

# MOG

Richard Lane

COLLABORATORS

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REVISION HISTORY

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# Contents

<b>1</b>	<b>MOG</b>	<b>1</b>
1.1	Magnum_Opus.Guide V3.1 . . . . .	1
1.2	Introduction . . . . .	2
1.3	Requirements . . . . .	2
1.4	Installation . . . . .	3
1.5	Filetypes Overview . . . . .	5
1.6	Filetypes_Index . . . . .	8
1.7	Icons . . . . .	17
1.8	Button Banks . . . . .	19
1.9	Screen-back.dopus5 module . . . . .	20
1.10	FAQ . . . . .	20
1.11	Hidden Functions . . . . .	22
1.12	Version History . . . . .	24
1.13	Installation History . . . . .	26
1.14	Future Plans . . . . .	27
1.15	Your help Wanted . . . . .	28
1.16	What the Amiga press said . . . . .	29
1.17	Author Information . . . . .	30
1.18	Copyright . . . . .	30
1.19	Disclaimer . . . . .	31
1.20	Acknowledgements . . . . .	31
1.21	Amiga Future . . . . .	33
1.22	Magellan upgrade . . . . .	35
1.23	PirateOpus . . . . .	36
1.24	About . . . . .	37
1.25	MOG mess . . . . .	38
1.26	Heddley Plug . . . . .	39
1.27	Help . . . . .	39
1.28	2D drawing, IFF DR2D . . . . .	40
1.29	ABackup filetypes . . . . .	40

---

1.30	AFCDFind_Filetypes . . . . .	41
1.31	AHI, audio mode, IFF AHIM . . . . .	41
1.32	AIBB Module . . . . .	42
1.33	AIFF, Sound Sample . . . . .	42
1.34	AlbIn, database, IFF ALBM . . . . .	42
1.35	Ami-Back Filetypes . . . . .	43
1.36	Amiga E . . . . .	44
1.37	Ami-Pack, archive . . . . .	44
1.38	AmigaBasic Program . . . . .	44
1.39	AmigaDOS.Library . . . . .	45
1.40	AmigaGuide Guide . . . . .	46
1.41	AmigaVision IFF AVCF . . . . .	46
1.42	Amiga_Fonts . . . . .	46
1.43	AMOS_Filetypes . . . . .	47
1.44	ANC Cruncher . . . . .	48
1.45	AnimatED, script . . . . .	49
1.46	Animation, AVI . . . . .	49
1.47	Animation, FLI,FLC . . . . .	49
1.48	Art of Noise . . . . .	50
1.49	Ascii text . . . . .	51
1.50	Bars & Pipes Pro_filetypes . . . . .	51
1.51	ByteKiller filetypes . . . . .	52
1.52	CartoonStudio, script . . . . .	52
1.53	CDXL, movie . . . . .	53
1.54	Cinema 4D object, IFF MC4D . . . . .	53
1.55	Cinemorph Filetypes . . . . .	54
1.56	Collector, Index . . . . .	54
1.57	ComicSetter, doc, IFF COMC . . . . .	55
1.58	Compress, archive . . . . .	55
1.59	CompuGraphic Outline Font . . . . .	55
1.60	Crunch . . . . .	56
1.61	CrunchMania Data . . . . .	56
1.62	Crunch Master 1.0 . . . . .	57
1.63	Crunchy Dat . . . . .	57
1.64	CygnusEd, defaults . . . . .	58
1.65	Datastore database, IFF DSDB . . . . .	58
1.66	DataType, IFF DTYP . . . . .	58
1.67	Def Jam 3.2 . . . . .	59
1.68	DeLuxe Music score . . . . .	59

---

1.69 DeLuxe Video, IFF VDEO . . . . .	59
1.70 Design Works, drawing IFF DRAW . . . . .	60
1.71 Diavolo, backup . . . . .	60
1.72 DIGI Booster . . . . .	60
1.73 Digital Sound Studio, module . . . . .	61
1.74 Directory Opus 4.x, config . . . . .	61
1.75 DISK-Masher, archive . . . . .	62
1.76 DiskSalv, archive stream . . . . .	63
1.77 DiskSqueeze, disk archive . . . . .	64
1.78 Document, Rich Text Format . . . . .	64
1.79 Doom, WAD . . . . .	65
1.80 DOpus5, group item . . . . .	65
1.81 DOpus5, start menu . . . . .	65
1.82 DPaint Move, IFF PRSP . . . . .	66
1.83 DrawStudio, drawing IFF DSDR . . . . .	66
1.84 EasyCalc . . . . .	66
1.85 Face the Music . . . . .	67
1.86 FastTracker 1 . . . . .	67
1.87 FastTracker 2 . . . . .	67
1.88 FinalCopy Doc, IFF SWRT . . . . .	68
1.89 FinalData Database . . . . .	68
1.90 FinalWriter Filetypes . . . . .	69
1.91 FlashPack 1.4 . . . . .	70
1.92 GZip, archive . . . . .	70
1.93 HDBackup, logfile . . . . .	71
1.94 High Pressure Cruncher . . . . .	71
1.95 HQC Cruncher 2 . . . . .	72
1.96 HTML, text . . . . .	72
1.97 IceTracker, module . . . . .	73
1.98 Icon . . . . .	73
1.99 ILBM-IFF modulo cruncher . . . . .	74
1.100ImageFX thumbnail, IFF NAIL . . . . .	74
1.101ImageFX3, graphic, IFF INGF . . . . .	75
1.102ImageVision, script . . . . .	75
1.103Imagine Filetypes . . . . .	75
1.104Imploder filetypes . . . . .	76
1.105JamCracker, module . . . . .	78
1.106JpegAGA map-file . . . . .	78
1.107Lemmings 2 data, IFF L2A . . . . .	78

1.108LhA-LZX_Filetypes-ArcDir . . . . .	79
1.109LhA Filetypes . . . . .	79
1.110Lightwave_Filetypes . . . . .	82
1.111Locale Catalog, IFF CTLG . . . . .	82
1.112LZX, archive . . . . .	83
1.113M.O.N. module . . . . .	84
1.114Makepath session . . . . .	84
1.115Master Cruncher 3.0 . . . . .	84
1.116MED/OctaMED filetypes . . . . .	85
1.117MegaCruncher 1.0 . . . . .	87
1.118MIDI song . . . . .	87
1.119Money Matters . . . . .	88
1.120MovieSetter Movie . . . . .	88
1.121MS Windows icon, ICO . . . . .	89
1.122MS Windows Write . . . . .	89
1.123Musicline . . . . .	89
1.124NewIcons Icon . . . . .	90
1.125Newcleus data, IFF MDAT . . . . .	90
1.126Obsolete . . . . .	91
1.127Oktalyzer, module . . . . .	92
1.128Organiser Filetypes . . . . .	92
1.129Outline Font function . . . . .	93
1.130PackDev, archive . . . . .	93
1.131PageSetter . . . . .	94
1.132PageStream 3 Doc, IFF DOC . . . . .	94
1.133PC Executable . . . . .	94
1.134Pen Pal Filetypes . . . . .	95
1.135Personal Write . . . . .	95
1.136Photo CD, overview . . . . .	96
1.137Photogenics Filetypes . . . . .	96
1.138Picture, BMP . . . . .	97
1.139Picture, GIF . . . . .	98
1.140Picture, IFF DEEP . . . . .	99
1.141Picture, IFF ILBM 24bit ENC . . . . .	99
1.142Picture, IFF ILBM, grab . . . . .	100
1.143Picture, IFF RGFX . . . . .	100
1.144Picture, IFF PBM . . . . .	101
1.145Picture, JPEG,JFIF . . . . .	101
1.146Picture, PCX . . . . .	102

1.147Picture, Photo CD . . . . .	103
1.148Picture, PNG . . . . .	103
1.149Picture, Targa . . . . .	104
1.150Picture, TIFF . . . . .	105
1.151PicView . . . . .	105
1.152PMC Crunched . . . . .	105
1.153PowerPacked data filetypes . . . . .	106
1.154PowerPacker Filetypes . . . . .	108
1.155PPaint encrypted . . . . .	110
1.156ProCalc, Spreadsheet . . . . .	111
1.157ProDraw, clip . . . . .	111
1.158Professional Draw, drawing . . . . .	111
1.159Professional Page, document . . . . .	112
1.160ProTracker module, IFF MODL . . . . .	112
1.161ProWrite, Doc, IFF WORD . . . . .	112
1.162QuadraComposer_Filetypes . . . . .	113
1.163Quarterback_Filetypes . . . . .	113
1.164Quick PowerPacker . . . . .	114
1.165QuickTime, movie . . . . .	114
1.166Real 3D data, IFF REAL . . . . .	115
1.167Reko Card Set . . . . .	115
1.168ReloKit 1.0 . . . . .	115
1.169ReOrg, preferences . . . . .	116
1.170SAS Patch, IFF PTCH . . . . .	116
1.171Scala, script . . . . .	116
1.172ScreamTracker3 Module . . . . .	117
1.173Sculpt-Animate_Filetypes . . . . .	117
1.174Sequencer One, song . . . . .	118
1.175Softwood Outline Font . . . . .	119
1.176SoftWood, database . . . . .	119
1.177SonicArranger_Filetypes . . . . .	119
1.178Sound Sample, IFF MAUD . . . . .	120
1.179SoundBlaster, VOC Sample . . . . .	120
1.180SoundTracker 15, module . . . . .	120
1.181SoundTracker_Filetypes . . . . .	121
1.182StarTrekker . . . . .	122
1.183STFax, fax, IFF STFX . . . . .	122
1.184StoneCracker Filetypes . . . . .	123
1.185StoneTracker . . . . .	124

---

1.186SUN Microsystems, sample . . . . .	125
1.187Super-Cruncher 2.7 . . . . .	125
1.188Symphonie_Filetypes . . . . .	125
1.189SysSpeed, results module . . . . .	126
1.190TakeTracker, module . . . . .	126
1.191TextEngine, text . . . . .	127
1.192TFMX . . . . .	127
1.193THX Sound System . . . . .	127
1.194TimeCruncher 1.7 . . . . .	128
1.195Titanics cruncher . . . . .	128
1.196TNM Cruncher 1.1 . . . . .	129
1.197ToolManager, prefs, IFF TMPR . . . . .	129
1.198Tracker Module . . . . .	130
1.199TriStar Double Action . . . . .	130
1.200Truetype Font . . . . .	130
1.201Try-It Cruncher 1.01 . . . . .	131
1.202TurboCalc Spreadsheet . . . . .	131
1.203TurboSqueezer 6.1 . . . . .	131
1.204Turtle Smasher . . . . .	131
1.205Twist 2, database . . . . .	132
1.206Ultimate Packer . . . . .	132
1.207Vista_filetypes . . . . .	132
1.208WAVE, sound sample . . . . .	133
1.209WordPerfect Filetypes . . . . .	133
1.210Wordworth Filetypes . . . . .	134
1.211Workbench Pref . . . . .	135
1.212X-DVE, script . . . . .	138
1.213XFA Animation, IFF XFA! . . . . .	138
1.214XMash, disk archive . . . . .	139
1.215XPK . . . . .	139
1.216Zoom_Filetypes . . . . .	140



# Chapter 1

## MOG

### 1.1 Magnum\_Opus.Guide V3.1

About.

Magnum Opus V3.1a.

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(Released 29, November 1998)

Do you own Directory Opus Magellan? Fed up wondering exactly what a particular file is, what produces it, how it can be used, then this is for you. Magnum Opus contains 435 filetypes together with extensive AmigaGuide format documentation. In addition a set of replacement toolbar button images, some icons, and useful buttons are included.

Contents...

Introduction. ----- What is Magnum Opus?.  
Requirements. ----- Details of what you need.  
Installation. ----- Installing Magnum Opus on your system.  
Filetypes Overview. ----- General information about filetypes.  
Filetypes Index. ----- Complete documentation on all of the filetypes.  
Icons. ----- Those little coloured things.  
Buttons banks. ----- Extra buttons for Opus Magellan.  
Screen-back.dopus5. ----- Useful ARexx module.  
Frequently Asked Questions. ----- Further information.  
Hidden Functions. ----- Non-documented features of Opus Magellan.  
Directory Opus Magellan notes. Pirate Users Note !  
Version History. Installer script version history.  
Future Plans. ----- Current ideas I have planned.  
Your help wanted. ----- Get involved.  
What the Amiga press said. ----- Previous magazines it featured in.  
Author Information. ----- How to contact me.  
Copyright. ----- Important read this.  
Disclaimer. ----- Legal notice.  
Acknowledgements. ----- Those I'd like to thank.  
The Amiga's Future. ----- My thoughts on it.

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## 1.2 Introduction

Magnum Opus Guide V3.1

Introduction.

Magnum Opus is a massive collection of filetypes, a replacement set of lister toolbar buttons and some icons for use with Directory Opus Magellan (V5.661+). It comes supplied with comprehensive AmigaGuide documentation that contains a great deal of information. This includes details of what the filetypes are, what programs create them, how they can be used and other useful details. Though designed as a complete package, this AmigaGuide in itself is a useful source of reference.

Where possible I have also included the source on Aminet where PD/Shareware utilities can be located that can make use of the various filetypes. The way that the source of these on Aminet is displayed is always shown in a uniform way. For example Magnum Opus V2.2 in biz/opus on CD number 25 would be shown as (Magnum\_Opus2\_2.lha biz/dopus CD25).

Since its first release in August 1996, Magnum Opus has undergone several updates incorporating my own ideas and those from the constructive response I've had from a number of users. During this time many new filetypes have been included and others updated for reliability of recognition and usefulness.

Due to the many improvements and new features that have been made to Opus Magellan, I took the decision to only support version 5.661 or higher. If you have a lower version of this isn't it about time you upgraded.

Please feel free to contact me as I would welcome any feedback you have on this project, either questions, comments, suggestions or even criticism.

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## 1.3 Requirements

Magnum Opus Guide V3.1

Requirements.

- (1) You'll need an Amiga :-)
  - (2) Directory Opus Magellan V5.661 or higher.
  - (3) Workbench 3.0 Kickstart V39.xx is the minimum requirement but, Workbench 3.1 & Kickstart V40.xx is recommended as this fixes a few bugs.
  - (4) A suggested minimum of 4mb RAM, but the more the better.
  - (5) A 68030 or faster processor is recommended but not essential.
  - (6) Arexx as supplied with Workbench 2.x/3.x running.
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(7) Approximately 900k of free space on the partition you install this to.

(8) Multiview for the documentation.

(9) Various PD/Shareware utilities as described in the documentation of the filetypes.

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## 1.4 Installation

Magnum Opus Guide V3.1

Installation.

It is recommended that you use the installation script provided. NO user files will be overwritten without asking first. Just click on the "Magnum\_Opus.Install" icon and follow the instructions. During the installation you will be given two choices. If you already have version 3.0 installed you should choose the "Update Magnum Opus V3.0 to V3.1" option. If you have previously installed Magnum Opus V1.0 - 2.2 or have never installed it before you should select the "Install Magnum Opus V3.1" option.

Please Note !. For some buttons to work correctly in this AmigaGuide you must have already installed Magnum Opus V3.1 and have Opus Magellan and ARexx running.

The Amiga "Installer" program is required, if you do not already have this program it can be found on Aminet (Installer\_43\_3.lha util/misc CD16) and many other distributions (including Directory Opus), coverdisks, etc.

Update version 3.0 to 3.1 installation details.

This update will put a new version of the Magnum\_Opus.Guide (V3.1) into "DOpus5:Help/", and install 14 new filetypes and 3 updated ones in DOpus5:Filetypes. Though it is not absolutely necessary to reboot after installation I would recommend that you do. You should however close ALL listers and use the "FreeCaches" command for the filetypes to become completely effective if you don't re-boot.

Full version 3.1 installation details.

On restarting Directory Opus after installation you may find that it takes longer to load than it did before. This is quite normal as there are now many more filetypes for it to load.

After the main installation there are a few minor changes you need to make to get the best from Magnum Opus. The first one is to always have the filetype show up in any new listers opened. To do this go to the "settings" menu and select "environment" then "Edit". Next select "Lister Default" click on the "Default Format" button and drag the item "Filetype" from the left to the right hand side window. You also need to make sure that in the

Environment Editor in Lister Options that the "Name Mode PopUp" is checked. Don't forget to then click the save button.

Filetypes.

If you selected to install the full version of Magnum Opus you will now find that your old filetypes have been put into a directory named "DOPus5:Filetypes\_ORIGINAL". The "filetypes" directory now contains ALL of the new V3.1 Magnum Opus filetypes.

Tying to add filetypes to a current selection of users filetypes is fraught with difficulties. For example as far as Directory Opus is concerned a filetype called "Picture, ILBM" is different to "Picture, IFF ILBM" which of course it isn't. The method used for installing the Magnum Opus filetypes will guarantee that they will all work perfectly as intended and give a dramatic improvement from what you had before.

I've had a number of reports from users on how they use the filetypes after installation. Some users have put all the new filetypes in "DOPus5:Storage/Filetypes" and when they come across an unknown filetype use the filetype sniffer to see what it is. This can then be installed by clicking on the "Install" button. (Note ! You need to have the "Filetype Sniffer" turned on which is in Settings - Options - Miscellaneous). Others have used some of my filetypes and put the rest in DOPus5:Storage/Filetypes.

These methods generally are quite good but there are disadvantages with this way of doing things. As an example if you have installed "Picture, JPEG,JFIF" and have "Picture, JPEG,JFIF,progressive" in Storage/Filetypes then the progressive version shows up as the ordinary version which it's not and some picture viewers can't show.

It has also been suggested to me that the installer should put the filetypes in "DOPus5:Storage/Filetypes", or just overwrite the currently installed filetypes. The reason I decided to install the filetypes using the current method is so that NO user filetypes are ever overwritten, I know only too well how long it can take to create a decent set. There's also the problem that by installing them in an existing directory that there could be two filetypes with similar names for the same filetype. Anyone who has any other suggestions on this should contact me.

The more knowledgeable of you may want to further customise the commands in the filetypes and/or use some of those you already had. But, It is impossible for me to tell exactly how these will work together. All that I can guarantee is that the supplied filetypes all work together. Most of the filetypes for data files have a higher priority than those for executable & crunched files this has been done to give the quickest listings possible. Some of the filetypes for data have an even higher priority these are mainly for files that will be very large such as hard disk backup files which can be many megabytes in size and would take ages to recognise if they were at a lower priority. Sometimes it is necessary for one filetype to have a higher priority than a similar one for correct recognition such as the PowerPacker filetypes.

For additional details see Filetypes Overview.

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Palette.

Magnum Opus uses a similar palette to that of the popular Magic Workbench 2 for its toolbar buttons. To use this palette go to the "Environment Editor" select Palette, click on load and select the file supplied with Magnum Opus called "colours", then select "Save".

Toolbar Buttons.

The other main parts that have been installed are a new set of Toolbar Buttons in "DOpus5:NewImages3/"

The "Toolbar Buttons" have changed quite a lot since in this version of Magnum Opus. You will now find that only icons are supplied as there's is no need to include IFF brushes for older versions of Directory Opus which I am no longer supporting. Most of these new toolbar buttons are animated with a secondary image, and all of them have a textured background. After installation you will find these in a new directory "DOpus5:NewImages3/".

To replace your current toolbar buttons with these new ones you can use the drag and drop method. Open a new lister and go to the "DOpus5:NewImages3/" directory make sure you then have this in either "Icon" or "Icon Action" mode. Select "Edit Lister Toolbar" from the "Listers" menu, this brings up the button bank editor. Do NOT drag the icons into the toolbar button bank at this point as the functions will be over written. Double click on the button you want to edit, you are then presented with the individual button editor. Then drag the image you want to use into the box marked "Button", this will replace the previous image. Then click on use, do this for all of the button images you want to replace and finally select save on the "Button Bank Editor".

The brush that forms the Cycle gadget when the toolbar buttons extend beyond the edge of the lister is called "toolbararrow.image" in "DOpus5:Images/". This is where Directory Opus looks for it and it's not possible for it to be anywhere else. You may like to replace this with the one in NewImages3 so all the buttons have the same style, just copy it across to DOpus5:Images/. You will need to exit and restart Directory Opus before it takes effect, if you want to keep the default one just rename it.

CD.Buttons.

The installer will put another small button bank in the Buttons directory that you might like to use if you have a SCSI CD ROM drive. Using one of the many available utilities to send SCSI commands to your CD drive they can be used to open & close the Drawer. This button bank has been set up to use SCSI\_Util V2.02 which is available on Aminet (SCSIUtil.lha disk/cdrom CD4). You will probably need to change the path and options for this to work correctly on your setup. To see these buttons [Click here](#).

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## 1.5 Filetypes Overview

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Magnum Opus Guide V3.1

### Filetypes Overview.

While it is virtually impossible for any filetype recognition system to always be 100% accurate, I have tested the included filetypes with tens of thousands of files from various sources. During the creation of the filetypes I have endeavoured to make them as reliable as possible while keeping the number of functions to achieve this to a minimum.

After my suggestion to GP Software they have included a new "Search Range" filetype command in Directory Opus Magellan as of version 5.661. This is similar to the "Search For" command, except that it lets you limit the range of the search. Where possible this has been used to replace the "Search For" command as this helps speed up filetype recognition.

To improve the correct filetype recognition further, where possible I have NOT used the "MATCH DT ID" or "MATCH DT Group" functions, there are three reasons for this. It assumes you have a particular Workbench Datatype installed, The reliability of recognition is dependant on how good that datatype is, and lastly identification is faster. Neither where possible do I take the easy option for recognition by relying on the MATCH NAME function either. This assumes that the file name extension is correct and also that everyone uses the same name extension. As mentioned in the "PC files" section below, don't be surprised if a file is shown to be different to what its extension would suggest.

When a file with a matching filetype is double clicked on and does not have a function defined for it, a requester appears to inform you of this rather than doing a SmartRead and displaying a hex dump of the file.

One feature first introduced in Directory Opus V5.5+ that I am now using a lot is the filetype PopUp menu's which I personally feel is far better than having loads of button banks to perform operations on files.

Another new command introduced in Directory Opus Magellan was "SetAsBackground". With this you can use any picture format that you have a datatype for and install it as a background in either the desktop, windows or requesters. Full details of this are in the Opus Magellan Supplement. Most of the picture filetypes have three additional filetype popup menu items to do this.

### Packed executables & data files.

In the early days of the Amiga when a hard drive and the storage capacity it has was a rare luxury that few users had, various programs appeared that could reduce the size of files while still retaining full functionality. Some were good, others not so good, and some were awful. Now that most of us have hundreds of megabytes of hard drive space instead of running our systems from floppy disks, most of these programs have disappeared into obscurity. Only a few of these programs that came about during those early years still remain in general use today. The two most commonly used are PowerPacker & Imploder.

You may be thinking that there's not much point in this as these files are

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a program and should be treated as such. I thought the same way until I purchased an accelerator board and got fed up with running a program only to have it crash. Some Crunchers produce resulting files that run quite happily while others such as the address crunching types do all sorts of horrible things to your memory. Now that these can be identified I leave it up to you to decide what you want to do with them.

When you find a packed data file bare in mind that the contents when unpacked could be text, picture, music module or just about anything else you can think of. Sometimes there are clues as to the contents. For example a file name ending .MOD could be assumed to be a music module, and a file ending .txt is likely to be an ascii text file. However, experience has taught me never to assume anything about the contents of any given file until I've checked it. If you keep this in mind then you shouldn't have any problems.

There is a great utility called XFDdecrunch (xfer120.lha util/libs CD25) that can unpack most of these filetypes. I have included an extra item on the popup menu for those filetypes that it can successfully unpack.

In addition on some packed data filetypes you will find two extra popup menu items "Filetype Info" & "Original" these use a small Arexx script to unpack the file to ram and treat it as if it were already unpacked. So for example if the file is an ascii text file it would be displayed by PPMore. The "Filetype Info" would display a requester that tells you this is an "Ascii text" file.

#### PC Files.

You will notice that I have included a number of filetypes primarily found on the PC. The reason for this is that there are many Amiga Programs that can make use of these files, which include various picture, sound & word-processor files.

For those of you not familiar with the way Windoze 3.x, 95 & 98 work with filetypes here a brief summary. The whole rotten system relies on a filetype extension to identify a file. So for example a file named PICTURE.BMP will be a bitmap picture. However change its name to PICTURE.TXT and as far as Windoze is concerned the file is a ascii text file. I think you'll agree this is a stupid system though it does seem to work better in newer versions where the extension is not shown and programs will ignore any stupid extensions you put on by replacing them with the correct ones. But this tends to leave you with files that appear to have the same name, produce a file with no extension and it hasn't got a clue what it is. So overall fairly good, but I think you'll agree not very clever. Don't be surprised if a file is shown to be different to what its extension would suggest I have found on many occasions that these file extensions are wrong.

The Amiga of course has none of this nonsense. You can name a file anything you like. Both Opus Magellan & the Magnum Opus filetypes check the contents of files to determine what they are. If you access CD's that are intended for use on PC's please bare in mind that although files common to both the Amiga & PC will be picked up correctly, certain specific PC files may be picked up erroneously though thankfully this does not occur too often.

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Music Modules.

The way that music modules are recognised in Opus Magellan has been changed from that of earlier versions and is now a command that requires a filetype, for which the "Music Module" one is supplied. This then uses the `inovamusic.library` to recognise a module. This still throws up inaccurate results and is best avoided. My filetypes now recognise EVERY filetype in this library plus many more, and far more accurately. So now you can safely forget about using this old library for recognition.

