

**AutoID**

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## Chapter 1

# AutoID

### 1.1 XMASH V1.2 (C) 1994 HYDRA of LSD

>>> XMASH <<<

(C) 1994 Hydra of LSD

Welcome to XMASH, probably THE best archiver ever designed for your Amiga!

XMASH is FREE software so copy and spread as much as you like.

What Is XMASH ?

Installation

Requirements

Usage

Sysop's Notes

History

Future!

Notes

Greetz!

### 1.2 What Is XMASH ?

What Is XMASH ?

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Right then, so you're wondering what the bloody hell Xmas is by now aren't you ? Well I suppose I better tell you then!

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It's a small program that lets you read data from a floppy disk and save it in compressed files and then at a later time you can de-compress it back to another disks, simple really!

Many other program have attempted to do this but there's always been something wrong with them, DMS for example is alright, but the files it creates are large and sometimes it wont compress disks and doesnt tell you that it hasnt compressed it.

Another thing about DMS is it's error handling! If you get a CRC or data error it'll stop dead in it's tracks, XMASH on the other hand will contine searching the file until it finds more data that it recognises, this is usefull if you get an error right at the start of the disk and you know that a file you want is on it. with XMASH you may be able to get that file of the disk (using ABTools or QBTools) but DMS won't even write the data to the disk so it's STUCK in the file and there's bugger all you can do about it!

XMASH uses the XPK Compression libraries for MAXIUM compatability and compression. This leaves XMASH free to concentrate on the user interface and error handling instead of getting caught up in complicated compression algorithms, it leaves this the xpkxxxx libraries.

## 1.3 Requirements

### Requirements

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- \* An Amiga! :-)
- \* The XPK Compression libraries installed (See  
Installation  
)
- \* Half A Brain!

## 1.4 Installation

### Installation

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To install XMask just make sure you have xpkmaster.library in libs: and some compressor libraries in Libs:Compressors (preferably XPKNUKE,FAST,SHRI and HFMN) XMask defaults to using XPKSHRI.library as this provides the best compression ratio (but is a little slow!)

If use NUKE compressor you wont even notice XMask compressing as it's SOOOO fast (but files are larger than SHRI)

Next you need to copy XMASH somewhere in your path, I prefer SYS:Archivers but C: will do for most.

>>> XMASH NOW COMES WITH A NICE SCRIPT TO INSTALL SOME LIB FOR YOU <<<

## 1.5 Usage

### Usage

=====

oh shit, I wish i didn't have to type this bit in.....

Xmash has a wealth of options available, these are as follows

READ=R/K,WRITE=W/K,FROM=TO/K,LOW=L/N,HIGH=H/N,TEXT=BANNER/K  
 TEST=T/K,APPEND/S,ADDTTEXT/K,DESCRIBE=ADDDESC/K  
 DESCRIPTIONTEXT=DT/K,COMPRESSOR=MODE/K,TRACKINC/K/N,EXTRACT/K  
 QUIET/S,FIRST/S,DEVICE/K,TRACKS/K

Here's each parameter in more detail.

key to symbols (dont include \*ANY\* symbols on the command line!)

| alternatives specify only one. (EG fred|sid|barney)  
 [] optional parameter (see defaults.) [help|nohelp]  
 <> type of object (E.G. <Filename>)  
 <nn> number

Everything else is as it is written.

Note:

Even tho I showed you a 2.04 style usage template you cant use the '=' (equals) sign is the parameters (you must separate parameters by the ' ' space character)

Compressing A Disk To A File

How to write a compressed file back to a disk

How to add a text file/banner/advert to a .XMS file

How to add a file description to a .XMS file

How to extract a file description from a .XMS file

How to test a .XMS file

Notes

## 1.6 Compressing A Disk To A File

## Usage:

```
XMASH Read|r <Filename>[.xms] [From <dfx:>] [Low|L <nn>] [high|h <nn>]
      [text|banner <textfilename>] [descriptiontext|dt <descriptionfilename>]
      [compressor|Mode <compressor library>[.<nnn>]] [append] [trackinc <nn>]
      [Device devicename] [Quiet]
```

## Simple Example:

```
XMASH Read UL:NewFile.XMS From DF2: Low 0 High 39 Text BBS:BBSaddvert
      DT FileDescs:NewFile.DIZ Mode FAST.100 Trackinc 10
```

## Parameters:

<Filename>[.xms]

The name of the compressed file to save data in (you may add the .XMS if you want, but if you dont XMASH will add it to the end of the filename.

