

IFFMaster

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REVISION HISTORY

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Chapter 1

IFFMaster

1.1 IFFMaster.guide

IFFMaster

Version 1.5 - Freeware

(C) 1994, 1995, 1996 by Kay Drangmeister

Introduction
Installation
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1.2 IFFMaster.guide/Introduction

Introduction

IFFMASTER is a program that allows you to have a view inside the structure of IFF files. It is not yet another picture viewer or sound sample player, but it displays the internal entities (chunks) of a file. For example, the headers of pictures (ILBM) or sound samples (8SVX) are displayed in clear, so you can directly read the size and depth of the image or the sampling rate.

From time to time you will find an unknown file on your hard disk, let's say a preference file. Since preference files are often stored in IFFFormat, there is a chance you can directly examine the contents. There are some programs which write incorrect IFF files (e.g. the ILBM.CAMG

chunk is a likely candidate), or which write additional information (e.g. copyright or author chunks). With IFFMASTER you can easily verify such cases.

During the last time I implemented some ways to manipulate files, e.g. delete and move chunks. Chunk contents can be edited using a text or binary editor depending on the content type. In future versions (see History) there will be options to add new chunks like a DPI chunk for images.

Current features include:

- * MUI application
- * localized GUI (with AmigaOS 2.1 or later)
- * online help, bubble help (with MUI 3.0 or later)
- * Extensive chunk type library (currently 51 form types, 333 known chunks, 94 of these with comprehensive structure description)
- * Chunk contents are presented alternatively as structure, text or hex dump
- * Bit fields and enumeration types are displayed in clear
- * Fixed point values are printed in decimal (e.g. 8SVX.VHDR.Volume)
- * Callback hooks for special attributes, e.g. the Mode-ID inside the CAMG chunk is de-referenced (e.g. PAL: Hires).
- * ARexx interface. E.g. extract Term phonebook entries to the DFA data base.

IFFMASTER is distributed under the concept of freeware. Standard disclaimer applies to this program.

1.3 IFFMaster.guide/Installation

Installation

Nothing to it: just leave all files and the catalogs directory as they are in one directory, or alternatively copy the appropriate iffmaster.catalog to into the system's locale directory (i.e. LOCALE:Catalogs/yourlanguage/). By the way: if you mixed up catalog files for different languages, just use IFFMASTER to discover the catalog's language... :)

System requirements are:

- * AmigaOS 2.0 (V37)
- * AmigaOS 2.1 (V38) for localized GUI
- * AmigaOS 3.0 (V39) for some extended features, like displaying

colors in ILBM/CMAP chunks.

* MUI version 2.1 (muimaster.library v8), See MUI.

If you wish to start IFFMASTER inside the user-startup, you should do this with runback IFFMaster ICONIFIED. This will cause IFFMASTER to start as an AppIcon, so that Icons may be dragged onto this Icon.

1.4 IFFMaster.guide/Usage

Usage

Main Window
Contents Window
Preferences Window

1.5 IFFMaster.guide/Main Window

Main Window

=====

The main window consists of 3 groups. The topmost one is the file specification group, the middle part is the chunk list and below there are the action buttons.

File Specification
Chunk List
Action Buttons

The current version has some capabilities to manipulate files, but adding chunks is still not implemented. So the Add button is always inactive. However, moving (Up, Down), deleting (Del), and editing (Edit) chunks is possible. Be warned that files may become unreadable to some applications if you delete mandatory chunks, i.e. if you delete the ILBM/BMHD chunk of a picture it will become undecodeable. To activate the manipulation buttons select Prefs/Editable file from menu. If that menu item is inactive (it can be locked if you are still unsure about the program's functions) you can activate it by opening the preferences window and setting the File editable switch to be off for new files or to be left unchanged, see Safety.

1.6 IFFMaster.guide/File Specification

File Specification

There are different ways to open a file. The most common one is by selecting Project/Open... from the menu, or by clicking on the popup gadget beside the string gadget for getting a file requester. Alternatively, you can simply drag an icon on IFFMASTER's main window (AppWindow). Furthermore, you can open the file which is currently in the clipboard by using the menu item Project/Open Clip.

1.7 IFFMaster.guide/Chunk List

Chunk List

The chunk list can show several types of information: the left column shows the chunk ID (e.g. BMHD), then there is the chunk type (e.g. ILBM), and at the right side there is the size of the chunk. Below the action buttons there is a cycle gadget labeled Show that specifies the format of the chunk list. If it states Description you will get a description of the chunk's purpose (e.g. Bitmap Header), and Contents will display a short summary of the chunk's contents. You can advance the cycle gadget by pressing the space key.

Because it is impossible to display the entire contents of a chunk in a single line you can get a comprehensive list by first selecting a chunk in the chunk list and then pressing Info (you can as well double-click on the chunk). A new window containing the chunk's contents will appear. You can display the contents either as structure, plain text or as a hex dump. Change the presentation by using the register above the contents list, or by pressing cursor left and cursor right.

You need not close the contents window to display the contents of another chunk. Just click on that chunk in the chunk list or press cursor up or cursor down after having activated the chunk list via the TAB key. The new contents are displayed using the appropriate data type.

1.8 IFFMaster.guide/Action Buttons

Action Buttons

Each of the buttons in this group performs an action on the currently active chunk, i.e. the one that is marked by the cursor in the Chunk List.

The buttons that are used to modify a file are inactive if the menu item (switch) File Editable is turned off. This is for safety reasons,

so that the file structure or contents cannot be damaged unintentionally. Depending on the experience of the user there are different locking modes for that switch, see Safety.

Info

The Contents Window will be opened, and additional information about the chunk is displayed in it.

Edit

Depending on the chunk's contents (text or binary data) a text or binary editor is called to let you edit the chunk's contents. See General.

Add

This action is not implemented yet due to extremely low user feedback. So this button is always disabled.

Delete

The active chunk is entirely deleted.

Up

The chunk is moved before its predecessor. Because chunks can not be moved out of their containers, this action will only succeed if the preceding chunk is not one of the type FORM, CAT or LIST. Furthermore, only chunks containing data can be moved, i.e. container chunks (type FORM, CAT or LIST) are not moveable.

Down

The chunk is moved behind its successor. The same restrictions as in Up apply.

Top

The chunk is moved up as far as possible. The same restrictions as in Up apply.

Bottom

The chunk is moved up as down as possible. The same restrictions as in Up apply.

1.9 IFFMaster.guide/Contents Window

Contents Window

=====

The contents window displays the contents of the active chunk, see Chunk List. Depending on the type of the contents one of the following three display types is (automatically) used.

Structure

This is the most sophisticated method to display the chunk's contents. All parts of the content are decoded and displayed line by line together with a description.

Example: A sampled sound (FORM 8SVX) has a header chunk (VHDR)

that is 20 bytes long. Displayed as a sequence of hex numbers it would read: 00021432 00000000 00000020 41560100 00010000.

Displayed as a structure it reads like this:

```

OneShot HiSamples 136,242
Repeat HiSamples 0
Samples / HiCycle 32
    Samples / s 16,726
        # Octaves 1
Compression Technique None
    Volume [0,1] 1.00000

```

Text

Some chunks contain plain text, e.g. ANNO chunks. Texts are formatted block-justified, but no other processing is done.

Hex Dump

If a chunk contains neither structured data nor text the contents are displayed using a hex dump. There are some ways to customize the appearance of the dump, see Hexdump.

You can also switch between some display styles by hand, using the register gadgets. For example you can have the above mentioned VHDR chunk displayed as a hex dump instead of a structure. To switch between the display styles you can also use the cursor left and cursor right keys, even if the active window is the main window and not the contents window. This way you can control all display functions from the main window.

1.10 IFFMaster.guide/Preferences Window

Preferences Window

=====

The preferences are grouped on four pages:

```

General
Safety
Layout
Hexdump

```

After having edited the preferences you may choose to

Save

For storing the settings on disk. All future invocations of IFFMASTER will use that settings.

Use

For storing the settings in RAM only, so they will only last until you reboot your computer.

Cancel

For aborting the adjustments you made and use the previously stored

settings.

Closing the window with the close gadget has the same effect as clicking on Cancel.

1.11 IFFMaster.guide/General

General

On this page you can specify the editors.

Text Editor

specifies the editor that is used for chunks containing plain text, e.g. ANNO-Chunks. You have to make sure that the editor does not spawn itself from the shell, but runs synchronously. If you are using e.g. the CYGNUSED you may enter `ed -sticky`. If you leave this gadget empty the editor specified in the environment variable EDITOR is used.