The majority of the music modules filetypes included in Magnum Opus can be played with `DeliTracker_II`. Instead of using any of the various `ARexx` scripts or `Dopus5` `ARexx` modules that are available to call up `DeliTracker` to load and play music modules. I prefer to have `DeliTracker` running all the time, I can then just drag the file I want to hear into it's window to play it. The current version of `DeliTracker_II` can be found on Aminet or the Aminet CD #15 in `mus/play` as "`DeliTracker227.lha`". Also keep a lookout for new players for this which appear from time to time. The modules that the `inovamusic.library` recognises can still be played using the `PLAY` command so for those files double clicking on a matching filetype will play it.

If you have any suggestions, comments or filetypes you'd like to see included in a future update then please don't hesitate to contact me.

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## 1.6 Filetypes\_Index

Magnum Opus Guide V3.1

Filetypes Index.

2D drawing, IFF DR2D.

A

- ABackup v5, disk archive.
- ABackup V5, disk archive ENC.
- ABackup V5, file archive.
- ABackup V5, file archive ENC.
- ABackup, catalog.
- AFCDFind, index.
- AHI, audio mode, IFF AHIM.
- AIBB Module.
- AIFC, Sound Sample.
- AIFF, Sound Sample.
- AlbIn, database, IFF ALBM.
- Ami-Back Backup.
- Ami-Back disk index.
- Ami-Back V1.x config.
- Ami-Back V2.x config.
- AMI-Pack archive.
- Amiga E, Module.
- Amiga E, Source.
- Amiga Font Bitmap.
- Amiga Font Function.
- Amiga Format, AFCDFind prefs.

---



AmigaBasic Program.  
AmigaDOS Library.  
AmigaGuide Guide.  
AmigaMetaFileFormat, IFF AMFF.  
AmigaVision, IFF AVCF.  
AMOS, basic.  
AMOS, Easy AMOS.  
AMOS, icon bank.  
AMOS, music bank.  
AMOS, Pac Pic.  
AMOS, palette bank.  
AMOS, Pro.  
AMOS, rainbow bank.  
AMOS, resource bank.  
AMOS, samples bank.  
AMOS, sprite bank.  
AMOS, Unknown bank.  
ANC Cruncher.  
AnimatED, script.  
Animation, AVI.  
Animation, FLC.  
Animation, FLI.  
Animation, GIF.  
Animation, IFF-ANIM-J.  
Art of Noise, drum sequence.  
Art of Noise, FM sound.  
Art of Noise, Module 4ch.  
Art of Noise, Module 8ch.  
Ascii text.

## B

Bars & Pipes Pro, Song.  
NEW Bars & Pipes, group.  
NEW Bars & Pipes, track.  
ByteKiller 1.3, 2.05.  
ByteKiller 2.0.  
ByteKiller 3.

## C

CartoonStudio, script.  
CDXL, movie.  
CGM, vector graphic.  
Cinema 4D object, IFF MC4D.  
CineMorph, Curve.  
CineMorph, Points.  
CineMorph, Project.  
Collector V1.x, index.  
Collector, index.  
Collector, index, XPK.  
ComicSetter, doc, IFF COMC.  
Compress, archive.  
CompuGraphic Metric Font.  
CompuGraphic Outline Font.  
NEW Crunch 1.x.  
NEW Crunch 1.x, data.  
NEW Crunch 1.x, seg.  
Crunch Master 1.0.

CrunchMania Data.  
CrunchMania Data Encrypted.  
CrunchMania Data S,M.  
CrunchMania Data S,M Encrypted.  
Crunchy Dat.  
CygnusEd, defaults.

## D

Datastore Database, IFF DSDB.  
Datatype, IFF DTYP.  
DefJam 3.2.  
Delta Music 2.0, module.  
DeLuxe Music score, IFF CMUS.  
DeLuxe Music score, IFF DMCS.  
DeLuxe Video, IFF VDEO.  
Design Works drawing, IFF DRAW.  
Diavolo, backup.  
DIGI Booster 2.x, module.  
DIGI Booster, module.  
DigiBooster, Pattern.  
DigiBooster, Track.  
Digital Sound Studio, module.

## NEW

Directory Opus 4.x, config.  
DISK-Masher archive.  
DISK-Masher encrypted archive.  
DiskSalv, archive stream.  
DiskSqueeze, disk archive.  
Document, Rich Text Format.

## NEW

Doom, Wad.  
DOpus5, group item.  
DOpus5, Start menu.  
DPaint move, IFF PRSP.  
DrawStudio, drawing, IFF DSDR.

## E

EasyCalc 1.x, spreadsheet.  
EasyCalc 2.x, spreadsheet.

## F

Face the Music, effect.  
Face The Music, module.  
FastTracker 1, module.  
FastTracker 2, module.  
FinalCopy 2 Doc, IFF SWRT.  
FinalCopy Doc, IFF SWRT.  
FinalData, database.  
FinalWriter Doc, IFF SWRT.  
FinalWriter Doc, PC.  
FinalWriter Prefs, IFF SWPF.  
FinalWriter Text Clip, IFF FTXT.  
Flash Pack 1.4.  
Fred, module.  
Future Composer 1.3, module.  
Future Composer 1.4, module.  
Future Composer synth instr.  
Future Composer, module.

## G

GEM, metafile.  
GMOD, module.  
GZip, archive.

## H

HDBackup, logfile.  
High Pressure cruncher.  
High Pressure cruncher unlinked.  
Hippel, module.  
Hippel-COSO, module.  
Home Accounts 2, record.  
HQC Cruncher 2.

NEW HTML, text.

## I

IceTracker, module.  
Icon, appicon.  
Icon, device.  
Icon, disk.  
Icon, drawer.  
Icon, Kickstart.  
Icon, project.  
Icon, tool.  
Icon, trashcan.  
ILBM-IFF modulo cruncher.  
ImageFX Thumbnail, IFF NAIL.  
ImageFX3, graphic, IFF INGF.  
ImageVision, Script.  
Imagine Animation Script.  
Imagine Animation, IFF IAND.  
Imagine Staging, IFF ISTG.  
Imagine Texture.  
Imploder 3.  
Imploder 3 Protected.  
Imploder 3 Pure.  
Imploder 3 Pure Protected.  
Imploder 4.  
Imploder 4 Lib.  
Imploder Data, FImp.  
Imploder Overlayed.  
Imploder Short Lib.  
Impulse Tracker, module.

## J

JamCracker, module.  
JpegAGA map-file.

## K

KRIS, module.

## L

Lemmings 2 data, IFF L2A-.  
LhA Self-Extracting Archive.  
LhA, archive.  
LhA,Lharc, archive.  
Lightwave Object, IFF LWOB.

---

Lightwave, scene.  
Locale Catalog, IFF CTLG.  
LZX, archive.

## M

M.O.N. module.  
Magnetic Pages, doc.  
Makepath Session.  
Master Cruncher 3.0 Addr.  
Master Cruncher 3.0 Data.  
Master Cruncher 3.0 Reloc.  
MED 2 Song.  
MED 3 Song.  
MED 4 Song.  
MED,OctaMED module, MMD0.  
MED,OctaMED, instrument.  
MegaCruncher 1.0.  
MIDI, song.  
Money Matters .  
Money Matters 4.  
MovieSetter Movie.  
MPEG, audio.  
MPEG, video.  
MS Windows icon, ICO.  
MS Windows Write.  
Music-X data, IFF MSCX.  
Musicline, 4ch module .  
Musicline, 8ch module .  
Musicline, instrument.

## N

Navigator Titler Pro, show.  
NewIcon, appicon.  
NewIcon, device.  
NewIcon, disk.  
NewIcon, drawer.  
NewIcon, Kickstart.  
NewIcon, project.  
NewIcon, tool.  
NewIcon, trashcan.  
Nucleus data, IFF MDAT.

## O

Obsolete ! .  
OctaMED Module, MMD1.  
OctaMED Module, MMD2.  
OctaMED Module, MMD3.  
Oktalyzer, module.  
Organiser 1.x, IFF ORGP.  
Organiser 2.x, IFF ORGP.  
Organiser, suppliment.  
Outline Font Function.

## P

PackDev, archive.  
PackDev, XPK archive.  
PageSetter, Doc.

---

PageSetter2, Doc.  
PageStream 3 Doc, IFF DOC .  
PageStream Font.  
PC Executable.  
Pen Pal, database.  
Pen Pal, document.  
Personal Write, doc encrypted.  
Personal Write, doc, IFF C100.  
PhotoCD, overview.  
Photogenics Matrix.  
Photogenics Paint Mode.  
Photogenics, Paint Layer.  
Picture, BMP.  
Picture, BMP 24bit.  
Picture, BMP OS2.  
Picture, BMP OS2 24bit.  
Picture, GIF87a.  
Picture, GIF89a.  
Picture, IFF DEEP.  
Picture, IFF ILBM 24bit Enc.  
Picture, IFF ILBM, grab.  
Picture, IFF PBM.  
Picture, IFF RGFx.  
Picture, IFF RGFx 24 bit.  
Picture, JPEG,JFIF.  
Picture, JPEG,JFIF,progressive.  
Picture, JPEG,JFIF-EXIF.  
Picture, PCX.  
Picture, Photo CD.  
Picture, PNG.  
NEW Picture, Sun Raster.  
NEW Picture, Sun Raster, 24bit.  
Picture, Targa.  
Picture, TIFF.  
PicView 1.x, Catalogue.  
PicView 2.x, Catalogue.  
PlaySID, module.  
PMC Crunched, SFCD.  
PMC Crunched, SFHD.  
NEW Portable Document Format.  
PostScript, data.  
PostScript, picture.  
Powermusic, Module.  
PowerPacked Data.  
PowerPacked Data Encrypted.  
PowerPacked Guide.  
PowerPacker 2.x.  
PowerPacker 2.x MASTER.  
PowerPacker 3.  
PowerPacker 3 Encrypted.  
PowerPacker 3 Encrypted MASTER.  
PowerPacker 3 Lib.  
PowerPacker 3 Lib Encrypted.  
PowerPacker 3 Lib Overlayed.  
PowerPacker 3 MASTER.  
PowerPacker 3 Overlayed.  
PowerPacker 3 Overlayed MASTER.

---

PowerPacker 4.  
PowerPacker 4 Encrypted.  
PowerPacker 4 Lib.  
PowerPacker 4 Lib Encrypted.  
PowerPacker 4 Lib Overlayed.  
PowerPacker 4 LoadSeg.  
PowerPacker 4 Overlayed.  
PPaint Encrypted.  
ProCalc, Spreadsheet.  
ProDraw, CGM Picture.  
ProDraw, clip.  
Professional Draw, drawing.  
Professional Page, document.  
ProRunner 2, module.  
ProTracker config, IFF PTCF.  
ProTracker config, IFF PTRD.  
Protracker, module, IFF MODL.  
ProTracker, pattern.  
ProTracker, track.  
ProVector, font, IFF ONFT.  
ProWrite, doc, IFF WORD.  
PS-Adobe Font.  
PS-Adobe Font metrics data.

## Q

QuadraComposer module, IFF EMOD.  
QuadraComposer, envelope.  
Quarterback Tools, defaults.  
Quarterback Tools, disk image.  
Quarterback, Backup.  
Quarterback, defaults.  
Quick PowerPacker.  
QuickTime, movie.

## R

Real3D data, IFF REAL.  
Reko Card Set.  
ReloKit 1.0.  
ReOrg, preferences.  
Rob Norton Cruncher.

## S

SAS Patch, IFF PTCH.  
Scala, script.  
ScreamTracker 3 Module.  
Sculpt 3D,4D, object, IFF S3CD.  
Sculpt 3D,4D, take, IFF TAKE.  
Sequencer One, song.  
SoftWood Outline font.  
SoftWood, database.  
SonicArranger, Module.  
SonicArranger, sampled instr.  
SonicArranger, synth instr.  
Sound Sample, IFF MAUD.  
SoundBlaster VOC Sample.  
SoundFX 1.3, module.  
SoundMon 2.0, module.

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SoundTracker 15, module.  
SoundTracker, packed song.  
SoundTracker2.0-2.6, module.  
SoundTrackerPro 2, module.  
StarTrekker 4, Module.  
StarTrekker 8, Module.  
StarTrekker M, Module.  
StarTrekker, AM sound.  
StarTrekker, FM sound.  
StarTrekker, module info.  
STFax, fax, IFF STFX.  
StoneCracker 2.99.  
StoneCracker 2.99 Data.  
StoneCracker 3.00.  
StoneCracker 3.00 Data.  
StoneCracker 3.10.  
StoneCracker 4.01.  
StoneCracker 4.01 Abs.  
StoneCracker 4.01 Data.  
StoneCracker 4.10.3.  
StoneCracker 4.10.3 Abs.  
StoneCracker 4.10.3 Abs Plain.  
StoneCracker 4.10.3 Abs Pro.  
StoneCracker 4.10.3 Data.  
StoneCracker 4.10.3 Lib.  
StoneTracker, module.  
StoneTracker, sample bank.  
SUN Microsystems, sample.  
Super-Cruncher 2.7.  
Symphonie DSP Plugin.  
Symphonie, module.  
SysSpeed, results module.

## T

TakeTracker, module.  
Tar, archive.  
TeX, dvi.  
TextEngine 4.1 text.  
TextEngine 5 text.  
TFMX 1.5, module.  
TFMX, Song module.  
THX Sound System V2, module.  
THX Sound System, instrument.  
THX Sound System, module.  
Time Cruncher 1.7.  
Titanics 1.1.  
Titanics 1.2.  
Titanics 1.2 Protected.  
TNM Cruncher 1.1.  
ToolManager, prefs, IFF TMPR.  
Tornado3D, object, IFF TORO.  
Tracker Module.  
TriStar Double Action.  
TrueType Font.  
TryIt Cruncher 1.01.  
TurboCalc Spreadsheet.  
TurboSqueezer 6.1.

---

Turtle Smasher 1.x.  
Turtle Smasher 2.0.  
Twist2 Database.

## U

Ultimate Packer 1.1.

## V

Vista DEM.  
Vista Script.  
VistaPro, VAnim.

## W

Wanton Packer, module.  
WAVE, sound sample.  
Whittaker, module.  
WordPerfect 5.x, document.  
WordPerfect, doc, Amiga.  
Wordworth Doc PW, IFF WOWO.  
Wordworth Doc, IFF WOWO.  
Wordworth, prefs.  
Workbench Pref, ABackUp.  
Workbench Pref, AHI.  
Workbench Pref, Amiga Format CD.  
Workbench Pref, Country.  
Workbench Pref, Font.  
Workbench Pref, IBrowse.  
Workbench Pref, IControl.  
Workbench Pref, IFF PREF.  
Workbench Pref, Input.  
Workbench Pref, Locale.  
Workbench Pref, MUI.  
Workbench Pref, Organiser.  
Workbench Pref, Overscan.  
Workbench Pref, Palette.  
Workbench Pref, Pointer.  
Workbench Pref, Postscript.  
Workbench Pref, Printer.  
Workbench Pref, PrinterGFX.  
Workbench Pref, ScreenMode.  
Workbench Pref, Serial.  
Workbench Pref, Sound.  
Workbench Pref, ToolManager.  
Workbench Pref, VisualPrefs.  
Workbench Pref, WBPatten.  
Workbench Pref, Workbench.  
Workbench Pref, XpkMaster.

## X

X-DVE V1.x, script.  
X-DVE V2.x, script.  
XFA Animation, IFF XFA!.  
XMash, disk archive.  
XPK, packed.  
XPKZ Packed.  
XTR track, IFF XTRK.

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Y

YAFA, animation.

Z

NEW Zoom V5.x, disk archive.

NEW Zoom V5.x, disk archive ENC.

NEW Zoom, disk archive.

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## 1.7 Icons

Magnum Opus Guide V3.1

Magnum Opus 3 Icons.

While I don't profess to be a great artist, like many others over time I became fed up with trying to find a specific icon I liked and ended up making some of my own. However, don't expect a full set of icons from me as I have neither the time or inclination plus there are plenty of fantastic icon sets available on the Aminet. All of the included icons use a palette supplied with Magnum Opus called colours. This is similar the to that of the popular Magic Workbench 2. During the construction of these icons I came upon an undocumented feature of the IconInfo. See Hidden Functions. Incase you're interested I now use Personal Paint V7.1 with the new "personal\_io\_icon.library" V5.9c by Elmar Plischke to produce icons. This new library can be found on Aminet (pio\_icon.lha biz/cloan CD22) and comes highly recommended.

When using Opus Magellan to replace icons you will be given the various options for replacing, select "All" this will ensure that there is no problems with the wrong default tooltypes etc.

def\_Drawer.info

Fed up with the standard Magic Workbench drawer icon that everyone seems to use ? Don't want to pay the shareware fee ? Then this is the icon for you and is totally FREE. It is exactly the same size but that's where the similarity ends. You may want to install this as your default drawer icon for each new one you create. To do this just copy it to ENVARC:Sys/

def.Guide.info

This has proved to be my most popular icon and is also my favourite. Amiga Format has been using this for some of the AmigaGuide files on their CD ROM coverdisks. While I have no objection to this, I wish they'd leave my copyright notice in the tooltip. Even worse on several occasions I've even found that the tooltip message credits someone else as the author !!. It's NOT, it's by me Richard Lane © 1996-98. See separate copyright notice and Hidden Functions. The "All" option should have been selected when replacing the icon with mine.

def.PPGuide.info

The same as the above but this one has a different default tooltip for use with the PowerPacked, Guide filetype.

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def.Doc.info

This is a miniature of the PPMore program that I'm sure everybody must have seen. It is exactly the same size as the "def.Guide.info" so should look good in a drawer full of documents.

def.PaintLayer.info

For use with the Photogenics, Paint Layer filetype.

def.Picture.info

You can use this one for a variety of different picture filetypes.

def.24Picture.info

Slightly different version of the above to make it easy to spot 24 bit pictures.

def.LhA.info

Can be used with both LZX & LhA or any other archive filetype you want.

def.mod.info

I tried really hard to make a decent icon for music modules, but as you can see from this I failed miserably.

def.installer.info

My own icon for use with installer scripts, much better than the default one.

AppIcon.info

A default icon for Opus Magellan when iconified that matches the style of my hard drive icons.

Disk\_Icons.

HD.Disk.info

This is the icon I've used as my own Hard Drive partition icon for years.

HD2.Disk.info

Just an enhanced 8 colour version of the above that I made when I got a second hard drive so I could differentiate which partitions were on what physical device.

ZIP.Disk.info

Though I don't possess one of the Iomega ZIP drives (yet) here's one you might like to use if you do.

Quantum.Disk.info

This new was done for all us lucky Quantum hard disk owners.

Quantum.Black.info

The second one of the new design. This is the start of another project of mine in which I'll be making a whole series of disk icons based on this new design as I've already started on a few others.

HD.Black.info

I was after a new look for my drive icons as I'd become bored of the one I had been using for years and this is the result of much experimentation.

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CDdrive.info

A matching drive icon for CD's that can be used with various utilities that replace CD icons.

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## 1.8 Button Banks

Magnum Opus Guide V3.1

Buttons.

I'm sure you will already have a number of buttons on your own installation of Directory Opus Magellan to do all manner of things. In this new release of Magnum Opus I have included a few of my own that I hope you will find useful.

Version.

This button uses the same method for displaying a version string as used in the AmigaDOS.library filetype, go to this for further details. This button can be used for any other file that contains a standard version string. If nothing, or odd results are displayed then the selected file(s) do not contain a normal standard version string.

LZX add

After seeing many attempts at providing a button to create or add files to an LZX Archive they all had various failings of which there were too many to go into here (including those supplied with Opus Magellan). This button will make or add to an existing archive ALL files and/or directories selected. If you have experienced problems with other LZX add buttons try this one.

LZX add -9 MAX

Exactly the same as the above but this one uses the maximum compression possible. It is a lot slower and therefore is recommended for those archives you intend to distribute or for long term archiving purposes.

LhA add

As with the LZX add button this fixes the failings of ALL the other LhA add buttons (including those supplied with Opus Magellan). In particular it fixes a bug with the last available evaluation version of LhA V1.38. This makes the directory name come out in lower case but leaves files and icons OK. Now the directories are all in their correct case. It also stops the LhA program is being invoked several times when archiving large amounts of files, it's also faster because of this.

XFD Decrunch

Though all the packed filetypes that can be successfully be unpacked by using the additional filetype popup menu item. This button will unpack as many as selected in the source lister in one go.

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## 1.9 Screen-back.dopus5 module

Magnum Opus Guide V3.1

Screen-back.dopus5 ARExx module.

Thanks to the example in the manual, I have made this small ARExx module that let's you send the Directory Opus screen to the back if like me you use it on it's own screen. This can be handy for those programs such as Ed & FinalWriter V5 that insist on opening on Workbench if you don't have the "default Pubscreen" menu item checked. This module adds the Screen\_Back function to the built in Directory Opus commands and makes it available for use in other buttons and filetypes.

This module superseeds the old ARExx script "Back.DOpus5" supplied with Magnum Opus v1.0. It will be removed by the installation script of this version.

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## 1.10 FAQ

Magnum Opus Guide V3.1

Frequently Asked Questions.

Everything you should need to know to install and use Magnum Opus 3 is explained in the Installation & Filetypes Overview pages or in the relevant filetype page. However, I am including here some of the various questions that other users have asked me in the hope that it answers any other questions you may have. If you still have any questions on the use of Magnum Opus then please contact me.

Q: Why does Directory Opus take longer to load than it did before ?

A: This is because it loads the filetypes into memory and there are now far more than before. The only way to speed things up without removing any of the filetypes is to get a faster hard drive and/or processor. I hope you will agree this extra few seconds wait is worth the improvements.

Q: A number of program configuration and/or preferences files are not recognised, why ?

A: The only types of these files I will support are where a program can save and load files for different sets of preferences or configurations, as is the case with the Workbench, Prefs filetypes. I see no point in making a filetype of which there will only ever be one on a users system. Furthermore, these solitary files normally have names that are self explanatory, for example "VirusZ\_II.Prefs".

Q: I would like a filetype that recognises a particular filetype but I cannot get the built in filetype editor to make one that gives accurate

results.

A: The filetype editor in Opus Magellan is certainly an improvement over previous versions but it does have limitations. If a file is a datatype or IFF format then its quite good, though not always perfect. As it only uses the first 16 bytes of a file for comparison and does not look any further for a match, this is not always enough for many filetypes. There is also the limitation in that it can not spot matching strings at different offsets. Sometimes as is the case with many packed file format variations it needs several matching strings to guarantee correct recognition. If you are having difficulty creating a filetype the easy answer is to contact me and I will be able to advise you if it's possible. I have looked at creating many filetypes for all sorts of files NOT included in Magnum Opus. If it's one I'm not aware of then I may be able to create one for you and also include it in the next version for the benefit of others.

Q: In Magnum Opus V2.1 you said you would be including a set of toolbar buttons that use the NewIcons format, where are they ?

A: Since V2.1 there has been a number of Newicon toolbar button packages appearing that are very good. I now feel that there is no point in creating another set, so for the foreseeable future I do not plan to make any. If you would like me to make a set then please get in touch.

Q: Why don't I have any "filetype popup menus" when using a lister in name mode ?

A: Make sure that in the Environment Editor in Lister Options that the "Name Mode PopUp" is checked. Don't forget to then click the save button.

Q: Why don't you make the Magnum\_Opus.Guide into html pages that can be read using a Web browser?

A: One of the main reasons being that not every Amiga user has a powerful CPU and lots of memory. Try running Opus Magellan and a web browser on a 68020 with 4mb of fast ram then you'll see what I mean. For the moment the AmigaGuide documentation does everything that's needed, and every Amiga owner using Workbench 3.0/3.1 (probably 90% plus) already has Multiview on their system.

In recent weeks I have looked at converting the Magnum\_Opus.Guide into HTML format. I've tried out several of the utilities that convert AmigaGuide to HTML, the best so far being "GuideML" (GuideML.lha text/hyper CD26). While this does a good basic job it would still need a lot of further work to get it to a standard that I'd be happy with. For the moment I would rather spend the time and effort on improving Magnum Opus. This does NOT mean that I have totally ruled out converting it to html. If you would prefer the documentation in HTML as opposed to AmigaGuide then get in touch.

Q: Is it possible to link the built in Directory Opus help file with that of Magnum Opus ?

A: Yes, this is possible and I have looked at doing this in the past. But,

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there are a number of potential drawbacks to this. If in future versions of the DOpus5.guide the nodes are renamed or changed then links may not work. For the best integration I would also need to make a few changes to the supplied DOpus5.guide. I would also need to include this changed version with Magnum Opus. I don't expect for one moment that GP Software would be too happy in me doing this.

Q: Is there a web site for Magnum Opus ?

A: Not at the moment. However, in the next few months I hope to get an internet account setup, so keep a look out for the next version of Magnum Opus which should have more details on this.

Q: Just how many more filetypes do you intend to add ?

A: At least another 1000. Seriously though I have no upper limit planned.

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## 1.11 Hidden Functions

Magnum Opus Guide V3.1

Undocumented Features.

With almost any program there is usually a function that's not documented, or some hidden message or just something silly that the author put in. Opus Magellan has quite a number of these. Here's some that I have found, they may only apply to the UK version V5.661 but try them yourself and see.

Most of the hidden features that I mentioned in Magnum Opus versions 1 & 2.x have now become common knowledge thanks to the new manuals. I will include these one again incase you haven't seen or used Magnum Opus before. There are also some others I didn't know about that can be found on the GPSoftware WEB page.

While finishing off this AmigaGuide, I discovered one gem that I don't believe has been documented before. Open up the CLI window of Opus Magellan. click here or go to the "Opus" menu and select "Execute Command" and click on the CLI button. Now type in "help me eliza!" without the quotes, you should then get a message "How can I help you?". Now this is where the fun begins. I spent an entire afternoon typing things in to see what response I could get and was pleasantly surprised by the results. Who would have thought you could have a conversation with a program. Try out some of these words and phrases, again without the quotes.

