

XpkMaster

COLLABORATORS

	<i>TITLE :</i> XpkMaster		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	XpkMaster	1
1.1	Welcome to the XPK distribution	1
1.2	The contents of the distribution	1
1.3	xpk programs	2
1.4	about	3
1.5	history	3
1.6	Preferences system overview	5
1.7	preferences - xpkmaster	5
1.8	preferences - global	7
1.9	preferences - xpkmasterprefs	7
1.10	filepatterns	8
1.11	xfd support	9
1.12	XPK - A STANDARD FOR DATA COMPRESSION	9
1.13	gnu-license	12
1.14	Documentation of the included sub libraries	18
1.15	cbr0	18
1.16	dlta	19
1.17	duke	20
1.18	fast	20
1.19	feal	22
1.20	hfmn	25
1.21	huff	26
1.22	idea	29
1.23	impl	33
1.24	mash	34
1.25	none	35
1.26	nuke	36
1.27	rake	36
1.28	shri	37
1.29	smpl	38

1.30	sqsh	38
1.31	c-utils	39
1.32	xbench	39
1.33	xdir	41
1.34	xloadseg	41
1.35	xpack	42
1.36	xpk	43
1.37	xquery	44
1.38	xtype	45
1.39	xup	45
1.40	xscan	46
1.41	contacts	47
1.42	contact dirk stöcker	48
1.43	contact christian von roques	49
1.44	contact bryan ford	49
1.45	contact urban dominik müller	49
1.46	contact karsten dageförde	49
1.47	contact stephan fuhrmann	50
1.48	contact martin hauner	50
1.49	contact john hendrikx	50
1.50	contact zdenek kabelac	50
1.51	contact jorma oksanen	50
1.52	contact jan schwenke	51
1.53	contact peter struijk	51
1.54	contact marc zimmermann	51
1.55	contact matthias meixner	51
1.56	contact kristian nielsen	51
1.57	contact nicola salmoria	51
1.58	contact matthias scheler	52
1.59	contact christian schneider	52

Chapter 1

XpkMaster

1.1 Welcome to the XPK distribution

Welcome to the eXternal PacKer (XPK) library system for easier handling of crunching and decrunching.

About	About this distribution
Archive Contents	Contents of distributed archives
Version Info	What changes are made
GNU - License	License for some of added libs/programs
Philosophy	Some background information

Version 4 news	
Preferences	Preferences system
XFD Support	Alien cruncher support

SubLibs	Documentation for supplied sublibraries
C-Utills	Documentation of the included programs
XPK programs	XPK supporting/using programs

Contacts	Addresses of people related to XPK
----------	------------------------------------

Try WWW addresses

<http://www.amigaworld.com/support/xpkmaster/>

or <http://rcswww.urz.tu-dresden.de/~stoecker/xpkmaster.html>

Here all files are accessable (also the xpk_Crypt.lha archive).

On this page is also a list of a lot of XPK sub libraries and XPK programs.

1.2 The contents of the distribution

xpk_User.lha (util/pack)

C/ Various programs using XPK.

catalogs/ Catalog files for use with locale.library.

EnvArc Preferences file example.

Libs/xpkmaster.library The heart of the XPK system.

Libs/compressors/ Compression sublibraries.

Libs_1.3/ xpkmaster.library for OS 1.3.

Libs_68020+/ 68020+ versions of some sublibraries.
Prefs/ Preferences program.
Install Installer script for complete distribution.
XpkMaster.guide This documentation.

xpk_Crypt.lha (not distributed in USA, in Germany util/crypt)
 libs/compressors/ Encryption sublibraries.
 source/ Source files of encryption libs.
This archive can be accessed only on German Aminet servers or by calling
my WWW page (See below).

xpk_Develop.lha (util/pack)
 Autodocs/ Programmer documentations of libraries.
 HotHelp/ HotHelp documentation.
 Include/ Includes for programmers.

xpk_Source.lha (util/pack)
 Sources to libraries and utility programs.

1.3 xpk programs

XFH: (1.40)

XFH-Handler is a DOS handler which uses xpkmaster.library to provide transparent access to compressed files in a given directory or partition. All compression/decompression is done automatically by the handler when files are read or written. Compression is optional and may be switched at any time, allowing for fine control over storage of data. The compression method may be changed at will. Decompression is always automatic, you do not have to care about which compressor was used to create the files.

Author: Matthias Scheler
Where to find: in Aminet as util/pack/XFH.lha

XPB-KNIGHT: (1.05)

XPB-KNIGHT is a free configurable, easy graphic user interface for comfortable usage of most of the important functions within the xpkmaster.library and its correspondending XPB packers.

Author: Alexander Grossberger <nobody@betei.franken.de>
Where to find: in Aminet as util/pack/xpb-Knight_???.lha

XpbArchive System: (2.0)

As stated in Philosophy above the xpkmaster.library there exists also the xpbarchive.library, which handles archive creation like LhA or Zoo. Please have a look at this package too!

Author: Matthias Meixner
Where to find: in Aminet as util/arc/XpbArchivePackage???.lha

XPBKatana: (1.2)

Full-featured GUI for XPB, allows (un)packing, features a complete ARexx

port, supports batch jobs, etc... Also supports FileID.library for filetype identification, and xfdmaster.library for alien packer decrunching, making it possible to repack most alien packing formats into a regular XPK format.

Author: Eric Sauvageau <sauvae00@libertel.montreal.qc.ca>
Where to find: in Aminet as util/pack/xpkatana??.lha

XpkCybPrefs: (1.2)

XpkCybPrefs is an alternative to XpkMasterPrefs. It provides a transparent "intelligent" packing, according to the filetype (by simply setting "USER" as XPK packer and configuring once for all, you get everything working). Some features: Size conditions, "Multipacking" (trying multiple packers on data, keeping the best or fastest-decrunching etc... one!!), report-window with full info, user-choice requester ETC ETC... (100% user-configurable)

Author: Alexis Nasr <nasr@hol.fr>
Where to find: in Aminet as util/pack/XpkCybPrefs.lha

1.4 about

This distribution was first created by Dirk Stöcker in October 1996.

The concept, the most stuff and documentations of version 2.x distribution were made by Bryan Ford and Urban Dominik Müller. A lot of bug fixes made Christian von Roques. I continue XPK development now, because the above mentioned persons have no time to do further support.

To the authors of programs supporting XPK:

Please send me a short description (10 lines maximum) of your program. I compile a list of XPK supporting programs from this information. Please include information, where to find your program (e.g. in Aminet util/pack).

About this documentation:

I created this documentation starting from a lot of single files. To cut the size a little bit down I had to omit much useless or double information. If I deleted something I should not, please tell me and I will reincorporate it. Error reports and newer docs or corrected contact addresses are welcome too. Some of them are probably outdated.

If you have newer versions of included sub libraries or other enhancements please contact me as well.

If someone feels, like translating the Installer script or the catalog files for xpkmaster.library and XpkMaster preferences program, send it, and I will include the stuff in next release.

1.5 history

When the version number has a character attached, the xpkmaster library did not change, but only the distribution was updated.

4.31: fixed Enforcer hit, new xBench version (better TEST routine), some optimizations and bug fixes

4.29: Sorry, sorry, but 4.27 did not really fix the bug. Now it is fixed! xpkmaster is now 100% C code (also startup), which results in 100 byte longer executable, but it should be portable a lot easier now.

4.27: Fixed serious bug added in last version, with files larger than 65535 bytes. Thanks to Thomasz Kepa for reporting it. Added missing catalog texts.

4.26: Added xfdmaster.library support and cleaned up the code a lot. XPK can decrunch StoneCracker, RNC, CrunchMania and Imploder files now. The internal PowerPacker support has been removed, as xfdmaster.library does this now. So powerpacker.library is no longer required. Thanks a lot to Georg Hörmann for making this possible. Changed a lot in design of XpkPassRequest. It uses gadtools library and is a lot nicer now (has a window title, shows stars, timeout uses timer.device, ...).

4.16: Changed A2 contents of preferences RecognFunc to TagList (I hope nobody did use it till now.). This causes problems with XpkCybPrefs version 1.0. Use newer versions only!

4.14a: fixed Installer script, rewrote xDir, added more language files

4.14: fixed low-mem-bug in NUKE and DUKE, little changes in master lib, fixed IDEA bug (thanks to Alexis Nasr for finding a solution), fixed bug in XpkMasterPrefs, added some parts to the docs, added length check and OR specifier to file pattern check, added pattern matching for xBench

4.13: fixed Installer script, added xBench ALL and SAVE option, removed error in Expunge code of library, fixed xQuery

4.12: added automatic password request and preferences system, cleared the code a bit and removed obsolete code, removed xDrop from distribution, wrote new xBench utility.

4.0: added 5 new functions, fixed some little bugs, added first stage of preferences system (XpkMaster and XpkMasterPrefs programs), library is now OS2.0+ only

3.12: special OS1.3 only version, removed locale and utility library stuff

3.11: recompiled the library with SAS 6.57, cleaned up the complete package, removed XFH

3.10: I reworked the source and added locale.library support, a better library header and another way of debugging.

NOTE: The include files moved to xpk directory. Before it was libraries.

1.6 Preferences system overview

The preferences system allows packing of files depending on their file type, their size or name. It is useful especially for programs handling a lot of different files like backup tools. With type depending packing you get a faster and shorter backup. It is useful for stacker tools like XFH also. But the system may be useful for lots of other situations.

It consists of 2 parts:

- 1) Program for preferences settings in "Prefs" directory: XpkMaster
This program also allows setting global xpkmaster defines.
- 2) Shell utility to handle preferences files on run-time: XpkMasterPrefs

* Programmers should read the autodoc file xpkpreferences.doc. There is
* told how preferences are handled and how you can replace the preferences
* system with you own one. There already exists another system called
* XpkCybPrefs.

For the user it is really easy to use: You only need to select the sub library 'USER' in the programs which use xpk for packing. This USER library is no real library, but a dummy (it does not exist in LIBS:compressors). Programs accessing the xpk libraries direct, or scanning LIBS:compressors themself are thus not able to use the new preferences!

When preferences are not activated and you select USER you get an error.

To get the preferences active you either need to create a preferences file with XpkMaster and to run XpkMasterPrefs or to install any other system like XpkCybPrefs.

The global preferences are used all time when needed (and installed), but may be disabled by certain programs.

xpkmaster.library does not access any of the files itself, but only accesses the preferences semaphore. xpkmaster.library thus never causes any DOS-Requests (except when using file access as source or destination and loading sub libraries). That's why it can be used in multitasking unfriendly environments like for certain games.

1.7 preferences - xpkmaster

It is a normal preferences program like Serial, Printer, Locale, ...

This program is used to set global xpkmaster defines (TimeOut, use of xex libraries, ...) and to define file types and corresponding packing methods.

The screen is divided into left and right part. On left side there is a list of all filetypes. 4 gadgets allow manipulation of the entries: move up and down type, delete type and add new type. First entry always exists and cannot be deleted/moved. This is default entry. It's name can be changed, but after reloading saved data the default name applies again. When adding a new type, the data from default type is copied into new type.

The right side allows manipulation of the filetype:

Name Pattern:

Specify a standard AmigaDOS pattern describing the filetype. Using field File Pattern is better, because some programs do not submit file names or use dummy names. It is always better to find a File Pattern description, than a Name Pattern.

File Pattern:

This allows to describe a file type by comparing the file contents with a defined pattern. See filepatterns for pattern description and examples.

Library Name:

Four letter ID of library you want use for packing.

Mode:

Mode used for packing. This is a decimal number from 0 to 100.

ChunkSize:

ChunkSize used for packing. See autodoc files for better description. Most time it should be 0.

PackMode:

Define if you want to pack the file, return an error or do not pack the file. When selected 'return error', the caller program gets told, that packing was not possible. When selecting 'do not pack', the file is passed through without changes. If these two type are selected, Library name, Mode and ChunkSize fields are disabled.

Modus 'do not pack' may produce errors on decrunching with certain backup programs. Try using 'return error' for these instead. If this does not work, you cannot use any of these two (for example in Diavolo backup), but only normal type selection. You may choose packer "NONE" for the previous NoPack/ReturnError entries.

For the last part, see global defines. These defines are not file type specific, but xpkmaster global.

The last three gadgets (Save, Use, Cancel) and the menus are equal to standard prefs files and easy understandable.

The patterns: When both pattern types are specified, both must be true, to specify a filetype.

Example: GIF files

1) filepattern and no namepattern is specified:

XpkMaster recognizes all GIF files

2) filepattern and name pattern (#?.gif) is specified:

XpkMaster recognizes all GIF files, ending with .gif

3) on name pattern is specified:

XpkMaster recognizes all files ending with #?.gif (also if these files are not GIF files!)

A correct file pattern should most times be enough and better as a name pattern. So example 1 is nearly in all cases the best way!

1.8 preferences - global

These settings allow to define some global xpkmaster.library behaviour. All different preferences systems should support these defines.

Use XFD:

Should xpkmaster use xfdmaster.library for decrunching custom file types, or not? Not all xfdmaster file types are supported. XPK can decrunch only types, which support calculation of uncrunched file size before uncrunching. This is turned off by default, but I suggest to turn it on.

Use XEX:

Should xpkmaster install list, where the scan routines of xex libraries are hold. This is necessary to recognize custom filetypes on decrunching. It is not implemented at the moment.

Auto Password:

Should xpkmaster use automatic password requester, when password is needed, but not supplied? Password requester quits after a definable time value.

Timeout:

Define the time password request stays open with no user interaction. After that time the requester automatically quits, when no user-action happend. Default is 120 seconds.

1.9 preferences - xpkmasterprefs

This program is like IPrefs. It loads the file ENV:xpkmaster.prefs and makes it possible for xpkmaster.library to access the data. How this is done is explained in the autodoc file xpkpreferences.doc. Everytime you change the file ENV:xpkmaster.prefs by selecting USE or SAVE in XpkMaster preferences program, the data is updated automatically. So after selecting USE, xpkmaster.library uses the new settings.

NOTE: The filetypes are scanned in same order, as you entered them in XpkMaster preferences program. There is only one exception: The default type (displayed first always) is not scanned, but used when no other type matches (which means it is the last always!).

How to install:

Copy it to C: directory and start the program before you use xpkmaster library first. The best place is S:User-StartUp (or S:StartUp-Sequence in some cases). There you may add the line

```
Run >NIL: XpkMasterPrefs
```

The rest will be done automatically by the program. To kill the program call it with "XpkMasterPrefs QUIT" or send it a CTRL-C break signal.

You can start it from WorkBench (or from drawer WBStartUp) as well. You only need to add a icon and set the tooltype "DONOTWAIT". But quitting the program from WorkBench is impossible. You need to enter shell for that and use above command line.

1.10 filepatterns

The file pattern consists of a mode describing lower case character (l, h, m, v, r, g, s) and corresponding hexadecimal data. It helps to describes file type specific parts.

You may specify different types in one string by seperating the types by '|'. So text1|text2 means that the file has to match either text1 or text2.

Control Characters:

For these control characters the data consists of a \$/hex value with upto 8 digits (ULONG) [option m allows only 4 digits (UWORD)].

l - filesize must be shorter (LOWER) than specified value

h - filesize must be larger (HIGHER) than specified value

When using these options, be sure you do not forget any size. When specifying a type l100 and one type h100, the size 100 is missing!

m - Move to position in the file. The first byte has position 0.

Note: The real maximum move-size depends on the buffer value set in XpkMasterPrefs program. Currently this match part are the first 2048 bytes.

The following numbers/strings are specified using \$/hex values and must be given as bytes (2 digits). You may repeat data behind these without adding the command each time (f.e. v40v41 is equal to v4041).

v - Match specified BYTES at the current position in the buffer.

r - Exclude ranges - these ranges cannot be within the match part of the file. You can once again specify numerous ranges, all will be compared against the first 2048 bytes. For example, to figure out an plain text file you might try r001F7F9F, so any file with chars within 00-1F and 7F-9F is passed through to the next preference entry.

You need to specify always 2 bytes (4 digits).

g - Range which may exists at the current position - means same as v but gives a valid range instead. For example, g3039 will match any numeral digit at the current position.

You need to specify always 2 bytes (4 digits).

s - Describes a string which has to be within the match part of the file, but at any given position therein. For example, you could detect post-script files using s25215053 ("%!PS").

examples:

v464F524D describes an IFF file - matching FORM at the start

v464F524Dm8v494C424D describes an IFF ILBM file - matching FORM at the start and ILBM at position 8

r00405BFF matches any file having only UPPER characters A-Z

g415A617A describes a file having an UPPER character at first and a lower character at second position

v000003F3l6401 Executable file with size up to 25KB

v000003F3h6400l19001 Executable file with size between 25KB and 100KB

v000003F3h19000 Executable file with size greater than 100KB

v50503230|v50583230 PowerPacker files: Header is PP20 or PX20

Example File Types:

Files marked with NoPack are already crunched.

Type	NoPack	File Pattern
DMS Archive	(DMS)	* v444D5321
Executable	(EXE)	v000003F3
GIF Picture	(GIF)	* v474946
HotHelpHeader	(HHH)	m6v486F7448656C70486561646572
HotHelpText	(HHT)	* m6v486F7448656C7054657874
Icon File	(INFO)	vE3100001
ILBM Picture	(IFF ILBM)	v464F524Dm8v494C424D
Intellifont	(IOF)	v00440001m10v0014FFFF
JPEG Picture	(JFIF)	* vFFD8
MED Module	(MMD)	v4D4D44g3039
LhA Archive	(-lh?-)	* m2v2D6C68m6v2D
LZX Archive	(LZX)	* v4C5A58
PNG Picture	(PNG)	* v89504E470D0A1A0A
PT 32 Module	(PT MOD 32)	m438v4D2E4B2E
PT Packed Song	(PT SONG)	* v5041434B
Sound File	(IFF 8SVX)	v464F524Dm8v38535658
Startrek. Mod.	(ST MOD)	m438v464C54g3039
WordWorth Text	(IFF WOWO)	v464F524Dm8v574F574F
XPk file	(XPKE)	* v58504B46
Zip Archive	(PK)	* v504B0304
Other IFF	(IFF)	v464F524D

1.11 xfd support

Starting with version 4.19 of xpkmaster.library, it is possible to decrunch files, which are not in XPKE file format (not crunched with XPK).

XPk uses the shared xfdmaster.library to decrunch these files. This library can be found in Aminet (util/pack/xfd???.lha). You need at least version V38 of this library.

To enable that feature you need a program, which allows this by default or you use preferences system to turn it on. By default the XFD support is turned off.

Not all xfdmaster file types are supported. XPk can decrunch only types, which support calculation of uncrunched file size before uncrunching.

Version 38.2 of XFD allows to decrunch ProPack (RNC), StoneCracker, CrunchMania, Imploder and PowerPacker data.

1.12 XPk - A STANDARD FOR DATA COMPRESSION

MOTIVATION

- * Many programs that should offer data compression (e.g. HD backup utilities) do not.
- * Many programs that offer data compression use old, slow, inefficient or

inappropriate algorithm.

- * All programs that offer data compression offer just one algorithm, you are stuck with that one.
- * Many good packers are not used by any application program and have no good user interface.
- * The installation of most packers requires AmigaShell knowledge (f.e. putting LhA in the path so that other programs can find it)
- * The decompression of all files packed with existing packers requires knowledge about the packer used for compression.
- * Many compression programs can not deal with files that are larger than available memory.
- * The existing compression programs are either slow or have a low compression factor.
- * There is no way to support upcoming hardware compression cards in already existing applications yet.
- * For none of the current compression programs exists a real decompressing file handler that uses no dirty tricks to decompress files on the fly.

The solution to all these problems is XPK.

OVERVIEW

The XPK standard is to data compression what xpr is to file transmission.

It consists of three layers:

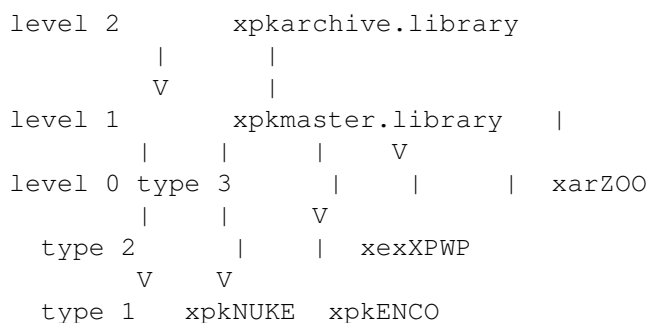
Level 2: The application/XPK interface for archives

Level 1: The application/XPK interface for files

Level 0: The XPK/packer interface

In addition, there is an optional standard XPK file format.

All parts of the XPK standard are implemented in shared libraries. There is one master library for archive level access, one master library for file level access, and one library for each compression algorithm.



LEVEL 0 LIBRARIES

All level 0 libraries offer the same functions. They are very small. Typical calls are: "Tell me what you can", "Compress this chunk of memory to another chunk of memory", and "Decompress this chunk of memory to another chunk of memory". These libs are very limited, their functionality is expanded by xpkmaster.library. No one would want to talk to a sub library directly.

