in

Simon Dick

COLLABORATORS			
	TITLE : in		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Simon Dick	August 3, 2022	

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

in

1.1 Cruncher Guide

                                    Cruncher V1.4
                       =============

Cruncher is a file cruncher which can crunch in a number of different
formats. Cruncher is designed to be used to crunch files which can then
be viewed using another one of my programs, XPKGuide.

              System Requirements

              Installation

              Supported Crunchers

              Usage

              ARexx commands

              History

              Future

              Copyright

              Author

1.2 System Requirements

Cruncher requires Kickstart 2.04 or higher.

You also need asl.library installed.
You need to have rexxsyslib.library installed if you want to be able
to use Crunchers ARexx interface.

Cruncher can also use the following libraries:

```
  CrM.library   V4 or higher  (not supplied)
  lh.library    V1 or higher  (supplied)
  powerpacker.library V35 or higher (supplied)
  xpkmaster.library V2 or higher   (supplied)
```

If you have CrM.library installed then you will be able to crunch files
using the CrunchMania compressor.

If you have powerpacker.library installed then you will be able to
crunch files using the PowerPacker compressor.

If you have the xpkmaster.library installed then you will be able to
crunch files using any of the available XPK compressors.

If you have lh.library you will be able crunch files using the
lh.library. The files which are created are exactly the same as are
produced by the tools LhEncode and LhDecode which are supplied with
the lh.library package.

And you will always (depending on memory ;-) be able to crunch files
using the P-Compress compression.

1.3 usage

Cruncher can be run either from the Shell or from Workbench.

Cruncher takes no parameters at the moment (perhaps in the future).

Once Cruncher has opened its window, you will see a list of available
crunchers on the bottom left of the screen. You must select the cruncher
which you want to use. After that, if the cruncher has an adjustable
efficiency then you are able to alter it. Each time you click on a
cruncher a brief description of it will be displayed.

Then you must select the file which you want to crunch, you can do this
either by clicking on the file requester gadget next to the string gadget,
by selecting "Select source file" in the Files menu or by typing it into
the string gadget.
The same also goes for the destination file, except that you are able to
just select a destination directory and the file will be saved to the
destination directory with the same file name as it currently has.
If you leave the destination gadget completely empty, then the old
(uncrunched) file will be overwritten with the new (crunched) file.

Then you have to click on the Crunch gadget which will cause Cruncher to
start crunching the file. The only exception to this is if you have
selected the CrunchMania cruncher, in this case a preferences window will
be brought up to allow you to select various options for crunching using
the CrunchMania cruncher. If you are crunching anything which is mainly
made up of 8 bit samples, then you will get better compression than you
would otherwise.
While the file is being crunched, you will see a progress report in the
titlebar of the window unless you are crunching using the LhLib cruncher.

1.4   Cruncher Program History

```
Cruncher v1.4 (30 September) 35576 bytes
========================================
 * Now remembers the position of the CrunchMania preference window each
   time it is opened.
 * Cruncher can now crunch P-Compress files.

Cruncher v1.3 (23 September 1994) 31432 bytes
=============================================
 * Now uses about half as much memory when crunching files using the
   CrunchMania cruncher.
 * PowerPacker and CrunchMania progress reports are now correct.
 * Altered progress report so that you don't get any ridiculous crunch
   factor at first (when 0% has been done) when using the CrunchMania
   cruncher.

Cruncher v1.2 (12 September 1994) 31552 bytes
=============================================
 * Fixed version string.
 * Can now write crunched file over uncrunched file.
 * Now displays a progress report for all crunchers except for the LhLib
   cruncher, there is none for this as it is impossible unless the library
   is rewritten.
 * Now if destination gadget is left blank, source file is overwritten
   with the crunched file.

Cruncher v1.1 (5 September 1994) 27372 bytes
============================================
 * Fixed problem with busy pointer under Kickstart 2.
 * Now closes the CrM.library.
 * Added an ARexx interface.
 * The CrunchMania Prefs window now remembers the settings.
 * Cruncher now doesn't crash on 68000 and 68010 Amigas, my compiler added
   some 68020 instruction for some reason!?!

Cruncher v1.0 (31 August 1994) 17460 bytes
==========================================
   Initial release
```

1.5   About the Author

```
Cruncher 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
```

Cruncher was developed on an A1200, 80MB hard drive running Workbench 3.0.
Cruncher's GUI was designed using GadToolsBox 2.0c.
Cruncher was compiled using DICE V3.0.