"opus" (there are at least five different responses to this)  
"sorry"  
(try a four letter swear word beginning with f)  
(and another one beginning with c)  
"I'm mad"

---

```
"I want a PPC Amiga"  
"why did the author put you in here"  
"why did the chicken cross the road?"  
"Say, do you have any psychological problems?"
```

These are just a few that work, try asking it things that contain why, when, where, who, what, etc. To go back to normal operation just type in "shut up". I would be very interested if someone finds something really interesting.

Another one I found was in the new internal CLI If you type in "Joshua" you get the message "Greetings Professor Falken." Just incase you don't get the joke try watching the old movie from the 1980's called "War Games."

Has anyone noticed that in icon or icon action mode, when you drag a floppy disk into a hard drive window, if that disk has its own icon (disk.info) that this is used for the drawer icon ? If the floppy disk does not have its own icon then like Workbench a default drawer icon is used.

There are a number of environmental variables, most have been included in the documentation or manuals, but some of these are not well known. I'm not going to go into detail here as there is a good editor available for this called Do5extPrefs by Jens Weyer that I would recommend that you get (Do5extPrefs16.lha biz/dopus).

If you select "Quit" from the Opus menu it displays a requester saying "This will end your Directory Opus session." If you then select "Cancel" sometimes you get another requester saying Good :) I'm not able to determine the criteria that cause this to happen and I only discovered this by chance. It took quite a while to get the screen grab of it.

Page 58 in the V5.5 manual mentions about the shift click on the animation in the "About" requester. But if you continue to hold the shift key and click again there are three further pictures. One is Greg Perry and two of others who unfortunately I don't know. If you leave the About requester on screen after about 30 seconds you get a scrolling list of credits. Some people have reported that they cannot get this to work. I have traced this down to the Directory Opus screen which must be running in 16 or more colours.

Another one is in the Icon information window that I found by accident. If on either a tool, project or drawer icon you type in the following

```
">>>> Icon by Richard Lane <<<<"
```

excluding the quotes as a tooltip, when you next select information on this icon the title bar of the icon information window reads

```
"Icon : <filename> Author : Richard Lane".
```

Capitalisation is important it must say "Icon by" NOT "Icon By" or "icon

---

by". The first three characters are produced using ALT zero and the last three ALT nine on a UK keyboard. This is how Amiga Format managed to wrongly credit some of my AmigaGuide icons.

..

## 1.12 Version History

Magnum Opus Guide V3.1

Version History.

Version 3.1a (Released 29 November 1998).

- Minor updates of the documentation for release on to Aminet.

Version 3.1 (Released 20, October 1998).

I wanted to wait a while until the new version of Opus Magellan was released before I put out a new version. But due to an error within the Magnum\_Opus.Guide that I was less than happy about, I decided to release this new version. Think of this as an updated version 3.0 that includes most of the current work in progress.

- Discovered problem with the way Heddley stores its temporary files which caused several pages in the Magnum\_Opus.Guide to be scrambled. I've documented how to avoid this happening, which will be of interest to other Heddley users.

- Updated Magnum\_Opus.Guide (V3.1).

- Included another 14 filetypes and updated a few others.

- Included a new version of the Installer script (V1.7) that also does just an update if version 3.0 has already been installed. Despite what the documentation said in the previous release, I actually updated the installer twice just before the final release. I also removed the version history text from the installer script to a separate page within the Magnum\_Opus.Guide.

Version 3.0 (Released 16, August 1998).

- Included another 85 filetypes.

- Updated many filetypes for reliability and/or speed of recognition.

- Updated and re-wrote a large amount of the Magnum\_Opus.Guide (V3.0).

- Found bug in AmigaDOS library filetype when used with Workbench 3.0 and documented why this was and how to fix it.

- Corrected mistake in CrunchMania Data Encrypted recognition string.

- revamped the toolbar buttons and included a few new ones.
-



- Updated Installer script (V1.6)
- Fixed problem with filetype names on systems using Zappo/Archos CD drives. The filetypes are now stored in an LhA Self-Extracting Archive. This also greatly speeds up installation from floppy disk .
- included an alternative set of LhA & LZX filetypes to use with Edmund Vermeulen's ArcDir V1.1.

Version 2.2 (Released 29, Sept 1997).

This version is only a minor revision. I am currently working on Magnum Opus V3.0 which will be available shortly and include loads of new, improved & updated items).

- Updated and improved the installer script (V1.3) several times.
- Updated and slightly revised the Magnum\_Opus.Guide, I also corrected some spelling mistakes and minor cosmetic errors.

Version 2.1 (Released 8, June 1997).

- Added another 9 filetypes.
- Updated AmigaGuide documentation.
- Changed filetype priorities to speed up recognition.
- Included an installer script. (V1.0)

Version 2.0 (NOT released).

- 144 new filetypes added (Phew).
  - All filetypes checked in detail on the new version of Directory Opus V5.5.
  - Changed those filetypes that called for a public screen of DOPUS.1 to {Qs} for those people who use Directory Opus as a Workbench replacement. This also fixes any problems if for whatever reason you happen to be running more than one copy of Directory Opus .
  - AmigaGuide documentation partially rewritten and updated
  - New Icons added.
  - Renamed some filetypes for consistency.
  - Discovered wrong recognition of TakeTracker, module and corrected it.
  - Remade ALL of the toolbar button brushes into 8 colour ones as Directory Opus V5.5 now remaps the colours when using more than an 8 colour screen.
-

Version 1.1 (released 30, Aug 1996)

- Minor interim release that fixes the few minor compatibility problems that came about when used with the newly released version 5.5 of Directory Opus.

Version 1.0 (released 19, Aug 1996)

- First public release.

..

## 1.13 Installation History

Magnum Opus Guide V3.1

Magnum\_Opus.Install version history.

V1.7 (7 October 1998).

- Moved the version history from the installer script to the Magnum\_Opus.Guide.
- Included section for quickly updating Magnum Opus V3.0 to V3.1.

V1.6 (17 August 1998). last minute update released with Magnum Opus 3.0.

- Completely changed the way obsolete parts were removed.
- Changed a few messages around to make things faster.

V1.5. (16 August 1998).

- Included installation of two button banks I nearly forgot about.
- Removed the option (in expert mode) to select where to install filetypes to. This really didn't make sense.
- Changed amount of free disk space checked for.
- Updated removal of obsolete parts, now includes conformation.

V1.4. (25 July 1998).

- Revised edition for Magnum Opus V3.0.
- Copying Modules now uses CopyLib function.
- Changed version strings and some messages.
- Included removal of older redundant Magnum Opus parts installed by versions 1.0 - 2.2.
- Added check for disk space
- New method for installing filetypes implemented, it's now many times faster

V1.3. (22 Sept 1997). Supplied with Magnum Opus 2.2.

- Gave the user in "expert mode" the choice of where to put the filetypes.
- Added check for existence of Filetypes\_ORIGINAL directory.

V1.2. (13 Sept 1997).

---

- Corrected run command to show Magnum\_Opus.Guide, it now uses complete path. I didn't spot this as I personally have Multiview made resident in the S:user-startup.

V1.1. (08 Sept 1997).

- Removed some unnecessary Makedir commands as "copylib" & "copyfile" can do this.
- It will now install new versions of files even if the old ones are read or write protected.
- Now checks the default tooltype and stack of the Magnum\_Opus.Guide.
- Progress percentage indication re-done

V1.0. (25 June 1997).

- Initial release supplied with Magnum Opus V2.1.

..

## 1.14 Future Plans

Magnum Opus Guide V3.1a

Future Plans.

- As I am now connected to the internet one major addition I plan to make is to create a support Web site for Magnum Opus over the next few weeks. This should be available from around mid December 1998 as...

<http://www2.prestel.co.uk/amiga>

- There's still more filetypes to come, many new ones are currently being worked on. There are also various filetypes that I'd like to include in an update but need some help with, see Your Help Wanted.
  - If all goes well there will be an interesting development for viewing various AMOS filetypes.
  - Good news for those of you who liked the silly messages in title bar featured in the earlier versions of the Magnum\_Opus.Guide. They're coming back in the next version, new ones this time. I never thought so many people would make so much fuss over something so trivial.
  - The On-Line help for the filetypes promised back in V2.2 is proving much harder to implement than I had first thought, I might even have to admit defeat on this one.
  - I'm looking to change and improve the layout of this Magnum\_Opus.Guide. Various ideas have been suggested and I also have some of my own that I'm looking to implement. One real possibility is the inclusion of an additional version of this AmigaGuide that makes use of the extra features available with Multiview V40.x in Workbench 3.1. This would need to be a separate file as these extra enhancements do not work in Workbench 3.0. I might even abandon the AmigaGuide format altogether and convert the documentation into
-

the more universal HTML.

- If there's anything you'd like to see included, changed or updated then please feel free to get in touch with me.

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## 1.15 Your help Wanted

Magnum Opus Version 3

Your help Wanted.

While creating Magnum Opus I have been able to use my own extensive knowledge of the Amiga, its history and its programs, or obtain reference material from the Aminet CD's and other sources. However, there are still a few specific things that I need some help with. If you feel that you are able to help then please contact me. Don't just sit there reading this, do it NOW.

FinalCalc. (Softwood)

I haven't found anyone who has this program and would be grateful if someone could supply me with some example files saved out from as many versions of it as possible.

Various music modules formats.

Documentation on any of the music module filetypes not covered in this AmigaGuide. I am especially interested to find out any details on the Future Composer tracker as I have very little and conflicting information on the various versions.

WordPerfect (Amiga version).

I'd like to know how well this filetype picks up files produced by any Amiga version of WordPerfect.

Old File crunchers.

Though I already have most of the old PD/Shareware crunchers there are still a few that are proving hard to track down. If you have either the programs and/or documentation of any of the following then Please contact me.

ANC Cruncher

Any version of PowerPacker before V2.1a

HQC Cruncher V1.x and 2.x

Turbo Squeezer (any version)

StoneCracker any versions not mentioned preferably with the documentation

I am always willing to listen to any suggestions or ideas you may have. A number of these have already been implemented and others will be in the next version. If there's something that doesn't work as it should or any inaccuracies in the text then let me know, the more feedback I get then the better Magnum Opus will become. I'll even call you back so you don't have to pay for the phone call. Don't forget that your help will be mentioned in the

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acknowledgements page and you will receive the next version of Magnum Opus before it is released anywhere else.

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## 1.16 What the Amiga press said

Magnum Opus Guide V3.1a

What the Amiga press said.

Amiga Format. Issue 117, December 98.  
Readers contributions Winner !

"There can only be one," and the "one" this issue has to be Richard Lane for Magnum Opus. And a magnum opus it certainly is. For those of you with the current version of Directory Opus, you may already be using Richard's work from previous AFCD's or even from floppies. It consists of a set of well thought-out Filetypes and something of a guide about how DOpus works, along with filetype, disk and other miscellaneous icons for you to use. Richard's put an awful lot of work into this and rightly deserves the fifty quid that will be winging its way to him shortly.

Amiga computing. issue 117, October 97.

"The ultimate add-on for Directory Opus 5 users."

"This add-on for Opus 5 will save you hours of frustration trying to set up and configure Opus 5 to use all those different filetypes."

Amiga Format. issue 102, October 97.

"Don't forget to take a butchers at Richard Lane's Magnum Opus".

Amiga Format. issue 90, November 96.  
Readers contributions Winner !

"CD Winners, Richard Lane for his excellent extension for Directory Opus 5, Magnum Opus."

Amiga Shopper. issue 69, December 96.

"An excellent example of the sort of add-on files that are available for Directory Opus can be found on this month's coverdisk in the form of Magnum Opus."

Amiga User International. December 96.

"Happy? You will be."

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## 1.17 Author Information

Magnum Opus Version 3.1a

Author Information.

Richard Lane

Email: richard@amiga.prestel.co.uk

Mobile 0973 272 309 (24hours).

Phone (01206) 271191 Please note new number !

I would really like to speak to anyone who uses Magnum Opus. I am interested in your opinion on the current version, any suggestions, help or ways that it can be improved.

If you phone me I'll even call you back so you don't have to pay for the call. Please don't be put off if the answering service is on it's only a machine and it doesn't bite, honest :-)

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## 1.18 Copyright

Magnum Opus Guide V3.1

Copyright Details.

XYZXYZ

Magnum Opus V3.1 is Copyright © 1996-98 Richard Lane,  
All rights reserved.

Magnum Opus is released as Freeware NOT Public Domain. You are free to make as many copies as you like and distribute them to anyone provided no charge is made and the same copyright is included.

This package must always be distributed unaltered and complete. The only exception to this is the icons, where PD/Shareware authors may use any of these for their own programs or documentation, but please leave the copyright notice in the tooltypes.

Permission is granted to include this package in on-line BBS Public-Domain and/or Shareware collections provided no fee is asked for. Transmission as an archive type such as LhA and/or LZX is permitted. The name should be "Magnum\_Opus3\_1".

Jonathan Potter & GPSoftware may include Magnum Opus V3.1 on any future distributions of Directory Opus and/or their web site.

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Amiga magazines may include Magnum Opus V3.1 on a cover mounted CD and/or floppy disks. Though I would suggest that you give me a call first as there may be an update or newer version available. A complimentary copy of the magazine and coverdisk/CD would be nice.

Magnum Opus V3.1 may be included without any further permission on any of the CD collections of Aminet.

As this is a Freeware package no payment is asked for from individuals, I'm sure you have better things to spend your money on. However, if you do find it useful give me a call.

Any other commercial use of Magnum Opus V3.1 is strictly forbidden without the written permission of the author. If you expect me to pay for your product then you can pay me for mine.

..

## 1.19 Disclaimer

Magnum Opus Guide V3.1

Disclaimer.

While every effort has been made to ensure that everything works as documented, and the documentation is as accurate and up to date as possible. This package is provided "as is" without warranty of any kind. The author assumes no responsibility or liability whatsoever for any damage or data loss caused by using this package.

Any grammatical errors or spelling mistakes are entirely my fault. These don't happen too often but are usually caused by one or more of the following.

- Hitting the wrong keys on the keyboard.
- ~The spelling checker in Final Writer failing to pick them up.
- ~Too much time spent in the pub

Or any number of the above combined.

Magnum Opus contains no artificial additives and has not been tested on dum animals or PC owners.

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## 1.20 Acknowledgements

Magnum Opus Guide V3.1a

My sincere thanks go out to the following individuals and companies ...

- Jay Miner. The Father of the Amiga.

- Jonathan Potter / Dr. Greg Perry, GP Software. Directory Opus Magellan 5.6x © Copyright 1995-1997. A special thank you for the "Search range" command, and for including Magnum Opus on the web site ([www.gpsoft.com.au](http://www.gpsoft.com.au))
  - Urban Müller. For the Aminet/Aminet CD ROM's.
  - Martin Schulze. For uploading Magnum Opus V2.2 to Aminet. (Magnum\_Opus2\_2.lha biz/dopus CD25)
  - Fred Fish. ><> The Amiga library pioneer.
  - Petro Tyschtschenko. For hanging in there when it all seemed hopeless.
  - Gateway. / Amiga Inc. The future of the Amiga is in your hands, don't fail us or you'll suffer the curse of the Amiga (Commodore, Escom, VisCorp).
  - Andrew Quinney. Thanks for the help with the Pen Pal, doc filetype.
  - Paul Qureshi. Thanks for the many ideas & suggestions.
  - John Lord. Thanks for the bug finding and suggestions. One day I'll make a filetype to automatically delete all DMS files. :-]
  - Richard Whightwick. For ideas, suggestions & inspiration.
  - Andy Lawson. Thanks for the info on PowerPacker's MASTER MODE secret.
  - Edd Dumbill. Heddley V1.20ß. Used to create this AmigaGuide file.
  - Amiga Format. For including Magnum Opus on the following cover CD's  
V1.0 on the November 1996 issue CD,  
V2.1 on the October 1997 issue CD,  
V2.2 on the July 1998 issue CD,  
V3.0 on the December 1998 issue CD.
  - Amiga Computing. For including Magnum Opus V2.1 on their final coverdisk.
  - Amiga Shopper. For including Magnum Opus V1.0 on the December 96 issue coverdisk.
  - Amiga User International. For including Magnum Opus V1.0 on the December 96 issue coverdisk.
  - ~CU Amiga. For including Magnum Opus V2.1 on the May 98 issue CD ROM coverdisk. & V2.2 on the June 98 CD ROM coverdisk.
  - Quartz PD. For including Magnum Opus V1.0 & 2.2 in their library and on the 17Bit Level6 CD ROM.
  - Kay Drangmeister. IFFMaster Version 1.6 - Freeware (C) 1996. A utility that comes very highly recommended. (IFFMaster16.lha util/misc CD13)
  - Georg Hörmann. xfd package V1.20 (xfd120.lha util/libs CD25)
-



- Leo 'Nudel' Davidson. Compare.module V1.2.  
(compareModule.lha biz/dopus CD16)
- Bob Rye & Marcus Mroczkowski. CFX Crunched File Examiner Pro. V5.601 © 1996. (CFX5540P.lha util/arc CD4)
- Bloodrock of Syndicate. FileID.library V7.0 & WhatIs V1.04 (FIDLib70.lha util/libs CD8)
- Strider of Syndicate. FileIdent V1.14 (FIDLib70.lha util/libs CD8)
- Lutz Hanke. Infolist V2.92. (infolist.lha util/cli CD6)
- Peter Kunath and Frank Riffel. DeliTracker V2.27 (c) 1991 - 1996.  
(DeliTracker227.lha mus/play CD15)
- Elmar Plischke. personal\_icon\_io.library. V5.10 for Personal Paint V7.1.
- SoftWood Inc. FinalWriter V5.04. A great Word processor that I used to bash out the text.
- Electronics Arts. DeluxePaint V5.0 © 1985-94.
- Cloanto Italia srl. Personal Paint V7.1. Copyright © 1987-1997.
- Special thanks also go out to the many Amiga users who have contacted me over the past few months. It's because of you that I get the inspiration to keep improving Magnum Opus.
- ..

## 1.21 Amiga Future

Magnum Opus Guide V3.1

The authors views on the future of the Amiga.

Having owned and been an Amiga user for the last nine years, I've seen the highs and lows of it all. From a time when the Amiga was a great machine that had millions of dollars spent on it by Commodore, one of the most famous and respected companies in the computer world, through their demise because of the complete incompetence of the management. The ridiculous long legal fiasco of finding a buyer. The two year Escom saga, followed by a bunch of idiots with no money called VisCorp. Then finally in May 1997 there became a ray of hope when Gateway bought what was left of it.

As we approach the end of 1998 the Amiga is just about hanging in there in spite of everything. Compared to what it was just a few short years ago, it is now in a very sorry state. Most of the magazines have closed, in the UK over the last few years it's shrunk from eight to just one, the most recent being the best selling CU Amiga that shocked everyone. Many companies have deserted our beloved machine to move to the PC or closed down. Many once loyal users have given up and moved to the PC

It's all too easy to give up and assume the worst for the Amiga's future.

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But, have you looked around at what is really happening. In the last year especially I have noticed a significant commitment by various individuals and companies who believe in the future of the Amiga. Just look at the amount of new software being developed and released. You can't have failed to notice the many new games that have been released in the last year. As for the more serious software it's looking just as good, there are many new titles already available or very shortly to be released. Recently some of those older titles have been licenced and/or updated, three examples that come immediately to mind are Sequencer One and those old Amiga favourites Scala MM400 & DeLuxe Paint 5. On the hardware side, despite no new machines since the A1200 in 1992 the number of add-ons and expansions is amazing. From 68060 and Power PC accelerators, towers for the A1200 to top grade graphic cards, etc.

What also makes the Amiga so special is you, its users. Never have I met such a group of loyal intelligent users anywhere. One thing everyone can be proud of is the Aminet. This collection now contains nearly 60,000 archives. Nowhere else will you find such dedication from users, not even the PC.

What else can YOU do ?

The Amiga scene has many very talented individuals whose efforts you should support, be it PD./Freeware, Shareware or commercial products. So contact the authors, send them that short email or letter, phone them, tell them that their efforts are appreciated. Pay that small shareware fee, just look at what you would have to pay for a commercial equivalent utility on a PC. Buy that fantastic new software package. Show you care and give them constructive feedback. Above all do not pirate software like an idiot, this is the quickest way of killing the Amiga. If a program's worth using, it's worth paying for.

Buy and support Amiga Format. As this is now the only UK magazine it is essential that we keep it going. If I see anyone reading the entire contents in the newsagents without buying it they will get a swift kick up the rear.

Be proud of the Amiga. One thing that never ceases to amaze me is that Amiga users seem to be ashamed of this great machine. When you next show someone something you have created, tell them exactly what you used, don't just say I produced this on my computer.

One phrase that never ceases to infuriate me is "I'm upgrading from an Amiga to a PC," really? When you question their reasons a bit deeper it's a real eye-opener. Usually you find they have either never upgraded anything from their original machine and the software or have only very minimal upgrades. Sure comparing a bog standard A1200 with no memory expansion or hard drive to a £1000 PC is silly, but they do. Bring them up to date, show them your 68060 with 32mb ram and massive hard drive using the latest software and they'll be amazed.

Another popular reason I hear for abandoning the Amiga is "I need to be compatible with school, college, work, etc. Oh come on this is a poor excuse. There's nothing to stop you swapping work between an Amiga and a PC. For a start every Amiga has CrossDOS. Picture formats, look at Personal Paint, ImageFX, Photogenics and the others and you'll see many formats that are common to both, BMP, GIF, JPEG and many others. Want to write something for use on a PC then use the common Rich Text Format, (RTF). Both Wordworth & Final Writer supports this as do the majority of PC

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word-processors. Internet web pages can be produced on the Amiga including the graphics and those cute GIF animations. You get the idea, now go and do it, get involved.

So what of Gateway, Amiga Inc. Amiga international? So far there has been plenty of talk and much has been promised. When Amiga Inc. announced their bombshell at the World of Amiga 98 in London it shocked everyone, I know because I was there. In the short term this didn't help the Amiga one bit. But, long term I believe that they made the right decision. For too long the Amiga has been falling behind the rest of the computer world. Now we have a real chance of being ahead of the rest just like we use to be. I guess we'll have to wait to see if all the plans actually come to fruition.

Now, I can't predict if a new Super-Amiga will ever become reality and take the computer world by storm. Neither can I say with any certainty that in the next year or so that Amiga Format will still be published. I don't know how many programs will still be available and supported for the Amiga. But the one thing I do know is that the Amiga is too good to lose and I'm NOT giving up without a fight.

Finally, if this is the ending of the Amiga then I can say that I'm proud to have been an avid owner and user of the best loved computer EVER !

The Amiga, support it or lose it.

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## 1.22 Magellan upgrade

Magnum Opus Guide V3.1

Directory Opus Magellan upgrade.

This new version of Directory Opus is available either as an upgrade for existing 5.x users or as a complete product for new users.

Since its introduction at the World of Amiga show in London (May 17/18, 1997) Directory Opus Magellan has undergone several updates and currently (Sunday, ~4~October~1998) version 5.661 is the latest update. If you have a lower version than this you can obtain upgrades from the place of purchase or GPSoftware's web site "[www.gpsoft.com.au](http://www.gpsoft.com.au)".

Here is just a small part of the introduction from the manual that best explains it.

"The Magellan version is not just a simple upgrade but involves extensive redevelopment of many components of the Opus 5 system to give you enhanced usability, especially in the Workbench Replacement Mode".

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Australia 4060

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Fax:: +1 308 745 1246

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## 1.23 PirateOpus

Magnum Opus Guide V3.1

READ THIS !...

Over the past few months I have spent many interesting hours talking to various Amiga users about this project and various other Amiga related topics. During my conversations It has saddened me that some of these people are using illegal pirate copies of Directory Opus. This is neither clever or justifiable in any way. I have heard all the excuses many times before.

"I can't afford it."

"It's a copy of a friends and he paid for it."

"Well I wouldn't have paid for it so it doesn't matter."

"They make a fortune out of software, it doesn't hurt anyone."  
"I'm just borrowing it."  
"I want to try it out first"

And so the list goes on, pathetic isn't it ?

Jonathan Potter & GP Software are not some huge faceless corporation that you are ripping off, but a small dedicated group of individuals who have worked exceedingly hard to produce a fantastic program. Using pirated software is just plain and simple THEFT ! How does it feel to be a thief ? The current perilous situation with the Amiga is bad enough without any more developers finding that they can no longer make a living by developing great software for it. Do you have a death wish for the Amiga and its developers because all you are doing is killing it. If you want to keep seeing better versions of Amiga software then put your money where your mouth is.

I make no apologies for offending those of you who are using stolen software, I hope it jogs your conscience into buying the full version. If you have paid for Directory Opus then you can ignore this and feel proud that you are supporting the Amiga and it's developers.

Feeling guilty enough now ? Well here's the details of where you can buy Directory Opus Magellan.

..

## 1.24 About

Magnum Opus Guide V3.1a

About this AmigaGuide...

Magnum\_Opus.Guide Version 3.1a  
Copyright © 1996-1998 Richard Lane.

For those of you who are curious as to how this AmigaGuide was created here are the details...

Each node was created separately in Final Writer V5.04 and exported as an ascii text file. Then using Heddley V1.20ß over 200 hundred files were combined into the AmigaGuide database where all the nodes, buttons, links, highlighting, bold etc. were done. Then using the "check database" function in Heddley any errors are corrected. (NOTE! This feature is not available in V1.1 from Aminet)

Final minor touches and enhancements are then done using CygnusEd Professional V3.5. The resulting final Magnum\_Opus.Guide is then tested with Multiview on both Workbench 3.0 & 3.1 systems. If you would like a version of the AmigaGuide that uses the enhanced features of Workbench 3.1 then get in touch, if there's enough demand I'll make one.

