

FileID_history

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COLLABORATORS

	TITLE : FileID_history		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

FileID_history

1.1 FileID history: Contents

FileID.library version history

Version 7.0 (release date: 21.08.1995)
Version 6.12 (release date: 26.07.1995)
Version 6.11 (release date: 16.03.1995)
Version 6.1 (release date: 07.02.1995)
Version 6.0 (release date: 07.07.1994)
Version 5.1 (release date: 20.04.1994)
Version 5.0 (release date: 28.02.1994)
Version 4.1 (release date: 22.01.1994)
Version 4.0 (release date: some nice days)
Version 3.1 (release date: in the past)
Version 3.0 (release date: I have released)
Version 2.0 (release date: the previous)
Version 1.0 (release date: library versions)

1.2 Änderungen in Version 7.0

No new file types this time, but a long planned optimization was finally done.

The size of the library was shrunk by 3704 bytes; the memory consumption of the Ram-loaded library will be reduced by approx. 1300 bytes. The execution speed is not affected by this optimization.

Fixed a bug. It occurred on some rare executable files. I never found the quirk myself; much thanks must go to Markus Schmall alias Flake/TRSI for the detailed bug report !

Due to the bug fix, i raised the library version to 7.0.

1.3 Changes in version 6.12

Several new file types added..

Default english locale catalog translation table included; new catalogs are now a bit easier to create, especially for CatComp users.

MPEG description string changed; can be an animation, too.

Small WhatIs update (optimized again, small fix).

New version of the FileIdent tool included. Thanks fly to Strider/SDC !

1.4 Changes in version 6.11

In response to a single Siegel's demand.. :^)

.. here comes the version 6.11, which recognizes LZX archives now.

Altogether, there have been added only two new file types.

The C includes will be my destiny somewhen. I forgot a semicolon again and a comment line was simply copied from the assembly include file. Well, no comment.. :^)

1.5 Changes in version 6.1

Several new file types added.

Some buggies in the C includes fixed. Thanks go to Strider for doing the job.

Thanks go also to Byteandi/TRSI for pointing to the quirks.

Strider/SDC is also the guy who wrote the tool "FileIdent". The included C source code may be used to see how to use the library.

Added new VT recognition. I had a presentiment of this..

Newer MED modules and newer PageStream fonts are now identified, too.

The flags for DiskExpander files have been wrong (\$0020 instead of \$0002).

I need spectacles :^)

1.6 Changes in version 6.0

V6.0

Several new file types added.

Improved recognition for Imagine III textures, ScalaMM 300 scripts and LHWarp archives.

Added new function: FIGetHighID(). This function informs the developer about how many file types the currently installed library version knows (the highest file ID number will be returned).

Added new function: FIGetIDString(). Using this function, you may get any file ID string you like. Don't know about the sense of this function :^)

Thanks to Romulus/TRZ for the ideas.

1.7 Changes in version 5.1

V5.1 (release date: 20.4.94)

Several new file types added.

Documents converted to AmigaGuide format. The text documents are gone now.

The non-AmigaGuide autodocs will be deleted if any changes come.

All docs now available in german language, too.

After some WhatIs changes, it's doc file was a bit wrong. Fixed.

There was a description missing in the includes belonging to the packer types (DL_PackType). Oops..

1.8 Changes in version 5.0

V5.0 (release date: 28.2.94)

Several new file types added. (Must I say it everytime ? :^)

WhatIs updated to V1.03. Filenames may now be quoted, WB startup fixed.

Cosmetic fix: if an I/O error occurs during a FIIdentifyFromName() call,

The FI_FileInfo structure will only contain the error message, all other fields in the structure will be cleared now.

Added Locale support. German locale catalog and LibCatSources included.

1.9 Changes in version 4.1

V4.1 (release date: 22.1.1994)

Several new file types added.

C includes and .fd file for FileID.library included.

New Deluxe Music Construction Set and PPrint III filetypes updated.

Fixed a little type mismatch buggie in the FileID_IDDefs includes.

The IDDefs definitions for RNC crunched files have been changed.

Sorry for that.

Cruncher notes:

The new StoneCracker 4.10.3 R/N files will now be identified as such ones.

Previous lib versions (3.1 and 4.0) will identify these files as

STC 4.02a R.

CrunchMania 1.9t files should be identified. If not, just shout.

CopPack 1.0 is a ByteKiller 2.0 fake. It is 100% compatible and the texts inside the program are the same, too.. -well, another lame address cruncher.

CopPack files will be identified as Black&Decker 2.0 files. Unlucky..

1.10 Changes in version 4.0

V4.0

Several new file types added.

Whoops ! Most error codes (returned by FIIdentifyFromName, if anything went wrong) were returned as signed WORDS instead of LONGS. Ha ha, funny, funny etc. But: sshshhht ! Don't tell anybody about (too painful).