THE LEVEL 1 LIBRARY

Offers functions like "Compress this file to that chunk of memory using that algorithm". All combinations permitted: Mem to mem, file to file, mem

to file, decompression and compression. Asynchronous packing possible. Very convenient tag based caller interface. Determines automatically out which sub library to use for decompression. Returns detailed error messages.

THE LEVEL 2 LIBRARY

Offers archiving functions like "add this file to that archive" or "show me the contents of that archive".

OVERRIDING

It is planned, that libraries of a lower level can offer higher level functions. They should be able to override the automatic functionality expansion by the higher level library. `xpkmaster.library`, for example, enforces the use of the XPK standard file format. It should be possible to override this by a sub library. Therefore an new library interface will be created, the `xex` libraries.

XPK also supports to decrunch alien data cruncher formats by use of the `xfdmaster.library`. But not all of `xfdmaster`'s file types are supported. XPK can decrunch only types, which support calculation of uncrunched file size before uncrunching.

THE XPK FILE FORMAT

Offers checksums, chunks (important when `Seek()`s on a compressed file become necessary) and automatic handling by the `xpkmaster.library`. This means that any new packer that can only pack mem to mem has its own file format immediately. And most important: The name of the packer library is contained in the file. Therefore, copying a new sub library to LIBS: is all you have to do to install a new packer (easily done in installation scripts); `xpkmaster.library` recognizes the new file type immediately. No changes to `xpkmaster.library` or the application programs necessary. In case the XPK file format is not used, the introduction of a new packer requires a change the `xpkmaster.library`.

TYPICAL APPLICATIONS

A few examples for applications that could use XPK:

- * A GadTools based archiver interface that can deal with all archivers
 - * A CLI based file compressor/decompressor [`xPack`, `xPK`, `xUp`]
 - * A hard disk backup utility that stores compressed data [`Diavolo` and others]
 - * A tool to write compressed images of devices to files [`PackDev`]
 - * A 'more' program with automatic decompression [`Most`, `MuchMore`]
 - * A DTP program that stores its fonts in compressed format
 - * A network protocol with built in data compression for slow connections
 - * A hypertext utility that allows all data to be compressed
 - * A file handler that overlays an existing filesystem and uncompresses any file while loading [`XFH`, `PackDisk`, `Diskexpander (EPU)`]
- ...plus many more we do not even need to think about yet.

CONCLUSION

XPK would increase the usefulness and flexibility of both application and compression programs while improving their user friendliness at the same time. The best way to establish this standard would have been to distribute

it on the workbench disk that came with every Amiga.

1.13 gnu-license

GNU GENERAL PUBLIC LICENSE
Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.
675 Mass Ave, Cambridge, MA 02139, USA

Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original author's reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free

program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE
TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under

these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licenses extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipient's exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that

system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
Copyright (C) 19yy <name of author>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) 19yy name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type 'show w'. This is free software, and you are welcome to redistribute it under certain conditions; type 'show c' for details.

The hypothetical commands 'show w' and 'show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than 'show w' and 'show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program 'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

This General Public License does not permit incorporating your program into

proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.

1.14 Documentation of the included sub libraries

CBR0	Yet another CmpByteRun0 algorithm compressor
DLTA	A trivial delta preprocessor
DUKE	A NUKE variant tuned for sampled sound
FAST	A fast LZRW based compression algorithm
FEAL	A Fast Encryprion ALgorithm
HFMN	A fast packing & unpacking dynamic huffman
HUFF	A dynamic huffman cruncher/decruncher
IDEA	ABPs IDEA implementation for XPK
IMPL	A LZ77 variant supporting various compression modes
MASH	Another LZRW based compression algorithm
NONE	A dummy packer doing no compression
NUKE	A LZ77 variant with fast decompression
RAKE	A cruncher of the LZ77 family
SHRI	LZARI variant
SMPL	A dynamic huffman with delta precoding
SQSH	A LZ based cruncher with special algorithms for 8 bit sample data

Use xBench for comparission between packers.

Legal issues:

These libraries may be freely distributed, as long as they are kept in their original, complete, and unmodified form. It may not be distributed by itself or in a commercial package of any kind without a written permission.

These libraries are distributed in the hope that they will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

Most of them you can redistribute and/or modify under the terms of the GNU General Public License.

1.15 cbr0

Copyright 1992 Bilbo the first of Hyphenosis

xpkCBR0.library is a standard XPK sublibrary implementing the very simple cmp byte run 0 compression algorithm. The same algorithm is used on compressed IFF-ILBM files. It is well known that this algorithm is only efficient on data containing repeating equal bytes. This means that ASCII files or (not compressed) picture files will be compressed well, but executable files, sound data files, encrypted files (or other white noise data) will be compressed only approx. 3%.

xpkCBR0.library is of course:

- written 100% in 68000 assembler using DevPac V3.02,
- reentrant,
- pc-relative (except for resident structure used by system for injection),
- some bytes shorter than U.D.Müller's RLEN,
- 2.9 times faster on compression, 3.6 times faster on decompression compared to RLEN both used on file AmigaVision
- written by Bilbo the first of Hypenosis (this fact should convince you)

Version History

1.0 First public release.

No known bugs.

1.16 dlta

FEATURES

- good when crunching modules/sounds in combination with a cruncher
- written in fast optimized assembly (joh mei)

DOCUMENTATION

The DELTA enciphering routines of xpkDLTA were developed to help XPK-crunchers crunching SOUNDS and MODULES.

In this version xpkDLTA supports BYTE-Delta encoding. This is the most efficient encoding algorithm in combination with samples. WORD-Delta and LONG-Delta may follow if the first 16-BIT (32-BIT!?) samples pass my way or if you ask me kindly.

Example:

8SVX-Sample, Music mixed with talking

Uncrunched: 1016484 byte 8SVX-Sample

Imploded: 789824 byte (77.7% left) IMPL.100ed 8SVX

Deltaed+Imploded: 628076 byte (61.7% left) DELTA+IMPL.100ed 8SVX

HOW IT WORKS

xpkDLTA takes a byte and looks what the difference is between this byte and its successor. It stores these differences. That is all!

Example:

```
|DATA |DELTA
|-----+-----
|6  |+6 (6-0) ;Start-Value => predecessor=NULL
|7  |+1 (7-6)
|3  |-4 (3-7)
|4  |+1 (4-3)
|10 |+6 (10-4)
```

FUNCTIONS: xpkDLTA supports all standard XPK sublibrary functions.

CONTACT

If you want an update, enclose enough DM (Deutsche Mark) for disk, stamps, envelope etc.

Never forget to mention
 -what of my programs you are using
 -which version
 -where you got it from

Fanpost, donations, suggestions, ideas, flames & comments are welcome.

Get the authors address (Stephan Fuhrmann).

1.17 duke

DUKE is a hacked version of NUKE combining the effects of DLTA and NUKE. Its compression performance and ratio probably is not good enough, we still need a good lossless sound and/or module packer.

1.18 fast

xpkFAST is an XPK compression sublibrary whose main purpose is to be fast. The most interesting part of FAST is its speedy compressor, which makes it predestined for applications which compress about as often as they decompress. Good examples are: backup systems which make use of XPK to support compressed backups or compressing filesystems.

FAST consists of three parts, two compressors and a common decompressor. You can choose between the two compressors by using FAST.0 up to FAST.79 for the ``speedy`` compressor and FAST.80 up to FAST.100 for the ``crawling`` compressor, which is still faster than NUKE. The default mode is FAST.50 which selects the ``speedy`` compressor.

Algorithm

FAST is a member of the LZ77 family of datacompressors. Other popular members of the LZ77 family are: xpkNUKE, PowerPacker, Imploder (xpkIMPL) and some parts of lha, gzip, zip, zoo, freeze, arj, uc2, ha, ain, ...

The common thing about all LZ77 compressors is that they store the data as sequences of <copy>- and <quote>-items. FAST uses one 'control-bit' to distinguish between a <copy>- and a <quote>-item. A <quote>-item simply consists of one byte which has to be placed into the outputstream uninterpreted. Each <copy>-item consists of 12 bit <distance>- and 4 bit <length>-information. <distance> encodes where to copy _from_. The 4095 useful possibilities are 1..4095(*) bytes back in the outputstream. <length> encodes _how_many_ bytes to copy. Possible <length>s range from 3 to 18, which are encoded as 18-<length>.

The input: aaaaadadada compresses to: Q(a) C(1,4) Q(d) C(2,5). Where Q(char) is a <quote>-item and means write a single character 'char' to the output and the <copy>-item C(dist,len) means copy 'len' bytes, which can be

found 'dist' bytes back in the output, to the output.

FAST uses two datastreams. That is, the compressed data consists of two parts, the wordstream and the bytestream. The first compressor which used this technique was xpkNUKE. The bytestream starts at the beginning of the compressed data and the wordstream is stored in reverse order beginning at the end of the compressed data. Thus the compressed data does look like this: literalsSSDDRRROOWW where small characters denote literal bytes and two capital characters are a word from the wordstream.

If you want to discover more of the internal workings of xpkFAST just: ``Use the force! Read the source!`` The best place to start your tour through the source is the decompressor in decompress.s since the decompressor is much simpler than the compressor.

(*) I could have been using distances of 1..4096, but doing so would have added one instruction to the short and thus fast decompressor.

History:

In April 1991, Ross Williams published his LZRW1 algorithm by presenting it at the data compression conference.

The LZRW1-A algorithm is a direct descendant of the LZRW1 algorithm, improving it a little in both speed and compression.

FAST started as a ``port`` of Ross Williams' LZRW1-A C-Implementation and his 68000-version of the decompressor to the Amiga as XPK sublibrary. While porting I made some small changes improving the decompression speed. I removed the feature of handling the case of noncompressable input, because the xpkmaster.library takes care of that. After that, I found some cute changes which dramatically improved the speed of the decompressor. These were in detail:

- * split the compressed data into a word- and a bytestream, removing many double byte accesses with a shift in between.
- * changed the copy loop from a move-dbra loop to 18 moves in a row.
- * changed the used range from 1..4096 to 0..4095 eliminating one instruction in the decompression loop.
- * removed all bra.s from the inner decompression loop.
- * totally rewrote the compressor in 68000 assembler.
 - + changed the hashfunction to NOT use mul or div.
 - + produces the ``new`` format needed by the new decompressor.
 - + removed nearly all of the loop control tests by having a fast and a safe loop.
 - + small code fits into the instructioncache of a 68030.

Urban Dominik Müller helped me to improve the speed of the compressor even further, contributing several ideas and some code. For details refer to the source.

V1.00: release date: 29-Aug-1993

V1.01: unreleased. [testversion with four different compressors.]

V1.02: release date: 12-Sep-1993

- * quadrupled the HASHSIZE for FAST.80 .. FAST.100 which allowed the removal of 2 now unneeded COMPARE_BYTES to speed up compress_slow.