There maybe those of you who enjoy the torture of creating the whole thing from scratch in a text editor, you're welcome to it. I don't relish combining 43,000 plus words in over 210 nodes and checking the links of 500 plus buttons by hand. I have better things to do with my time.

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Creating Magnum Opus and the Magnum\_Opus.Guide has taken it's toll on my Amiga. Because of the amount of use it's had. In the last year I've had to replace the CD ROM drive twice, add an additional hard drive to store everything, and now the eyboard neeeeds replaccccing as I've worn it OuTT with all ths typing.

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## 1.25 MOG mess

Magnum Opus Guide V3.1

First a bit of background information on the way the AmigaGuide format and Heddley work.

Every AmigaGuide database file should begin "@database". Though as far as I'm aware it has never been officially documented, this should be followed by a name, this is normally the same as the file name but it can be anything you like.

While Heddley is working it stores each page (node) of the AmigaGuide as a separate file in T: this enables very fast operation as this is normally assigned to the Ram disk. The temporary file names it uses are created by using the name of the current AmigaGuide database with the node name appended to it. So for example if the database has a name of "my\_Guide" and the node name is "introduction" the temporary file stored in T: is called "my\_Guide\_introduction". These file names are of course restricted to the maximum that AmigaDOS allows (31 characters), longer filenames are truncated.

If Heddley is used to create an AmigaGuide database from scratch it uses a name generated from a memory address as a base name, so you'll have a name like "@database 47623c50-0". If the AmigaGuide database loaded has no name then Heddley will insert a default name "@database Unnamed\_database"

I've now located how the problem with the corrupted pages in the Magnum\_Opus.Guide happened and I now know how to prevent it happening again.

While doing some manual editing I removed the database name so when I loaded it back into Heddley it inserted "Unnamed\_database" and that's where the problem began.

Because of my long similar node names, when the node name is appended to the string "Unnamed\_database" and shortened to the maximum filename length you would end up with "Picture IFF DEEP" becoming "Unnamed\_DataBasePicture IFF" the same name would be used for the next node "Picture IFF ILBM 24bit ENC." etc.

As you can Imagine Heddley was trying to put the contents of five nodes into one file and when saving, this was being written to five nodes. This is how the Magnum\_Opus.Guide became corrupted.

To stop this happening in the future the @Database name is now called

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"@Database MOG" (MOG short for Magnum\_Opus.Guide).

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## 1.26 Heddley Plug

Magnum Opus Guide V3.1

Heddley V1.20ß. Copyright © 1994-5 Ed Dumbill.

If you have ever tried to create even a moderately sized AmigaGuide file in a text editor then you'll know that it can be a frustrating task getting it all to look nice and work correctly. I know there are those that still prefer this approach (hello Leo) but personally speaking if there's an easy to use tool to do the job then I'm going to use it. The program I'm referring to is Heddley V1.1 (Heddley11.lha text/hyper CD4).

Looking through the various AmigaGuide's from different sources there a quite a number of people who are using it, even the on-line help file for Directory Opus V5.x was created with it. Though there are a number of programs available for compiling AmigaGuide files none of them come anywhere close to the quality of Heddley. For the £10 shareware fee it's a real bargain and on registering I got the latest version (V1.20ß) which includes a number of enhancements such as error checking.

I'm not sure if Ed is still developing Heddley as I haven't seen any new releases for some considerable time. If he's not then it's a great shame. If you're reading this Ed get in touch with me !

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## 1.27 Help

Magnum Opus Guide V3.1

HELP...

(1) In front of you you'll find a computer called an Amiga, this can be easily identified as it has in large letters on it "A M I G A".

(2) Just behind that you should see something that looks like a TV set, this is called a "Monitor". This is quite a handy accessory as it allows you to see what your doing while using your Amiga.

(3) For further instructions on how to use these two items, check out the instruction books that came with them.

(4) If all else fails there is a special button below...

- PANIC BUTTON -

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## 1.28 2D drawing, IFF DR2D

Magnum Opus Guide V3.1

2D drawing, IFF DR2D.

Vector graphics unlike bitmaps are able to be resized without loss of detail and the quality of printed output is also far better. This IFF Vector graphics drawing filetype is used on the Amiga in two structured-drawing programs, Stylus Inc.'s ProVector and more recently DrawStudio. The top Amiga desktop publishing program PageStream can also import these files, and lastly TypeSmith is able to export files in this format, anyone know of any others?

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## 1.29 ABackup filetypes

Magnum Opus Guide V3.1

ABackup filetypes.

One of the most popular shareware hard disk backup programs is ABackup by Denis Gounelle & Reza Elghazi (abackup.lha disk/bakup CD24). Please note, the original filetype supplied with Magnum Opus V1.0 "Abakup V5.x Archive" is now obsolete, these four are the new replacements.

ABackup V5, file archive.  
ABackup V5, file archive ENC.  
ABackup V5, disk archive.  
ABackup V5, disk archive ENC.

There are two basic ways to backup files using Abackup, either as a selection of files (file archive) or a partition's tracks (disk archive). In addition to this it is possible to encrypt a backup file to stop unauthorised use of it, this is indicated in the filetype name ending "ENC". ABackup can also use the XPK libraries to compress these archives as they can be enormous.

As Abackup has such a great interface I see no need to duplicate functions within Directory Opus. If you want to modify these filetypes for your own use to make use of Abackup then feel free to do so.

The format of some older versions of backup files done by this program are different, check ABackup's documentation for details on this. But If you use ABackup then by now you're probably using this new version and so shouldn't have old backups from previous versions, because you do regular backups, don't you?

As ABackup can save out different preferences setting to a file I have also included a new filetype for this. See Workbench Pref, ABackup.

ABackup, catalog.

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Within ABackup there is an option to duplicate the catalog file so that it can be put in a safe place. This can be useful if you loose the last disk of a set of backup floppys, or an archive becomes damaged.

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## 1.30 AFCDFind\_Filetypes

Magnum Opus Guide V3.1

AFCDFind Filetypes.

Supplied on each Amiga Format cover CD is the AFCDFind program written by Oliver Roberts. This program lets you specify a keyword(s) or use wildcards to search for a particular file, pattern of file names and directory names on their present and/or past CD's.

The author Oliver Roberts has recently substantially updated AFCDFind (V1.18) to work with Opus Magellan. The search results which contain any matching files together with the directory they are located in and any matching directory paths, are displayed as buttons in an AmigaGuide document. If you then click a directory button a corresponding lister is opened. If a filename is clicked on it (optionally) uses the filetypes to display the file. When using AFCDFind in conjunction with Opus Magellan, use the "DOpus Support" sub-menu items in the "Settings" menu of the program to set it up your own liking.

AFCDFind, index.

These files are the special format that the AFCDFind program uses, as each new CD is released it has one of these files added in the indices sub-directory on the CD. Double clicking on this filetype will cause it to load the Find program provided you have a recent Amiga Format CD in your ROM drive.

Amiga Format, AFCDFind prefs.

Fairly obvious this one, it's the file that is saved out when you select "Save Settings" or Save Settings As" from the program. As with the index files, double clicking on this filetype will cause it to load the Find program from where you can load in one of these settings files. Unfortunately, the program does not allow you to specify which preference settings file to use on startup.

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## 1.31 AHI, audio mode, IFF AHIM

Magnum Opus Guide V3.1

AHI, audio mode, IFF AHIM.

Fast becoming the standard audio replacement for the Amiga is AHI (Audio Hardware Interface) by Martin Blom. These files are to be found in Devs:AudioModes after installation of the AHI package. These are the mode descriptors that add different audio hardware to the database for the AHI preferences editor. For a more comprehensive explanation I'd recommend that you take a look at AHI (ahiusr.lha mus/misc CD23)

Also see Workbench Pref, AHI.

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## 1.32 AIBB Module

Magnum Opus Guide V3.1

AIBB Module.

A.I.B.B. (Amiga Intuition Based Benchmarks) is a program to compare the performance of different Amiga's (AIBB\_65.lha util/moni CD10). This filetype contains all the details for a particular Amiga, which can then be loaded into the program to enable you to compare the performance of your machine against someone else's. Unfortunately, it has not been updated for some considerable time and looks like it never will be. This is only a problem if you possess a 68060 or one of the new PPC processors as the program was last updated long before these appeared.

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## 1.33 AIFF, Sound Sample

Magnum Opus Guide V3.1

AIFF, Sound Sample.  
AIFC, Sound Sample.

Developed by Apple Macintosh® this sampled sound format is similar to the Amiga "8SVX IFF". There are two variations of this format the other being AIFC which is a compressed version. In order to hear these sound samples you will need to install the AIFF/AIFC datatype, by Olaf 'Olsen' Barthel. If played with MultiView you can select "Save As" to save it to a standard Amiga "8SVX IFF" file. For further documentation on this I'd recommend that you get the datatype from Aminet (AIFF\_dtc.lha util/dtype CD24)

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## 1.34 Albn, database, IFF ALBM

Magnum Opus Guide V3.1

AlbIn, database, IFF ALBM.

Written by Niklas Dahlman, Albin is a superb music database program for storing details of CD's, LP's, Videos, Singles, etc. (Albin\_free.lha biz/dbase CD22). The current version 1.09 is the last as development on it has now stopped which is a great shame. Because of this it is now freeware instead of the original shareware. This filetype is the IFF file that the program saves its databases in. When double clicked on the program is started and the selected file is loaded in. You may need to change the path in the filetype to work on your system.

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## 1.35 Ami-Back Filetypes

Magnum Opus Guide V3.1

Ami-Back Filetypes.

Though Ami-Back from MoonLighter Software Development, Inc. hasn't been marketed for some time, and I'm not even sure if it's still obtainable. It is still in regular use by a number of people. The filetypes for it have been extended in this release of Magnum Opus to include the configuration files. If you're interested in the program, a demo of version 2.0a can be found on Aminet (amibackdemo.lha biz/demo CD14).

Ami-Back Backup.

This file contains all the directories and files that you selected to back up as a stream file as opposed to floppy disks. This filetype covers all known variations that can be output from both major versions of Ami-Back. These include a partition disk image, password protected & Compressed types. The later two are only output by version 2.x.

Ami-Back disk index.

Another filetype from Ami-Back that shouldn't need much explaining as the name says it all. It's just a list of files backed up and stored in a special format that Ami-Back understands. This enables you to selectively restore files rather than restore the whole lot. These files usually have weird names like DH1-S-D-04\_04\_96.idx.

Ami-Back V1.x config.

Ami-Back V2.x config.

As the program is able to save out various configuration files for different setups I have made these filetypes for them. The reason for the two versions of this filetype is that version 2.x of Ami-Back can not use those from version 1.x.

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## 1.36 Amiga E

Magnum Opus Guide V3.1

Amiga E, Module.  
Amiga E, Source.

The Amiga E language by Wouter van Oortmerssen has been around on the Amiga for many years, It even has its own sub directory on Aminet (dev/e). The latest freeware distribution can be found on Aminet (amigae33a.lha dev/e CD22). It contains only a limited compiler, a registered compiler is available separately.

One thing that you should be aware of is that the "Amiga E Source" filetype relies on the file name ending in ".e". If it doesn't match this name then it will be picked up as an ascii text file which is really all it is. I don't like using the Match Name function but in this case there is no other way of doing it.

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## 1.37 Ami-Pack, archive

Magnum Opus Guide V3.1

Ami-Pack, archive.

As far as I am aware this filetype is unique to the German "Amiga-Magazin" series of PD disks. These can be found on Aminet in misc/amag (CD's 2-10). To save disk space, some of the programs distributed on these disks were stored in this archive format.

AmiPack-X which is included on each disk or set of disks, is the program that both creates and unpacks these archives. It works in a similar manner to LhA or LZX but has the advantage in that it has an interface and can also be used as a default tool of an archive's icon. When these are double clicked on you are presented with a requester with which you can select where to unpack the archive. The interface varies a bit depending on which version of AmiPack-X is used on that particular disk and it is in German only, of which I only know a few words. However, with a bit of perseverance it's not too hard to work out how to use it.

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## 1.38 AmigaBasic Program

Magnum Opus Guide V3.1

AmigaBasic Program.

A real blast from the past this one. Believe it or not this was a Microsoft® product for the Amiga, the first and last. It was supplied with

Workbench up until version 1.3. From Workbench 2.x it was dropped in favour of ARexx.

I haven't tried to get this filetype to do anything as AmigaBasic won't work on my machine. If you have the AmigaBasic program from an old Workbench 1.x extras disk then you're welcome to try it out for yourself.

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## 1.39 AmigaDOS.Library

Magnum Opus Guide V3.1

AmigaDOS.Library.

This filetype is a replacement of the "AmigaDOS runtime library" filetype that comes supplied with V5.x of Directory Opus.

This new enhanced filetype will give you the full version, revision and date of the library when it is double clicked on. This is useful to find out what version you have installed if a program states that it needs a particular version and/or revision of a library. To ensure that the file is read from disk and NOT memory, the version command has the "file" keyword on the command line. Without this, C:Version will read the library in memory first if it has already been opened. This method of displaying a version number is also used in the version button for use on other files.

This filetype uses the commands "Version" & "RequestChoice" in C:, as the latter only comes supplied with Workbench V3.0 or 3.1. This will not work on Workbench 2.x systems.

Important notes !

The "C:version" command (V39.4, 27/08/92) included with Workbench 3.0 that was supplied with most A1200's & A4000's has a bug in it and does not work as it should. If the "file" keyword is used then the version number is NOT displayed. However, the "C:Version" command (V40.1, 09/02/93) that comes with the latest Workbench 3.1 works as it should. You should also note that this bug affects any other DOpus modules and/or ARexx scripts that use the C:Version command. Thanks to~Adam~Lancaster for spotting this one. If you are using Workbench 3.0 and would like to fix this there are several options available to you.

1, Remove the "file" keyword in the filetype but this will not always give the correct results.

2, replace C:version with the updated Workbench 3.1 one (V40.1 09/02/93) this can be found on several other CD's.

3, Use an alternative such as "VersionWB" from Håkan Parting (VersionWB util/sys CD24)

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## 1.40 AmigaGuide Guide

Magnum Opus Guide V3.1

AmigaGuide Guide.

This filetype is an enhanced replacement of the "AmigaGuide" filetype that comes supplied with Directory Opus V5.x. The name may seem a bit odd at first but if you think about it then it makes sense. As most AmigaGuide guides have a version and/or revision number I have added a version command on the popup menu.

I'm not going into detail about this filetype as I'm sure everyone must know what these are by now as they've been in regular use on the Amiga for several years. You may also find this filetype referred to as either an AmigaGuide database or AmigaGuide text both of which are the same thing.

Handy Tip. If you find that an AmigaGuide guide will not load into your version of the Multiview program, then chances are that the file does NOT have a blank line or new line character at the end. To solve this load it into ED, go to the end of the file, place the cursor at the end of the word endnode hit the return key twice, save the file and hey presto it should load into Multiview. As far as I'm aware this problem only appears on some later versions of Multiview supplied with Workbench 3.1

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## 1.41 AmigaVision IFF AVCF

Magnum Opus Guide V3.1

AmigaVision IFF AVCF.

This is one of the early multimedia (how I hate that word) type packages. Unfortunately, I have no experience of the program and as it seems to be obsolete now, I guess I never will. Unless you possess this program I doubt you will find many of these filetypes, I know as it took me many months to find one. However, if you do come across one make sure it has the freely distributable AmigaVision Player with it, because if it doesn't then you've no chance of being able view it. This player can also be obtained from Aminet (avplay\_2\_4.lzh gfx/show CD12).

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## 1.42 Amiga\_Fonts

Magnum Opus Guide V3.1

Amiga Font Function.  
Amiga Font Bitmap.

These two filetypes are designed as replacements for the "Font" filetype

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supplied with Directory Opus V5.5+. The documentation for both of these has now been placed together as they directly relate to each other.

The Font Function contains details of the different sizes and other information for the system. These files are always called <fontname>.font, for example supplied with Workbench there is the Times.font.

The Font Bitmaps are in a directory of the same name as the Font function file and contain data for a particular size and the bitmap for display. These files usually have numeric names such as 9, 11, 13, 15, 18, etc. I found that previous versions of this filetype were susceptible to picking up the odd file incorrectly. The matching string has now been updated and this should no longer happen.

When either of these filetypes are double clicked on they use the "ViewFont" program supplied with Directory Opus V5.5+ to display them.

Whenever you add or remove a font bitmap or install new fonts in Workbench you need to run the Fifixfont program in the Workbench System drawer to update the Font Function. Otherwise font sizes will be shown that are not actually available, and this can cause all sort of problems.

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## 1.43 AMOS\_Filetypes

Magnum Opus Guide V3.1

AMOS Filetypes.

AMOS was a successful type of basic language for the Amiga that first appeared at the beginning of the ninety's as AMOS The Creator. This was followed by Easy AMOS and the last version to appear was AMOS Professional. Later a compiler appeared that could turn the source code into a stand alone executable. Without the Compiler you could still distribute your programs using a runtime version of AMOS called RAMOS. Sadly it is no longer being supported or developed by either the original author Francois Lionet, or the publisher Europress. It is however still widely used and kept alive by an enthusiastic following (sounds familiar). One area where it excelled in was demo's and games, though there are a number of other programs written in AMOS. Also over the years a number of people have released extensions for the program that have increased its functionality.

If you are interested in anything to do with AMOS, it has its own subdirectory on Aminet "dev/amos". This contains a wealth of material for those who still use it. There you will also find Archives of each month's messages on the "AmosList" which is a good source of current information on AMOS and the developments happening. The last update at the time of writing is for March 98 (AMOS0398.lzh dev/amos CD25).

For the dedicated AMOS user's there was some good news announced earlier this year. Author, Francois Lionet released the source for AMOS + AMOSPro (including the compiler) to a small team of developers, who wish to put this once ever-popular language back on top of them all, by giving it a major overhaul. From all accounts producing a new version of AMOS is going to be a

major task, but I wish them every success.

There are several different filetypes listed below but unfortunately I've never used AMOS and therefore I don't know what some of them are. I'm also aware that there are several other filetypes that I've yet to discover. Anyone willing to help with these should get in touch with me.

An AMOS banks viewer is available that you might like to use called "ABK\_View" this can be found on Aminet (abk\_view1\_3.lha dev/amos CD22). It can show bobs, sprites, icons, pictures and play music.

AMOS, basic.

From the name it should be fairly obvious what this is. Yes, it's a listing of AMOS basic source code.

AMOS, pro.

Much the same as the Basic version but written using the Professional version of AMOS

AMOS, Easy AMOS.

Guess, yes written out by Easy AMOS

AMOS, music bank.

The standard music format used within AMOS, as to how they are created I have no idea. However, should you want to listen to them they can be played with the excellent DeliTracker\_II (DeliTracker227.lha mus/play CD15).

AMOS, sprite bank.

AMOS, samples bank.

AMOS, icon bank.

AMOS, Pac Pic.

As far as I can tell this is some sort of packed picture format for use within AMOS.

AMOS, palette bank.

AMOS, rainbow bank.

AMOS, resource bank.

AMOS, Unknown bank.

This filetype picks up any AMOS banks not covered by the above. Please note that the priority of this filetype must be lower than the other banks to work correctly.

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## 1.44 ANC Cruncher

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Magnum Opus Guide V3.1

ANC Cruncher.

Now something of a rarity is the packed executable from this ancient cruncher. It is possible that you'll never see any of these, but just incase you do here is a filetype for it. I really can't tell you much about this old file cruncher as I'm unable to locate either the program or any documentation for it anywhere. As I only have a few files that CFX reports as ANC Cruncher this filetype has not been tested as extensively as I would have liked. My best advice on this filetype would be to unpack it with either PowerPacker V2.3 - 4.0a, or a utility such as xfdDecrunch.

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## 1.45 AnimatED, script

Magnum Opus Guide V3.1

AnimatED, script.

A number of people have asked me to include this filetype that comes from AnimatED written by Marco Vigelius (AnimatED1\_50.lha gfx/edit CD24), which originally started life as a program called CartoonStudio. This terrific shareware program let's you add all kinds of different events to your animations. Such as IFF sound samples & timings. You can also Play Tracker or MED modules during your animations. This Animated script is used by the freely distributable stand-alone AnimatedPlay program to locate the events data for playback. Currently it supports Amiga IFF animations in both 5 & 7 modes.

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## 1.46 Animation, AVI

Magnum Opus Guide V3.1

Animation, AVI.

AVI animations are a native format on the PC which can also contain audio as well. There are a number of players for this animation format on the Amiga one of the better ones is CyberAVI (CyberAVI.lha gfx/show CD24). A good source of information on the variations of the AVI format can be found on Aminet (Multimedia.lha docs/rview CD24).

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## 1.47 Animation, FLI, FLC

Magnum Opus Guide V3.1

Animation, FLI.  
Animation, FLC.

Here are two similar animation formats from the PC that can now be used and viewed on the Amiga. Produced by a variety of programs including Autodesk Animator, Autodesk 3D, Imagine (PC version) and many others. FLI animations support 320x200 images and the FLC animation format has support for larger image sizes.

There are several players for the Amiga that will show these animations, one particularly good one is "Flick" V1.5 by Peter McGavin (flick\_1\_5.lha gfx/show CD7). This filetype is setup to use this viewer although you will need to change the path within the filetype to wherever you have Flick installed.

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## 1.48 Art of Noise

Magnum Opus Guide V3.1

Art of Noise Tracker. (A.O.N.).

The following filetypes all come from an Amiga music tracker by Bastian Spiegel called Art of Noise or as it's sometimes referred to AON. Depending on which information is correct, the title bar or the about requester, it is copyright ©1993-1995 Silicon Motion or ©1993- 1995 Sonic Systems.

Art of Noise, Module 4ch.

This is the normal type of module saved out by the program containing four channels. To listen to these modules you will have to use a Player program such as DeliTracker or the Art of Noise tracker. This tracker can also pack modules while saving using either PowerPacker or StoneCracker. While most module players can understand modules packed with PowerPacker I've yet to see one that can make any sense of one crunched with StoneCracker, so you may need to unpack it first.

Art of Noise, Module 8ch.

Much the same as the 4 channel version but it has 8 channels instead.

Art of Noise, FM sound.

These are sounds generated by the program instead of using samples. If you've ever used a synthesizer to create sounds then you will understand what I mean, this is a similar type of sound.

Art of Noise, drum sequence.

This really should be fairly obvious.

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## 1.49 Ascii text

Magnum Opus Guide V3.1

Ascii text.

Everyone must know what this is so I'll not bother to explain it any further. I know this filetype is built into DOpus but the reason I made this filetype was so I could specify my own preferred text viewer PPMore, and my own icon rather than using the one built in Directory Opus. You might like to change this to your own preferred text viewer.

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## 1.50 Bars & Pipes Pro\_filetypes

Magnum Opus Guide V3.1

Bars & Pipes Pro Filetypes.

One of the best music sequencer packages for the Amiga is/was "Bars & Pipes Pro" from Blue Ribbon Soundworks Ltd. Sadly for the Amiga it was a victim of its own success. It was so good that a few years ago Microsoft (yuk) purchased the company. So the chances of a new version for the Amiga is I guess is about none.

However, there is some good news in that Bars & Pipes for the Amiga is now available as freeware and can be obtained from most good PD libraries.

Listed below are the different filetypes output from the program.

Bars & Pipes Pro, Song.

Guess, yes it's the format used by the program to save songs in.

Bars & Pipes, track.

The first of two new filetypes for Magnum Opus 3.1 is the tracks saved out from Bars & Pipes pro. With the introduction of this filetype they are now no longer getting picked up as the DigiBooster, track filetype.

Bars & Pipes, group.

I've no idea as to what this is, but I'm sure if you use the program you'll know.

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## 1.51 ByteKiller filetypes

Magnum Opus Guide V3.1

ByteKiller filetypes.

There are a number of different versions of this old cruncher that have appeared over the years each one claiming to be an improved version of the last. Though rarely seen now because it's old and now there are far better crunchers available, occasionally one of these filetypes shows up. As with all of these address crunchers it's best to unpack them with xfdDecrunch.

ByteKiller 1.3, 2.05.

There are two versions covered by this filetype because the output from them is the same and is picked up as such. I've included the output from each program to help avoid confusion.

(ByteKiller 1.3)

```
BYTEKILLER V 1.3 EXTENDED VERS.  
ADAPTED BY BLIZZARD / J.J. : 18.11.87
```

(ByteKiller 2.05)

```
LORD BLITTER'S BYTEKILLER V1.3+  
MODIFIED BY PSYCHO OF THE AWA. VERS 1.31  
USER INTERFACE BY J.J.'87 of THE BLIZZARD : 18.11.87  
MODIFIED BY CATH OF LSD . VERS 2.05 :03.11.92
```

ByteKiller 2.0.

```
Byte Killer V2.0 Improved Version By Sauron Of Digitech  
Based on the code from B.K. V1.3 by JJ of The Blizzards  
Original Version By : Lord Blitter Of Bamiga Sector One.
```

You can probably gather from the above that this is just another adaptation of the first one.

ByteKiller 3.0.

```
ByteKiller V3.0 by SECTION 9  
Based on LORD BLITTER's masterpiece.
```

The last version as far as I know.

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## 1.52 CartoonStudio, script

Magnum Opus Guide V3.1

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CartoonStudio, script.

