

01477c68-0

Dave Naylor

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WRITTEN BY	Dave Naylor	April 16, 2022	

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Chapter 1

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1.1 CodeControl Guide

ControlCode 1.0 - Dave Naylor 1996

Information - What is it and whats needed?

Use - How to make it work

Credits - The ones who did the real work

Author - Who Created it

Install - Install the Utility and Libraries

1.2 Information

Controlcode is an MUIRexx application. It is merely a GUI Front End for some of the popular Amiga En/Decoders.

It was created with MUIRexx 2.1b by Russell Leighton

It uses MCC_Icon Class Provided with MUIRexx 2.1b

The Coders currently supported are:-

1. UUXT 3.1/UUSplit(Included with UUXT) Copyright (c)1995 Asher Feldman
2. FSCoDe 37.20 Copyright by Flavio Stanchina
3. Base64Encode/Decode 1.2 by Edmund Vermeulen

These excellent utilities can be found on Aminet under:-

uuxt31.lha - Aminet/util/arc

FSCoDe.lha - Aminet/util/arc

Base64Coders.lha - Aminet/comm/mail

Alternatively they can be found at :-

Frost Free Amiga BBS - Fidonet 2:250/366.0

Amiganet 39:138/40.0

Or by sending an EMail to mailserver@frost3.demon.co.uk

with the words :-

%GET <Filename>

In the body of the text.

Codecontrol also requires :-

rexstricks.library (Version 38.6)

FileID.library (Version 7.0)

Both Libraries are included.

1.3 Use

Required Tools

The following must be in your path, like in C:, for things to properly work:-

UUxT

UUSplit

FSCode

Base64Encode

Base64Decode

lha

lzx

The following libraries need to be in Libs:

rexstricks.library

FileID.library

Of course MUIRexx 2.1b or later should be installed, not forgetting MUI 3.6. (It may work with versions 3.0+ but I'm not sure)

Operation

CodeControl must be started from it's Icon and it requires Muirexx to be assigned somewhere on your system.

CodeControl is very simple to use, and it should be! All you have to do is select files in a requester for both encoding and decoding and select a destination.

Encoding

No matter which encoder you choose all files can be archived with lha or lzx prior to encode.

UUxT

Files can be split into separate files depending on Line number of Byte size.

Base64

Files can be split using a specified memory buffer, bigger is faster but

clearly more memory intensive.

Base64Encode normally generates a MIME header for the base64 encoded data.

You can turn this option off.

FSCode

Encode to a multi-part file. Files will appear with a ascending number added to the end of the base file name. The file is split by line size.

Decoding

Simply selecting a file and pressing start will attempt to decode the file. The source file will be checked to ascertain which format it was encoded with.

Multi part files will be automatically decoded. Just select any of the multiple filenames.

If a file was archived prior to encoding, you will be prompted if you would like to extract the original file to the source destination.

When decoding Base64 files it sometimes happens that part of the text is seen as base64 code. Specifying MINLEN will overcome this problem.

1.4 Credits

Some Credits

MUI - MagicUserInterface © 1992-96, Stefan Stuntz

MUIRexx © Russ Leighton

UUxT 3.1 © 1995 Asher Feldman

FSCode by Flavio Stanchina

Base64En/Decode by Edmund Vermeulen

rexstricks.library 38.6 © 1994,95 Jürgen Kohrmeyer

FileID.library 7.0 © Oliver Lange

1.5 Author

The Author

CodeControl is written by Dave Naylor <knocker@frost3.demon.co.uk>

It was written entirely in GoldED 4.25 during October 1996.

I am the sysop of Frost Free Amiga BBS - Fidonet 2:250/366.0

Amiganet 39:138/40

Other utilities, all in Arexx, include FoXGate, YaMGate and RMNote. All are available on Aminet.

I have also written several utilities for E!, Zeus BBS Software and also Mail Manager by Pino Aliberti.

There is no restriction on the use of this utility, but please don't alter it and if you use it it would be nice to know, by EMail!

If it destroys your Amiga, I won't be held responsible :(

Dave Naylor

13 October 1996

1.6 Install

Installation

To install Codecontrol simply place it wherever you like on your Machine and copy the contents of the libs dir to Libs:

Obviously you'll have to install the Coders and Archivers yourself. Stick them in C:
