XPKGuide

Simon Dick

COLLABORATORS			
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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XPKGuide

1.1 XPKGuide.Guide

                                                                XPKGuide V1.7

XPKGuide is an AmigaGuide viewer which can view AmigaGuide files which have
been crunched using
                  various~crunchers
                   (you can also view uncrunched files
using it). You can either use it from the Shell or from Workbench.

There is also the added bonus that if you are using Workbench 3.x then
XPKGuide will also display any files which are supported by the
datatypes.library including text files, pictures and samples. Naturally,
they will be decrunched before being viewed. Under Workbench 2.x you will
only be able to view AmigaGuide files and text files.

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1.2 Note about this document file

Whenever a name of a shared library appears in this document, it ←
will be an
AmigaGuide button, these buttons will only work if you have Dan Elgaard's

SystemGuide
somewhere in AmigaGuides path and as long as it is actually
called "
SystemGuide
".

1.3 System Requirements

XPKGuide requires Kickstart 2.04 or higher.

I've made a decision not to support Kickstart 1.3 any more, as I don't want
to support an obsolete operating system, everyone who uses their Amigas for
anything except games should have upgraded by now, as most programmers have
dropped support for Kickstart 1.3, and the ones who do still support it,
generally add extra features under Kickstart 2.

XPKGuide also requires the following library:

    amigaguide.library   V34 or higher   (not supplied)

If you want to take advantage of XPKGuides localisation (when I finally
manage to write (or somebody else writes, hint hint) some more catalog
files), you need the following library:

    locale.library   V38+

If you want to be able to view files which have been crunched using
PowerPacker then you will need to have the following library installed:

    powerpacker.library   V35 or higher   (supplied)

If you want to be able to view files which have been crunched using XPK
then you will need to have the following library installed:

    xpkmaster.library   any version   (supplied)

If you want to be able to view files which have been crunched using the
lh.library then you will need to have the following library installed:

    lh.library   V1 or higher   (supplied)

If you want to be able to view files which have been crunched using the
CrunchMania cruncher then you will need to have the following library
installed:

        CrM.library   any version   (not supplied)

If you want to be able to decrunch files which have been crunched using a
cruncher which is supported by the xfdmaster.library then you need to have
the following library installed:

        xfdmaster.library   V33 or higher   (supplied)

Both CrunchMania and PowerPacker crunchers are supported by the
               XFD
               package, XPK is supported as of
               XFD
                v1.02 as an external decruncher, but
PCompress and lh.library aren't supported by it. As an extra note, for the
xfdmaster.library to support XPK files, it needs the following files:
LIBS:xfd/XPK; LIBS:xpkmaster.library; and LIBS:Compressors/xpk????.library.
This means that XPKGuide will automatically use the xpkmaster.library
directly and not the xfdmaster.library.

If you don't have any of the above libraries, you will only be able to view
files which have been crunched using the P-Compress cruncher or files which
haven't been crunched at all.

The following library is optional and only needed if you want to be able to
double click XPKGuide from Workbench and get a file requester:

        asl.library   V37 or higher   (on Workbench disk)

The amigaguide.library is needed to be able to display the decrunched
AmigaGuide files.

If you have Workbench 3.0 or higher then you already have the
amigaguide.library installed on your Workbench disk and don't actually need
to install any other libraries before being able to use XPKGuide. If you
haven't got Workbench 3.0 or higher then you will need to get the
amigaguide.library from somewhere else, the best place would probably be
from Fred Fish disk 920 which you can get from just about any PD library.

To be able to use XPKGuide to view crunched files, you must have T:
assigned somewhere, you don't need to worry about this is you haven't
altered you Startup-Sequence as everything is taken care of by that. You
may run into problems if T: is in RAM: (which it is normally) and you
haven't got that much memory, because the files are always decrunched into
T: and AmigaGuide files tend to be quite large. To get around this problem
you may need to assign T: to either a floppy disk or a hard disk.