(Library version increased to 4.0)

IFF flag for CanDo application data files fixed (wasn't set).

I forgot to set the PURE bit for WhatIs 1.02, sorry. Do it yourself or copy the WhatIs file included in this archive over your old one.

1.11 Changes in version 3.1

V3.1

Several new file types added.

Changed detection for TryIt 1.01 files. I received an old intro, where the decrunch header was modified (decruncher_location routine was removed by overwriting it with NOPS). This file (maybe some more files of same coder) will be recognized now. Thanx to TRACER for sending me some crunched stuff.

Added recognition for old Action Replay files and some newer HS-Pascal compiler units.

FileID <3.1 didn't identify Arj archives. Nobody noticed that. Well, as I discovered this, I began searchin' for the bug. What I found was: the Arj archive check just wasn't built-in ! HAHA ! Foolish, naeh ? Well, what shall I say ? -It just was me again, the coder with the stupid bugs. :^)

Someone asked to include detection of the Virus Terminator main program.

I usually dislike including single programs or single program configuration files, because if I would include them all, FileID.library would become a bit TOO big, wouldn't it ?

Well, VT identifies itself, and everybody knows, why. I just did it. But I think that this will be an exception for now and in future.

Note that FileID's VT identification is VERY unsure. The VT file header may change with every new VT version..

Optimized a lonesome "move.l" to "moveq" (must have been blind & drunk).

If you measure about five-hundred billion FileID-checks with a stop-watch, you may encounter a sense of speed gain, if your watch is equipped with long-life batteries. :^)

1.12 Changes in version 3.0

V3.0

Several new file types added.

FileID.library now returns a special flag if an executable was packed with PowerPacker (any Version) using "Master Mode". The PPMM flag now works. This is why the library version was increased by 1 again.

The encrypt flags for PP x.x Password executables is now set. I forgot this in the hurry at V 2.0.

PP master mode files don't have the "encrypted" bit set (only passworded files do).

Added recognition for BeckerText I documents and masks (earlier versions only identified BeckerText II files).

Added recognition for two additional TFMX module headers (7-voice).

Wrong "global file class" infos for three file types fixed.

1.13 Changes in version 2.0

V2.0

Fixed a very hard bug ! Please read V1.0_BugFix!!!.Txt !

The FI_FileInfo structure has been expanded. The library version number had to be increased by 1.

Just directly after releasing FileID.library, I found a tool stored on Fish disk #907, called DD. This tool contains a library named "analyser.library", written by Martin Mares. This library does nearly the same as FileID.library. What a pity ! Nobody knew of the other one's project developed at the same time ! Seems that one of us (me ?) has done his job for nothin' ?

I don't know about what happens now and in future. The only thing I know is that I'll continue developing my library, for sure. I'd really dislike to throw the whole stuff into the trashcan. :^(

Because of the V1.0 bug, I decided to release the new update much earlier than I first wanted to. I wanted to finish the new Packer Manager update first, using the new FileID.library functions.

FileID.library V2.0 was expanded by identification of ALL cruncher types supported by Georg Hörmann's great Decrunch.library (93 cruncher types).

In addition, FileID.library now returns the original decrunch.library internal packer numbers and packer types.

Also, a new flag set for crunchers was added, saying if the file has a KillSys decruncher, and, in future versions, if the file was crunched using PowerPacker's Master Mode.

Identifications of most packer types have been stolen from Decrunch.library this time, because my library update has to be released as soon as possible, having the bug of V1.0 fixed.

Detection of most cruncher types will be improved in future releases.

Decrunch.library searches for typical strings inside decrunch headers in many cases. If any "ImASuperCrack"-kinda guy loads such a file into a file monitor and overwrites e.g. "TETRAGON" with "FuckOff!", Decrunch.library doesn't identify the file (even when decrunching is done well).

Examination of executable files improved by a safety function checking the length of the Hunk_Unit name and the total number of hunk_lens. On some files with too much hunks (or damaged executables), FileID.library V1.0 could probably search beyond the regular search range of 1200 bytes which might end with a guru (very rare case).

Some further file types have been added.

FileID.library does no longer mischange packed SoundTracker songs with P-Compress data files (both beginning with "PACK").

WhatIs expanded. Now displays colored file descriptions if the file is packed with a cruncher supported by the Decrunch.library.

Please let me know if you find any bugs.

A sorry goes to Georg Hörmann:

I'll replace almost all of your cruncher IDs by own IDs in future. I'll contact you again sending the new IDs, if You like. I hate wars... :^)

1.14 Changes in version 1.0

V1.0

This is a "released-too-quick" version which doesn't work correct because of a last minute bug I built in after testing the library. Don't use it.