V1.03: release date: 17-Oct-1993
 * major code juggling in compress2.s to squeeze some cycles.
 * removed the need for a ctrlCtr in compress2.s in favour of doing
 addx.w ctrl,ctrl bcs.s ctrlFull and ctrl initialized to #1
 instead of rol.w #1,ctrl dbra ctrlCnt,notFull and ctrl initialized
 to #\$0000FFFF

V1.04: release date: 06-Feb-1994
 * fixed a buglette reported by Detlef Riekenberg <eule@netgate.fido.de>

V1.05: release date: 01-May-1994
 * removed MEMF_CLEAR from call to AllocMem() of the hashtable which
 is initialised anyway. reported by Simone Avogadro
 * cosmetic changes to compress2.s

V1.06: release date: 28-Jul-1994
 * tuned the copying of the wordstream in compress.s and compress2.s
 * rewrote bitreading in the decompressor

"Thank you"s must go to:

Jörg Bublath <bublath@forwiss.uni-passau.de>
 for never getting tired of assembling and testing new versions.
 Urban Dominik Müller
 for providing ideas and code to improve FAST, XPK itself
 and doing various xBenchmarks on his A4000 and A3000.
 Ralph Schmidt <laire@uni-paderborn.de>
 for providing BAsm and BDebug [In my opinion the best
 development environment for assembler programs on the Amiga.]
 and doing some batch-xBenchmarks on his A4000.
 Michael van Elst <mlelstv@specklec.mpifr-bonn.mpg.de>
 for being so couraged to run one of the first alpha versions
 of the crawling mode on his A3000 during a large filetransfer
 --- and crash.
 Markus Illenseer <markus@TechFak.Uni-Bielefeld.DE>
 for enabling me the remote-use [and once -guru] of his A2000+68030
 and temporarily ripping all the 16Bit FAST RAM out for the sake
 of accurate xBenchmarks.
 Tobias Walter <walter@jazz.hall.sub.org>
 for letting me use his A1000 to test 11 totally different and
 incompatible versions of FAST in one evening.
 Matthias Meixner
 for doing some xBenchmarks when Jörg was 'unavailable'.
 Markus Armbruster <armbru@pond.sub.org>
 for assisting me in the two weeks search for the
 nonexistent timing-indeterministency-bug.

Contact Addresses:

Ross Williams (ross@spam.ua.oz.au)

Christian von Roques
 Urban Dominik Müller

1.19 feal

FEAL is an XPK encryption sublibrary which implements the FEAL-N data encryption algorithm in CBC1 mode. FEAL-N has been developed at the NTT Communications and Information Processing Labs. in 1988.

FEAL-N is a blockchifre, which encryptes a datablock of 64Bit to a 64Bit codeblock using a 64Bit external key. FEAL mainly consists of a loop which is taken N times. The loopbody encodes half of the data using a 16Bit internal key and swaps the encoded half with the other one. The 64Bit external key is expanded to $N * 16\text{Bit}$ internal keys.

FEAL was designed to be a replacement of DES. DES can be easy made fast using special purpose hardware, but is a pain to be implemented in software using conventional hardware. Since FEAL only uses 8Bit add, rol and eor operations, it is designed to be implemented in software.

Btw.: FEAL is one of the few algorithms which is easier to implement using the 80x86 processorarchitecture than the 680x0 because of the 80x86s splitable registers.

Safety

Rounds Safety (? ; -)

4 unsafe, broken (Murphy 1990)

8 unbreakable for ``normal`` people

16 good Cryptoanalysts can decypher this with less
 (default) then testing all possible keys. But it can be valued
 as ``safe`` anyway.

32 There is no known better method of breaking this
 than testing all 2^{64} possible keys.

64 Only paranoids will use this.
 (But real paranoiac do not use FEAL)

History of FEAL

1985 first proposal to ISO (FEAL-1, FEAL-1', FEAL-2)

1987 FEAL-4 presented on Eurocrypt.

1987 attack on FEAL-4 by B. den Boer. (Crypto 1987)

=> doubled the number of rounds: FEAL-8

1988 FEAL-N proposed (N even ≥ 4)

1988 FEAL-NX proposed (N even ≥ 4)

different method to calculate partial keys

=> 128Bit key instead of 64Bit

published attacks

o B. den Boer (1987: FEAL-4; 100-10000 choosen plaintexts)

o Murphy (1990: FEAL-4; 4 choosen plaintext)

o Gilbert Chasse (1990: FEAL-8; statistically)

o Bilham, Shamir (1990: FEAL-4. FEAL-8, FEAL-N, FEAL-NX)

 differencial Cryptoanalysis:

 => for up to 31 rounds better than testing all keys.

o Gilbert (1991: FEAL-4, FEAL-6; 20000 known plaintexts)

published versions of FEAL

name	rounds	key	internal key
FEAL-1	4	64	$4 \times 16 + 2 \times 32$
FEAL-2	6	128	$6 \times 16 + 2 \times 32$
FEAL-1'			
FEAL-1.00	4	64	$4 \times 16 + 2 \times 64$
FEAL-4			
FEAL-2.00			
FEAL-8	8	64	$8 \times 16 + 2 \times 64$
FEAL-N	N	64	$N \times 16 + 2 \times 64$
FEAL-NX	N	128	$N \times 16 + 2 \times 64$

Version History of xpkFEAL

1.0 First public release.

1.02 Fixed a stupid typo, which did not prevent the user from encrypting with an uneven number of rounds.

1.03 Previous versions filled the last block with junk, now the last encrypted byte is length&7.
Minor speedups in the assembler part.

Future Plans

Support the other 3 standard modes. (ECB, CFB and OFB)
Improve the speed.

Contact Address

Christian von Roques

```
+-----+
| Questions regarding FEAL-N can be referred to:      |
|   Mr. Shoji Miyaguchi                               |
|   Communications and Information Processing Labs., NTT |
|   1-2356, Take, Yokosuka-shi, 238-03, JAPAN         |
+-----+
```

1.20 hfmn

This XPK sub library basically uses the same algorithm (dynamic huffman or classic huffman) as found in the xpkHUFF.library. For more detailed information about the huffman algorithm, take a look into HUFF.doc from M.Zimmermann -- and skip the part that huffman compression & decompression is pretty slow! In difference to HUFF, HFMN is FAST on compression and decompression and produces a slightly better output. Although the basic algorithm is the same, it is entirely different implemented, therefore HFMN will not depack HUFF and HUFF not HFMN!

HFMN needs for private buffers (no xpkmaster.library buffers)

- 7.5 Kbyte packing memory
- 5 KByte unpacking memory

How does it work?

- First, I use heapsort to create the huffman tree, which is most responsible for packing speed. (heapsort is the second-best sort algorithm and is based upon binary trees)
- Second, (for decompression) I generate an (almost) optimal unpack code from the huffman tree.
- Third, I save the huffman tree recursively. That is why I need max. 320 byte to save a complete huffman tree.

020+ Version

I have experimented with 020+ code and rewrote the most used routines. My huffman-code-translation-routine :) is reduced from 50 to 16 instructions, and achieves a noticable speedup. (hmm, I like bitfield instructions.:-)

```
.next move.b (a0)+,d2 ;incoming characters ( $00-$ff )
move.l (a2,d2.w*4),d3 ;huffman code
move.b 3(a3,d2.w*4),d4 ;huffman codesize
bfins d3,(a1){d5:d4} ;store huffman code
add.l d4,d5 ;bitoffset + last codesize
dbra d7,.next
```

For decompression, the 020+ code produces no improvements. But there were still some small optimizations possible, so decompression speed is improved too.

Version History

- V 1.16 - first public version.
- V 1.18 - 2 ways of decompression.
- V 1.19 - bugfix: uncompressable data returns now XPKERR_EXPANSION instead of XPKERR_SMALLOUTBUF.
- V 1.20 - V 1.27 - some experimental versions with 020+ code.
- V 1.28 - extra library with 020+ code for compression.
- improved 000+ decompression code.
- V 1.29 - V 1.33 - some experimental version for the 1.34 bugfix.

- V 1.34 - fixed a bug that i had added somewhere before 1.16.
it should have caused problems only under bad circumstances,
when the byte statistic was fibonacci like.
(in fact, the decompression routine could not handle
huffman codes longer than 16 bits, ups...)
Thanks to Nicolas Pomarede for his superdetailed bugreport.
(He analysed the code and told me exactly when and where it
goes wrong :-))
- V 1.35 - fixed a bug in the 020+ compression routine.
(16 Bit overflow for number of bytes written to xsp_OutBuf
was not handled correctly)
Thanks to David Balazic for reporting this one.
- V 1.36 - 1.35 bugfix was not 100% ok.

Contact Address

Martin Hauner

1.21 huff

The idea of a huffman crunch is as follows: often used bytes (ie 8 bit codes) get a shorter code than 8 bits, fi 5 bits. So everytime one of these bytes occurs in the source file I save (in this example) 3 bits in the dest file. To find out the optimum codes for each byte there is a simple method: A tree is to be constructed so that the path from the root to each leaf reflects the optimum (ie huffman) code. Unfortunately most computers (the Amiga, too) are byte-oriented, which means a rather complex handling of codes that are not a multiple of 8 bits. This results in pretty slow compression & decompression. So this means that the xpkHUFF.library probably will not be used for normal circumstances, but, as Dominik stated, it may serve well as an example library.

There are three different huffman crunch algorithms known:

- static compression/decompression
- dynamic compression/decompression
- adaptive compression/decompression

What are the differences?

The static huffman uses a fix table to represent each byte of the source. This, of course, makes sense only, if the structure of the data to be crunched is known. In this case (for instance crunching an english text) a fix table of codes is embedded in the code. Crunching other data than what the table was generated for will probably result in worse compression or even expansion.

This is what a dynamic huffman is avoiding: it first creates a statistics table reflecting the frequency every byte occurs with and generates a special tree/table for this case, so the dynamic huffman does a good compression for this special data.

But there is something that can be improved, anyway: imagine, there is a data block which contains many 'a's in its first part and many 'z's in the last part.... The dynamic huffman would represent the 'a's and 'z's with short codes, of course. But it probably would be even better if the crunch/decrunch tree would reflect the *current* data being processed instead of the whole block, thus in resulting shorter codes for 'a' and 'z', depending of the position in the data block. This is what an adaptive huffman deals with: it creates the tree while crunching, without doing any statistics or tree creation before crunching. It permanently updates its internal huffman tree. Therefore it does not have to include the information about the decrunch tree in the crunched data.

Final words about huffmans:

A stand-alone huffman will never achieve crunch results as fine as those reached with most other crunchers, for these will not only regard the number of occurrences for each byte (as huffman does), but sequels of byte, too. This means: If you create all permutations of a datablock, the huffman crunched will always have the same length. Others will not, as they are depending on the order of the crunched data, too.