E.G. dh0:archived\_stuff/cooldemo.xms

[From <dfx:>]

Uses specified drive to read disk from. Defaults to DF0:  
(replace x with a unit number)

E.G. From DF1:

[Low|L <nn>]

Start Reading the disk from CYLINDER <nn>  
where <nn> is from 00 to 79

E.G. Low 20

[High|H <nn>]

Stop Reading the disk at CYLINDER <nn>  
where <nn> is from 00 to 79

E.G. High 50

[Text|Banner <textfilename>]

Add a text file to the compressed file that will be displayed when you unpack it.

(Note: the text file MUST be smaller than half your available memory, so you \*CAN\* do really long text files if you want to!)

(note2: currently I've not made a way of removing text files from an archive, but if you programmers out there want to make a program that does then see the FileFormat.doc file included with this program..)

E.G. Text bbs:bbsadd.ansi

[DescriptionText|DT <descriptionfilename>]

Add a file description to the file, this is mainly used in BBS systems. Example usage of a file description is when you

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upload a file to the BBS you wont have to sit there typing  
in a file description, you can write the description Off-Line!  
(see, XmasH has saved you money already!)  
E.G. DT FileDescriptors:Demo.desc

[Compressor|Mode <Compressor Library>[.<nnn>]]

This is the clever bit that lets you specify what xpk compressor library to use. The optional number specifies the compression level to use (.100 = best, .000 = worst)  
Only specify the 4 digits of the compressor library, so if you wanted to use xpkNUKE.library you would use Compressor NUKE or Mode NUKE.100  
(compressors that encrypt data are NOT supported (yet!))

[Append]

This lets you add more tracks to an already compressed file  
Typical usage could be to append a patch onto an existing file  
(note: if you want to you can use a different compressor library to the one that's used in the original file, so if you want you could compress a disk with each track being compressed with a different compressor.)  
(note2: you can add more textfiles like this!!)

[Trackinc <nn>]

This paramter has got to be the single most important parameter of this program. It tells XmasH how many tracks to read into memory before it compresses them, the more tracks the better they get compressed, but the it takes longer to compress and uses more memory ((5632 \* Trackinc) \* 2 + a margin)  
This defaults to 10 tracks. (5 cylinders)  
(note: this is Tracks not Cylinders. There are 160 tracks to a standard 880K Amiga disk, Cylinders \* 2 Surfaces!)  
E.G. Trackinc 20

[Tracks <tracklist>]

This option tells XMASH to pack a list of tracks specified by tracklist.

The format of the tracklist is thus: tracknumber[-tracknumber],...

E.G.

Tracks 5,32-35,70,72-79

The above example would cause XMASH to pack track 5, followed by tracks 32 to 35 then track 70 then tracks 72-79

This feature is great when you want to make fix's and trainer files!

(Thanks go to MuB/LSD for this cool idea!)

[Device devicename]

---



This lets you use any device that supports the standard trackdisk.device commands. This is useful when you use things like TEQDISK which lets you read and write to files on your hard disk as if they were standard floppy disks. Note: at present XMASH won't get the ACTUAL devicename (E.G. trackdisk.device) from the actual mounted device (E.G. DF0:) you must specify the mounted device's name using the FROM/TO parameter.

Also be aware that the device name IS case sensitive (as is any device/library name on the Amiga!)

E.G. Xmask Read Ram:TEST from TE0: device TEQDISK.device

(Again thanks to MuB/LSD for this idea!)

## 1.7 How to write a compressed file back to a disk

Usage:

```
XMASH Write|W <Filename>[.xms] [To <dfx:>] [Low|L <nn>] [high|h <nn>]
      [Device devicename] [Quiet]
```

Simple Example:

```
XMASH Write DL:NewFile.XMS To DF1:
```

Parameters:

```
[To <dfx:>]
```

```
Uncompresses the compressed file to specified drive
E.G. To DF2:
```

All other parameters as per Compressing a disk.