This documentation was written using EdWord Pro.

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).

1.6 Copyright Information

Cruncher is © 1994 Simon Dick

Cruncher is Freeware, which basically means that I retain the copyright to
Cruncher, but I am allowing anybody to freely give copies of this program
to all of their friends (or even enemies is they think that Cruncher is
that bad ;-}.

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

```
  Cruncher
  Cruncher.info
  Cruncher.guide
  Cruncher.guide.info
  libs/xpkmaster.library
  libs/powerpacker.library
  libs/lh.library
```

The exception to this is the xpkmaster.library, powerpacker.library and
lh.library files, if there is a later version released, then feel free
to replace the version I supplied with the new version before giving it
to anyone.

I am not responsible for any damage which may occur to your data, computer
or anything else either directly or indirectly due to you using Cruncher.
But if you do have any problems with Cruncher, please contact me and I
will try to help you.

powerpacker.library is Copyright (c) Nico François
lh.library is Copyright (c) Holger P. Krekel & Olaf 'Olsen' Barthel.
The P-Compress cruncher module is (c) Chas A. Wyndham.

1.7 installation

In order to install Cruncher, you first need to copy at least one of the
cruncher libraries supplied to your LIBS: drawer. This can easily be done
by using the supplied InstallLibs script. You then just drag the main
Cruncher program wherever you want to put it.

1.8 future

Possible future additions to Cruncher
=====================================
 * Support any other crunchers. 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 crunch the files.
 * Batch processing a number of files.
 * Support crunching using a password.
 * Anything you suggest (within reason naturally).

1.9 Supported Crunchers

At the moment XPKGuide supports the following crunchers:

  P-Compress   You don't need any special library
        installed to be able to use the
        P-Compress cruncher.
  CrunchMania   To be able to crunch files using the
        CrunchMania cruncher, you need to have
        the CrM.library version 4 or higher
        installed.
  lh.library   Cruncher produces files crunched using
        the lh.library which are compatible with
        the LhEncode and LhDecode programs which
        were supplied with the main lh.library
        package. This is on Fish Disk 436.
  PowerPacker   To crunch files using the PowerPacker
        compressors you will need to have the
        powerpacker.library version 35 or
        higher installed.
  Any XPK sublibrary You need to have the xpkmaster.library
        installed in order to be able to crunch
        any XPK files. You also need at least one
        cruncher library.

I have only used standard compression formats, I haven't dreamed up any
new variations.

1.10 ARexx Commands

            Crunchers ARexx port basename is CRUNCHER. This means that the ↩
                first copy
of Cruncher which you run will have the port name CRUNCHER.01, the second

will have the port name CRUNCHER.02, etc. up to CRUNCHER.99.

Here is a list of the supported ARexx commands:

ABOUT

CRMHUFF

CRMNORMAL

CRMNOSAMPLE

CRMSAMPLE

CRUNCH

CRUNCHMANIA

DEST

EFFICIENCY

LHLIB

PCOMPRESS

POWERPACKER

SOURCE

QUIT

XPK

1.11 ARexx Command: ABOUT

This option brings up the about requester and waits for the user to close
it before continuing.

1.12 ARexx Command: CRMHUFF

This command tells Cruncher to use the CrunchMania LZH crunch ←
routine
instead of the normal one if you try to crunch using the CrunchMania
compressor. The LZH crunch routine produces smaller files than the normal
cruncher, but is also slower at decrunching.

See also:
CRMNORMAL
,
CRMNOSAMPLE

,
CRMSAMPLE

,
CRUNCHMANIA

1.13 ARexx Command: CRMNORMAL

This command tells Cruncher to use the normal CrunchMania cruncher ←
instead
of the LZH cruncher if you try to crunch using the CrunchMania cruncher.
The normal CrunchMania cruncher can be decrunched faster than the LZH
cruncher, but also produces larger files than the LZH cruncher.

See also:
CRMHUFF

,
CRMNOSAMPLE

,
CRMSAMPLE

,
CRUNCHMANIA

1.14 ARexx Command: CRMNOSAMPLE

This command tells Cruncher to not use CrunchManias sound sample
crunching mode when crunching any files with the CrunchMania cruncher.
This gives better results when not crunching samples than when the sample
cruncher mode is active. This mode can be used with either the normal
CrunchMania cruncher or the LZH CrunchMania cruncher.

See also
CRMHUFF

,
CRMNORMAL

,
CRMSAMPLE

,
CRUNCHMANIA

1.15 ARexx Command: CRMSAMPLE

This command tells Cruncher to use CrunchManias special sound ←
sample
crunching mode when crunching any files with the CrunchMania cruncher.
This gives better results when you are crunching any files which contain a
lot of samples than if you crunching the files without the sample mode
active. This mode can be used with either the normal CrunchMania cruncher
or the LZH CrunchMania cruncher.

See also

CRMHUFF

,

CRMNORMAL

,

CRMNOSAMPLE

,

CRUNCHMANIA

1.16   ARexx Command: CRUNCH

This command does the same as the user pressing the Crunch gadget ←
    in the
main window. The only difference is that where the CrunchMania preferences
window normally comes up if you have the CrunchMania cruncher selected,
the window isn't opened, but instead the current settings are used. The
current settings can be altered using the CRMHUFF,

CRMNOSAMPLE
and
CRMSAMPLE
 ARexx commands.

1.17   ARexx Command: CRUNCHMANIA

This command tells Cruncher to select the CrunchMania compressor ←
    as the
current cruncher if it is available. If the CrM.library isn't available
then this command returns 10 in RC.

See also:

CRMHUFF

,

CRMNORMAL

,

CRMNOSAMPLE

,

CRMSAMPLE

,

LHLIB

,

POWERPACKER

,

PCOMPRESS

,

XPK

1.18   ARexx Command: DEST

>   This command allows you to specify what file you want Cruncher to ←
>   write
the crunched packed file to. You can also specify a directory, in this
case the file will keep its current name but will be put in the
destination directory.
If you do give any arguments then that will be put in the filename gadget
automatically. If you are giving a filename then you will probably need to
put quotes around it as in the following example:

DEST 'Ram Disk:A File'

This will put the string "Ram Disk:A File" in the filename gadget without
including the quotes.

See also:
                SOURCE

1.19   ARexx Command: EFFICIENCY

This command allows you to select the efficiency of the compression, it
goes from 0 up to 100 with 100 being the best compression and usually the
slowest. Here is how the efficiency number relates to PowerPackers
compression modes:

```
  From  To  Mode
  =========================
  0 20  Fast
  21  40  Mediocre
  41  60  Good
  61  80  Very good
  81  100 Best
```

The CrunchMania and LhLib crunchers don't support different efficiencies.
Some XPK crunchers support different efficiencies while others don't so if
you use this command, if the selected cruncher supports it, the crunching
mode will be changed otherwise the command will just be ignored.

1.20   ARexx Command: LHLIB

>   This command tells Cruncher to select the lh.library compressor as ←
>   the
current cruncher if it is available. If it isn't available then the
command returns 10 in RC.

See also:
                CRUNCHMANIA

                ,

                POWERPACKER

                ,

                PCOMPRESS

                ,

                XPK

1.21   rexx_pcompress

This command tells Cruncher to select the P-Compress compressor as ←
the
current cruncher.

See also:
CRUNCHMANIA
,
LHLIB
,
POWERPACKER

1.22   ARexx Command: POWERPACKER

This command tells Cruncher to select the PowerPacker compressor ←
as the
current cruncher if it is available. If the powerpacker.library isn't
available then the command returns 10 in RC.

See also:
CRUNCHMANIA
,
LHLIB
,
PCOMPESS
,
XPK

1.23   ARexx Command: SOURCE

This command allows you to specify which file you want Cruncher to ←
crunch.
If you don't specify any arguments then a file requester will be brought
up to allow the user to select a file.
If you do give any arguments then that will be put in the filename gadget
automatically. If you are giving a filename then you will probably need to
put quotes around it as in the following example:

SOURCE 'Ram Disk:A File'

This will put the string "Ram Disk:A File" in the filename gadget without
including the quotes.

See also:
DEST

1.24   ARexx Command: QUIT

This command tells Cruncher to quit. No requester is brought up to ask
the user if they are sure they want to quit.

1.25   ARexx Command: XPK

                This command allows you to select an XPK cruncher. You have to ←
                   supply the
name of the XPK cruncher after the XPK, e.g. "XPK NUKE".
The case of the cruncher name doesn't matter. If you don't have the XPK
cruncher installed then this command will return 10 in RC.

See also:
                CRUNCHMANIA
                ,
                LHLIB
                ,
                PCOMPRESS
                ,
                POWERPACKER