Split

COLLABORATORS

	TITLE : Split		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		November 24, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Split

1.1 Split Guide

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                    Split - Version 1.0
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                    All Rights Reserved


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1.2 Copyright

3. the pachage can be packed (e.g. with LhA or Lharc), but no
   crunching of executable files is allowed.

   If this package will be included in PD series, please inform me
(the author) about it. Thanks for a free copy of the distribution.

   This program is "as-is", all use is at your own risk.

1.3 Introduction

   Split is a CLI command. It runs only under Release 2 (Version 37) and later
of the Amiga Operating System.

   With it yu can for example split a file in smaller parts when it’s too big
to copy to a disk. So splited file you can join later together with the "Join"
command. All parts are numbered so you know the corect order.

   Files can be splited at four different way. You set it with Options.

1.4 Command description

SPLIT

```
Synopsis:  SPLIT <name> [TO <name>] [<size>] [PARTS <number>]
            [LINES <number>] [FMTCMD <character>] [QUIET] [ABOUT]

Template:  FROM/A,TO/K,SIZE/N,PARTS/K/N,LINES/K/N,FMTCMD=%/K,QUIET/S,ABOUT/S

Function:  Splits files.
```

Description:

Split splits a given file <name> in several numbered parts (only one is
possible too). It can be break at any time with "Ctrl-C" keys. But it stops
possibly first when a part is finished.

Normaly the parts will be coped in the current directory with an aqual basis
name and ending ".%". The "%" char will be the current number of the part.
So the first part will be named "<name>.1". With the option TO <name> you
can change the directory and/or the basis name.

When the basis name has the default format command ’%’ or this of the Option
 FMTCMD <character> , it will be replaced with the current number of the
part. Only the first found character will be replaced. If it should stay in
the name you must specify a different format command.

Split changes the names so they are not aqual and not too long (max 30 chars).
The existing files will be replaced without ask.

The argument <size> must be a positiv number and specify the size of the
parts in bytes.

With the option PARTS <number> you can specify how much parts should be created. The size will be calculated. When a 1 is given the command works like the "Copy" command with files.

You can spacify the both above arguments too. In this case there will be no more parts as the given number. Since the size is specifed too, the last part can be biger as the given size. An example: you want to copy a part of a 600KB file to a disk with only 200KB free size and the rest to an other. Thus you need to create only two parts.

There can be less parts than wanted if the file is too small.

The option LINES <number> may be used only with text files. It cannot be combined with the two previous too. It's used to split a text file according to the number of lines. The parts will have no more lines as give and they all can have diffrent sizes. It's very immportend to use this options only with text files. Especially the file may not contain a NIL character ('0x0') (the binaries have it usually), since fragments of the file can go lose by coping. The command will refuse to procced such files, but not every. Programmers please read the technical details.

The option QUIET disables messages of the created parts. And the option ABOUT shows the name of the author (my name) and the copyright message.

Examples:

```
   SPLIT Arc.lha TO ram: 87000 PARTS 3
      Splits "Arc.lha" to Ram Disk in parts of 87000 Bytes with the names:
      "Arc.lha.1", "Arc.lha.2" and the rest as "Arc.lha.3".

   SPLIT Devs:Kickstart TO T:50%_Kick_part_#_of_2 PARTS 2 FMTCMD=#
      Makes two (nearly) even big Files: "50%_Kick_part_1_of_2" and
      "50%_Kick_part_2_of_2" in directory "T:".

   SPLIT Split.guide LINES 100
      This text file (with less than 200 lines) will be splited in two
      smaller files.
```

Note: Split is pure; you can make it resident.

1.5 Technical details

The problem is with the implemantation of the dos.library function FGets(). It's made to read lines. But it doesn't say how much characters was read in. What is the use of a buffer pointer as result that I give to the function myself? It will be better to have a pointer at the last char or the number of chars. The control of success will be with NULL (or 0) as result still possible. Now when I read a line with a NIL char in (I know shouldn't be, but it can) I'm not able to find out how much chars were read.

And this function have a BUG. I found it with the version 37.44. The docs says

RKRM 3rd Edition, Autodocs:
"... UP TO the number of len specified bytes minus 1 will be copied into the

buffer. Hence if a length of 50 is passed and the input line is longer than 49 bytes, it will return 49 characters. (...) The string read in IS null-terminated."

But 'len' bytes will be copied into the buffer, and the string will be null-terminated at position 'len + 1' (affter the buffer end). And already MungWall complains or the old friend Guru comes to see you. Perhaps the bug wasn't found, since a buffer is taken bigger and lines are not written too long.

The solution: always 'len - 1' of length of buffer should be passed to this function.

1.6 The Program and its Author

Split is written in C and compiled and tested with "SAS/C 6.51" on an Amiga 3000 with KS 37.175 and WB 38.35.

If you have some comments, additional ideas, bug reports, or you want to reward my work feel free to send me a letter (PLEASE writte the version number of the program) or to call me.

You can reach me via

```
    Mail: Marius Chwalczyk
          Zigelstr. 59/165
          D-67655 Kaiserslautern
          Germany

   Phone: 0631-10944
```

1.7 History of the program

1.0 (10.10.93) erste Freigabe.