By the way, if you're interested, the main reason that I don't just require
the xfdmaster.library and none of the other cruncher libraries is because
if you want to use XPKGuide as a viewer on a floppy disk system you could
just crunch all of your files using PowerPacker and just use the
powerpacker.library (about 6K) rather than the xfdmaster.library (about
35K). Another reason is that I didn't want to waste all of the work which
I'd done already ;-)

1.4   Installation

In order to install XPKGuide you just drag the XPKGuide icon to whichever
drawer you want to keep it in. In order for XPKGuide to work you must have
some libraries installed, see Installation for details of which libraries
you need. You can install the libraries which I have supplied by double
clicking on the InstallLibs icon which I have provided.

1.5   Supported Crunchers

              At the moment XPKGuide supports the following crunchers:

    P-Compress   You don't need any additional library
                          files to be able to view files crunched
                          using this method.
    CrunchMania   To view CrunchMania files, you need to
                          have the CrM.library installed.
    lh.library   (I mean that it supports files crunched
                          using LhEncode which was supplied with
                          the package on Fish Disk 436). Obviously
                          you need the lh.library installed to use
                          this.
    PowerPacker   To view files crunched using PowerPacker,
                          you need to have powerpacker.library V35
                          or higher installed.
    Any XPK sublibrary   To view files crunched using XPK, you
                          must have both xpkmaster.library and
                          the appropriate compressor library
                          installed.

In addition to directly supporting the above crunchers, XPKGuide can also
use
              XFD
               to decrunch a lot more types of crunched files.

I have also written another program called Cruncher which is designed to
complement XPKGuide, it is capable of crunching files using a number of
different crunchers including all of the above crunchers. I have also
written another program called AppDecrunch which can decrunch any files
which have been crunched by the above crunchers.

1.6   Usage From Shell

              XPKGuide FILE/M,SCREEN/S,PUBSCREEN/K,QUIET/S

If you don't enter any arguments then the asl.library file requester will
be opened if the asl.library is present to allow you to choose an
AmigaGuide file to view. Once you exit that, the requester will be brought
up again, this will continue until you select the Cancel gadget.

FILE/M

This argument is compulsory. You are allowed to specify as many files as
you want, they will be displayed in the order that you enter them.

SCREEN/S

If you specify this argument then XPKGuide will try to open a new screen to
display the AmigaGuide document on. If it can't open a new screen and the
PUBSCREEN argument has been given (see below) then XPKGuide will act as
though you didn't give the SCREEN argument. XPKGuide automatically tries to
open a screen with the same screen mode as your Workbench screen. This can
be changed by setting the
                    XPKGuide/ScreenMode~environment~variable
                    .

PUBSCREEN/K

Using this you can specify which public screen you want XPKGuide to open
the AmigaGuide document on, if this screen isn't open and if the SCREEN
option was specified then XPKGuide will act as though the PUBSCREEN option
wasn't entered.

QUIET/S

If you specify this option, XPKGuide won't display any information when it
is started.

1.7 Usage from Workbench

                    XPKGuide can be used in four ways from Workbench:

   XPKGuide can be specified as the default tool of a crunched AmigaGuide
file. This means that when you double click on the AmigaGuide file,
XPKGuide will be loaded and will display the AmigaGuide file.

   You can use extended selection to cause XPKGuide to view AmigaGuide
files. This means that you first click once on XPKGuide's icon and then
while holding down either shift key double clicking on an AmigaGuide file.
If you use extended selection to select more than one AmigaGuide file then
all of the files will be viewed, one at a time.

   If you just double click XPKGuide's icon then if the asl.library is
present then a file requester will be brought up for you to select a file
to view. If asl.library isn't present then an error message will be
displayed saying that no file was selected.

   You can tell XPKGuide to create an AppIcon when it's first loaded and
you are able to drop the AmigaGuide files onto it to view them. See below
for more details on this.

There are also a couple of tooltypes which are supported by XPKGuide. They
are:

        SCREEN
        PUBSCREEN=<pubscreen name>
        APPICON

Both the SCREEN and PUBSCREEN tooltypes do exactly the same as the

command~line~options
of the same name.

If the APPICON tooltype is specified then when you run XPKGuide without
specifying any files from Workbench then an AppIcon will be created and you
are able to drop any AmigaGuide files onto the AppIcon in order to view
them. If you drop more than one file onto the icon at the same time, all of
them will be viewed. Once you have created an AppIcon, if you double click
on it a requester will appear asking what you want to do, you can quit
XPKGuide, show some information about XPKGuide or cancel the requester.

