contact Smith Micro Sales.*

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