

Xpk

COLLABORATORS

	<i>TITLE :</i> Xpk		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Xpk

1.1 Xpk V1.00

Xpk V1.00 General Information:

- * Blitz Basic II library number : #178
- * Library size when linked to executable: 916 bytes
- * Number of commands : 14
- * Ressources automatically freed at end : No

NInitXpk() must be put before any other Xpk functions
or you will enjoy BIG crashes.

Commands summary:

NGetNextPacker
Function (String)

NGetPackerNumber
Function (Long)

NInitXpk
Command (Boolean)

NPackerDescription
Function (String)

NPackerInfo
Statement

NPackerLongName
Function (String)

NPackerName
Function (String)

NPackFile
Function (Long)

NPackMemToFile

```
Function (Long)

NScanPackersList
Statement

NUnPackFile
Fonction (Long)

NUnPackFileToMem
Fonction (Long)

NXpkBufferLength
Function (Long)

NXpkFileLength
Function (Long)
```

1.2 ninitxpk

SYNTAX

```
result.l = NInitXpk
```

COMMAND

Init all the Xpk environnement for later use. You must put this functions on top of your source code if you want to use the NXpk commands. This command try to open the xpkmaster.library V3.0+. If result is NULL, the library can't be opened so be sure to test the result and disable all your XPK calls if it fails (or quit the program).

1.3 nunpackfile

SYNTAX

```
res.l = NUnPackFile(&SourceFile$, &DestFile$, &Password)
```

COMMAND

Simply unpack an XPK Packed file to an other file. Is the file is password protected, you must specify it.

If res = 0, the unpack has failed.

1.4 npackfile

SYNTAX

```
res.l = NPackFile(&SourceFile$, &DestFile$, &PackerName, &Password)
```

COMMAND

Pack the given file to an other file using the specified packer and password.

If res = 0, the pack has failed.

1.5 nunpackfiletomem

SYNTAX

```
*MemLocation = NUnPackFileToMem(&SourceFile$, MemType, &Password)
```

COMMAND

Unpack the specified file to a memory zone which will be allocated automatically. The fonction return the memory adresse where the file is depacked. You must use the XpkBufferLen() fonction to know how big is the buffer. you must free the buffer manually after finish to use it with the following command:

```
FreeMem_ *MemLocation, XpkBufferLen
```

MemType allow you to specify which memory should be used for the buffer (CHIP or FAST mem)

If *MemLocation = 0, the unpack has failed.

1.6 npackmemtofile

SYNTAX

```
res.l = PackMemToFile(*MemAddr, MemLen, &DestFilename$, &Packer$, &Pass$)
```

COMMAND

Pack the memory starting from *MemAddr, of MemLen to DestFileName\$ with the Packer\$ and Pass\$.

If res = 0, the pack has failed.

1.7 nxpkbufferlength

SYNTAX

```
BufferLen.l = NXpkBufferLength
```

FUNCTION

Return the buffer length of the last NUnFileToMem decompressed file. This is used to allow you to free the buffer after use as the xpk package and Blitz doesn't free it.

Warning ! Buffer length is different (bigger) than unpacked file length because it create an header for handling the file. So be sure to use this buffer length for free the memory and not the NXpkFileLen() command.

1.8 nxpkfilelength

SYNTAX

```
BufferLen.l = NXpkFileLength
```

FUNCTION

Return the file length of the last NUnPackFileToMem() function, to know the exact unpacked size of the file.

Warning ! Unpacked file length is different than buffer length allocated by Xpk when Unpacking to memory !

1.9 npackerinfo

SYNTAX

```
NPackerInfo(Name$, Efficiency)
```

STATEMENT

Search the informations from a specified packer. Use the following commands to get special informations: NPackerName(), NPackerLongName(), NPackerDescription().

1.10 npackername

SYNTAX

```
Text$ = NPackerName
```

FUNCTION

Return the packer name got with the NPackerInfo() function.

1.11 npackerlongname

SYNTAX

```
Text$ = NPackerLongName
```

FUNCTION

Return the packer long name got with the NPackerInfo() function.

1.12 npackerdescription

SYNTAX

```
Text$ = NPackerDescription
```

FUNCTION

Return the packer description got with the NPackerInfo() function.

1.13 nscanpackerslist

SYNTAX

`NScanPackersList`

STATEMENT

Scan the full packers list. Use `NGetPackerNumber()` and `NGetNextPacker()` to access the datas collected with this scan.

1.14 ngetpackernumber

SYNTAX

`Number.l = NGetPackerNumber`

FUNCTION

Return the number of packers available on the system. This value must be got before by calling the `NScanPackersList()` fonction before.

1.15 ngetnextpacker

SYNTAX

`Text$ = NGetNextPacker`

FUNCTION

Return the next packer name found with a `NScanPackersList()` call.