Though Cartoon Studio (CStudio1\_33.lha gfx/edit CD12) has now been superseded by the more powerful Animated written by the same author, Marco Vigelius. There are still a few of these scripts around the PD libraries so I've included a filetype for it.

Cartoon Studio let's you add different events to your animations, such as IFF sound samples, timings and Tracker modules during the playing of your animations.

The CartoonStudio script is used by the Stand-alone freely distributable CartoonPlayer program to locate the events data for playback. Double clicking on one of these scripts will use the player to do this for you, though you will probably need to change the path to the player.

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## 1.53 CDXL, movie

Magnum Opus Guide V3.1

CDXL, movie.

I've heard this filetype best described as the forgotten format. First used on Commodore's CDTV then later on the CD32, this was and still is a fairly decent movie format that supports both sound and vision. It was available long before we all concerned ourselves about playing video sequences from the PC. There doesn't seem to be a great deal of readily available information on the CDXL format apart from that supplied to developers.

Along with the datatype supplied with Workbench 3.1 there are a number of viewers obtainable to play CDXL files, a player called "cdgsxl" is available on Aminet (cdgsxl.lha gfx/show CD8). This command line player has a very complex template so I have set this filetype up to give the best results possible for the majority of CDXL files I've come across.

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## 1.54 Cinema 4D object, IFF MC4D

Magnum Opus Guide V3.1

Cinema 4D object, IFF MC4D.

There's not really a lot I can say about this filetype. It's the IFF file that comes from the Cinema4D program and contains all the information for it's objects. A number of objects for this program can be found on Aminet in gfx/3dobj.

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## 1.55 Cinemorph Filetypes

Magnum Opus Guide V3.1

Cinemorph Filetypes.

Cinemorph is a program that can do "cinematic polymorphing". This is a technique of visually transforming an image or series of images into another image or series of images. This processing technique is popular in music video, film and television. Cinemorph is available as part of the ImageFX Package, and at one time was available as a stand alone program.

Cinemorph Points.

This filetype is the points used to tell the program which points to fade from one to the other.

Cinemorph, Curve.

The second of three filetypes for this program is a data file that contains settings of how the two pictures should be faded together.

Cinemorph, Project.

Another filetype from the Cinemorph program that contains details of the current settings such as the pictures used, points positions, etc. By loading this into the program you can resume where you left off.

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## 1.56 Collector, Index

Magnum Opus Guide V3.1

Collector V1.x, Index.

Collector, Index.

Collector, Index, XPK.

If you're in need of a program to index pictures then Collector by Frédéric Calendini is one you really ought to take a look at (Collector33.lha gfx/misc CD25). Now at version 3 this Creationware (send the author something you have created) program is one of the best of its type available. Using the Workbench datatypes It creates miniatures of the pictures you select and then displays them on a screen for you to view. As these Index files can be quite large there is an option to pack them with the XPK Libraries.

Index files from version 1.x of Collector need to be converted to the newer format with a small program supplied in the Collector distribution.

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## 1.57 ComicSetter, doc, IFF COMC

Magnum Opus Guide V3.1

ComicSetter, doc, IFF COMC.

This is real oldie (1988) from Gold Disk who also produced MovieSetter but have long since abandoned the Amiga. I first learnt of this rather curious program after it was included on a magazine coverdisk a few years ago. It can be best described as a sort of a cross between a DTP and paint package to make comic type pages. Unless you have the ComicSetter program there's not a lot you can do with this filetype.

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## 1.58 Compress, archive

Magnum Opus Guide V3.1

Compress, archive.

Originally written for Unix systems, the Compress program must be one of the oldest on the Amiga. Version 4 first appeared on Fred Fish's AmigaLibDisk #6 way back in January 1986. Additionally It can now be found on Aminet (compress\_4\_0.lzh util/pack CD 6).

I have decided to use the newer GZip command to unpack this filetype as it does not have any of the problems with filenames that the Compress program has. Before you can use these files they first need to be un-compressed. To do this all you need to do is double click on the matching filetype. You will then be asked to confirm that you want to unpack it to the source, this will replace the original file.

This archive filetype is not that common now but there are some on most of the Aminet CD's in the main Aminet directory and they usually have the file extension .Z

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## 1.59 CompuGraphic Outline Font

Magnum Opus Guide V3.1

CompuGraphic Outline Font.

Am I the only person who finds fonts just about the most boring subject on the planet, well here's another boring font, which is part of the Workbench scalable fonts system. Normally found in the "\_Bullet\_Outlines" directory in wherever you keep you fonts (I keep mine in a biscuit tin). They all have the file extension ".type". But of course this filetype does not rely on this.

See also Outline Font function.

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## 1.60 Crunch

Magnum Opus Guide V3.1

Crunch 1.x.

Crunch 1.x, seg.

A new file packer that has recently appeared on Aminet is the freeware "Crunch" (crul4b.lha util/pack CD26) by Arne Rocklin. In most cases the compression is slightly better than the other main executable file packers PowerPacker, Imploder & StoneCracker. There are two options in the program "Lazy Matching" which improves compression but slows down crunching a bit (Decrunching speed not affected). The second option "Segment crunching" is useful when you are running large files on low memory computers. The compression ratio is not as good since every hunk is crunched separately.

Nowadays I see no real need for executable file packers. But this packer has one redeeming feature in that by supporting the "xfermaster library" it is able to unpack files that have been packed by the majority of the other packers.

Crunch 1.x, data.

Crunch is also able to pack data files but since there's no other programs that can read in data stored in this format it's not that useful.

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## 1.61 CrunchMania Data

Magnum Opus Guide V3.1

CrunchMania Data.

CrunchMania Data Encrypted.

CrunchMania Data S,M.

CrunchMania Data S,M Encrypted.

CrunchMania written by Thomas Schwarz is another of those file crunchers that I haven't seen a recent version of for many years. This one can pack executables as well as data files and actually does quite a good job of it. These filetypes cover the different filetypes produced when crunching data files, I hope to add the executable filetypes later. The only one of these filetypes that may need some explanation is the last one "CrunchMania, Data S,M". This is much the same as "CrunchMania, Data" but when crunching a Sample Mode switch is employed to give better crunching of audio samples & Music Modules. The disadvantage of course is that there does not appear to be any module player that supports this type of crunched data so the files



would have to be unpacked before they can be used. The CrunchMania packing method is also available as part of the XPK package.

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## 1.62 Crunch Master 1.0

Magnum Opus Guide V3.1

Crunch Master 1.0.

Another very old and obsolete file cruncher and one who's output you probably won't find much of nowadays, but just in case you do here is a filetype for it. My best advice would be to use xfdDecrunch to unpack it. You may even find as I did that some files when unpacked are actually smaller. All I can tell you about this cruncher comes from the text in the output that says.

The Crunch Master V1.0 Coding 1988 by The Visitors (Herbie and Kitt).

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## 1.63 Crunchy Dat

Magnum Opus Guide V3.1

Crunchy Dat.

Just when you thought you were safe from seeing any more executable file crunchers appear on the Amiga along comes a new one. Crunchy Dat is Copyright ©1996 by The Guardians and can be found on Aminet (CrunchyDat.lha util/pack CD18).

Crunchy Dat has an unusual way of working. After the main screen appears a command called "Crunchmodule" appears in Ram: this is the main program that does the work, after quitting the program this file is deleted. During packing the hard drive goes nuts, as to why I've no idea but I'd hate to be packing a file on a floppy disk.

I tried hard to think of something positive to say about this cruncher but I'm left with the overwhelming feeling of why? I really don't see the need for executable file crunchers any more. Any serious Amiga user surely has a hard drive and does not need to go to the trouble of packing executables just to save a few k's of space for the sacrifice of slower execution speed. It also has problems when used on 68060 machines in that the main program and files packed with it crash unless both the data & instruction caches of the CPU are turned off. Even PowerPacker 4.0a & Imploder 4 don't suffer these problems and these were both written in 1991 long before the 68060 existed.

Since I first included this filetype in Magnum Opus V2.0 there has been an increased usage of this cruncher mainly on demos. For 68060 users this

filetype is now essential so these files can be unpacked before running.

Help is at hand with the new update of the xfd package V1.18 which is now able to unpack files packed with this cruncher.

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## 1.64 CygnusEd, defaults

Magnum Opus Guide V3.1

CygnusEd, defaults.

Never heard of the wonderful CygnusEd Professional ? Then where have you been in the last few years ? This text editor has been around for as long as the Amiga and is still widely used by a great number of people. Version V3.5 (© 1987-1995 Cygnus Software) was included on the coverdisk of the now defunct Amiga Computing magazine some time ago, so now there are even more users. This filetype is the settings file which enables the program to save and load different setups.

Just when you thought CygnusED had disappeared along comes version 4 which was released late last year. As yet I don't know if this filetype works with the defaults file from this new version. Perhaps someone who has this could let me know.

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## 1.65 Datastore database, IFF DSDB

Magnum Opus Guide V3.1

Datastore database, IFF DSDB.

Datastore is available as either a stand alone package or as part of the Wordworth Office collection. If you hadn't already guessed this is the database IFF file generated by this program, and that's really about as interesting as it gets.

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## 1.66 DataType, IFF DTYP

Magnum Opus Guide V3.1

DataType, IFF DTYP.

If you are running Workbench 2.1, 3.0 or 3.1. These are the small IFF files in the Devs:Datatypes/ drawer that add datatypes to the system when Workbench is started. This is how MultiView or any other datatypes aware

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program and partly DOpus5 recognize what a given file is.

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## 1.67 Def Jam 3.2

Magnum Opus Guide V3.1

Def Jam 3.2.

Another very boring address cruncher that's now many years old and best forgotten. Chances are you'll never see one of these but they do turn up every once in a while so I've included this filetype for it. Unfortunately files packed with this are not de-crunchable so if they crash your Amiga you'll just have to put up with it.

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## 1.68 DeLuxe Music score

Magnum Opus Guide V3.1

DeLuxe Music score, IFF DMCS.

DeLuxe Music score, IFF CMUS.

These two different music scores come from Electronics Arts DeLuxe Music package. As far as I can make out the CMUS files contain the samples while the DMCS files don't. If someone who uses this package could let me know if this is correct I would be very grateful. To play these files you can use either the full version of DeLuxe Music or the demo version which can be found on Aminet (dmcs2dem.lha biz/demo CD14).

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## 1.69 DeLuxe Video, IFF VDEO

Magnum Opus Guide V3.1

DeLuxe Video, IFF VDEO.

One of the early endeavours at Multimedia presentations was Electronic Art's "DeLuxe Video" package. This put together IFF animations, pictures and sound into what was called a video.

These files contain all of the information needed by the player called DVPlayer to view these video's. DVPlayer was supplied with Deluxe Video and is freely distributable so you can distribute your own video's. If you come across one of these projects make sure that it has all of the accompanying picture and sound files as well as DVPlayer. (DVPlayer.lha gfx/show CD4)

Although DeLuxe Video was never that popular, for it's time it was excellent. In my opinion it's a shame that Electronic Arts never updated it any further as it could have evolved into a much better program.

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## 1.70 Design Works, drawing IFF DRAW

Magnum Opus Guide V3.1

Design Works, drawing IFF DRAW.

DesignWorks 2.0 is once again available from WCI. This is an updated and re-engineered version of the DesignWorks structured drawing software formerly developed and sold by New Horizons, the organization who brought you ProWrite. This structured drawing program never really gained the recognition it deserved, finally ending it's days as a giveaway on a coverdisk. A demo of this can be found on Aminet (DesignWorks20.lha biz/demo CD14).

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## 1.71 Diavolo, backup

Magnum Opus Guide V3.1

Diavolo, backup.

This is the backup stream file that comes from the reasonably popular commercial program Diavolo. Backups can optionally be compressed and/or encrypted using XPK. A demo of this program can be found on Aminet (DiavoloBackup.lha biz/demo CD 14).

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## 1.72 DIGI Booster

Magnum Opus Version 3

DIGI Booster, module.

The great tracker program that produces these music modules comes out of Poland courtesy of Tomasz & Waldemar Piasta (TAP & WALT). The last 1.x version was V1.7 (DigiBooster1\_7.lha mus/edit CD23) which is now available in a full unrestricted version as the authors have stopped developing it to concentrate on DigiBooster Professional V2.x. Both versions can import and export modules in a wide variety of formats, take a look at their documentation for complete details of this.

This version comes with a stand alone player "DIGIplayer" along with

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players for DeliTracker\_II and EaglePlayer. This module filetype is set up to use the DIGIplay program to play them as it is quicker than loading DeliTracker first. You will need to change the path to this within the filetype. You might also find as I did that the player supplied with version 1.7 does not work and crashes. If this is the case use the one supplied with the slightly older version 1.6 (DBooster16.lha mus/edit CD16) this works OK.

DIGI Booster, pattern.  
DIGI Booster, track.

I have included these two further filetypes that can be saved out from DIGI Booster. Pattern (PATT) & track (TRAK). With this release I've Lowered priority of this filetype as Bars & Pipes, track filetypes were getting picked up as these.

DIGI Booster 2.x, module.

The new version 2 of DigiBooster is now called "DigiBooster Professional" (Dbpro218.lha mus/edit CD25) and saves its modules in this improved and extended format, full details of which can be found in its accompanying documentation. Also included in this distribution is a player for DeliTracker\_II

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## 1.73 Digital Sound Studio, module

Magnum Opus Guide V3.1

Digital Sound Studio, module.

This basic soundtracker clone was supplied by the once great Amiga peripheral manufacturer GVP (Great Valley Products) with their samplers. Though this module format is not that common if you find one of these it can be played with DeliTracker\_II and several other music module players.

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## 1.74 Directory Opus 4.x, config

Magnum Opus Guide V3.1

Directory Opus 4.x, config.

If you have a configuration file from an old version of Directory Opus V4.x It can be converted for use with Opus Magellan. To convert this file all you need to do is select "Convert" from the popup filetype menu. This will bring up the Convert configuration requester where various sections can be converted for use with Opus Magellan.

IMPORTANT NOTE !

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Do NOT convert filetypes as this may interfere with the Magnum Opus filetypes.

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## 1.75 DISK-Masher, archive

Magnum Opus Guide V3.1

DISK-Masher, archive.

DISK-Masher (DMS) is a utility that lets you compress an entire floppy disk or selective tracks to a single file while preserving the disk-structure. This is useful for archiving non-filing system disks that can not be done with standard file archivers. DISK-Masher offers varying modes of compression from simple to very deep. Do not rely on the bootblock virus checker within DISK-Masher as many new viruses have appeared since its release in 1991.

The Command Line Version 1.11 TURBO GENERIC was the last official release which can be found on the Aminet (dms111.run util/arc CD14). All newer versions, 1.51 and above contain pirated code and are best avoided. If you are in doubt as to which version was used to create an archive, use the "View archive information" filetype popup menu item where this and other useful information can be found.

Please Note, this filetype replaces the "DiskMasher archive" supplied with DOpus5.x. And previous filetypes supplied with Magnum Opus versions 1.x & 2.x.

Thankfully at last the use of Disk-Masher files for distribution is rapidly decreasing for several reasons, the main one being that Aminet no longer accepts them. For a better idea of why this has been done take a look at the file "dms\_sucks.txt" written by Aminet administrator Urban Mueller (dms\_sucks.txt docs/misc CD11).

Before this filetype can do anything useful you will need to have the DMS program installed in either C: or somewhere in the command path and make sure that you have ARexx running. Double-clicking on a DMS file will run the ARexx script "UnDMS.dopus5 V2.1 (07/04/96)" by Edmund Vermeulen supplied with Directory Opus V5.x to unpack the archive. For my own use I have slightly modified this script for my own setup. Below I have listed the small change made to the script. Additionally this filetype has two popup menu items "View archive information" & "Test archive", the purpose of these should be obvious.

```
automount    = 'FF_0 FF_1 FF_2 FF_3 FF_4'
```

The above line is the original, I have changed it to the line below for my own use. DF0: is included in this automatically by the script so you don't need to include it here.

```
automount    = 'DF_1 DF_2 RA_D'
```

---

Another of the minor changes made to this filetype is the addition of quotes around the argument parameter "{f}" . Thanks go to John Lord with whom I had a long phone call trying to find out why this filetype didn't work on his setup. I'm still not 100% sure why it worked on my system and not his but I hope this helps anyone else who had problems with this filetype.

If you find that when you double-click on a Disk-Masher, archive and select where to unpack it to, that the progress bar goes across very quickly and the file is NOT unpacked to disk. It is probably due to the archive having been created with one of the newer questionable versions of the DMS program. Despite what the documentation may say some archives created with these newer versions can NOT be unpacked by the last official version 1.11. The only remedy is to use a higher version of DMS. To do this backup your copy of DMS by renaming it, then temporarily put the higher version in the same directory.

Any owners of the 17Bit Level 6 CD, who are having similar problems, may be interested in the new start-up script and a Workbench interface I have written to solve this. It can be obtained directly from me by sending a blank disk, jiffy bag and return postage stamps. For those of you living outside the UK just include an extra new blank disk instead of stamps as payment of the postage.

Personally I'd like to see this format eradicated permanently from the Amiga scene, it does nothing but cause trouble.

DISK-Masher, encrypted archive.

Though very rare the other type of Disk-Masher archive you may encounter is the encrypted version. Because the ARexx script used by the normal version does not work on this I have used four filetype popup menu items to let you unpack encrypted DMS files to either DF0, DF1, DF2, or RAD. But beware, because of the way DMS works if the wrong password is entered or the archive is corrupt all you get is a screen full of the word "error", the only way to stop this is to re-boot. Sorry but that's another limitation of DMS

Those of you who subscribe to Amiga Format will find this filetype very handy for extracting the special subscribers coverdisk from the CD ROM.

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## 1.76 DiskSalv, archive stream

Magnum Opus Guide V3.1

DiskSalv, archive stream.

This filetype comes from Dave Haynie's excellent Disksalv program. The file itself is just like those from most of the other backup programs where all the selected files are stored in a continuous stream. The difference with DiskSalv is that it can do this with a partition that is unvalidated or one that has errors on it and with deleted files. While versions 3 & 4 of DiskSalv are commercial products, Version 2 of DiskSalv is shareware and

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available on Aminet (DiskSalv11\_32.lha disk/salv CD16).

Please Note! This filetype replaces the "DiskSalv 3 Backup" filetype from Magnum Opus V1.0. This is because versions 2.x, 3.x and 4.x of the program use the same format and also the name better describes what the file is.

To save you puzzling where you've heard the name Dave Haynie before, he use to be the senior hardware engineer at Commodore. He also filmed the "Deathbed Vigil" video showing the last days of Commodore.

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## 1.77 DiskSqueeze, disk archive

Magnum Opus Guide V3.1

DiskSqueeze, disk archive.

When I first came across this on an Amiga Format cover CD I though not another device packer please. Well, DiskSqueeze is not a program but a colossal 700 line AmigaDOS script that uses external programs to do all the work.

DiskSqueezer repacks DMS archives, packs and unpacks DiskSqueeze archives. So how does it work and what are the filetypes it produces? First it uses PackDev to store the disk contents as a PackDev, archive called "Image.dsqu", then it compresses this file and optionally a listing of the of the original disk contents (Files.dsqu) and/or a text file of your choice (File\_ID.DIZ) using LZX. The resulting file is just a normal LZX, archive and is treated as such in this filetype. The way that the filetype differentiates between this and LZX archives is the contents of the archive.

I have to admire anyone who produces a script of this size, it's just a pity that there's a few minor problems with the installer script. All in all a nice idea to use the better compression of LZX on PackDev archives instead of the XPK compression, but I really don't see a need for device archives any more.

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## 1.78 Document, Rich Text Format

Magnum Opus Guide V3.1

Document, Rich Text Format.

One of the best and most common formats for transferring documents between different computers and word-processors is "Rich Text Format" (RTF). This format is supported by most word-processors on different types of computers. Unlike ASCII, this format contains other information such as formatting, fonts used, document styles, headers, footers, etc. You can also set-up your

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word processor to remap any fonts you don't have to those you do.

Though late with it, both of the Amiga's main word-processors, Final Writer & Wordworth now support this format to varying degrees. Personally I regularly transfer documents between Final Writer and Microsoft Word and it works well.

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## 1.79 Doom, WAD

Magnum Opus Guide V3.1

Doom, Wad.

For those who asked for it here it is. As yet it's nowhere near finished and I hope to add loads more to it in the next version. For the moment however there's another archive that you should consider using (doomwad\_ft.lha biz/dopus CD24). this contains several filetypes set up for the different Amiga versions of Doom.

Unlike the author of these filetypes one thing I hope to be able to do in the next release is tell apart files for Doom & Doom II.

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## 1.80 DOpus5, group item

Magnum Opus Guide V3.1

DOpus5, group item.

I was surprised that this filetype was not built into Directory Opus. In case you're wondering what exactly this is, it's the small file created when you add a file to a program group. In "DOpus5:Groups" you will see a directory with the same name as the group, within that directory is a small file with the same name as that added to the group, this gives Directory Opus Magellan the path information to where the file really is.

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## 1.81 DOpus5, start menu

Magnum Opus Guide V3.1

DOpus5, start menu.

A new feature of Directory Opus Magellan is the ability to use Start menu's like those of Windows 95. The reason for this filetype is that Directory Opus picks these up as normal button banks, which there not, and loads them

as such. These start menus can be loaded either by selecting them from the Directory Opus menu "Buttons-Load Start Menu...", or from with the LoadButtons command by specifying the "START" parameter. Unfortunately, this command does not support the {f} option which makes loading one of these menus from a filetype impossible.

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## 1.82 DPaint Move, IFF PRSP

Magnum Opus Guide V3.1

DPaint Move, IFF PRSP.

Another filetype produced by the popular DeLuxePaint program versions 3 to 5.x is this one. It contains information on the movement of a brush when making an animation. In the latest version 5.0 there is a new function called camera move, as far as I can see this is the same filetype and is picked up as such.

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## 1.83 DrawStudio, drawing IFF DSDR

Magnum Opus Guide V3.1

DrawStudio, drawing IFF DSDR.

These files come from the DrawStudio structured drawing program which as far as I'm aware is the only program that supports this format. The program was written by the authors who also produced the award winning ImageStudio and TextureStudio packages, Andy and Graham Dean. In the UK it is published by LH Publishing.

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## 1.84 EasyCalc

Magnum Opus Guide V3.1

EasyCalc 2.x, spreadsheet.

This first-rate shareware spreadsheet program by Andrew Woods is worth checking out should you need such a program. It can be found on Aminet (EasyCalc2\_0f.lha biz/misc CD 12). It has also appeared in a fully registered version form on a UK magazine coverdisk.

EasyCalc 1.x, spreadsheet.

I came across this earlier version by chance while searching through some

old disks. The reason I have included is because the files produced from it appear to be incompatible with the newer version.

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## 1.85 Face the Music

Magnum Opus Guide V3.1

Face the Music, module.  
Face the Music, effect.

"Face the Music" or as it's sometimes called FTM is a commercial Tracker program written by Jörg Schmidt and is/was published by Maxon in Germany. These modules can have up to eight tracks and can be played either with the PlayFTM that comes with the demo (FTM\_Demo.lha biz/demo CD14) and the full package, or by the brilliant DeliTracker\_II.

Unfortunately for some strange reason I couldn't get any sound from either the FTM demo or PlayFTM. Maybe I've missed something here or it could be that it doesn't work with my machine. The brilliant DeliTracker\_II however plays these modules perfectly.

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## 1.86 FastTracker 1

Magnum Opus Guide V3.1

FastTracker 1, module.

Created by the Triton group on the PC, version 1 of this format is an adaptation of the ProTracker format for 6 and 8 tracks. There also exists a 4 track version of this but these files are generally saved as a ProTracker module. Version 2 uses a completely different format for its modules.

See also FastTracker 2, module.

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## 1.87 FastTracker 2

Magnum Opus Guide V3.1

FastTracker 2, module.

This filetype comes from the PC Tracker program "FastTracker 2". It was programmed by Fredrik Huss and Magnus Högdahl, and is copyright © 1996 Triton Productions and Under World Digital Publishing. These music modules

can be played on the Amiga by several different players including DeliTracker. Modules in this format sometimes have the file extension XM which is short for eXtended Module. My filetype does not rely on the name, it checks the file properly. Along with ScreamTracker 3 this is one of the most popular trackers on the PC.

FastTracker 2 has one nice feature that I've not seen on the Amiga in that it can read digital data off an audio CD and use it in modules. It also has the ability to save out standard Tracker, module filetypes as well.

PLEASE NOTE !

The name of this filetype has changed slightly since Magnum Opus V1.0 from

"FastTracker 2 Module" to "FastTracker 2, module"

This was done for consistency in the filetype names. If you already have the filetypes from Magnum Opus V1.0 installed it is important that you replace it with this new one, DO NOT just rename the old one.

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## 1.88 FinalCopy Doc, IFF SWRT

Magnum Opus Guide V3.1

FinalCopy Doc, IFF SWRT.  
FinalCopy 2 Doc, IFF SWRT.

Supplied with Directory Opus V5.x is a filetype called "FinalCopy Document", these two are replacements for them. In this new version 3 of Magnum Opus I am now able to differentiate between files produced by Final Copy versions 1 & 2. So they also replace the "FinalCopy Doc, IFF SWRT" filetype supplied with all previous version of Magnum Opus. Please don't be tempted to just add the Final Copy 2 filetype to your filetypes, delete the old one and use these two instead or recognition will NOT work correctly.

In 1991 SoftWood launched a new word-processor called Final Copy that would eventually replace their popular Pen Pal. Though it could import documents written in Pen Pal it only supported basic text, other parts such as graphics, colour and other styles were lost. After a while it was updated to version 2 which included many more features, one of them was the ability to use databases from FinalData to do a mail merge. From there it was developed into the current Final Writer now at version 97.