1.8 Future

Possible future additions to XPKGuide
   Add more catalog files.
   Support any other decrunchers. If you know of any you would like me to
support, then please could you write to me, preferably with details of how
I can decrunch it.
   Possibly add a "Use Seperate Screen" menu function while viewing an
AmigaGuide file on a public screen as the Workbench 3.1 MultiView has. This
would mean that I would have to have two versions of XPKGuide, one for
Workbench 2.x and the other for Workbench 3.x. What do you think about
this?
   Anything you suggest (within reason naturally). I think that I have just
about reached the limit of what I can put into XPKGuide now (now all I've
got to do is to wait for someone to prove me wrong! <grin>).

1.9 XPKGuide Program History

XPKGuide v1.7 (11 January 1995) 16584 bytes
   I'm now using Heddley to organise this AmigaGuide document.
   Slightly changed the method of linking with
SystemGuide
, I now tell the
amigaguide.library to open a new window. The problem is that although this
works with v34 of the library, v39 doesn't support it, I don't know about
v40 though.
   I fixed a small bug with XPKGuides memory allocation while decrunching
files using the CrM.library, you probably wouldn't loose any memory, but
who knows.
   Also now I don't use the MEMF_PUBLIC flag so XPKGuide should now be able
to make use of virtual memory if necessary while decrunching rather than
only using physical memory. I haven't got a MMU though so I can't test it.
   XPKGuide and XPKGuidePrefs have now both been localised, if anybody
wants to send me any new catalog files, they will be credited in the next
release, I've included some partial .ct files and a blank .ct file. I will
probably just upload a seperate archive with all the catalog files in.
   Removed some error messages and replaced them with a more general one.
   Fixed small bug where memory wouldn't get freed it decrunching a

CrunchMania file and XPKGuide couldn't open the temporary file.
   If you don't supply any parameters to XPKGuide when running it from the
Shell, the Asl file requester is brought up continually until you cancel
it.

XPKGuide v1.6 (9 December 1994) 14384 bytes
   Slightly changed XPKGuide's method of opening the AmigaGuide file on a
public screen.
   Added a few more links in the documentation, so that if you click on a
libraries name and you have Dan Elgaard's
                 SystemGuide
                  installed on your
system then the relevant description will be loaded.
   Added support for the xfdmaster.library, so a lot more crunched files
can be viewed now!
   Added my Email address to this manual.

XPKGuide v1.5 (30 September 1994) 13400 bytes
   Now recognises CrunchMania files without needing the CrM.library
installed.
   XPKGuide now uses the LockE() command from the amigaguide.library, this
allows XPKGuide to search for files by using the
                 AmigaGuide/Path
                 environment variable. Although this worked for uncrunched files ←
                   before this
version (without me realising!), it's only in this version I made XPKGuide
able to decrunch them after finding them in that way.
   XPKGuide now only opens the decruncher libraries which it needs, as it
needs them, instead of loading them all at startup.
   XPKGuide can now view files which have been crunched using P-Compress.
   Due to supporting the P-Compress cruncher, XPKGuide can no longer be
made resident.

XPKGuide v1.4 (3 September 1994) 11188 bytes
   Added AppIcon support, including APPICON tooltype to tell XPKGuide to
create an AppIcon if no files were specified when run from Workbench.
   Can now view multiple documents using multiselect from Workbench.
   Can now view multiple documents from CLI.
   Fixed a few small bugs which caused a small amount of memory to be lost
each time you ran XPKGuide.
   Added support for files crunched using the lh.library.
   Added support for files crunched using CrunchMania (via the
CrM.library).

XPKGuide v1.3 (21 August 1994) 7876 bytes
   XPKGuide can now work as a stand-alone AmigaGuide viewer as both the
powerpacker.library and the xpkmaster.library are now optional. They are
still needed in order to view crunched files though.
   XPKGuide now only creates a temporary file if the original was crunched
rather than for every file.