Description

The library 'xpkHUFF.library' implements a dynamic huffman crunch algorithm, even though the adaptive might result in slightly better crunch results. However, this is more complex to implement and I am using a maximum buffer size of 64K, so this is a little bit like an adaptive huffman for large files.

If I should have lots of spare time I will probably implement an adaptive huffman crunch algorithm. This new library will be called xpkHUFF, too, and new xpkHUFF libraries will always handle output generated by earlier versions.

The xpkHUFF.library supports a totally unsafe (but a little bit better than simple xor :-) encryption. Please note that crunch/decrunch speeds decrease when encryption is used.

Implementation

If you should see an error message saying output buffer too small while crunching *and* encrypting, this means you tried to crunch and encrypt a file that would crunched and encrypted be larger than the original file. This should occur only with very small files (for I have a minimum file size due to tables) or with files that have been crunched already and therefore would expand during crunch.

A technical note: this could also happen, if the last chunk of a file to be crunched/encrypted would be dimensioned too small by xpkmaster.library.

However, in this case you cannot encrypt the file. I know this could be annoying and will think about a solution for this problem, but remember: this encryption would not be safe, better if you used FEAL or IDEA for secure encryption.

Last words ...

I tried hard to debug this library with range checking while writing bytes on crunching, and so on, but as in every code larger than, say 10 lines :-), there will be bugs. I do not know any bugs in this version, but if you should meet one, please let me know via email. As usually, reproducible bugs are preferred. Please add your configuration, programs running (best if you try without startup-sequence!), and, most important of all, add the file you tried to crunch! Thank you.

Version History

```
; V 0.1 - 12-Jul-1992 : first version
; V x.yy - 18-Jul-1992 : first OK version
; V x.yy - 19-Jul-1992 : sped up decrunching
; V x.yy - 21-Jul-1992 : bug fixed in word/long decrunching: min pack
;      chunk size now 3/5
; V x.yy - 21-Jul-1992 : replaced many subq/bxx with dbf (ie sped up
;      crunching a little bit), bug fixed: there was
;      a dbf counter wrong (one of my favorite 0/1
;      problem bugs)
; V 0.50 - 29-Jul-1992 : added 68030+ cache optimized decrunch code
; V 0.51 - 01-Aug-1992 : byte decrunch improved, first code added,
;      indicator byte for crunchmethod used added,
;      68030+ chache optimized code does not make
;      sense any more, since byte decrunch fits to
;      cache completely, now
; V 0.52 - 01-Aug-1992 : unsafe encryption supported
; V 0.53 - 03-Aug-1992 : slight improvements made to crunch code
;      (+ 6K/s)
; V 0.54 - 03-Aug-1992 : inconsistence in expansion handling fixed
; V 0.55 - 03-Aug-1992 : bug fixed: expansion handling now considers
;      table creation, too
; V 0.56 - 03-Aug-1992 : bug fixed: HUFF now can crunch files
;      consisting of always the same byte (shame
;      on me, termination criterium was wrong)
; V 0.57 - 03-Aug-1992 : Tree creation code partially rewritten
; V 0.58 - 05-Aug-1992 : bug fixed: wrong termination criterium for
;      expansion check (my favorite 0/1 problem)
; V 0.59 - 06-Aug-1992 : now decrypting in a special buffer, not using
;      InBuf (this is read only, I was told) any more
; V 0.60 - 07-Aug-1992 : added extra memory required during
;      packing/unpacking
; V 0.61 - 08-Aug-1992 : expansion check changed, renamed from
;      xpkDHUF.library to xpkHUFF.library thus
;      corresponding to the possibility of handling
;      adaptive huffman codes later without having
;      an inconsistence in the name
; V 0.62 - 10-Aug-1992 : Flag XPKIF_MODES removed (I do not have modes
;      yet (but I have a mapping code :-=))
```

Contact Address: Marc Zimmermann

1.22 idea

Patent

IDEA is registered as the international patent WO 91/18459
"Device for Converting a Digital Block and the Use thereof".
For commercial use of IDEA, one should contact

ASCOM TECH AG
Freiburgstrasse 370
CH-3018 Bern, Switzerland

Description

IDEA is an XPK packer sublibrary which implements a highly optimized form of the IDEA encryption algorithm.

IDEA (International Data Encryption Algorithm) is a block cipher developed by Xuejia Lai and Prof. Dr. J. L. Massey at the Swiss Federal Institute of Technology. See patent for information on any commercial use of this algorithm. Especially, this library is not only claimed by the copyright of the author and the copyright of the author of the used IDEA kernel routine, but by the copyright of the IDEA originators and their patent, too.

This implementation of the algorithm was done by André Beck, Dept. of Computer Science, Technical University of Dresden, Germany.

xpkIDEA.library gives a chunk based access to the most common encryption methods, using the IDEA cipher as the encryption function. The IDEA cipher is known to be somewhat slow. It performs 34 multiplications modulo $2^{16}+1$ for every 64 bit data packet, so it must have limited performance on a plain 68000 processor. This library uses the heavily hand optimized, permuted, macroitized and partially unrolled 68000 assembler implementation of IDEA by Colin Plumb. Therefore, the kernel IDEA routine and its macros are copyright by Colin Plumb.

In difference to the most wide spread compressors distributed with XPK, one should know something about IDEA before using it. First, IDEA is completely no compressor, it only encrypts or decrypts data. A password must be specified with first calls to "pack" or "unpack" a chunk. Furthermore, the password given on encryption MUST restore the original chunk contents, otherwise the password will be treated as incorrect. This is a tribute to the XPK architecture and its safety, but has the disadvantage of preventing you from doing things like a triple crypt, what means to first encrypt a chunk with password 1, then decrypting it with password 2 and last encrypting it with password 3, all three passwords different.

Encryption Methods

IDEA is a cipher used for encryption in this library, what means it is a function taking one data block and an encryption key as input and producing one data block as output. The purpose of this function is to generate a very random result from normally highly redundant input, in other

words to make White Noise of bits from a regular, low entropic bit stream. The IDEA data blocks are sized 64 bits, where the key has 128 bits in its unexpanded form (DES has a key of 56 bits). One now may use this function in different ways. The simplest encryption is to take the input chunk block by block, driving it through the IDEA function, and building the output chunk from the result. This mode is called Electronic Code Book (ECB). But an Code Book based encryption is not the state of the art, because it is somewhat easy to crack (even ECB using IDEA is not easy to crack, only a bit easier than the following modes). One can imagine, that including the chunks contents (which is to be crypted) itself into the encryption will be much safer. Consider a simple ECB to encrypt text, generated by the function

```
out_character = (in_character + 1) MODULO num_of_characters.
```

This is nothing other than incrementing every character, f.i. making A to B, F to G and Z back to A. So the word FOOBAR will be crypted to GPPCBS, and nobody will see what it is on the first visit. But there are also people called Cryptologists, and cracking such codes is their job. Simple methods of cracking are especially based on the probability of characters in different languages. They know e is a very often found letter in indo european languages, and if they find one character very often in the crypted text, this one may be an e. If it is sure that it is an e, one can insert it in the complete crypted text where the cracked character was.

The method to prevent such simple cracks is based on chaining the produced output back into the crypt function with some delay. Consider

```
out_character = ((in_character + last_out_char)+1) MODULO num_characters
```

with an initial last out character of 'C'.

FOOBAR gets JAQTVL using this code and nobody can see that an double O was in the input. So it is more complicated to crack messages crypted with this code, because one MUST start at the beginning of the text. It is also possible to increase the number of „states of remember“ we are using, for instance by not using the last_out_char but the seventh_last_out_char and using 7 different initial values for them.

The method used above is very similar to a common encryption method called Cipher Block Chaining (CBC) with one state of remember (CBC 1).

The difference to ECB in schematic view:

ECB electronic code book mode

```
y[i] = IDEA(z, x[i])
x[i] = IIDEA(z, y[i])
```

CBC cipher block chaining mode

```
y[i] = IDEA(z, x[i] ^ y[i-N])
x[i] = IIDEA(z, y[i]) ^ y[i-N]
```

with

```
x[i] is the input block number i
y[i] is the output block number i
z    is the encryption key
```


get this decrypted again. The code is developed in a way that no speed loss will occur even using much states. At the other hand, a open connection with this sublibrary for packing or unpacking forces the allocation of around 600 bytes of memory. If you are low on memory, the library may return a matching error condition.

The Password

You may ask now, how to give different initializers to the encryption modes which use them ? Therefore, the password parsing routine within this library is more complicated than normal ones. An IDEA password consists of the key value and a optional set of initializers, both specified either as a plain ascii string to be hashed or as the explicit hexadecimal value.

The syntax is as follows:

```
<password> ::= <keyspec>[<initializer>]*.
<keyspec>  ::= <valuespec>.
<initializer> ::= ":"<valuespec>.
<valuespec> ::= [<charstring>|<hexstring>].
<charstring> ::= ["!".."~"]*.
<hexstring>  ::= ["#"["0".."9"|"a".."f"|"A".."F"]]*.
```

so possible passwords are f.i.:

```
password
password:heut:ist:montag
#738494ad53ae2clb736218acl2abaacc:nix:hexa:oder:doch:#4455663311223311
:      <-- this results in the all-zero-key.
passwd:::ini4    <-- initializers 1..3 are zero
```

Its useless to specify any initializers with ECB

Its useless to specify more then N initializers for mode [CBC|CFB|OFB] N

The maximum number of initializers is 25

charstrings may have any number of characters

hexvalues for keyspec have to fit in an OCTAWORD. (16 Byte)

hexvalues for initializers must fit in a QUADWORD. (8 Byte)

unspecified values (key/initializers) are zero.

If you do not initialize a value, it will be zero. Any syntactic or semantic error in the password specification will raise the error XPKERR_WRONGPW. The '#' character is used to introduce hex values because many shells would misinterpret \$ even if it appears in doublequotes. The hash routine currently used in this password parser is not very strong. String passwords should be at least 12 characters long to give a nice key.

Technical Info

This lib is completely written in assembler using a68k and the 1.3 includes. It was developed within around 10 hours of work distributed over more than 14 days (better to say nights).

The author could only test it on an 1 Meg chip no fast 7.14MHz 68000 A500 under Kickstart 1.3. The source is now around 30000 bytes and may contain some bogus. If you find any bugs report them to me via the email address

given below.

Make sure the output buffer is at least the size of the input buffer plus XPK_MARGIN, even if this is on decompression more then the original chunk size. This library relies on this behavior, which is correctly done by xpkmaster.

As already stated in the section Disclaimer, the author gives no warranties for the proper function of this software. Additional, he cannot give any guarantee that IDEA itself is a useful encryption standard. It SEEMS to be very strong, but it is still under analyzation by some organizations like the NSA and similars. If you are interested in the theoretics of this algorithm, ask me for some hints.