Notes:

Low and High will only write blocks of tracks (specified by trackinc when you compress the disk.) E.G. say you packed the disk with trackinc set to 20 (that's 10 cylinders per crunched block of data) and you wanted to just unpack Cylinder 2 then you would use the command XMASH write <file> Low 2 High 2

If you did this you would notice that Cylinders 0-9 get written to the disk, this is because they are all in the same block and this version of XMASH won't split up blocks of crunched data into single cylinders (although if people want it to then I may implement it)

## 1.8 How to add a text file/banner/advert to a .XMS file

Usage:

```
XMASH AddText <Filename>[.xms] Text|Banner <TextFilename>
```

Simple Example:

```
XMASH AddText UpLoad:NewDemo.XMS Text BBS:BBSAdvert
```

Parameters:

All other parameters as per compressing a disk

## 1.9 How to add a file description to a .XMS file

Usage:

```
XMASH AddDesc|Describe <Filename>[.xms]  
DT|DescriptionText <DescriptionFilename>
```

Simple Example:

```
XMASH Describe UpLoad:NewDemo.XMS DT FileDescs:NewDemo.DIZ
```

Parameters:

All parameters as per compressing a disk

## 1.10 How to extract a file description from a .XMS file

Usage:

```
XMASH Extract <Filename>[.xms]  
DT|DescriptionText <DescriptionFilename> [First]
```

Simple Example:

```
XMASH Extract UpLoad:NewDemo.XMS DT FileDescs:NewDemo.DIZ
```

Parameters:

```
Extract <filename>[.xms]
```

This parameter tells XMask to extract any file descriptions in the XMS file to the file <DescriptionFilename>

First

This parameter tells Xmask to Keep the first file description it finds and exit. Normally Xmask will search the whole .XMS file extracting all the descriptions it finds to the <DescriptionFilename> file overwriting it every time it comes across another description. It does this because you may append new file descriptions to the end of a .XMS file.

All parameters as per compressing a disk

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## 1.11 How to test a .XMS file

Usage:

```
XMASH test <Filename>[.xms]
```

Simple Example:

```
XMASH test BBS:Playpen/Newfile.DMS
```

Parameters:

None

## 1.12 Notes

XMASH searches for compressors when you run it so that if it has a problem crunching anything it'll keep trying a different compressor until it crunches the data correctly!

## 1.13 Sysop's Notes!

Sysop's Notes!

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If you are using /X then....

Add the following tooltypes to your bbs:doors/fileid/File\_ID.info

```
XMS_EX=c:XMSExtract %WFILE_ID.DIZ %P  
XMS_AD=c:XMSSDescribe %WFILE_ID.DIZ %P
```

this will allow extracting and adding of file\_id.diz files to xmas files...

Also copy the supplied file in the FCheck directory to your BBS:FCheck directory to allow checking of XMASH files..

## 1.14 History

History

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V1.0 (07/Feb/94)

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\* First Release

V1.1 (27/May/94)

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\* Corrected Minor bug in that it didn't recognise filenames with lowercase extensions is you type the whole filename in and not just the part before the extension...

So XMASH TEST testme.xmls wouldnt work, but XMASH TEST testme would :-)

weird huh ?

\* Also fixed a little bug that cropped up if you pressed ESC to cancel a read it would leave a little 3 byte file behind. Not any more!

\* Saw a nice little program called XMASHGUI, now included with XMASH

(hey, nice program m8, send me the source and i'll do a proper GUI Version.. :-)

V1.2 (13/Jul/94)

=====

\* Fixed 2 \*very\* minor bugs

\* Watch out for Version 2.0 Coming VERY soon.

## 1.15 The Future Of XMASH ?

Future

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Watch out for Version 2.0 coming VERY soon (within the next 2 weeks)

This will feature even better compression rates, multiple banner support (great for sysops :-) Built in GUI (no shite 2 programs like DMS 2.04) multiple preferences support, Faster!

And tonnes more COOOOOL new features to kill DMS stone dead!

## 1.16 Notes

Notes

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Ok, so you've compressed a disk with XMASH and then done the same file with DMS and to your surprise the .XMS file is bigger ? well, in fact the .XMS file will transmit over a MODEM in less time than the same .DMS file. Saving YOU money and trading time! WOW!

## 1.17 Greetings

Greets  
=====

Cool Greets go to the following d00ds!

Cruise!	Lazzer	Huk
Yankee Rose	Slave	Apprentice
Dr Zero	Fish	Mub
Pazza	Zandor	Black Beard
Toyax	Hood	Pilgrim
The Joker	Shredder	Flat Lined
Mad Max	Cortex	Chem
Iceberg	Zion	Gt One
Dr.Lektor	Sasha	Astropath
Hawker	Axen	Oedipus
Deadlight	Cynanide	Rattie
Visual		

Message to Blackhawk/Paradox, give up on DMS it's SHITE..

and all other d00ds that I've met on BBS's and at Dtl'93!

Not Forgetting all other Ex-Perspex, LSD, RDC and Maniacs Doods.  
that I've not mentioned here!

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