XPKGuide v1.2 (13 August 1994) 7608 bytes
   Rewrote a few routines so they didn't use standard C routines, but
instead use my own versions. This saved 3172 bytes on XPKGuide and 3308
bytes on XPKGuidePrefs!
   I just discovered that, unknown to me, when you are using the Workbench
3.x version of amigaguide.library, XPKGuide is able to display any type of

file which is supported by the datatypes.library. They will be decompressed
and viewed! This has happened since version 1.0, I just didn't realise it.

XPKGuide v1.1 (10 August 1994) 10880 bytes
    Added more requesters to tell you what actually went wrong, rather than
just quitting and telling you nothing.
    Added a tooltype and command line option to allow XPKGuide to open the
AmigaGuide database on a separate screen. XPKGuide uses the Workbench's
current screen mode and size for the new screen.
    Also added another tooltype and command line option to allow XPKGuide to
open the AmigaGuide database on any public screen.
    XPKGuide now brings up the ASL file requester if you double click on its
icon.
    If you haven't got xpkmaster.library installed then XPKGuide tries to
use powerpacker.library instead.
    Optionally uses an environmental variable to specify what screen mode to
open XPKGuide's custom window as.
    Added a tool which brings up a screen mode requester and sets the

              XPKGuide/ScreenMode
               to the selected mode.

XPKGuide v1.0 (6 August 1994) 8232 bytes
    Initial release

1.10 Copyright Information

              XPKGuide is © 1995 Simon Dick

This software is subject to the "Standard Amiga FD-Software Copyright Note"
It is Mailware as defined in paragraph 4b. For more information please read
"AFD-COPYRIGHT" (Version 1 or higher).

If you are distributing XPKGuide in any way, you must distribute the whole
package unmodified and including all of the following files:

Credits

  - The
              XFD
               package is Copyright (c) Georg~Hörmann.
  - powerpacker.library is Copyright (c) Nico François.
  - lh.library is Copyright (c) Holger P. Krekel & Olaf 'Olsen' Barthel.
  - The P-Compress decruncher module is (c) Chas A. Wyndham.
  - Thanks to Dan Elgaard for his
              SystemGuide
              !
  - Thanks to the author of ResTrackLib, this helped immensely!
  - Thanks to authors of the AFD-Copyright text file!

1.11 About the Author

```
XPKGuide was written by:
    Simon Dick

My address is:
    31 Salisbury Road
    Bexley
    Kent DA5 3QE
    England

or from 2 October 1994 to the end of June 1995 during term time:
    Avon Way House 2.3/B
    Avon Way
    Colchester CO4 3TZ
    England

My Email address is currently:
    sidick@essex.ac.uk
```

XPKGuide was developed on an 4MB A1200, 20MHz 68882, 80MB hard drive
running Workbench 3.0. XPKGuide was compiled using DICE V3.0. The XPKGuide
documentation was written using the Heddley AmigaGuide authoring system.

If you have any suggestions, bug reports, questions, spare money, etc. then
feel free to write to me. I will do my best to reply as long as you supply
return postage (preferably IRC's).

1.12 Environmental Variables

XPKGuide supports a couple of environmental variables at the moment. The
first one is called "XPKGuide/ScreenMode". Whenever XPKGuide tries to open
a screen, it will first try to use the screen mode specified in the
variable. It must be specified as a number. I have included a small tool,
called XPKGuidePrefs, which brings up a screen mode requester and then
stores the selected screen mode in the variable. If you want to do this
manually then to get XPKGuide to open a hires screen you should set the
variable to 0x8000.

XPKGuide can also make use of a variable called "AmigaGuide/Path". This is
actually used by the amigaguide.library as well. For example if you had a
directory which you keep all of your AmigaGuide files in called
"Work:Guides" and another called "Data:Guides", then if you used the
following command:
    SetEnv AmigaGuide/Path "Work:Guides Data:Guides" and then ran XPKGuide
and told it to view, say, XPKGuide.guide (without a path name) then
XPKGuide would first look in the current directory, then in Work:Guides and
finally in Data:Guides before saying that it couldn't find the file. Using
this environmental variable also means that most programs which support
online help using AmigaGuide files will also look in the directories which
you set which means that you can keep all of the AmigaGuide files in a
single directory rather than scattered all over your disks.