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## 1.89 FinalData Database

Magnum Opus Guide V3.1

FinalData Database.

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There's not a lot I can say about this as the filetype name says it all. It's a database file saved by SoftWood's excellent Database program FinalData. These database's can be used to do a mail merge in either Final Copy 2 or Final Writer. As I only have an old version of FinalData from a coverdisk I'm not able to test this filetype with files produced by newer versions of the program.

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## 1.90 FinalWriter Filetypes

Magnum Opus Guide V3.1

FinalWriter Filetypes.

Final Writer is the latest in a long line of word processor's for the Amiga from SoftWood inc. For the last few years there's been constant competition between this and Digita's Wordworth to include ever more features and functionality, personally Final Writer is my choice. Final Writer can also import the databases from Final Data to use in a mail merge.

FinalWriter Doc, IFF SWRT.

This along with the FinalCopy filetypes is designed to replace the "FinalCopy document" filetype that comes supplied with DOpus5.x. Though documents produced by FinalWriter and FinalCopy are the same basic IFF filetype, I wanted to be able to tell which package had produced the document. Thanks to the wonderful IFFMaster I have found a reliable way to do this.

There are two ways to start FinalWriter from Directory Opus and load in the selected file, either the CLI or Workbench. Depending on your Project - Preferences/startup settings in FinalWriter it may display a screen mode selector. The option to start it from the CLI can bypass these settings. If you double click on a matching filetype when FinalWriter is already running the selected file is loaded straight in.

As I use Directory Opus Magellan on a separate screen My own setup uses FinalWriter started from Workbench. I use a small ARexx module which I've included called Screen-back.dopus5 . to switch screens, start FinalWriter & load in the file. You may have to change the path for the FinalWriter program within the filetype for it to work with your installation.

One often overlooked feature of Final Writer is its ability to import documents from the old Amiga word processors, PenPal and ProWrite. According to the instruction manual it is also able to import WordPerfect documents. But, I suspect that the version it is referring to is the long obsolete Amiga one as it won't import any documents created with any PC version I've checked, even very old DOS versions. Final Writer can also export documents as Ascii text and Rich text format (RTF).

Also see FinalCopy Doc, IFF SWRT.

Final Writer Doc, PC.

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SoftWood have released a Windows 95 version of Final Writer for the PC. Though I doubt it will ever be a serious competitor to the mighty MS Word, it can directly import and export Amiga IFF-SWRT format files (AFW). This is handy if you need to transfer documents between the Amiga and PC. In addition to this the program can import/export Rich text format documents.

Please note, this filetype is only for the PC version of the documents (FWT) which are not compatible with the Amiga version. There are two reasons for this filetype. Firstly it makes it easy to spot any mistakes made in the format you saved the file in. Secondly it is possible that a future version of Final Writer for the Amiga may be able to import the PC version of documents.

FinalWriter Prefs, IFF SWPF.

This has now been included because FinalWriter 5 and 97 can save out different preference's files. This is also the filetype of "Save Styles" feature in Final Writer v5.x.

FinalWriter Text Clip, IFF FTXT.

Within Final Writer you can save text clips which enables you to quickly paste into your document commonly used text passages such as address's, headings, references etc. When you save text clips in Final Writer they are stored as a Text document, IFF FTXT. Normally you can view these independently with Multiview as there is a FTXT datatype supplied with Workbench 3.x. But Final Writer inserts its own chunks into this file which means that only the first character string is visible in Multiview. Consequently it is easy to determine if a file is either a text clip or a normal "Text document, IFF FTXT". In order for this filetype to work correctly its priority must be higher than IFF FTXT.

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## 1.91 FlashPack 1.4

Magnum Opus Guide V3.1

FlashPack 1.4.

This antiquated address cruncher is now best left well alone. According to the program this one is by "Flash for the Red Sector", and that's about as interesting as this filetype gets. Although xfdDecrunch can decrunch this filetype in some cases the resulting file ends up as garbage, this is NOT the fault of xfdDecrunch.

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## 1.92 GZip, archive

Magnum Opus Guide V3.1

GZip, archive.

The GZip program (gzip124x2.lha util/pack CD14) is a compression utility designed as a replacement for the ancient Compress program. It offers much better compression and the ability to unpack those files created by "Compress".

Before you can use these files they first need to be un-compressed. To do this all you need to do is double click on the matching filetype. You will then be asked to confirm that you want to unpack it to the source, this will replace the original file. You will of course need the GZip program somewhere in your AmigaDOS command path, for example C: before this works.

A GZip XPK library can be found on Aminet (xpkGZIP\_1\_0.lha util/pack CD8)

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## 1.93 HDBackup, logfile

Magnum Opus Guide V3.1

HDBackup, logfile.

Supplied with most Amiga's that include a hard drive and also with the Workbench 3.1 upgrade, is a program called HDBackup. This is the logfile from a backup done to floppy disks that you can load into the program and then selectively restore files.

Back when Commodore owned the Amiga, and long before the appearance of ZIP, SysQuest, CDR/W or secondary hard drives, most people backed up their hard drives to floppy disks. This wasn't too bad as they were only around 20mb or so. But now that most of us have huge hard drives backing up to floppy disks is not really a practical option, unless you're crazy.

One of the main problems with HDBackup is that it can only backup to floppy disks or a tape drive. The best suggestion for this old program is to stick it in the trashcan. There are far better programs both commercial and shareware to do the job. Hopefully when Amiga Inc. update Workbench they'll supply something better.

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## 1.94 High Pressure Cruncher

Magnum Opus Guide V3.1

High Pressure Cruncher.

High Pressure Cruncher unlinked.

Made in 1989 by BitFreak for FBI, this is the resulting filetype from this old address cruncher that show up every once in a while. The High Pressure Cruncher has three modes of saving files, executable, unlinked & data. The executable version can be unpacked with XDFdecrunch, but the unlinked and data files can not. The data files produced by this program are impossible to recognise as they do not have a header, I am therefore unable to make a filetype for it.

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## 1.95 HQC Cruncher 2

Magnum Opus Guide V3.1

HQC Cruncher 2.

This very old executable file packers output is a real bit of Amiga history and is only seen extremely rarely nowadays. If you never come across this filetype I wouldn't be at all surprised. Unfortunately as I have neither the program or any documentation for it I can't tell you much about it. If anyone has any details of this I'd be interested.

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## 1.96 HTML, text

Magnum Opus Guide V3.1

HTML, text.

If you have ever used a web browser to access the internet then you should be familiar with this filetype. HTML (HyperText Markup Language) files are ascii text files that also contain special commands that the browser translates into the familiar web pages. A page can contain all sorts of commands for graphics, tables, links to other pages or web sites and all manner of other things.

This is an enhanced replacement for the "HTML" filetype supplied with Opus Magellan that just relies on a matching file name extension \*.HTML or \*.HTM (PC)

Being nothing more than acsii text files, all you need to create your own web page is an ascii text editor such as CygnusED, you can even use Ed supplied with Workbench if you want. The basics of the language are not that difficult to learn, if you've ever written an AmigaDOS script, AmigaGuide.guide or Installer script you should pick it up easily. A number of documents are available on the net if you search for them, in addition, there are a number of good reference books available. There are a number of freeware/Shareware HTML editors on the Amiga to help you in the creation of web pages but you'll need at least a basic knowledge first before they are of much use. There are also utilities on the Aminet to convert AmigaGuide



files to HTML pages. One of the better ones is "GuideML" (GuideML.lha text/hyper CD26) by Richard Körber, Heddley (Heddley11.lha text/hyper CD4) also has this function.

The latest versions of the two main Amiga word-processors FinalWriter and Wordworth also have the ability to save out this filetype.

While all of these do a good job the results are not particularly pleasing to the eye. As yet there doesn't appear to be a WYSIWYG HTML editor for the Amiga. So for the best results you'll have to edit files in a text editor.

There are several different versions of this language the latest being V4. As HTML is not platform dependant files created on different operating systems, i.e. Amiga, Apple Mac, PC, Unix, etc. Can all be read by one another. The two main graphic formats used within these pages are GIF which includes animation, and JPEG.

Double clicking on a matching filetype will load it into IBrowse, for this to work you need to have IBrowse installed and you may have to change the path in the filetype. You could also use a different web browser if you like. The two filetype popup menu functions "Read" & "Edit" should be obvious.

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## 1.97 IceTracker, module

Magnum Opus Guide V3.1

IceTracker, module.

IceTracker is another Soundtracker clone from "IcePic". The last version of this, V1.1 can be found on Aminet (icetracker11.dms mus/edit CD2) as a DMS file. As far as I'm aware this was the last version which appeared in 1993 so I suspect that we will never see any new updated versions. This music module format can be played by DeliTracker\_II and many other programs.

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## 1.98 Icon

Magnum Opus Guide V3.1

Icon, disk.  
Icon, drawer.  
Icon, tool.  
Icon, project.  
Icon, trashcan.  
Icon, kickstart.  
Icon, appicon.  
Icon, device.

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Yes, I know the icon filetype is built into DOpus but I wanted to identify the different icon types, so I made these eight new ones. These filetypes now cover every possible type of icon that the Amiga has.

In some instances I have seen projects and tools with the wrong type of icon attached to them, this causes all sorts of problems. However, you will find that with these filetypes installed it is much easier to spot this type of mistake.

You may be wondering what the last three icon types are. During normal use you will never see either the appicon or device, but I have included them as it's possible to produce them with programs like the popular Iconian by Chad Randell. These two are just there as a safeguard against someone saving an icon out as the wrong type. The Kickstart icon is used by the system for displaying an icon for a disk when it can't be used, such as formatting a disk, a non DOS, or unformatted disk. If there is no kickstart icon in ENV:sys/def\_kick.info then the default one built into the Kickstart ROM chip will be used.

Also of interest is an undocumented feature in the Icon information window of Directory Opus version 5.5 and higher, see Hidden Functions.

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## 1.99 ILBM-IFF modulo cruncher

Magnum Opus Guide V3.1

ILBM-IFF modulo cruncher.

The ILBM-IFF modulo cruncher dates from around 1987/88 and was written by Albert Jan Brouwer of the Third wave who also wrote Imploder. This program was an early attempt to reduce the size of IFF picture files. The resulting packed file needed a special viewer to display them and once packed there is no way of restoring them back to a normal picture. Though no one has used this format for many years, it's just possible you may stumble across this filetype on very old PD disks. Nowadays this format should be considered obsolete and is best left as a piece of Amiga history.

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## 1.100 ImageFX thumbnail, IFF NAIL

Magnum Opus Guide V3.1

ImageFX thumbnail, IFF NAIL.

These are the small files created by newer versions of Nova Design Inc's ImageFX program. They contain a small thumbnail of the picture along with the size and path information of the related file. Provided you have the thumbnail option turned on when loading or saving a picture the requester shows small thumbnails of the images to make identification of files easier.

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Also supplied with ImageFX is a separate file browser that uses these thumbnail images.

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## 1.101 ImageFX3, graphic, IFF INGF

Magnum Opus Guide V3.1

ImageFX3, graphic, IFF INGF.

One of the new features in version 3 of ImageFX is "Image layers". This allow you to compose complex composited images that can be modified over and over with ease. As several separate images and effects are contained when saving, a new file format was needed. Hence this new IFF filetype "ImageFX Native Graphics Format, (INGF) was created.

At present I have no further details on this filetype as the update documentation that comes with ImageFX V3.x is woefully inadequate in my opinion.

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## 1.102 ImageVision, script

Magnum Opus Guide V3.1

ImageVision, script.

ImageVision comes courtesy of ImageLab Technologies, and very nice it is to. This is one of a new breed of Multimedia authoring programs. There's nothing remotely interesting in the filetype, it's just a bunch of commands for the main program to make sense out of and convert into a nice presentation.

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## 1.103 Imagine Filetypes

Magnum Opus Guide V3.1

Imagine Filetypes.

Another popular Amiga veteran is this great 3D ray tracing program from Impulse Inc. Though the two most common filetypes from Imagine come supplied with Directory Opus, here are some additional ones that should prove useful.

Imagine Staging, IFF ISTG.

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A very uninteresting but essential file when creating a scene within imagine. It contains details of all the camera positions, object positions, lighting details and the path names of the objects. This file is created when you select "Save changes" in the stage editor and/or the actions editor.

Imagine Animation Script.

This is the file that tells Imagine how to play the data in the filetype below.

Imagine Animation, IFF IAND.

Imagine's own animation format which isn't compatible with anything else. If you want to create one to playback with other animation players you need to save out a series of frames, then using a package such as DeLuxePaint load in the frames to combine them into a standard IFF animation.

Imagine Texture.

The last revision of this filetype wasn't as good as it should have been, only picking up around 60% of files. After much pestering by one of my beta testers who frequently uses Imagine, I decided to completely remake it. This new revision now picks up all known textures for the Amiga version of Imagine.

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## 1.104 Imploder filetypes

Magnum Opus Guide V3.1

Imploder filetypes.

Though now many years old, the Imploder file cruncher is still fairly commonly used. It was written by Albert-Jan Brouwer, Peter Struijk, Paul van der Valk & Erwin Zwart. The last version to appear was V4.0 in 1991. Legend has it that imploder was originally going to be a commercial product but the company who held the license and were going to release it went bust, so the authors decided to release it as Freeware.

There are several different methods of using the two versions of Imploder but I see no point in duplicating the manuals here so I will only include some explanatory notes. If you are interested in the Imploder program then download it from Aminet ([imploder\\_4\\_0.lzh](#) util/pack CD2) or just ask any good PD library for a copy.

In previous versions of Magnum Opus all of these filetypes except for the last one needed to make use of the SEARCH function to determine the filetype. This unfortunately considerably slowed down the recognition of this and other executable programs. However, these new filetypes make use of a new command introduced in Directory Opus Magellan V5.66 and above called "SEARCH RANGE". Though these filetypes are still not as quick as I would like this new command certainly helps.

Imploder 3.

The normal executable filetype produced by version 3 of the program.

Imploder 3 protected.

There is an option in Imploder 3 to protect files from being decrunched. This feature was dropped in version 4 because a few malicious people used it to hide and distribute viruses. They can however be unpacked by Imploder V4 and xfdDecrunch.

Imploder 3 Pure.

A slight variation that's produced when packing those files that have the pure bit set. By this I mean the one seen as --P-RWED in a listing. Many of these are found in the C: directory.

Imploder 3 pure protected.

Just put together the above two and this is the result.

Imploder Short Lib.

This is the original library header type found in version 3. It has a shorter header (hence the name) that does not check for the presence of the "explode.library" this also makes the imploded executable about 600 bytes smaller. But, If library imploded programs with a short root do not find the explode library they will keep on trying to open it until they succeed. These programs will therefore hang until the LIBS: directory contains the explode.library.

Imploder Overlayed.

Produced by versions 3 & 4 of Imploder, when you crunch an Overlayed file. Don't expect to see many of these because overlayed files are very rare. For a fuller explanation of overlayed see PowerPacker 3 Overlayed.

Imploder 4.

The last version that was released as far back as 1991. This is just a standard file from it.

Imploder 4 Lib.

This new type of library Imploded file introduced in version 4, has the added advantage of including a foolproof piece of Start-up code that checks if the explode.library is present either in memory or the LIBS: directory. If not it will display an error, or if it is started from the Workbench a small window will be opened to display an error message. However, this error checking takes up a bit of space, and is unnecessary if you make sure the explode.library is available. For this reason you can specify the SHORTROOT tooltype/switch that will produce the standard "Imploder Short Lib" filetype.

Imploder Data, FImp.

This filetype comes from the command line versions of Imploder called FImp.

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This is just any crunched non executable file. Again you will not find many of these about as I don't recall any thing else that supports it, unlike PowerPacked Data.

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## 1.105 JamCracker, module

Magnum Opus Guide V3.1

JamCracker, module.

JamCracker was written in 1989 by M. Gemmel, and is one of those old trackers whose modules turn up every once in a while. If you do find some of these modules that you want to listen to I'd recommend that you use DeliTracker\_II.

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## 1.106 JpegAGA map-file

Magnum Opus Guide V3.1

JpegAGA map-file.

This is a small precomputed colour map file created by the PD. picture viewer jpegAGA 2.2 written by Günther Röhrich. This allows JPEG/JFIF picture to be displayed in a higher quality compared to all other viewers. Well that's what the documentation says so who am I to argue.

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## 1.107 Lemmings 2 data, IFF L2A

Magnum Opus Guide V3.1

Lemmings 2 data, IFF L2A-.

A real oddball of a filetype is this one that I came upon by pure chance. If you have the old game Lemmings 2 you will find that all the data is packed with the Rob Norton Cruncher. If you then use XFDdec crunch to unpack the files in the various directories this is one of the filetypes you will find. Another surprise is that you will now have the sound data as MED modules and the animations as normal IFF Anims. If you don't have this game you can find a demo of it on Aminet (lemm2\_d.lha game/demo CD5). In this demo version not all of the data is packed. The "-" In the IFF FORM is to indicate that this character may vary.

Please Note ! the name of this filetype has been changed.

From "Lemmings 2 data, IFF L2A?", to "Lemmings 2 data, IFF L2A-"

The reason for this is that the "?" was causing problems, please replace the old filetype with this new one DO NOT just rename the old one.

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## 1.108 LhA-LZX\_Filetypes-ArcDir

Magnum Opus Guide V3.1

LhA / LZX filetypes for use with ArcDir V1.1 by Edmund Vermeulen.

I have created an alternative set of filetypes that use the features of ArcDir V1.1 together with the more accurate recognition and extra features of the Magnum Opus 3 filetypes. The older V1.0 of ArcDir was originally supplied with Directory Opus V5.5 and is now available as an updated version 1.1 on Aminet (ArcDir.lha biz/opus CD20) which I'd recommend getting.

After installing Magnum Opus 3, run the installation program supplied with ArcDir, this will install two extra filetypes "LHA archive" & "LZX archive" (note that the names used are very slightly different from those included in Magnum Opus 3).

Next delete the following files in DOpus5:Filetypes/

LHA archive  
LhA Self-Extracting Archive  
LhA, archive  
LhA,Lharc, archive  
LZX archive  
LZX, archive

Then located with the Magnum Opus 3 distribution you will find a directory called "Filetypes\_ArcDir", copy the contents of this to DOpus5:Filetypes/, and re-boot your Amiga.

The main difference with these filetypes is that when double clicked on, the archive contents are displayed in a lister from which you can operate on the files and directories inside the archive as if it is a normal directory. For further details of this take a look at the documentation that comes with ArcDir.

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## 1.109 LhA Filetypes

Magnum Opus Version 3

LhA Filetypes.

In this version of Magnum Opus there has been a significant number of

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improvements and extra features added to these three filetypes. One major one is an alternative set of filetypes for use with ArcDir by Edmund Vermeulen, which was originally supplied with Directory Opus V5.5 and is now available as an updated version 1.1 on Aminet (ArcDir.lha biz/opus CD20).

I got a few reports that on rare occasions some "LhA" or "LhA,Lharc" archives were not being picked up correctly. After finding a few such files out of several thousand archives on the Aminet CD's I eventually found that reason for this was that these archives were created under UNIX, so this minor problem has now been fixed.

I identified a possible shortcoming with previous versions of these filetypes in that files without the standard "LhA" or "Lzh" file name extensions could not be extracted or listed. To prevent this happening I have now used the "-X" (Do not append LZH/LHA suffix) option where needed on all the actions and filetype popup menu items, .

LhA, archive.

LhA,Lharc, archive.

You may be wondering why there are two filetypes included here instead of the single one that most people use. The reason for this is that there are several different compression algorithms used by Amiga archivers to create lh type archives these are, lh0 (no compression), lh1, lh4 & lh5. Only particular types of lh compression are used by the different programs to create archives, so to be accurate at least two filetypes were needed. Here is a table to help explain this better.

Lharc V1.30	lh0	lh1	---	---
LhA V1.38e	lh0	lh1	lh4	lh5 LZ V1.92
lh0	lh1	---	lh5	(called LhA compression in LZ docs)

The main programs on the Amiga that produce lh archives are the original Lharc V1.30 by Paolo Zibetti (lharc\_1\_30.lzh util/arc CD4), LZ V1.92 (lz\_1\_92.lzh util/arc CD4) by Jonathan Forbes who went on to create LZX, LhArcA (lhArcAmiga102.run util/arc CD13) by Stefan Boberg which later evolved into LhA (lhA\_e138.run util/arc CD15).

The actions and filetype popup menus for these filetypes are...

Double Click

When the file is double clicked on a listing is shown in an output window for you to view the contents of the archive.

Drag 'n' drop

When these filetypes are dropped into another lister they will be extracted there, you will be asked to confirm this action which gives you the chance to cancel if you have made a mistake. To speed things up on faster Amiga's especially 68040/68060 machines, as much console output as possible has been suppressed using the "-N" option. This has been done as sometimes this is the slowest part of un-archiving on accelerated machines.

Drag 'n' drop (Ctrl)

If you want to bypass the conformation requester hold down the "Ctrl" key. This was done as I got fed up having to click OK on lots of requesters when doing a multiple drag 'n' drop.



#### Test archive

The purpose of this should be obvious, I included it as it allows you to check an archive's integrity after creation or if you suspect an archive is corrupt.

#### Quick Listing

This displays just the contents of the archives without any other information.

#### Verbose Listing

This displays complete details of the archives contents.

#### Convert LhA -> LZX

I've seen all sorts of utilities and ARexx scripts to convert LhA archives into LZX archives, some of them are real monsters. Included in the readme file of the Directory Opus V5.11 update are details of how to make a button to do this, now that there's the filetype popup menus in Directory Opus Magellan I thought why not put the two together. This I did as well as making a few minor modifications. For this to work correctly you will need enough space to fit the unpacked archive into, I have used T: which is a standard assignment in Ram: that everyone should have, but you could use a hard disk to unpack to if you don't have much memory but this will be slower. This menu item also assumes that you have LhA & LZX somewhere in your path.

Additionally on the "LhA, archive." filetype is...

#### Convert to LhA SFX executable

If you want to create one of the "LhA Self-Extracting Archive" files mentioned below then this menu item will do it for you. It will create the new file in the destination lister or if there is not one open then it will ask to select a destination. However, this is not without some potential problems as not all LhA archives can be converted and there is a bug in the LhASFX program which can create corrupt archives. Though this is fairly rare I would suggest that any of these files you create should be fully tested after creation by using the "Drag 'n' drop" into a destination lister to check the contents extract OK, do NOT use the "Test archive" filetype menu item. There are two potential error messages you may get during the creation of an "LhA Self-Extracting Archive."

LhASFX: Header checksum error! - source archive corrupt

This message could appear for several reasons.

(1) The archive is genuinely corrupted.

(2) The "-H2" option was used when creating the original archive. If the "-H1" option was used LhASFX will convert these but these do not run and extract correctly on their own (NO error messages), but using LhA to extract them works OK.

LhASFX: ERROR! The SFX module only handles LHA compression (not -lh1-)

This means the archive has a -lh5- header but was created on UNIX. Amiga created lh1 archives are shown as "LhA,Lharc, archive" that do not have this LhA -> LhASFX menu item.

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LhA Self-Extracting Archive.

There is a small program called LhASFX V1.2 (or V1.5 with the registered version) supplied with the LhA package that turns a normal LhA archive into a Self-Extracting Archive. All you have to do is then execute this to unpack it and you don't need the main LhA program to do so. But if you want you can still use LhA to unpack the archive. Though LhA has become a standard archiver on the Amiga this variant never really caught on that well, most people preferring to have the LhA program on there system plus normal LhA archives are about 6k smaller.

The two actions defined for this filetype are "Drag 'n' Drop" which will extract the archive contents and Double Click" will display a listing of archives contents.

The LhASFX drawer is present on some distributions of LhA but not others, why? I don't know. LhASFX V1.2 disappeared from Aminet for some time and could only be found on the very early Aminet CD's 1 & 2, (lhasfx12.run util/arc). But recently it has reappeared (lhasfx12.run util/arc CD26).

Also worth noting this is NOT the same as the "SFX Archive" filetype supplied with DOpus5, this refers to another similarly named program called LhSFX.

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## 1.110 Lightwave\_Filetypes

Magnum Opus Guide V3.1

Lightwave Object, IFF LWOB.

Everyone who uses the Amiga must have heard of the Lightwave program even if the hardware needed and the price of the program put it out of reach of mere mortals. This is the IFF file of it's objects. Even if you don't have Lightwave it is still possible to view these objects using a program by Andreas Heumann called ShowOBJ V2.2 (Showobj.lha gfx/3d CD5) which can also show Imagine objects as well. The filetype is set up to use this viewer but you will have to change the path to wherever you decide to put ShowOBJ.

Lightwave, scene.

As I don't have access to Lightwave I'm not able to tell you that much about this filetype. But it seems to serve a similar purpose to the Imagine Staging, IFF ISTG. file used by the other great ray tracer Imagine.

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## 1.111 Locale Catalog, IFF CTLG

Magnum Opus Guide V3.1

Locale Catalog, IFF CTLG.

One of the clever things first introduced in AmigaDOS 3 was the ability of workbench and other programs to work in different languages. You will often find programs that have these files with them. Normally the program works in English first and then the locale files contain the other languages but this is not always the case. There are now several of these for Directory Opus5 too.

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## 1.112 LZX, archive

Magnum Opus Guide V3.1

LZX Archive.