Contact Address:

See section Patent for information on how to reach the authors of the IDEA cipher.

If you want to get in contact with the author of the fast idea routine used within this library, contact Mr. Colin Plumb at: colin@eecg.toronto.edu

1.23 impl

This XPK sub-library uses basically the same algorithm as found in the Imploder, but without the specifics needed for compressing self-contained executables.

A quote from the Imploder 4.0 technical manual says it all :-)

IMPL does LZ77 like compression with a, per mode, static Huffman like coding step on the various parts of the skip, offset and length tuples. Due to the efficient encoding, a tuple can require less than 12 bits, and thus strings of 2 bytes length and up are encodable with a decent gain (given small Huffman patterns corresponding to likely circumstances).

The default compression mode is 100 which means that the actual compression mode used depends on the chunksize. The default chunksize is 64K. In general, this mode produces the best compression ratio, although the mode range 76..98 (1.00*max) will sometimes produce better results.

The current version of xpkIMPL.library will, by default, react to a BREAK signal (CTRL-C) while compressing. Compressing a chunk (especially on unaccelerated Amiga's) can take quite a bit time, so allowing the user to break-off compression is useful. For now, it is not possible to turn this feature off!

Version History:

0.01 Well known Imploder compression algorithm now included in a XPK sublibrary.

0.19 Improved robustness.

1.00 Much needed documentation added.

Contact Address: Peter Struijk

1.24 mash

xpkMASH is an XPK compression sublibrary whose main purpose is to decrunch fast and have an excellent crunch factor. The sublib is using LZ77 compression and a special method to write matches... MASH now normally uses 256KB for its tables, but reduces the size of the hashtable if memory is scarce. (it could crunch even with 64KB+4KB) Compressing with a small hashtable naturally is very very slow. Default chunk size is 64KB. The compressor uses lazy match evaluation which slowed it down quite a bit.

This sublibrary has several modes:

Mode	Strings to be searched	
-----	-----	
0-09	1	;high speed - but low CF
10-19	2	
20-29	4	
30-39	8	;good for most executables
40-49	16	
50-59	32	
60-69	64	
70-79	128	;this should be used for text files
80-89	256	
90-99	512	
100	1024	;the best, the slowest

The second column is showing, how many matches should be compared - the more searched strings - the better results you will get. formula is simple $2^{(MODE/10)}$.

MODE 70 is now runing as fast as NUKE on my A1200

and if you want to use some higher modes - you will get result better for only a few bytes, but slowdown will be very noticeable.

(But for crunching I am always using the best mode anyway :-))

!!! The source for this version is not released !!!

if you want to see it anyway, drop me an e-mail and I will send you it.

I still want to do some improvements. Probably even change format of stored data to reach better decrunch speed and possibly use some more MC68020 instructions in this case. You do not have to worry, this library will also decrunch old format. Send me an e-mail what you would like to see in newer version of this library. But this newer format will always need 256KB of memory so it could be a problem for some people. If you think this library is worth some money, you could send them It will speed up development :-)

"Thank you"s must go to:

Urban Dominik Müller

for XPK standart. (Try to respond to my e-mails sometimes :-))

Christian von Roques

for correcting some parts of this document file,
and also for releasing his source, so I could use some parts
of it in my library (XPK interface).

Karsten Dageförde

for making benchmarks and other cooperation

more people should be in this list - authors of Zip, Lha, Arj, ...
but I would have to make some deep research for them.

History

- 0.5 Many errors, the biggest problem was bad writing of bits string.
- 0.7 Most errors have been debuged
- 0.8 Last byte has not been saved
- 0.9 On the first look, normaly working version of the sublibrary with fixed hash table - size 64KB
- 1.0 The big improvement in memory allocating;
memory is allocated before each chunk compression and deallocated after this chunk is compressed (usefull if you have installed statram.device)
- 1.01 Hash size was increased from 64KB to 128KB (16 bits)
- 1.05 Hash is allocated dynamicaly - when is large memory free - large hash is used. Starting with 128KB, 64KB, 32KB, ,512 bytes
- 1.15 Seems to work perfectly for me

First public release:

- 1.16 I suppose last bug has been removed - value of register D4 was not saved on return. Also most long word instruction have been rewritten to word oriented instructions (useful for MC68000)
- 1.26 Several speed up improvements - decompression goes about 50 kB faster

Unreleased

- 1.30 New crunch mode - uses 256KB of memory for its buffers
- 1.40 Removed checking of two bytes in match
it is not needed when two-byte hash is used
- 1.53 Removed zero length write when chunk is uncrunchable
Diavolo is a little bit odd and uses this value for DIVS even when its not valid -> caused GURU
- 1.61 Removed bsr call from scanning routine.

Released

- 1.77 Prepared for release - there are still many things to improve, but it already has a very good speed. So I am releasing this version.
- 1.98 Well many new checks have been added to prevent a to deep scan when better match cannot be found. Even a little bit better alghorithm was used for lazy_eval -> better CF.

Contact Address: Zdenek Kabelac

1.25 none

NONE is only a dummy packer, which was an programming example in the first distribution. It only copies the data to the resulting file.
(With 52 or more bytes header)

It may be useful with xpkarchive.library, because it gives the option of

no crunching like in LhA.

1.26 nuke

NUKE is an XPK packer sublibrary which implements a highly optimized form of the popular LZ77 compression algorithm. This is essentially the same algorithm used in PowerPacker, Imploder and (among other algorithms) in the LZH/LHA packers.

Most applications of packers mean packing once and unpacking many times. One example is a PD program that gets distributed around the world, or a compressed program on the hard disk the needs to be decompressed when loaded. NUKE tries to be fast at decompression, thus restricts itself from applying fancy algorithms (Huffman, Ari-coding). In order to achieve reasonable compression factors anyway, it scans a very long range (more than 24K) for identical byte sequences and if it finds any, it outputs offset and length instead of the bytes themselves.

Of course scanning such a long range for duplicates is quite a CPU intensive process. I have tried to make it as fast as possible, and with around 35K/sec (A3000) I would say I have come close to the best that can be done with this approach. There is a drawback, though. The compression must use large hashing tables to reach this speed. I have made sure that NUKE is still usable on a plain 512K Amiga, but you will not be able to run many things besides NUKE while you are packing. There is, by the way, no increase in mem needs with increasing file size.

Version History:

- 1.0 First public release.
- 1.2 Does compress slower, but a bit better.
Decompression is faster than V1.0.
- 1.3 Fixed excessively long 2 byte matches [there were files, on which NUKE was not bijective!]
- 1.4 added new startup header
- 1.5 recompiled to fix error with DiskExpander
- 1.6 better library start header
- 1.7 fixed low-mem error

Contact Addresses: Urban Dominik Müller, Christian von Roques

1.27 rake

RAKE is an XPK packer sublibrary which implements a highly optimized form of the popular LZ77 compression algorithm. It uses static huffman coding for the 'len' and a three-step coding for the 'offset' information. The major feature of this packer is the highly optimized algorithm for tracking down redundant data.

RAKE supports four modes at compression (see below).

- Scanner & Coder together fit in 68020 instruction cache
- Hashbuffer-size will be reduced downto 0.5Kb, if memory is short

History

Sep-9-94 V1.0 First public release (68000,68020)
 [...]

Jul-1-95 V1.6 - Scanning algorithm improved.

Sep-6-95 V1.7 - 68020 version now checks if there is an appropriate
 processor (68020 or better)

Contact Addresses: Karsten Dageförde

1.28 shri

SHRI is an XPK packer sublibrary which implements a compressor, highly optimized for compression rate. It uses offset/len encoding with adaptive arithmetic aftercoding for best compression results. Its compression rate is better than that of most other packers, e.g. lha, zoo or powerpacker.

It supports 7 modes, which differ in the size of the dictionary:

Modes	Dictionarysize
-----	-----
0- 14	1k
15- 28	2k
29- 42	4k
43- 56	8k
57- 70	16k
71- 84	32k
85-100	64k

A larger dictionarysize gives a higher compression rate and faster decompression, but slows down compression.

This library is not meant to be used for online-compression as it is used in e.g. XFH. It is meant to be used for achieving highest compression-rates. These can be useful, when transferring files via modem, for a backup to a slow medium (floppy disks) when you have a fast computer or for creating archives with the xpkarchive.library.

The decompressionspeed of this version is about 82% higher than that of version 1.0. The compression is about 5% faster.

History

V0.2 First public Release
 V0.3 XpksPackChunk returned XPKERR_CORRUPT instead of XPKERR_EXPANSION
 - Bug fixed in V0.3
 V0.4 SHRI could not decompress files, which where partly compressable
 - Bug fixed in V0.4
 V1.0 New Version with improved compression- and decompressionspeed
 V2.1 Improved decompressionspeed, all relevant parts of the decompressor
 are now written in assembler.
 V2.2 Removed important bug in the decompression-part, that produced errors
 with chunksizes above 32767 bytes

Contact Address: Matthias Meixner

1.29 smpl

SMPL is a XPK sublibrary implementing dynamic huffman coding over variations of datastream. If that sound too complicated, I suggest you read docs for DLTA and HUFF, in that order. In fact, DLTA was made to be used as preprocessor for other XPK packers.

Then why did I code SMPL? Think this: how many music programs you know that support XPK? Yes, I know I can always use XFH so I can pack all my data, but if I have first fed data thru DLTA and then another compressor, then XFH only decompresses the latter. So I still need XPK supporting program to pack my samples efficiently.

SMPL overcomes this by including DLTA coding into same library. I chose to use huffman coding for actual packing as it seemed to give best average compression. I snatched the huffman code from xpkHUFF.library and tweaked it a bit for faster (de)compression.

Some samples were packed better with simple HUFF without delta precoding. If I find a way to determine output size from frequency table (ie. without building huffman tree) I will add non-delta packing to SMPL.

I tested DLTA+SMPL mainly to see if there would be any use for recursive delta, but less than 100K of all data packed marginally better when fed thru double delta.

Three percent difference between SMPL and DLTA+HUFF comes from two things:

- 1) xpkmaster.library adds some bytes to DLTA coded files
- 2) I store huffman tree in more compact way

Version History: 1.00 First public release.

Contact Address: Jorma Oksanen

1.30 sqsh

SQSH is an XPK packer sublibrary which implements an optimized LZ based algorithm combined with a 8 bit delta compression algorithm.

This packer was especially made for packing 8 bit Samples and ProTracker style modules. It is NOT a lossy compression library, so NO quality-loss will occur when packing Samples with this library.

SQSH is pretty fast at decompression (300K/s on A3000) so is very well suited to compress Modules and Samples since these will typically be packed once and unpacked many times. It is slow at compression (25K/s on A3000) mainly because every part of the file has to be checked twice to see what the better compression method would be.

In order to achieve reasonable compression of other types of files (Executables, Textfiles) this packer will scan a long range (about 20K) for identical byte sequences and if it finds any, it outputs offset and length instead of the bytes themselves. Scanning such a long range for duplicates is a CPU-intensive process. I have tried to make it as fast as possible (about 25K/s on A3000) but NUKE proves it can be done faster :-)

In the archive also is included a 68000 version of this library. Sorry all you 68000 users for the long delay, but I only received one message asking me for a 68000 version. It was Edmund Vermeulen who eventually

Contact Address: John Hendrikx

1.31 c-utils

```
xBench    benchmark tool for XPK sub libraries
xDir      directory lister
xLoadSeg  LoadSeg function patch
xPack     XPK packer and unpacker for OS2.0
xPK       XPK packer and unpacker for OS1.3
xQuery    XPK sub library information
xScan     scanner command for XFH
xType     XPK type command
xUp       XPK unpacker
```

XpkMasterPrefs Preferences control

Program histories are in source code.

1.32 xbench

SYNOPSIS

```
xBench FILENAME/A,PASSWORD/K,METHOD/M,TEST/S,ALL/S,SAVE/K
```

FILENAME Is needed always. This is the name of the test file(s).

You can specify names containing normal dos patterns.

PASSWORD When given, xBench tries all crunching methods with and without password (when possible).

METHOD Here you may specify crunchers (multiple when needed). The format is <packername>[.<mode>] When no METHOD keyword is used, all packer libraries are scanned.

Examples: NUKE, MASH.20, RAKE.100, MASH NUKE SHRI.100

TEST When you give this option, the decrunched buffer is checked against the source file, errors are reported.

ALL This option scans all modes, when no special one is passed.

>>>> Use this with care, as there are 101 modes! <<<<

SAVE Here you may specify a directory, where all packed data is saved to. When nothing is specified, the data will not be saved. When a buffer error is reported, the saved data of following modes may be false, as some crazy sub libraries destroy source buffer.

When no METHOD keyword is passed, all possible types are used.

NOTE: When no password is given, all libraries needing passwords are skipped. When password is given all libraries are called with and without password. The real output depends on the fact, if the library allows, needs or does not support password.

When no mode information is passed for METHOD keyword (f.e. NUKE) or with no METHOD keyword, all modes are scanned. For every type only the highest mode number is used. In case you specify ALL keyword, all modes from 0 to 100 are used.

DESCRIPTION

With xBench you can create benchmarks for XPK sub libraries. The benchmarks created will be relative to the system (hardware and possibly software) it is run on and to the file used as data. To generate standard XPK benchmarks shown in information data of the sub libraries you will have to run xBench on a A3000/25 with SCRAM, using the AmigaVision executable as data.

xBench uses timer.device for as accurate measurements as possible, but the given time results can differ from call to call.

NOTE: Benchmarks are different for different file-types, so you may produce benchmarks for text, exe-files, sounds, ...

NOTES

Best method to use is : xBench <filename> TEST PASSWORD TestPwd

If error messages "FileSize false ..." or "Decrunched buffer ..." occur, the library producing these errors should be deleted and the library author should be informed of the error.

When the program crashes, this is most time a problem of a sub library. You can find the bad library when looking into LIBS:compressors. The bad library is most time the one after the library that produced last output (when files are sorted alphabetically).

Reboot your system and retest the library with xBench's METHOD option. If it crashes again, delete it!

WARNING

For accurate measurements xBench have to Forbid() task rescheduling while packing and unpacking. This means that multitasking will be disabled while xBench is running. Note that doing a Forbid() for a long time is potentially dangerous.

THE OUTPUT

The output data shows as following:

<filename>

Type	Num	Version	P	CSize	CTime	CSpd	USize	UTime	USpd	Rate
BLZW:	100	3.2		19312	1.13	22162	25044	0.51	49105	22.9

Type: the library type

Num: the crunch mode which was used
Version: version and revision of the library
P: when password was used a "*" is shown here
CSize: file size after crunching
CTime: time used to compress the file (seconds)
CSpd: compression speed (bytes/sec)
USize: file size before crunching
UTime: time used to uncompress the file (seconds)
USpd: uncompression speed (bytes/sec)
Rate: crunch factor

COPYRIGHT

Freely distributable for noncommercial use.

AUTHOR

Dirk Stöcker

1.33 xdir

SYNOPSIS

xDir
xDir [filenames]
xDir [directories]

DESCRIPTION

xDir shows a listing of all files in the current directory (first form), or of a number of files or directories. Wild cards are not recognized. Files are sorted alphabetically.

xDir sums up the uncompressed and compressed total sizes of all files shown.

COPYRIGHT

Freely distributable for noncommercial use.

AUTHOR

Dirk Stöcker

1.34 xloadseg

OVERVIEW

xLoadSeg wedges into LoadSeg() and NewLoadSeg (if available) and allows to directly run programs that were compressed using the XPK standard. They are decompressed while being loaded. xLoadSeg uses less than 700 bytes when installed. Should not really bother you.

HOW TO USE

Just start 'xLoadSeg' from your startup-sequence. No need to 'run' it. If you want to remove it, use 'xLoadSeg -q'. The 700 bytes will be lost. Do not try to start from Workbench.

HISTORY

1.0 First release, based on PPLoadSeg by Nico François
1.1 Complete rewrite: Now able to remove patch
Symbol and Debug Hunks are now skipped, Overlaid Files
gracefully fail instead of crashing the machine.

COPYRIGHT

This program is Public Domain. You may freely use it, spread it,
enhance it or even delete it. No warranties either expressed or
implied, use it at your own risk!

AUTHOR

Christian Schneider

1.35 xpack

SYNOPSIS

xPack FILE/M/A,METHOD/K,MINSIZE/N/K,SUFFIX/K,PASSWORD/K,
ALL/S,FORCE/S,PROGRAM/S,XSCAN/S,LOSSY/S,QUIET/S

DESCRIPTION

xPack is a command line interface to the XPK compression library.
It was made to enable you to pack (or unpack) many files quickly
and comfortably, exspecially for use with the XFH-Handler.
xPack needs OS 2.04 or newer.

Main features:

- supports patterns
- can scan complete directory trees
- protection flags, filenote and date of the files are NOT changed
- packed files will not be repacked by default

For more details about XPK read the documentation supplied.

ARGUMENTS

FILE You can supply as many files, directories or patterns
 as you want.
METHOD the compression algorithm to be used
MINSIZE All files which are smaller than this value (in bytes)
 will not be crunched (default 512 bytes).
SUFFIX add/remove supplied suffix if packing/unpacking
PASSWORD optional Password for encryption (or decryption)
ALL scan through directory trees
FORCE Files will be packed even if they are already XPK
 packed and/or their size increases.
PROGRAM pack only executables (e.g. for xLoadSeg)
XSCAN create filenotes for fast directory access with XFH
 (like xScan)
LOSSY permit lossy packing
QUIET No progress report is printed while packing.

Examples:

xPack SYS:MetaFont METHOD NUKE ALL

or

```
xPack Docs/#?.doc METHOD IMPL.40 SUFFIX .xpk MINSIZE 1024
```

or

```
xPack Secret.txt METHOD ENCO PASSWORD Joshua
```

or (Decrunch)

```
xPack Archive/#?.xpk Archive/#?.pp QUIET
```

HISTORY

- 1.0 (XPKSmart) first internal Release
- 1.0 (xSmart)
 - program renamed on a request by Urban 'XPK' Müller
 - progress display fits better in the CLI window now
 - check for increase of size by packing with XPK implemented
- 1.0 program renamed again on a request by Urban 'XPK' Müller
 - "FORCE", "PASSWORD" and "SUFFIX" argument implemented
 - file handling changed, slower but more secure
 - removed Enforcer hit
- 1.1 no problems with WShell anymore
 - if xPack is started with OS 1.3 a message is printed
 - instead of displaying a recoverable Alert
- 1.2 added "PROGRAM" parameter
 - suffixes may be removed while unpacking
- 1.3 wasted my time with a special function for ILBM-files
 - added "QUIET" parameter
 - "FORCE" is on automatically if a password is supplied.
- 1.4 changed "FILE/M" to "FILE/M/A" in template
 - added "XSCAN" and "LOSSY" parameter
- 1.5 "LOSSY" always active in 1.4

COPYRIGHT

xPack is free to be spread on public-domain and shareware disks as long as they are sold for a reasonable charge that is less than \$6. This applies not to Fred Fish, he and ONLY he can take more money. For use in commercial products the permission of the author is required.

AUTHOR

Matthias Scheler

1.36 xpk

SYNOPSIS

```
xPK [-frsux] [-p password] [-m method] files
```

- m = packing method
 - f = force repack
 - s = do not remove original
 - r = recursively (un)pack
 - u = unpack (extract)
-

```
-p = encrypt/decrypt
-x = pack executables only
```

DESCRIPTION

xPK is a command line interface to the XPK compression library. It compresses a file using the method given by -m. After the process is complete, the original file is removed and replaced by its compressed version under the same name.

The xPK executable can be renamed to a packer name which will then be considered as given by -m.

OPTIONS

```
-m = method. After -m you can indicate the name of the packer to use, plus a mode number if the packer supports that.
-f = force. Will enforce packing of already XPK-packed files.
-s = suffix. Add a .XPK suffix to the compressed version and do not remove the original.
-r = recur. If any directories are encountered, they are packed recursively.
-u = unpack. Will unpack the indicated files. (same as -e).
-p = password. Will be used for encryption or decryption.
-x = executables. Will refuse to pack files that are not executable or are overlaid. For use with xLoadSeg.
```

EXAMPLES

```
xPK -rm NUKE dh1:modules
xPK -m IMPL.50 df0:OVERVIEW
xPK -xm NUKE dh4:
xPK -r -p topsecret -m FEAL.32 dh1:private_docs
```

COPYRIGHT

Freely distributable for noncommercial use.

AUTHOR

Urban Dominik Müller

1.37 xquery

SYNOPSIS

```
xQuery
xQuery [packer]
```

DESCRIPTION

xQuery shows important parameters about a packer, or if none indicated, all packers.