1.13   About SystemGuide

A quote from SystemGuide:

      Introduction

 After buying my Amiga, I soon got REALLY tied of all those requesters
saying "Program need XXX.library", "Couldn't find XXX.library" etc, etc.
 So I started filling my LIBS: with all the Libraries I could get my hands
on, frequently updating to the latest versions. That way I didn't have to
worry whether a program needed this or that Library, they where allways
available.
 BUT, soon my LIBS: had reached the size of more than 3MB, containing
more than 100 Libraries! Arrrgh, what Libraries did what ? Which programs
need, which Libraries ? Which Library can I use to what ? What version
exists ? Etc, etc, etc...
 I tried to give each Library a little explaning comment using the Shell
FileNote command, BUT :-)
 Then one day, there was a cold wind comming from the west, a storm was
building up outside, etc etc, etc.   I love using etc's :-)
 I got my hands on a list of Libraries compiled by Gregory M. Stelmack.
Great, I used it, added to it, updated it, etc, etc, etc.
 Soon it got somewhat messy, but I could allway find out what a Library was
doing, where I got it, versions, etc, etc, etc.
 Then Commodore did something nice. They gave us *** AmigaGuide *** !!!
 I started to make my Library-list into AmigaGuide-format, and while doing
this, a thought came to me: Maybe there are other out there, who could use
my "LibraryGuide" ?
 So I released my "LibraryGuide" to the public via the Fred Fish Serie.
 It was a tremendous success :-)
 I got great respons from people, who gave lots of new Inputs (and lots of
error corrections :-))
 While adding to the orginal "LibraryList" by Gregory M. Stelmack, I also
started to keep track of my Device-files and Handler-files on two other
seperate lists, and shortly after I found out what great a success my
"LibraryGuide" had become, I released the two lists as "DeviceGuide" and
"HandlerGuide".
 With this triology of Guides I really began getting letters of useful
information for the Guides, thus giving me a hard time keeping pace with
the typing and releases of all 3 Guides.
 For a long time I played in my mind to make ONE BIG SUPER GUIDE, which
should hold all 3 Guides in one complete Guide.
 Then I started getting letters asking me to make a "FileSystemGuide", and
that made me take the big step.
 I merged the 3 orginal Guides into one and added a "FileSystem"-section to
it. Finally I changed the name to "SystemGuide" and shipped a beta- version
to the ones, that had supported the orginal Guides most, asking them for
ideas and opinions.
 Here you have it: The "SystemGuide" !!!

                                                      Dan Elgaard

1.14 About XFD

A quote from the xfdmaster.library documentation:

AUTHORS

Georg Hörmann – definition of XFD standard, library coding,
                 xfdLibInfo, xfdList, xfdDecrunch.

COPYRIGHT

All parts of this software package are freely distributable for
noncommercial use. If you redistribute XFD, you have to keep all files
together. All programs are copyright by their authors.

DISCLAIMER

The authors are not liable for any changes made to any part of the package,
or consequences thereof as they cannot be made responsible for damages or
loss of data directly or indirectly caused by their software.

INTRODUCTION

Almost every Amiga user has some crunched files on his (hard)disks, either
Powerpacked docs or crunched demos, utilities or whatever. But what to do
when you need the files to be uncrunched, and you don't call the cruncher
your own (or it doesn't support decrunching)? Enters XFD.

FEATURES

This software package allows you to decrunch nearly every packed file known
on the Amiga. It consists of the xfdmaster.library as the brain and a
couple of programs that offer certain functions to the user.

The xfdmaster.library is a standard Amiga shared, runtime library. It works
with Kickstart V33+ and offers applications the possibility to directly
support any crunched files.

Other than the predecessor decrunch.library, the xfdmaster.library has a
more flexible user interface, offers the possibility to decrunch already
loaded program segments and supports external decrunchers. The last
mentioned can be easily written by any programmer who has knowledge about
the inner workings of a new cruncher. That way almost everybody is able to
keep the library up-to-date. External decrunchers are stored in "LIBS:xfd/"
and xfdmaster.library loads them on startup.

    Georg Hörmann
    Am Lahnewiesgraben 19
    82467 Garmisch-Partenkirchen

1.15 About XPK

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