One of the best file archivers on the Amiga is LZX by Jonathan Forbes. Sadly he has stopped development of LZX and is now working at Microsoft. But there is some good news, In response to numerous requests from the Amiga community he has released the keyfile which will enable all registered features of the current release of LZX (lzx121r.lha util/arc CD 23). As the documentation points out "The release of this keyfile (lzxkeyfile.lha util/arc CD23) is to be considered a gift from Jonathan to the Amiga community (i.e. FREeware)"

In order for this filetype to work you will need the LZX program in C: or somewhere within your path. Full details of the vast range of options can be found in its accompanying documentation.

I identified a possible shortcoming with previous versions of this filetype in that files without the standard .lzx file name extension could not be extracted or listed. To prevent this happening I have now used the "-X0" (Control .LZX suffixing) option for all actions and filetype popup menu items.

If you need to transfer data between an Amiga and PC or you want to unpack archives on the PC, there is now a program able to do this (W95UnLZX util/arc CD26). This requires Windoze 95 (yuk).

One major new feature in this version of Magnum Opus is an alternative filetype for use with ArcDir by Edmund Vermeulen, which was originally supplied with Directory Opus V5.5 and is now available as an updated version 1.1 on Aminet (ArcDir.lha biz/opus CD20).

The actions and filetype popup menus for this filetype are...

Double Click

When the file is double clicked on a listing is shown in an output window for you to view the contents of the archive.

Drag 'n' drop

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When this filetype is dropped into another lister it will be extracted there, you will be asked to confirm this action which gives you the chance to cancel if you have made a mistake. To speed things up on faster Amiga's especially 68040/68060 machines, as much console output as possible has been suppressed using the "-m" & "-ql" options. This has been done as sometimes this is the slowest part of un-archiving on accelerated machines.

Drag 'n' drop (Ctrl)

If you want to bypass the conformation requester hold down the "Ctrl" key. This was done as I got fed up having to click OK on lots of requesters when doing a multiple drag 'n' drop.

Test archive

The purpose of this should be obvious, I included it as it allows you to check an archive's integrity after creation or if you suspect an archive is corrupt.

Verbose Listing

This displays complete details of the archives contents.

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### 1.113 M.O.N. module

Magnum Opus Guide V3.1

M.O.N. module.

Maniacs Of Noise music modules are not that common but if you come across one they can be played by DeliTracker\_II. Unfortunately I can't find out much information on this module format, so If anyone has any further details on this filetype I would be very grateful.

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### 1.114 Makepath session

Magnum Opus Guide V3.1

Makepath session.

This file comes from the program Makepath by Hypercube Engineering, which is one of the ancillary programs for use with Vista/VistaPro. Makepath produces a Vista Script file for use within the Vista or VistaPro Programs. This session can be saved by the Makepath program so you can return to it later for further editing.

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### 1.115 Master Cruncher 3.0

Magnum Opus Guide V3.1

Master Cruncher 3.0 Addr.  
Master Cruncher 3.0 reloc.  
Master Cruncher 3.0 Data.

All of these filetype come from an old file cruncher that you should now consider to be obsolete. There are three different filetypes produced from it. Address or relocater crunched, and data. As with most of these older cruncher filetypes it's best to uncrunch them.

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## 1.116 MED/OctaMED filetypes

Magnum Opus Guide V3.1

MED/OctaMED filetypes.

First released in 1989, the MED (Music Editor) tracker by Teijo Kinnunen has matured along side the Amiga, each new version adding ever more features. In 1991 the program was upgraded to be able to use 8 channels and was renamed OctaMED, then over the next few years it evolved into the current OctaMED Sound Studio which was first released in 1996. Even though it's a commercial program over the years various versions have been included on magazine coverdisks, and as new versions were released older ones were put out as freeware, these can be found on Aminet in mus/edit. Sadly the author has given up development for the Amiga and has moved on to create the software for PC's. But, there is some good news to come out of this in that the latest version of OctaMED Sound Studio V1.03c, the manual for it & OctaMED version 4 have all been released as freeware and can now be download from the OctaMED web site.

[www.octamed.co.uk/bin/omedv4.lha](http://www.octamed.co.uk/bin/omedv4.lha) (OctaMED version 4)  
[www.octamed.co.uk/bin/v1.zip](http://www.octamed.co.uk/bin/v1.zip) (OctaMEDSS manual)  
[www.octamed.co.uk/bin/ossv1.zip](http://www.octamed.co.uk/bin/ossv1.zip) (OctaMED Sound Studio V1.03c)

These archives can also be found on Amiga Format's CD #26 (May 98) in "AFCD26:-Websites-/OctaMED/bin/". OctaMED Sound Studio has also been included on CU Amiga's CD #8 (March 97) along with loads of other extras.

This however is not the end for OctaMED Sound Studio. It has been announced that the source has been licenced to the Kato Development group where Joern Plewka is the head of the development and soon there is to be a new version of OctaMED Sound Studio V2 released some time in 1998.

If you find a module that won't play then the chances are that it has been saved without incorporating the samples, (rare, but it can happen). If you have the samples you will need to load them into OctaMED and save it out complete, if you don't then tough luck. Most versions of MED/OctaMED can save modules as executable files and Tracker, modules, later versions of OctaMED can also save modules as PowerPacker data and From V5.x it is also able to save data as SFCD. As well as the players mentioned here, there are a number of other player programs that will play most of these

filetypes.

Please Note ! That the following three filetypes replace the "MED Song" filetype supplied with all previous versions of Magnum Opus.

MED 2 Song. (1.12)

Only the very first version of MED (V1.12) produced this filetype, It contains the song but no instruments. To play this song format you'll either need the version of the MEDplayer supplied with the relevant version of MED, the instruments (sound samples) and set up the paths to play it. Alternatively and probably the best option would be to load it and the instruments into a more recent OctaMED and save it out in a newer format. More recent version of the MEDPlayer/OctaMEDplayer will not play this filetype and neither is it supported by any other module players I know of.

MED 3 Song. (2.0x)

Again this filetype was only produced by one major version of MED (V2.0x), additionally this filetype could include the instruments within the song. To play this filetype you will need to use the same method as the "MED 2 Song".

MED 4 Song. (2.1x)

Introduced in MED V2.1 this newer format can be played with the most recent versions of the OctaMEDplayer and DeliTracker\_II provided you have the latest version of the MED Deliplayer which can be found on the Aminet single CD's in "Tools/DeliPlayers". Although this format remained in use for some time for backwards compatibility, saving files in this format was eventually dropped in OctaMED V3.x.

Double clicking on this filetype will use the OctaMEDplayer to play it, to stop the song just click both mouse buttons together. You may need to change the path in the filetype to wherever you have the OctaMEDplayer program located on your system. Version 6.4 is available on Aminet (OMEDPlay64.lha mus/play CD12), and a newer V7.x comes supplied with OctaMED Sound Studio.

MED,OctaMED Module, MMD0.

Introduced in MED V2.10, this filetype can still be saved out by the very latest version so as to remain compatible with older versions of the program. It was introduced to make it easier for other module players to be able to play it. This filetype has been set up to use the built in PLAY command within Directory Opus.

OctaMED Module, MMD1.

An updated filetype introduced in OctaMED V3. It has been set up to use the built in PLAY command within Directory Opus.

OctaMED Module, MMD2.

A newer filetype introduced in OctaMED V5.x that supports multiple playing sequences (sections) and 1 - 64 tracks. Like the MED 4 Song this is played using the OctaMEDplayer, to stop a module playing simply press both mouse

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buttons.

OctaMED Module, MMD3.

The very latest filetype introduced in OctaMED Sound Studio V1.x. that uses a special file format for songs using Mix mode. This is identical to MMD2 and the only reason for its existence is so that older versions or player programs won't attempt to play Mix-mode songs. The only program that will play this filetype at the moment is the latest version of the OctaMED player V7.x that comes supplied with "OctaMED Sound Studio". As with previous filetypes this is played using the OctaMEDplayer.

MED, OctaMED, instrument.

In newer versions of MED/OctaMED you can create your own synthetic samples using the built editor to either create one from scratch or by changing pre-defined waveforms. Some other filetype recognition programs may pick up some of these as an Xmask, archive but not this one. This is because the header is very similar.

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## 1.117 MegaCruncher 1.0

Magnum Opus Guide V3.1

MegaCruncher 1.0.

I could only get this old cruncher to work on a friends Kickstart 1.3 A500 to produce some test files. From the notes I made at the time it has two modes for crunching neither of which is much good by todays standards. In every case trying to run one of these crunched files crashes my machine. In my opinion anything that only works on Kickstart 1.3 should be considered obsolete. Although xfdDecrunch can decrunch this filetype in most cases the resulting file ends up as garbage, this is NOT the fault of xfdDecrunch.

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## 1.118 MIDI song

Magnum Opus Guide V3.1

MIDI song.

If you didn't already know MIDI stands for Musical Instrument Digital Interface. This file is the data that controls the playing of the various sounds. It's beyond the scope of this document to explain MIDI fully, or how to use the data. If you are interested in this then I would recommend that you get hold of GMPlay (GMPlay13.lha mus/midi CD20) which has some excellent documentation on the subject. This filetype is set to use GMPlay to play the MIDI song when double clicked on, so you'll need to install this first, and you may need to change the path in the filetype to work on your

installation. To stop the song just press Ctrl- C. Though GMPlay is a shell command only there are several GUI's available on Aminet that you might care to take a look at.

There are plenty of sources of MIDI songs and loads of them can be found in the PC market place, usually they have the file extension .MID so they shouldn't prove too hard to find. I've recently amassed several hundred of these from PC magazine coverdisks, all for free !

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## 1.119 Money Matters

Magnum Opus Guide V3.1

Money Matters.

Here's one for all those people that need to keep track of there spending and investments. For myself however I'm permanently broke so it wont be of much use. In case you hadn't guessed this filetype comes from Digita International's Money Matters program, the same people that make the popular Wordworth word-processor. As I only have demos of this program I don't know if this filetype works with version 2 & 3 but I suspect that it will. If I get some details on these other two versions I may be able to make a separate filetype for each of them.

Money Matters 4.

Just the same as above but the latest version.

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## 1.120 MovieSetter Movie

Magnum Opus Guide V3.1

MovieSetter Movie.

This one comes from an old program called MovieSetter by Gold Disk which can contain animations, pictures and sound. At the time of it's release it was one of the best programs around and is still occasionally used by some people today. Probably one of the main reasons for this is that it has been included on a UK magazine coverdisk twice in the last few years. The most famous user of MovieSetter is Eric Schwartz. I'm sure everyone Amiga user must have seen at least some of his work. If not then there is an entire sub directory on Aminet (pix/eric) where most of his work can be found.

MovieSetter movie's need the Movieplayer to be viewed, this was supplied with the program and is freely distributable, this is also usually included with movies. Double clicking on one of these filetypes will use Movieplayer to play the movie but you will need this on your system and may need to change the path in the filetype before this will work.



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## 1.121 MS Windows icon, ICO

Magnum Opus Guide V3.1

MS Windows icon, ICO.

This is one of several types of icon used by the vastly inferior computer systems Windows V3.x. & Windows 95. If you have the datatype for this you can use Multiview or the SHOW command within DOpus5 to view them, and if you want convert them into an IFF format select save as in Multiview. As to what you'd want with these I can't imagine. This filetype is configured to use Multiview from Workbench 3.0/3.1 to view these files.

The Workbench datatype for this can be found as part of the archive on Aminet (pictdt\_42\_1.lha util/dtype CD10). Though don't bother using any of the other obsolete datatypes contained in this archive.

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## 1.122 MS Windows Write

Magnum Opus Guide V3.1

MS Windows Write.

A filetype from the PC world produced by the write program that comes supplied with Windows 3.x. I had planed to drop ths filetype as I still hadn't found any utilities to make use of this on the Amiga. But, the new release of Wordworth V7.x can load these so I've kept it.

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## 1.123 Musicline

Magnum Opus Guide V3.1

Musicline, 4ch module.  
Musicline, 8ch module.  
Musicline, instrument.

This shareware tracker program (mline115.lha mus/edit CD16) comes out of Sweden by a group called Musicline and these are the module filetypes output from it. Musicline is capable of loading ProTracker modules but can only save in its own format. Musicline modules can be either 4 or 8 channels and there are two filetypes for these. Like OctaMED it is also capable of generating its own instruments for which I have also included a filetype.

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## 1.124 NewIcons Icon

Magnum Opus Guide V3.1

```
NewIcon, disk.  
NewIcon, drawer.  
NewIcon, tool.  
NewIcon, project.  
NewIcon, trashcan.  
NewIcon, device.  
NewIcon, kickstart.  
NewIcon, appicon.
```

NewIcons is a revolutionary GUI enhancement system for the Amiga, it allows for a palette independent icon system whereby icons look colour correct on any system, no matter what your Workbench palette is set to. Additionally it allows you to use icons in up to 256 colours. The latest version can be found on Aminet (NewIcons41.lha util/wb CD22) or if you have version 4.0 get the update (NewIcon41upd.lha util/wb CD22). Development is done by Eric Sauvageau, Phil Vedovatti, Ariel Magnum and Roger McVey. Original concept, and programming for versions 1.0 - 2.0, were by Nicola Salmoria

If you still have the "NewIcon, icon" filetype supplied with Magnum Opus V1.0 you must delete this as these are designed to replace it. Just like normal Icons, NewIcons come in different types as well. With these installed you can be sure that an icon for any file is of the correct type. For details of the last three see Icons.

Support for NewIcons is now far better in Directory Opus Magellan V5.6x, for full details check out the manual and readme files in the updates. Using the Environment editor you can now decide if you want to be able to see NewIcons and select the way they're displayed. Additionally you can strip out either the NewIcons or original image within the Icon Information window.

There maybe those of you who think that there are better ways of defining this filetype, but after much testing the method I have chosen to use has proved to be 99.999% reliable (Nothings perfect).

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## 1.125 Newcleus data, IFF MDAT

Magnum Opus Guide V3.1

```
Newcleus data, IFF MDAT.  
Copyright © 1995/96 Jon Close. All Rights Reserved.
```

This great little program is capable of making stand alone button banks similar to those of Directory Opus 5 which can be configured in much the

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same way. This filetype is the project saved by Newcleus before turning it into an executable.

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## 1.126 Obsolete

Magnum Opus Guide V3.1

Obsolete !.

Here's an idea I had while looking through loads of old utility disks. If you're using Directory Opus then you will using Workbench 2.0 or higher, so why do you need obsolete files left over from Workbench V1.x that have no purpose under Workbench 2 and above, you don't. When a matching filetype is double clicked on you will be asked if you want to delete it or not, then it's up to you to decide what you want to do.

In this updated version of the filetype I have included more obsolete files that can be safely deleted, but the list is by no means exhaustive and you may like to include others. Below is a list of those files recognised as obsolete, they are now either in the Kickstart ROM, or no longer used. Please note, this filetype needs the RequestChoice command supplied with Workbench 3.0 or 3.1 to function.

```
.info (not to be confused with the normal info file of an icon.)
.fastdir
Shell-Seg
Ram-Handler
Newcon-Handler
Disk-Validator
Info.library
icon.library
Why
Stack
Skip
SetEnv
Run
Resident
Quit
Prompt
Path
Lab
If
GetEnv
FF
Fault
Failat
EndSkip
EndIf
EndCLI
Else
Echo
DiskDoctor (struck off for malpractice)
CD
```

Ask

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## 1.127 Oktalyzer, module

Magnum Opus Guide V3.1

Oktalyzer, module.

Although Oktalyzer is now very old, there are still quite a number of modules around and new ones appear every now and then. Written by Armin Sander, Oktalyzer featured the first 8 channel mixing routine ever written for the Amiga. The built in PLAY command can be used to listen to these modules and that is how this filetype is setup. You can of course use any other module player you like.

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## 1.128 Organiser Filetypes

Magnum Opus Guide V3.1

Organiser Filetypes.

Three different filetypes from the same program, Digita International's Organiser. If you've not used this program before it's like a File-o-Fax and can contain names and addresses, appointments, notes, reminders, etc.

Organiser 1.x, IFF ORGP.

Organiser 2.x, IFF ORGP.

The first of these filetypes is the main organiser data file that contains information such as dates and things to remember. There are two variations of this, saved from the different versions of Organiser. Assuming you have Organiser installed double clicking on one of these files will load it into the program. You may have to change the path in the filetype to the Organiser program if it is in a different place to the default.  
(Work:Organiser/).

Organiser supplement.

This second filetype can be best described as pre-printed information pages. They seem to have only ever been supplied with the program, any other supplements and those you create yourself are just normal Ascii files. Quite why this was done and how they can be created is something of a mystery.

Also see Workbench Pref, Organiser.

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## 1.129 Outline Font function

Magnum Opus Guide V3.1

Outline Font function.

This is another part of the Workbench scalable fonts system. These will be in with the rest of the scalable fonts with a file extension of ".otag".

See Also CompuGraphic Outline Font.

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## 1.130 PackDev, archive

Magnum Opus Guide V3.1

PackDev, archive.

PackDev, XPK archive.

PackDev from Christian Wasner (PackDev1\_9.lha util/arc CD19) is a program that can pack the contents of a device into a single file in a similar method to that used by the DMS program. But, there are several advantages with PackDev, for example it supports devices of any size such as a hard disk partition, and optionally it can use the better compression of XPK.

I have to admit I'm not keen on programs that archive complete devices for much the same reasons that Aminet administrator Urban Mueller has banned the use of DMS. (dms\_sucks.txt docs/misc CD11) However, I have tried to make these filetypes as useful as possible in Directory Opus Magellan. You will of course need the PackDev program somewhere in your path for this to work. Below I have listed the actions and filetype popup menus defined for these filetypes.

Double Click

This displays information on the selected file by using the "Viewfile" option of PackDev.

View File.

Same as above.

Test File.

This should be fairly obvious.

Extract Archive.

This will ask you for a device name to extract the archive to, defaulting to "DF0:". You can change this to whatever you like, but make sure you also include the colon after the name making sure you have used a device name such as DF0:, RAD:, DH0:, and not a volume name like "Workbench:" otherwise this will not work.

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### 1.131 PageSetter

Magnum Opus Guide V3.1

PageSetter, doc.

Have a guess what this filetype is ? Yes it's from PageSetter version 1.x. I can't tell you much about this version as it crashes out on my machine just after it saves a file.

PageSetter 2, doc.

And guess where this comes from.... Yes PageSetter version 2 Copyright 1989, 1990. Gold Disk Inc. Both of these Desktop Publishing programs are very old and unless you already own either of them I doubt you'll ever see them again as Gold Disk pulled out of the Amiga market some time ago. :-(

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### 1.132 PageStream 3 Doc, IFF DOC

Magnum Opus Guide V3.1

PageStream 3 Doc, IFF DOC .

There is a filetype supplied with Directory Opus for files produced by the desktop publishing program PageStream V2. However, the filetype produced by PageStream V3.x is different and is now an IFF format. Something you should be aware of with this filetype is that there is a space after DOC in the Match FORM because for some reason best known to SoftLogic the IFF FORM does NOT have the normal standard 4 characters.

PageStream 3.0 has the ability to import and export text in a variety of Amiga and PC word processing formats, including FinalCopy and WordPerfect, It can open your Professional Page documents and edit Professional Draw, drawings. If you own PageStream V3.x keep a look out on Aminet in biz/patch as there are new updates being added all the time.

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### 1.133 PC Executable

Magnum Opus Guide V3.1

PC Executable.

No I haven't gone mad, there is a serious purpose to this filetype. With

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the Amiga's ability to read PC formatted disks and the wealth of PC CD ROM disk material available, this actually speeds up directory listings as Directory Opus 5 doesn't have to go through every filetype to determine what the file is before it ends up at binary. Double click on a matching file to find out what it doe's, I won't spoil the joke.

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## 1.134 Pen Pal Filetypes

Magnum Opus Guide V3.1

Pen Pal Filetypes.

Pen Pal from SoftWood Inc. was at one time one of the most popular programs on the Amiga. It was actually two programs in one, a word processor and a database. SoftWood when on to develop it into two separate programs, the word-processor evolved into Final Copy while the database part went on to become FinalData. Special thanks go to Andrew Quinney for letting me use his copy of the program and manual without which these filetypes would not have been possible.

Pen Pal, doc.

This is just a normal document created with Pen Pal which can be imported into either FinalCopy~or FinalWriter. While margins, indents and tabs are preserved, any fonts or graphics used in the original are lost.

Pen Pal, database.

Pen Pal's database files can be loaded into the newer SoftWood database program Final~Data without any loss of data.

Both of these filetypes are setup to load these files into the appropriate program if you have them. You may need to change the paths to these programs in the filetypes depending on where they are installed on your system.

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## 1.135 Personal Write

Magnum Opus Guide V3.1

Personal Write, doc, IFF C100.

Personal Write, doc encrypted.

Here's two different filetypes produced by the Personal Write program from Cloanto, the same people who brought you Personal Paint. While no doubt this is a competent program it hasn't faired too well in comparisom to

Wordworth or Final Writer. The full commercial V4.1 was included on the Aminet CD ROM #17.

Personal Write's documents can be saved either as an IFF file or encrypted in the same way as that used on their Personal Paint program.

see also PPaint Encrypted.

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## 1.136 Photo CD, overview

Magnum Opus Guide V3.1

Photo CD, overview.

One of these files is found on every Photo CD ROM, they contain miniature index pictures of all the pictures on that CD. This filetype is set up to use PhotoCDAGA V1.2 by Günther Röhrich (PhotoCDAGA12.lha gfx/show CD9). As only 16 pictures can be shown at once you have to specify at which picture this should start from. The filetype will ask you for this first and defaults to the first picture.

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## 1.137 Photogenics Filetypes

Magnum Opus Guide V3.1

Photogenics Filetypes.

This innovative graphics program first took the Amiga by storm when it was released at the 1994 World of Amiga Show in London. After seeing a demonstration of its power and capabilities a lot of those attending including myself purchased a copy.

Originally written by Paul Nolan and later in collaboration with Almathera, Photogenics included many innovative features and ways of working that had not been used on the Amiga before. Over the next few years there followed a series of upgrades to the latest current version V2A. So good was the program that a special "Lite" version was included with the Amiga "Magic Packs" produced by Escom when they took over the Amiga. Sadly on the 17th March 1997 Almathera ceased trading, so at the present time the future of Photogenics is uncertain. I sincerely hope that this is not the end for Photogenics as it is one of my favourite programs.

Photogenics, matrix.

Matrices are very powerful image manipulation tools. They work by combining the pixel with the value of its neighbours in various ways. You can load in a variety of pre-defined matrices and save out new ones from the mode options.

Photogenics Paint Layer.



This new filetype is from the later version (V2) of Photogenics, that now allows you to save the paint layer to a file for later use. If you have the program then you'll know what this is, if you don't then you don't need to bother, because as far as I'm aware this file is of no use on anything else except Photogenics2.

Photogenics Paint Mode.

It should be fairly self explanatory what this filetype is. It is the paint modes within the Photogenics program, either the LITE version supplied with the Amiga Magic packs or the full version. Unless you possess the program then I'm afraid this filetype will not be of much use to you. Better still do yourself a favour and buy it, I promise you that you'll not regret it.

Since upgrading to Photogenics V2 I've found that this filetype is not perfect (then what is) but it will pick up 99% of them.

Also see Picture, IFF ILBM 24bit ENC.

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## 1.138 Picture, BMP

Magnum Opus Guide V3.1

Picture, BMP formats.

In much the same way as the IFF-ILBM is the standard graphics format on the Amiga, the BMP or BitMaP is the native format of both Microsoft's Windoze and IBM's OS/2. Produced by a variety of programs these files normally have the extensions BMP or DIB (Device Independent Bitmap) which are exactly the same. Sometimes these can be compressed and may have the file extension RLE (Run Length Encoded). However, do not rely on any of these extensions as they are often incorrect. These filetypes do not rely on files having any particular file extension so you can call them whatever you like :-).

Nowadays there are many programs for the Amiga such as Personal Paint, Image FX, Photogenics, etc. that can load & save this graphics format, which is useful if you need to share files with PC users. Not all programs however are capable of loading or saving all the different variations.

The popup filetype menu item "Load to PPaint" has been dropped in this version as you can use the standard "Open With.." to use whatever program you want.

To view BMP pictures there are several viewers capable of showing the majority of the different types you are most likely to encounter. One of them is "Fastview" (FView20.lha gfx/show CD3), This should not be confused with the similarly named Fastview\_v201.lha in the same directory. There is also a Workbench Datatype by Gunther Nikl available on the Aminet as (BMPdt.lha util/dtype). With this installed you can use any datatypes aware viewer or the Directory Opus "SHOW" command to view BMP pictures. There is another datatype for BMP available as part of an old Commodore package on Aminet (picdt\_42\_1.lha util/dtype CD16). This is defiantly one to avoid as it rely's on a filename extension of BMP and does not show as many

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variations of the BMP formats as the newer datatype.

These four filetypes are setup to use the viewers that best suit me but of course you may find that other viewers work better for you.

Picture, BMP.  
Picture, BMP, 24bit.

There are two variations of this format, the more common is the RGB encoded type that is un-compressed and supports 1, 4, 8, and 24bit pictures. The other RLE compressed version only supports 4 & 8 bit pictures. Sometimes you may find that the compressed version is actually larger than the un-compressed version. As yet I haven't found out how to differentiate between the compressed & normal variations but I hope have this worked out for a future update of Magnum Opus.

Picture, BMP OS2.  
Picture, BMP OS2 24bit.

Both of these come from IBM's OS/2 operating system and can also be produced by a variety of programs on the PC. In comparison to other Bitmap files they are not that common. Always in an un-compressed format 1, 4, 8, and 24bit pictures are supported.

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## 1.139 Picture, GIF

Magnum Opus Version 3

GIF Filetypes.

These filetypes are intended to replace the "Picture GIF" filetype that comes supplied with Directory Opus 5.x. The reason for this is that there are three variations of the GIF format.