EXAMPLE

```
xQuery FEAL
```

```
Packer : FEAL
Name   : Fast Encryption Algorithm 1.0
Descr. : FEAL-N with CBC1. Password protects data with selectable safety.
DefMode: 16
Mode   : 0..4      5..8      9..16    17..32    33..100
```


Descr. :	fastest	fast	safe	safer	safest
PkSpeed:	238 K/s	171 K/s	109 K/s	63 K/s	34 K/s
UpSpeed:	244 K/s	174 K/s	109 K/s	63 K/s	34 K/s
Ratio :	0 %	0 %	0 %	0 %	0 %

The meaning of the fields:

Packer : The 4-letter name of the packer
Name : The full packer name
Descr. : The packer description
DefMode: The default mode
Mode : Below information is valid for this range of modes
Descr. : Mode description
PkSpeed: Packing speed for this mode range
UpSpeed: Unpacking speed for this mode range
Ratio : Compression factor (higher=better)

All timings were measured on an A3000. Divide by 5 to get timings for 68000.

COPYRIGHT

Freely distributable for noncommercial use.

AUTHOR

Urban Dominik Müller

1.38 xtype

SYNOPSIS

xType filenames

DESCRIPTION

Prints the given files to standard output, decompressing them if they are compressed.

EXAMPLE

xType intuition.doc.nuke

COPYRIGHT

Freely distributable for noncommercial use.

AUTHOR

Urban Dominik Müller

1.39 xup

SYNOPSIS

xUp [-s] [-S] [-p password] filenames

DESCRIPTION

xUp unpacks the given files, replacing the original by the uncompressed version. Wild cards are not supported, and file

attributes are not yet preserved.
When the decrunching fails, the source file is preserved.

OPTIONS

-s = suffix. Keeps compressed version (when suffix is added), stores uncompressed version under the same name minus .xpk suffix.
-S = Same as -s, but removes any .#? suffix and not only .xpk one.
-p = password. Uses given password for decompression

EXAMPLE

```
xUp -p secret mytext
```

COPYRIGHT

Freely distributable for noncommercial use.

AUTHOR

Dirk Stöcker

1.40 xscan

SYNOPSIS

```
xScan FILE/M/A,ALL/S,REMOVE/S
```

DESCRIPTION

xScan is a small CLI command which scans through XFH partition and modifies them. After those modifications XFH (V1.34 or newer) will be able to read directories MUCH faster. In fact you will no more notice a speed difference between XFH and the normal FileSystem.

VERY IMPORTANT:

xScan will NOT work if you use it directly on a XFH partition, it will just do nothing. Instead of that you must use it on the PHYSICAL directory of the XFH partition. E.g. if your XFH partition is called "XH0:" and the rootdir of is "DH0:Archive", DO NOT use "xScan XH0: ALL" but "xScan DH0:Archive ALL".

THEORY

How does "xScan" work ?

If XFH scans through a directory it opens EVERY file to check if it is packed or not. That's why it is so slow.
xScan scan once through the directories for files. If it finds one with an UNUSED filenote it adds a special one (filenote) to the file. This filenote contains an ID string, some check values and the length of the unpacked file(*).
If the new XFH scans through the directories it checks for such filenotes and after finding one with still valid check values it will take the unpacked length from the filenote without opening the file. That's why the new version is faster. Of course these special filenotes will be hidden.

(*) I do not want to explain the format exactly, because people should not use these informations.

ARGUMENTS

FILE: You can supply as many files, directories or patterns as you want.

ALL: scan through directory trees

REMOVE: remove filenotes instead of creating them

Examples:

xScan SYS:Archive/MetaFont ALL

or

xScan Docs/#?.doc REMOVE

HISTORY

- 1.0 initial release for XFH 1.34
- 1.1 adds special filenotes to unpacked files, too
- 1.2 does NOT follow softlinks any more

COPYRIGHT

xScan is free to be spread on public-domain and shareware disks as long as they are sold for a reasonable charge that is less than \$6. This applies not to Fred Fish, he and ONLY he can take more money. For use in commercial products the permission of the author is required.

AUTHOR

Matthias Scheler

1.41 contacts

Please remember, that some of these addresses may be false, so do not blame, if you do not get answer. If you get newer information, please contact me (the first one).

Autors of the main xpkmaster system (and some additional stuff).
Contact in the given order!

Dirk Stöcker
Christian von Roques
Urban Dominik Müller
Bryan Ford

Autors of Sublibraries:

André Beck IDEA
Karsten Dageförde RAKE
Stephan Fuhrmann DLTA
Martin Hauner HFMM
John Hendrikx SQSH
Zdenek Kabelac MASH
Jorma Oksanen SMPL, FRLE
Christian von Roques FAST, FEAL

Peter Struijk IMPL
Marc Zimmermann HUFF

Translators:

Dansk Jacob Laursen <laursen@myself.com>
Thomas L. Petersen <thomaslp@post1.tele.dk>
Deutsch Dirk Stöcker
Español Dámaso D. Estévez <amidde@arrakis.es>
Français Georges 'Melkor' Goncalves <melkor@lords.com>
Laurent Kempé <lkempe@nucleus.fr>
Hrvatski Mladen Ilisinovic <milisino@public.srce.hr>
Italiano Dario Manzoni <dmanzoni@spin.it>
Nederlands Frits Letteboer <frits.letteboer@hetnet.nl>
Leon Woestenberg <leon@stack.nl>
Norsk Kim Roar Utsi <kimme@arcticnet.no>
Polski Marcin Orlowski <carlos@amiga.com.pl>
Português Rúben Alvim <mindwalker@mail.telepac.pt>
Frederico Borges <famb@mail.telepac.pt>
Russian Oleg Sergeev <bigblack@neworder.spb.ru>
Srpski Ljubomir Jankovi <lurch@beotel.yu>
Andrija Antonijevic <TheAntony@bigfoot.com>
Suomi Pekka Kolehmainen <pekkak@icenet.fi>
Mika Lundell <c71829@uwasa.fi>
Svenska Jon Åslund <jooon@heml.passagen.se>
Mattias Gustafsson
Andreas Pålsson <did@algonet.se> [version 3.11]
Āeótina Vit Sindlar <sindlar@jackal.cis.vutbr.cz>

A lot thanks also to Marcin Orlowski of Amiga Translators' Organization
<<http://home.pages.de/~ATO/>>, who manages translation stuff.

Other related persons:

Matthias Meixner xpkarchive.library, SHRI
Kristian Nielsen XFH
Nicola Salmoria XFH commodity
Matthias Scheler XFH, xPack
Christian Schneider XPK concept, xLoadSeg
Jan Schwenke HotHelp files

And surely there are a lot of persons I forgot.

1.42 contact dirk stöcker

Name: Dirk Stöcker
Address: Geschwister-Scholl-Straße 10
01877 Bischofswerda
GERMANY
Telephone: GERMANY (+49) (0)3594 706666
E-Mail: stoecker@rcs.urz.tu-dresden.de
stoecker@amigaworld.com
WWW: <http://home.pages.de/~Gremlin/>
<http://www.amigaworld.com/support/xpkmaster/>

1.43 contact christian von roques

Name: Christian von Roques
Address: Forststrasse 71
76131 Karlsruhe
GERMANY
Telephone: GERMANY (+49) (0) 721 621253
or
Address: Kastanienweg 4
78713 Schramberg
GERMANY
Telephone: GERMANY (+49) (0) 7422 53822
E-Mail: roques@pond.sub.org
roques@ipd.info.uni-karlsruhe.de
roques@ira.uka.de

1.44 contact bryan ford

Name: Bryan Ford
Address: 8749 Alta Hills Circle
Sandy, UT 84093
USA
Telephone: (801) 585-4619
E-Mail: bryan.ford@m.cc.utah.edu
baf0863@cc.utah.edu
baf0863@utahcca.bitnet

1.45 contact urban dominik müller

Name: Urban Dominik Müller
Address: Schulhausstrasse 83
CH-6312 Steinhausen
SWITZERLAND
E-Mail: umueller@indiac.relog.ch
umueller@amiga.icu.net.ch
umueller@amiga.physik.unizh.ch
umueller@iiiic.ethz.ch

1.46 contact karsten dageförde

Name: Karsten Dageförde
E-Mail: dagefoer@rzcipa03.rz.tu-bs.de
dagefoer@ibr.cs.tu-bs.de
dagefoer@rob.cs.tu-bs.de
K.Dagefoerde@tu-bs.de

1.47 contact stephan fuhrmann

Name: Stephan Fuhrmann
Address: Ostmarkstraße 19
76227 Karlsruhe
GERMANY
E-Mail: Stephan.Fuhrmann@stud.uni-karlsruhe.de

1.48 contact martin hauner

Name: Martin Hauner
Address: Max-Born-Straße 5
38116 Braunschweig
GERMANY
E-Mail: drizzt@trashcan.escape.de

1.49 contact john hendrikx

Name: John Hendrikx
Address: Figarostraat 36
3208 PD Spijkenisse
NETHERLANDS
E-Mail: FIDO: 2:285/813.8
AMY: 39:153/201.8
NLA: 14:101/200.8

1.50 contact zdenek kabelac

Name: Zdenek Kabelac
Address: Policna 135
75701 Valasske Mezirici
Czech Republic
E-Mail: kabi@informatics.muni.cz
WWW: <http://www.muni.cz/~kabi/>

1.51 contact jorma oksanen

Name: Jorma Oksanen
Address: Hämeentie 6-8 A 4
13200 HÄMEENLINNA
FINLAND
E-Mail: tenu@sci.fi
Telephone: FINLAND (+358) (3) 6120 217

1.52 contact jan schwenke

Name: Jan Schwenke
Address: Dorfstraße 55
09465 Cranzahl
GERMANY
E-Mail: jsc@fh-zwickau.de

1.53 contact peter struijk

Name: Peter Struijk
Address: Veulenkamp 28
2623 XD DELFT
NETHERLANDS
E-Mail: winfjmf@dutiws.twi.tudelft.nl

1.54 contact marc zimmermann

Name: Marc Zimmermann
E-Mail: zimmerma@ibr.cs.tu-bs.de

1.55 contact matthias meixner

Name: Matthias Meixner
Address: Sandberg 13
36145 Schwarzbach
GERMANY
E-Mail: meixner@rbg.informatik.th-darmstadt.de

1.56 contact kristian nielsen

Name: Kristian Nielsen
Address: Groenjordskollegiet
room 6111
Groenjordsvej
DK-2300 Koebenhavn S
DENMARK
E-Mail: bombadil@diku.dk

1.57 contact nicola salmoria

Name: Nicola Salmoria
Address: Via Piemonte 11
53100 Siena
ITALY
E-Mail: MC6489@mclink.it

1.58 contact matthias scheler

Name: Matthias Scheler
Address: Schützenstraße 18
33178 Borchten
GERMANY
Telephone: GERMANY (+49) (0) 5251 399031
E-Mail: tron@lyssa.pb.owl.de
FidoNet: Matthias Scheler 2:243/6310.10

1.59 contact christian schneider

Name: Christian Schneider
Address: Im Schilf 15
CH-8044 Zurich
SWITZERLAND
E-Mail: BIX: hschneider
Internet: cschneid@amiga.physik.unizh.ch