Binary Editor

specifies the editor that is used for chunks containing binary data. A common name for these editors is file zipper, and are likely to be available on the aminet. This editor has also to run synchronously. If you leave this gadget empty the editor specified in the environment variable BINEDITOR is used.

1.12 IFFMaster.guide/Safety

Safety

The following settings are used to prevent unintentional damage to files. Since numerous 'okay to do...?' requests by the program are evenly unacceptable you can adjust between the two extremes safety and ease of use. Beginners and casual users should always use the safe settings.

File Editable switch

In the menu Settings there is a switch File Editable which turns on or off the file manipulation gadgets, see Action Buttons. You can set here the behaviour of that switch.

off and locked

is the safest setting. The switch is off and disabled, effectively preventing you from accidentally turning on the editing buttons.

off for new files

turns off the manipulation gadgets each time a new file is

opened. If you want to edit files only infrequently this is a good setting.

left unchanged

leaves the switch always in the state you switched it to. If you want to edit many files in a row you have to turn on the manipulation gadgets only once.

Overwrite files

If you want to edit many files without keeping backups you can turn the prompting off. Otherwise it is recommended to leave this gadget always on the safe prompt position, because since IFFMASTER can be fully driven by keyboard it just needs two keypresses like Del and s (for Save) to possibly destroy a file.

1.13 IFFMaster.guide/Layout

Layout

The layout page currently features the following settings:

Bubble help

If you are familiar with the program's functions you may wish to turn off the bubble help. (NB: Bubble help is only supported in MUI 3.0 or later.)

Hex indicator

lets you choose your favourite pre- or postfix string to indicate hexadecimal numbers in the structure page of the contents window. For an example file which contains hex numbers open ENV:Sys/locale.prefs and select the LCLE chunk. The first 4 numbers (16 Bytes) are reserved and displayed as hex numbers.

NB: This setting does not affect the Hexdump.

1.14 IFFMaster.guide/Hexdump

Hexdump

This page contains gadgets that affect the appearance of the hex dump in the contents window.

Limit # bytes

Building hex dumps of very large chunks (e.g. ILBM.BODY) can take a long time. Therefore the number of bytes in a hex dump can be limited to a certain amount. The default limit is 512 bytes. Since in most cases hex dumps are not very meaningful you may wish to leave this value reasonably low. To adjust the value you man

use the slider or the string gadget to the right of it. With the check mark button you can turn the limit off, but this is not recommended.

Offset format

The leftmost column of the hex dump shows the offset of the first byte in each row. Use this gadget to specify if that offset should be displayed in deximal or hexadecimal.

Dump characters

If the (fixed-width) font used in the hex dump contains all 256 characters you can turn on to print even normally non-printable characters like LineFeed, 0x0A, which will then be displayed as an inverse 'J' or something like that. If only a rectangle appears then your font supports only printable characters and you will have to turn on printable only. Then all non-printable characters are displayed as a dot.

A good way to test this feature is to load a 24 bit ILBM picture. These pictures normally contain three CLUT chunks. Normally these chunks contain all byte values in increasing order.

1.15 IFFMaster.guide/ARexx Interface

ARexx Interface

Since version 1.5 of IFFMASTER many functions can be accessed via an ARexx port. This allows you to gain access to internal IFF data from inside scripts. For example you could list all image (ILBM) files (or sort them into a directory) whose depth is up to 8 planes. Or you could save some space if you remove all ANNO chunks from the files in your sample (8SVX) directory. A few example scripts are in the rexx directory of the distribution. The port name of IFFMASTER is IFFMASTER.1. You can get a quick list of IFFMASTER's REXX commands by running rexx/ShowREXXCommands.rexx.

load FILE/A

Loads a file into IFFMASTER.

loadclip

Loads the clipboard's contents.

saveas FILE/A

Saves the project under the given file name. You may wish to turn overwrite ON to prevent a requester popping up.

save

Saves the project under the same name as displayed in the string gadget, i.e. under the load file name.

saveclip

Copies the project to the clipboard.

`savechunk` FILE/A
Saves the chunk marked by the cursor under the given file name.

`saveform` FILE/A
Saves the sub-FORM marked by the cursor under the given file name.
The cursor must be over a FORM, LIST or CAT chunk.

`saveformclip`
Copies the sub-FORM marked by the cursor to the clipboard.

`entries`
Gives the number of chunk list entries as the RESULT.

`cursorpos` ENTRY/N
Gives the cursor position in the chunk list as the RESULT.

`chunkid`
Gives the chunk ID of the chunk marked by the cursor as the RESULT.

`chunktype`
Gives the chunk type of the chunk marked by the cursor as the RESULT.

`chunksize`
Gives the chunk size of the chunk marked by the cursor as the RESULT.

`chunkdepth`
Gives the chunk' nesting depth of the chunk marked by the cursor as the RESULT.

`chunkinfo`
Gives short information about the chunk marked by the cursor as the RESULT. The information is the same as the 'contents' column in the chunk list.

`chunkstruct` SEPSTRING
Gives the information as in the 'structure' page of the chunk contents window on a line-by-line basis. Since the list has two columns (description and contents) you can specify a separator string (SEPSTRING) for the two entries. The default SEPSTRING is "| ". See `rexx/ImportTERMpbook.rexx` for an example usage.

`chunktext`
Gives the chunk's contents as a string in RESULT. This makes only sense if the chunk is really a text chunk, like ANNO or AUTH.

`delete`
Removes the chunk under the cursor from the chunk list. Note that you have to turn `editable ON` to successfully perform a chunk deletion. See `rexx/RemoveANNO.rexx` for an example usage.

`infowindow` ON/S,OFF/S
If you have a non-interactive REXX script which does not require user supervision you may close (OFF) open (ON) the chunk contents window.

mainwindow ON/S,OFF/S
Same as above, but closes the main window. Note to turn the window back on or quit IFFMASTER if your script terminates, otherwise IFFMASTER will stay open with no user interface to quit it. Of course the user can quit IFFMASTER by hand by using CommoditiesExchange or by sending a break signal to IFFMASTER's task or by using the quit REXX command.

editable ON/S,OFF/S
Turns the editing facilities on or off.

overwrite ON/S,OFF/S
Turns quiet overwriting of files on or off.

showformat FORMAT/A/N
Changes the state of the Show cycle gadget that affects the format of the chunk list. Following values are possible:

0. Id - Type - Size
1. Id - Type - Description
2. Id - Type - Description - Size
3. Id - Type - Contents
4. Id - Type - Contents - Size

limithex ON/S,OFF/S,BYTES/N
Specify the size limit of the hex dump buffer. OFF turns limitation off, ON limits size to value set in the preferences, BYTES/N changes the preferences to the specified value. Use limithex BYTES 16 if you don't need to display hex dumps and want to gain speed when processing chunk contents (i.e. moving the cursor).

editor EDITORNAME
Specifies the editor to use when editing text chunks.

bineditor BINEDITORNAME
Specifies the editor to use when editing binary chunks.

There are some standard MUI REXX commands that are also useful:

quit FORCE/S
Terminates IFFMASTER. If you specify FORCE then no requester pops up when there is an unsaved project.

hide
Iconifies IFFMASTER.

show
Uniconifies IFFMASTER.

info ITEM/A
Gives information about various items (e.g. title). Refer to MUI.guide/ARexx.

help FILE/A
Lists all REXX commands to FILE. See rexx/ShowREXXCommands.rexx

for an example usage.

1.16 IFFMaster.guide/Problems?

Problems?

Building hex dumps of very large chunks (e.g. ILBM.BODY) can take a long time. Therefore the number of bytes in a hex dump can be limited to a certain amount. The default limit is 512 bytes, it can be adjusted or turned off in the Preferences, see Hexdump.

Some chunks (e.g. FORM) are container chunks with no contents, and therefore there is no presentation. Some other chunks (e.g. BODY) contain raw data, presentation of these chunks is limited to hex dump.

1.17 IFFMaster.guide/Credits

Credits

I like to thank:

Stefan Stuntz

for MUI, see MUI.

Eric Totel

for his great MUIBUILDER, and for keeping MUIBUILDER up with the needs of IFFMASTER :). This program would not exist without it.

Francesco Dipietromaria

for the italian translation

Marcin Orłowski

for the polish translation

Alessandro Zummo

for fixing the de-iconify problem with the AppIcon

Andreas Mixich

for all ARexx scripts

Kai Iske and Walter Dörwald

for support and betatesting

Thomas Reinhardt, Harald Drangmeister and Ralph Wermke

for their IFF descriptions

H. Phil Duby, Bryan Ewert, Martin Pfingstl and Klaus Seistrup

for bug reports, support and comments

1.18 IFFMaster.guide/MUI

MUI
===

This application uses
MUI - MagicUserInterface
(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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1.19 IFFMaster.guide/History

History

Version 1.0
First release

Version 1.1
FIX
version 1.0 was compiled with option 68030 - sorry!

NEW
many new chunk types

NEW
menu (moved about and prefs into the menu, gaining some space)

NEW
specifying file names at command line

NEW
loading files directly from clipboard

NEW
improved keyboard handling

Version 1.2

NEW
fully localized GUI

NEW
chunk contents can be saved

NEW
AppWindow and AppIcon, command line option iconified

NEW
improved formatting capabilities for structure entries

NEW
sophisticated IFF parser, even brain-dead formats like
EMOD.EMIC are handled appropriately

NEW
chunks now have nominal length, a message is displayed if a
chunk is too short or too long

BUG
Beta testers reported problems with de-iconify function when
an icon was dropped onto the AppIcon. I removed the said
call, so you have to double-click the AppIcon after dropping
an icon.

Version 1.3

FIX
prefs window: close gadget now functioning, see
Preferences Window.

FIX
cycle chain (TAB) now works in all windows

NEW
new chunk IDs: IAND, IANM, DR2D, RGB8, RGBN, SPLT

NEW
hex numbers get a user-chosen indicator, construction of hex
dumps is now more than 3 times faster, see Hexdump.

NEW
IFFs can be saved, even nested FORMs, e.g. images inside
animations

NEW
implemented some editing capabilities (delete chunks), see

Action Buttons.

NEW

preferences can be saved, see Preferences Window.

Version 1.4

NEW

Completely changed to GNU-C. Differences are: new startup code, no more ANSI-C functions like `sprintf()` used, enabling some things like localized output of floating point numbers.

FIX

should finally run without `locale.library`

NEW

Online help

NEW

new chunk IDs: `AMBA`, `AMDE`, `AMIN`, `AMHU`, `AMUN`, `EQE1`, `RESO`, `VARs`, ...

NEW

complete structure descriptions of system preference files, some new hooks. Be sure to try out e.g. `IFFMaster ENV:sys/locale.prefs`.

NEW

color descriptions (RGB values) are now also displayed as a colorfield, if you have WB 3.0. Check out `IFFMaster ENV:sys/palette.prefs` or any `ILBM/CMAP`. NOTE: You need some free pens for this feature, so you may need to specify a deep screen for `IFFMASTER` inside `MUIPREFS`.

FIX

`<Clipboard>` is now accepted as a name for the clipboard. So `Save` now works as `Save Clip` when working on a clipboard file. As a side-effect you can now enter `IFFMaster "<Clipboard>"` at the command line to load directly from the clipboard.

FIX

button key definitions did overlap

NEW

'non-printable' characters can now be displayed in the hex dump, if the font comprises 256 characters, see `Hexdump`. (Requested by Walter Dörwald)

NEW

some more editing capabilities (move chunks), see `Action Buttons`.

NEW

Chunks containing text or binary data can be edited via text or binary editors, see `Action Buttons`.

NEW

new icon, which is also used as `AppIcon` now

Version 1.5

NEW

ARexx interface. E.g. extract Term phonebook entries to the DFA data base.

NEW

Bubble help available (MUI 3.0).

FIX

File editable switch now also enables/disables edit button.

NEW

New Chunks: MUI Prefs,

NEW

Support for IEEE 96 bit floats (ILBM.MAND)

FIX

Key o works again (activates string gadget)

FIX

AppIcon problem hopefully solved (thanks to Alessandro Zummo)

I would greatly appreciate new ideas and enhancement requests. If you discover any chunk unknown to IFFMASTER, please let me know (i.e. try to send me that (short) file or even a description of the chunk's structure, if known). If you dare to translate the catalog to your language, please have a look at translators.readme first.

1.20 IFFMaster.guide/Chunks

Chunks

Following chunks are currently known to IFFMASTER:

[anywhere]

CSET, FVER, ANNO, AUTH, CHRS, HLID, NAME, TEXT, (c)

3DDD

OBJE

8SVX

ATAK, BODY, CHAN, FADE, PAN , RLSE, SEQN, VHDR

ANIM

ANSQ

AVCF

AVFH, GDAT

AVCO

CDAT, FLAG, IMAG

AVEV
ACTS, CDAT, FLAG, IMAG, PARS, REFL

CDAF
BODY, FILE

CDVR
VARS

COPR
COPI, WAIT, MOVE

CPRO
3DIM, GFRA, SFRA

CTLG
LANG, STRS

CYBR
CMON, MD08, MD16, MD24, VER

DECK
RESO

DEEP
DBOD, DGBL, DLOC, DPEL

DR2D
ATTR, CMAP, CPLY, DASH, DRHD, FONS, OPLY, PPRF

DTYP
DTHD, DTCD

EMOD
8SMP, EMIC, PATT

ENVL
LFOI, COEN, VOEN, PIEN, NOEN, REEN, PHEN

EQED
EQE1

FAX3
FXHD, GPHD, PAGE

FAXX
FXHD, GPHD, PAGE

FTXT
CYGD, FONS

GXGA
GADA

GXMN
MEDA

GXUI

GGUI

GXWD

WDDA

IAND

BPCT, CMAP, BODY

IANM

BMHD, CAMG, BODY

ILBM

3DIM, ANHD, ASDG, BHCP, BHSI, BMHD, BODY, CAMG, CCRT, CLUT, CMAP,
COLC, CRNG, DEST, DLTA, DMMY, DPAN, DPI, DPPS, DPPV, DRNG, EQE1,
FCMP, FFEX, FITR, FXCO, FXD2, FXPL, GFRA, GRAB, IMRT, JUNK, MAND,
SFRA, SPRT

ISTG

MAXF, SOBJ

KCXM

VERS, PREF

LWOB

PNTS, POLS, SRFS, SURF

MCXB

PREF, VERS

MCXP

PREF, VERS

MTRX

ARRY, BODY, DTYP, STRU

NAIL

NBDY, NDSC, NHDR

PREF

ALRT, AMBA, AMDE, AMIN, AMHU, AMUN, CONF, CTRY, DFSS, EVNT, ETXT,
FLOP, FONT, GENA, GENC, GTCO, GUI, ICTL, INPT, JFIF, KEYS, LCLE,
MENU, MIDI, MUIC, MUIW, OPER, OSCN, PALT, PATH, PDAT, PGFX, PNTR,
PRHD, PSPD, PTRN, PTXT, PUNT, SCRML, SERL, SHMN, SOND, TMAC, TMDO,
TMEX, TMIC, TMIM, TMMO, TMSO, VERS, WBCF, WBPC, XDOS

PTCH

INPF, OUTF, PSEQ, VERS

REAL

RANI, RATT, RMTR, ROBJ, RSCR, RSET, RVRS, RWIN

RGB8

BMHD, BODY, CAMG, CMAP, IMRT

RGBN

BMHD, BODY, CAMG, CMAP, IMRT

SC3D
EDGE, FACE, HIER, LAMP, LNAM, OBSV, PATH, VERT, VNAM, WRLD

SMUS
SHDR, INS1, INST, SNX1, TRAK

SPLT
INFO, BODY

SWRT
ASCI, ATTR, BIBD, BIBH, BIBP, BOXP, DINF, DOC, DSP2, ENDP, FDTA,
FNTD, FNTH, GINF, GRMR, HFDA, HYPH, IDX, IDXH, IDXP, LINP, LMST,
OUTD, OUTH, OUTH, OVL, PAG3, PASD, PASH, PICP, PNDA, PRGH, PRN3,
RMST, RULE, SAVP, SEC1, SHD1, SHPP, SPEL, SWCL, TABS, TBDY, TBLK,
TOCD, TOCH, TOCP, TOID, TOIH, TOIP, TSSD, TSSH, TXOB

TACF
TPAR, TPBR, TPCA, TPCM, TPMA, TPP1, TPPA, TPPX, TPSC, TPSE, VERS

TAKE
TFRM, THDR

TDDD
INFO, OBJ

TERM
CLIP, COMD, CPTR, DATE, DIAL, EMLN, FAST, FILE, MISC, MODM, PATH,
PHON, RECV, SCRN, SEND, SERL, SOUN, SPEK, TRML, TRNS, VERS, WINF,
WIND, XFER

TVP2
TVRX

VILL
CRC, MODE, MONI, VER

I am still looking for descriptions for the chunks in smaller print.

1.21 IFFMaster.guide/Author

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