At one time this picture format was only found on PC's. But, with the arrival of datatypes and the AGA chipset on the A1200/A4000 and more recently Web pages on the internet, this picture format is also in common use on the Amiga. There are now a huge number of viewers, paint packages & Image processors for the Amiga that can handle GIF. I'll leave it up to you to decide which ones to use. My own choice of viewers is the old but reliable PPShow (PPShow40.lha gfx/show CD14) by Nico François.

There are also several GIF datatypes available on Aminet or the Aminet CD's but the latest one (V43.8) by Andreas Ralph Kleinert seems to have disappeared from the listings and hasn't been included on any of the Aminet CD's. I finally managed to track it down on Amiga Format's CD #13, May 1997 In the directory "-In\_The\_Mag-/Internet/datatypes/akGIF". You can use the older datatypes if you wish but I make no claims as to how well these work. The author of this datatype has stopped development of it to concentrate on its replacement PNG. With this datatype installed you can use the VIEW command within Directory Opus Magellan to view pictures, and with these filetypes there is a menu item to set a picture as a desktop background.

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Picture GIF87a.  
Picture GIF89a.

The Graphics Interchange Format or as it's more commonly known GIF comes in two basic variations GIF87a and GIF89a, both versions can be optionally interlaced for progressive display of pictures which is the way that most graphics in Web pages are displayed. GIF89a additionally supports comments, transparency information, and animation. All versions support either 1, 4 or 8 bit images. Despite the problems with programs that are capable of producing GIF pictures needing to pay a royalty to the Unisys Corporation for the use of its LZW compression algorithm, it is still an extremely popular format. Because of this and other limitations there has been attempts to move to the royalty free PNG format.

Animation, GIF.

Over recent years with the growing popularity of the internet, the animation feature of the GIF89a variation has become widely used in web pages. Until recently these animations have been picked up as normal GIF89a pictures. One important point to remember is that the priority of this filetype must be higher than the "Picture GIF89a" filetype.

There are several utilities available to view edit and save these animations, I use the updated "LoadAnimGif.pprx" and "SaveAnimGif.pprx" (AnimGIF\_Update.lha biz/cloan CD21) and DefineAnimGif.pprx (PPRX\_DefAnmGif.lha biz/cloan CD20) scripts within Personal Paint V7.1.

If you double click on one of these files it will be treated as a normal GIF89a file with the first frame of the animation shown as a picture. There is also a filetype popup menu item on this filetype that will load this into the IBrowse web browser for viewing the animation properly. For this to work you may have to change the path in the filetype. You can also use other Amiga web browsers such as AWeb or Voyager if you prefer.

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## 1.140 Picture, IFF DEEP

Magnum Opus Guide V3.1

Picture, IFF DEEP.

Apparently developed as a replacement for the 24-bit IFF picture format. This filetype can be loaded into and saved out from various paint and image processing programs such as Photogenics. But, I have yet to find a picture viewer capable of showing this format.

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## 1.141 Picture, IFF ILBM 24bit ENC

Magnum Opus Guide V3.1

Picture, IFF ILBM 24bit ENC.

In the latest release of Photogenics version 2 using the "ILBM" saver it is possible to save IFF-24 in an encrypted format. This filetype can only be viewed by loading it into Photogenics V2 and typing in the correct password (handy to stop your little brother viewing those slightly dodgy pictures that you promised everyone you'd deleted). This filetype is easy to spot as it contains a new IFF chunk called PGEC. There's one important point to mention here and that is if you have Photogenics version 2 this needs to be upgraded to version 2A as this encryption does NOT work correctly in the original version (guess who was the first person to spot this ? Yes me !). This could now be a bit of a problem as Almathera ceased trading in March 1997. So for the moment the future of Photogenics and any updates of it is uncertain.

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## 1.142 Picture, IFF ILBM, grab

Magnum Opus Guide V3.1

Picture, IFF ILBM, grab.

This is basically the same as the "Picture, IFF ILBM" filetype but with the addition of an extra chunk GRAB. This identifies that it is not a full picture but a brush cut from a picture. It is possible that this filetype may not show all brushes correctly as some programs don't include the GRAB chunk when saving brushes. This isn't that important but something you should be aware of.

One important note on this filetype is that the priority must be higher than the Picture, IFF ILBM filetype or the file will not show up as a brush but as a normal picture.

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## 1.143 Picture, IFF RGFX

Magnum Opus Guide V3.1

Picture, IFF RGFX.

Picture, IFF RGFX 24bit.

Here's a new, extended IFF graphics file format for AGA and RTG capable Amigas by Andreas Kleinert. The reasons for this new format and details on the full specification can be found on Aminet (IFF\_RGFX.lha dev/misc CD23). As to if this will catch on is hard to tell but I do agree with the author of this that the IFF specification needs looking at as it's now very old.

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In order that you can make use of this new filetype, there is a datatype archive by Achim Stegemann available for it (rgfx\_dt.lha util/dtype CD25). In this archive there is utility called DT2GFX, with this you can convert any image you have a datatype for, to the new IFF-RGFX format.

To be able to view and convert 24bit RGFX pictures, you will need the picture.datatype V43.x which now does not support AGA, only CyberGraphX.

There is an option in the specification to use XPK to pack the main picture data (the RBOD chunk) within the file to reduce its size. Without this packing, a bitmap of a given dimension is always the same size.

With the datatype installed, double-clicking on this filetype will use the SHOW command within Directory Opus to view the picture. You can of course use any other datatype aware picture viewer to view this format.

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## 1.144 Picture, IFF PBM

Magnum Opus Guide V3.1

Picture, IFF PBM.

This is a variation of the "Picture, IFF ILBM" filetype that is output from the PC version of DeLuxePaint. The only Amiga versions of DeLuxePaint that can load this format are V4.5 AGA & 5.x. This filetype will load the selected file straight into DPaint 4.5 or 5.0, though you may have to change the path to the program within the filetype. Also worth noting is that ImageFX and a few other programs can also load in this filetype. I have found a number of PC games use this format to store graphics, maybe this is because it's not a standard PC format and is less liable to mucked about with by the user.

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## 1.145 Picture, JPEG,JFIF

Magnum Opus Guide V3.1

Picture, JFIF Filetypes.

Since I started work on Magnum Opus over two years ago there has been quite a number of additions to the JPEG / JFIF picture format. There are now several odd variations of the standard JPEG/JFIF format written out by certain software packages and more recently digital cameras. In most cases they write out standard JFIF format pictures but they add their own header to the file. This makes it difficult and at times impossible for other applications to open these files. As to why they can't stick with the official specification is a mystery. However, the latest datatype (akJFIF43x.lha util/dtype) from Andreas Ralph Kleinert goes some of the way to solving this problem. A new feature introduced to these filetypes, is a

popup menu item to select its associated datatype preferences program. Selecting this item displays the preference editor from which you can make any changes to its actions. For this to work correctly you need to have installed it along with the datatype.

Picture, JPEG, JFIF.

This is designed to replace the "Picture, JPEG" filetype that comes with Directory Opus Magellan (V5.x) The reasons for updating this are that recognition is fractionally faster, secondly the name better describes the filetype, JPEG is the name of the formats inventors (the Joint Photographic Experts Group) and JFIF is the name of the compression (I think).

Picture, JPEG, JFIF, progressive.

In this variation of the JPEG format, the data is stored in multiple scans of increasing quality. This is useful when a picture is being transmitted over a communications link, the decoder can use the first scan to display a low-quality image very quickly, and can then improve the display with each subsequent scan. This is commonly seen when using a web browser. The final image is exactly equivalent to a standard JPEG file of the same quality setting.

As progressive JPEG is not yet widely implemented there are some viewers that can not decode this variation. Thankfully the Amiga datatype (akJFIF\_dt.lha util/dtype CD25) and others like ImageFX can.

Picture, JPEG, JFIF-EXIF.

I mentioned that there are now some non-standard variations of the JPEG/JFIF format, well this is one of them. As yet I don't have any in depth details on this one, but I do know that the Fuji digital cameras output this variation. Some of the extra details included are picture number, time, date and camera model number. When installing the Workbench datatype make sure you copy across the "JFIF-EXIF" datatype and its icon to Devs:Datatypes.

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## 1.146 Picture, PCX

Magnum Opus Guide V3.1

Picture, PCX.

Until I did some investigation into this format I had not realised just how inadequate the filetypes supplied with both Magnum Opus V1.0 and Directory Opus V5.x were. Both of them only identify one of the possible variations. This considerably improved filetype now recognises ALL the different variations.

There are four basic versions of PCX, 0, 2, 3 and 5. In addition to this they can be either compressed or un-compressed. The most common versions used by graphic programs are versions 2 and 5. The older version 0 only supports 1bit 2 colour images. Version 2 has support for images upto 4bit (16 colours). Version 3 is much the same but does not contain any palette

information. The most popular version 5 has support for 1 (2 colour), 4 (16 colour), 8 (256 colour) and 24bit (16 million colours) images. Depending on the number of colours and version PCX files have their palettes stored as either CGA (4 colours), EGA (16 colours) or VGA (256 colours). Because of this some picture viewers may not be able to show all types of PCX files..

As yet I haven't found any single viewer or graphics package on the Amiga that is able to handle every variation. This filetype has been setup to use the Directory Opus "SHOW" command that works for the vast majority of pictures once you have a PCX datatype installed. The best PCX datatype I've found and the one I use is written by Matthias Scheler (TPD.lha util/dtype CD6). Another PCX datatype that is part of the old freely available Commodore package (picdt\_42\_1.lha util/dtype CD16) is NOT very good as It can't handle 24bit PCX files and has various other problems, because of this one is best avoided. I'd really like to see someone create a new datatype for PCX.

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## 1.147 Picture, Photo CD

Magnum Opus Guide V3.1

Picture, Photo CD.

Ever had your photographs put onto a Photo CD ? No neither have I, Although I keep promising myself that one day I'll take some nice pictures to use within a paint program. This is the filetype you'll find on such a CD ROM. There are a few programs on the Amiga that can make direct use of pictures on a Photo CD, such as Image FX & Photogenics. But there are quite a number of PD./Shareware programs that will let you view pictures directly from the CD ROM. The program I use is "PhotoCDAGA" V1.2 (PhotoCDAGA12.lha gfx/show CD9) by Günther Röhrich. You may need to change the path in the filetype to wherever you put this utility. Double clicking on this filetype will then view the picture. There are also three filetype menu items to view the selected picture at different resolutions. One point to bare in mind is that this program requires a LOT of memory.

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## 1.148 Picture, PNG

Magnum Opus Guide V3.1

Picture, PNG. (Portable Network Graphics).

This filetype is intended to replace the "PNG files" filetype supplied with Directory Opus V5.5+ and the one supplied with Magnum Opus V1.x This new version follows the recommendations of the PNG specification to determine if the file is PNG by looking at the first eight bytes, not as before where it just did a MATCH ?PNG. This will ensure that this filetype does not pick up anything else in error.

PNG is a relatively new graphics format that is intended to eventually replace the widely used GIF format, but because of its widespread use on the internet the GIF format shows no real sign of disappearing. There are two reasons why a new replacement was needed. Firstly there are the issues of patents that needed to be overcome relating to the LZW algorithm used in the compression of data within GIF files. Secondly while retaining most of the features found in the GIF format such as compression and progressive display, PNG also includes many new ones for today's powerful applications. There is an AmigaGuide document on Aminet that deals with PNG in great detail that you may care to look at (PNG\_guide.lha docs/hyper CD17). There is also another version of this in HTML format (PNG.lha docs/hyper CD23) to read with a web browser.

Support for the PNG format has grown considerably and a number of Amiga applications can read and write out PNG including Photogenics, ImageFX and Personal Paint. There are also two different PNG datatypes for use with any datatypes aware program, including Directory Opus Magellan. With either of these installed, double clicking on a matching filetype will use the built in SHOW command to display this picture format.

The first datatype is a shareware one (akPNG\_dt.lha util/dtype CD25) by Andreas Ralph Kleinert which is updated regularly, so keep a look out for new versions. With this installed you can use the filetype popup menu item to select its associated preferences editor. For this to work correctly you need to have installed it along with the datatype.

The other datatype is from the Personal Paint creators Cloanto (PNG\_dt.lha util/dtype CD22). The accompanying AmigaGuide document contains full details of the PNG format along with an ARexx script for use with Personal Paint to convert GIF to PNG and many other items of information on GIF/PNG. Even if you don't use their datatype, this AmigaGuide document is recommended reading.

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## 1.149 Picture, Targa

Magnum Opus Guide V3.1

Picture, Targa.

Most commonly found on the PC this filetype comes from Truevision® and was designed for use on their PC graphics cards. A Workbench datatype can be found on Aminet (targatype.LHA util/dtype CD19). This Datatype seems to be able to handle all of the various Targa variations, and when installed Directory Opus V5.x can view targa pictures using the "SHOW" command. Even if you don't have this Datatype then there are a number of other picture viewers that will show this filetype as well.

Being a brain dead PC format all programs including ImageFX, Photogenics, the Workbench Datatype & this filetype relies on the filename ending in ".tga". This is not an ideal way of file recognition but unfortunately there is no other option.

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## 1.150 Picture, TIFF

Magnum Opus Guide V3.1

Picture, TIFF.

The TIFF (Tagged Image File Format) is commonly used on graphic workstations and is now supported by various programs on the Amiga. A TIFF Workbench datatype by Wynants Bertfor is available on Aminet (TIFFDT.lha util/dtype CD15) which is able to handle all the TIFF format variations. With this installed Directory Opus V5.x can view TIFF files using the built in "SHOW" command. There are also a number of other picture viewers that will show this filetype without the need for the datatype.

A new feature introduced in this filetype is a popup menu item to select the TIFF preferences editor which you need to have installed along with the datatype.

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## 1.151 PicView

Magnum Opus Guide V3.1

PicView 1.x Catalogue.

PicView 2.x Catalogue.

PicView by Holger Papajewski is a very good freely distributable program for cataloguing pictures of any format (provided you have the corresponding DataType) as thumbnail images. It also lets you delete, move or rename pictures.

The latest version of PicView can be found on Aminet (PicView2.lha gfx/misc CD16). There are two filetypes for files produced from versions 1 & 2 of the program. As these files can be quite large there is an option within the program to pack files using XPK

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## 1.152 PMC Crunched

Magnum Opus Guide V3.1

PMC Crunched, SFHD. (Stephan Fuhrmanns High Density)

PMC Crunched, SFCD. (Stephan Fuhrmanns Compact Density)

These two different filetypes are produced by PMC (Powerplayer Music Cruncher) that comes as part of the module player package "PowerPlayer" by

Stephan Fuhrmann. PMC is a very efficient cruncher specifically designed for use on music modules. To be able to play a PMC crunched Module you'll need to use either Powerplayer or another player capable of handling this format. Like PowerPacker data you should not assume that a module crunched with PMC is of a particular type, it could be MED, OctaMED, Protracker or any one of the many others. It is also possible that some halfwit has used PMC on something other than a music module as I found the out other day. The two different versions of the PMC Crunched filetypes come from the different versions of it, SFCD being the newer faster and better of the two. If you have any of the older SFHD crunched files they can be re-crunched with the newer version. To crunch/decrunch "SFCD"/"SFHD" type modules you will need the Lh.Library v1.8+. The latest version of OctaMED Sound Studio also has an option to save files using this compression method.

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## 1.153 PowerPacked data filetypes

Magnum Opus Guide V3.1

PowerPacked data filetypes.

The filetypes below are the results when using PowerPacker to pack data files. Originally only Nico François's PowerPacker could pack data this way for which he wrote the ancillary programs PPMore (ppmore20.lzh text/show CD2) to display text and PPShow (PPShow40.lha gfx/show CD14) to display pictures and animations. However, over the years a whole host of commercial and shareware programs have appeared that could either save, load or view files in this format by making use of the powerpacker.library. One big disadvantage with PowerPacked files is that until there are unpacked it's impossible to know what is contained within them. Double clicking on either PowerPacked data or PowerPacked Data Encrypted assumes it to be a text file and have been set up to use PPMore to view it. A new addition to these filetypes is by holding down the "Ctrl" key while doing a "drag 'n' Drop" the file will unpacked to the destination lister. This function uses XFDdcrunch to do the unpacking of the file, so it needs to be somewhere in your path, for example c:

PowerPacked Data.

Though not used as much as it once was the PowerPacker data format has become a sort of standard and is widely supported on the Amiga. But, remember that this filetype is unique to the Amiga, so if you need to use a file on another computer system unpack it first. The most commonly occurring packed files nowadays are music modules and to a lesser extent ascii text, but just about any data can be packed if you really want to. At one time pictures were often found in this format but with higher resolution pictures the file size savings have become negligible and there are now better methods for reducing the file size of these such as JPEG & PNG.

PowerPacked Data Encrypted.

PowerPacker from version 2.3a and some of the other programs have an option to encrypt data to protect it from being used. When attempting to load or view this data a password is asked for. However, you should note that some

programs that can load PowerPacked data can not make sense of this format, if this is the case then unpack it first.

#### PowerPacked Guide.

This is not strictly speaking a separate filetype but the result of crunching an AmigaGuide Guide file with PowerPacker or one of the other stand alone crunchers. The resulting crunched file is just a normal PowerPacked data file. The way that this filetype is separated from a normal PowerPacked data file is by name. Because of this some PowerPacked.Guide files may not be picked up correctly. But, the convention with Guide files generally is to name it <filename>.Guide, if this is not the case then the file will show as PowerPacked data. I don't like using the match name function and avoid it if at all possible but in this case there is no alternative.

The reason for this filetype is that there are a number of viewers that can display PowerPacked AmigaGuide files properly without unpacking them first. The first programs to do this were PPGuide (ppguide.lha text/hyper CD5) and XPKGGuide (XPKGGuide.lha text/hyper CD7), now there are several others too. There is of course another way of reading PowerPacked AmigaGuide files. First unpack the data to another file, then load this unpacked version into AmigaGuide or Multiview. This is what most of the viewers do so I really don't see any point in doing it this way.

#### Filetype popup menus.

On the "PowerPacked Data" & "PowerPacked Data Encrypted" filetypes you will find the filetype popup menus listed below. You need to have XFDdec crunch in your AmigaDOS path, and the "PPInfo.dopus5" ARexx script (supplied with Magnum Opus) in "Dopus5:Arexx/" for these to work. In the last two items, the selected file is unpacked to a temporary file "T:tempfile", as T: is in ram: you need to have enough space there to unpack the selected file. If you don't have much memory you may want to change this to a place on your hard drive which works just as well but will be slower.

#### UnPack.

This uses XFDdec crunch to unpack the file to the source lister.

#### FileType Info.

Using a small supplied ARexx script and clever use of the AmigaDOS 3.x "RequestChoice" command, it displays the original filetype of the packed file in a requester.

#### Original.

This first unpacks the selected file then treats it as its original filetype. So for example if the file is a PowerPacked "Tracker Module" it will unpack it then play the module. Please note that the temporary file created by this is not deleted after use as it was in previous versions of Magnum Opus, but is overwritten when this function is used again or deleted on re-boot if kept in the default T:tempfile. This was done as it was causing failures with the double click command on certain filetypes after unpacking.

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## 1.154 PowerPacker Filetypes

Magnum Opus Guide V3.1

PowerPacker Filetypes.

Though it's hard to believe, PowerPacker first appeared on the Amiga a decade ago. It started life as a shareware program, then from version 3 it changed into a commercial product. Over the years it became one of the most popular crunchers ever produced for the Amiga. despite that both versions 3 & 4 have not been commercially available for many years it is still in use today though nowhere near as much as it once was.

PowerPacker is a program that reduces the size of both executable and data files. After crunching, executable files are automatically decrunchd upon execution. When executing a program packed with PowerPacker you may find that the pointer or screen briefly flashes multi colours or that the screen wobbles. This is because of an option in PowerPacker to make crunched executable do this so that you know the program has been crunched. For viewing crunched data the author Nico François wrote supplementary programs that could display text, pictures and animations (see PowerPacked Data.)

I have tested these filetypes extensively using the various versions of PowerPacker to produce the test files. I then went through tens of thousands of files to check that no other files were picked up erroneously, and I believe that these filetypes are about as perfect as they can be.

You should be aware that any of the library header filetypes require the powerpacker.library to be in Libs: If this is not done programs using the library header simply won't run! NO ERROR CODES OR MESSAGES!

There is within PowerPacker versions 2 & 3 a secret undocumented way to get it to go into "Master Mode". Files crunched in this mode are not decrunchable when in normal mode PowerPacker will not unpack or repack these files, it won't even acknowledge that this is a PowerPacker filetype. This was originally done to stop people unpacking files and hacking them or adding in a virus. But, over the years a lot of people learned the secret of how to get PowerPacker into Master Mode, so eventually crunching files in this mode became pointless. If you don't know how to get PowerPacker into Master Mode how do you decrunch these files? Well, I'm not going to reveal the secret so there, it took me several years to find out. But more seriously It is now possible to unpack this filetype using a utility such as XFDdecrunch. Thanks to the help of Andy Lawson, who kindly told me how to get PowerPacker versions 2 & 3 into MASTER mode. I am able to include all of the MASTER mode variants.

PowerPacker 2.x.

Version 2 of PowerPacker (AmigaLibDisk 253) is very old and should really now be considered obsolete. I know of several people like myself with accelerated machines which crash when attempting to run programs packed with

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this early version. I would therefore recommend that you either unpack it or if you have PowerPacker version 4 recrunch it. This filetype Covers at least V2.1a - V2.3b, and as far as I can tell it should also recognise those files crunched with earlier versions of PowerPacker. But, as I've never been able to locate any of these earlier versions to check this I'm unable to guarantee it. The reason that this filetype is still relatively common is due to it being the last freely distributable version produced and it was/is often used on compilation disks.

PowerPacker 2.x MASTER.

This is very similar to PowerPacker 2.x but crunched in Master Mode.

PowerPacker 3.

The first commercial version had several major advantages over the previous shareware versions. Top of the list was speed, an unbelievable 40 times quicker. Also improved was compression by about 5% and decrunching speed by 20%.

PowerPacker 3 MASTER.

It's just the MASTER mode equivalent of PowerPacker 3.

PowerPacker 3 Encrypted.

From version 2.3a it was possible to encrypt data files using a password. From version 3 onwards it also became possible to encrypt a program file as well. Without the password it was not even possible to run it. There really should be no reason to use this on a program apart from maybe those that are your own work and you want to stop others pirating. If you should come across this filetype on PD./Shareware programs I would suggest that you delete it, Why ? Think about it, what possible need would there be to encrypt this type of program ? The only reason I can think of is to hide a virus.

PowerPacker 3 Encrypted MASTER.

If you thought the last one was hard to unpack this is even worse. It is a combination of the above two filetypes. If you should ever come across one of these treat it with extreme caution.

PowerPacker 3 Lib.

A new feature of version 3 was the ability to have a smaller header that uses the powerpacker.library to decrunch the file. Before you can run this type of file you must have the "powerpacker.library" in Libs:. This feature was introduced in version 3.0b, but it was NOT in the earlier version 3.0a. This is why I believe that some other programs fail to identify this filetype and some of the other PowerPacker 3 filetypes that use the library header option correctly.

PowerPacker 3 Lib Encrypted.

Another new feature added in version 3.x. Was the ability to encrypt library packed files.

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PowerPacker 3 Overlaid.

Yet another new feature added in this version was the ability to crunch overlaid files. So what's an overlaid file ? It's a file where not every part of it is loaded at once, Deluxe Paint 2 is one such example I know of. Overlaid files are very scarce, and those that PowerPacker will crunch are even rarer. After making a determined effort to find some for testing I only found three amongst several hundred megabytes of programs. One final note is that this filetype can't be encrypted.

PowerPacker 3 Lib Overlaid.

Much the same as above but it uses the library header option.

PowerPacker 3 Overlaid MASTER.

The last of the additions to the PowerPacker filetypes. I guess by now you can figure out what this is so I'll not bother to explain it.

PowerPacker 4.

Released in October 1991. I purchased this at the "World of Commodore" show in London. It contains a whole host of new features far too many to mention here. As far as I'm aware 4.0a was the last version released. I have seen other versions mentioned 4.1, 4.2. But I've yet to see these, or they maybe are pirated/hacked versions ?

PowerPacker 4 Encrypted.

PowerPacker 4 Lib.

PowerPacker 4 Lib Encrypted.

PowerPacker 4 Overlaid.

PowerPacker 4 Lib Overlaid.

These are all the same as those listed above but are slightly better packed with version 4.

PowerPacker 4 LoadSeg.

One of the new features Introduced in version 4 was the ability to crunch files such as libraries, devices & Fonts while still maintaining full functionality. This is done by running a small program called PPLoadSeg at the beginning of the startup-sequence. This program patches the loadseg function in the dos.library so that these files appear as normal to the system. Unless you use this on you own system it's unlikely you'll see any of this filetype elsewhere, because unless you are running PPLoadSeg the files will be useless. It is not possible to encrypt this filetype.

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## 1.155 PPaint encrypted

Magnum Opus Guide V3.1

PPaint encrypted.

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Within Cloanto's Personal Paint program there is an option to save files in an encrypted format that can only be understood by this program. On saving a file you are asked for an encryption password then when loading it again you are asked for that password. If you type in the correct password the picture is loaded in, otherwise you'll get nothing.

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## 1.156 ProCalc, Spreadsheet

Magnum Opus Guide V3.1

ProCalc, Spreadsheet.

It should be fairly obvious what this is. But just in case you're incredibly stupid it's a spreadsheet that comes from Gold Disk's Professional Calc V2.x written by Michal Todorovic. Files from ProCalc's predecessor Advantage are also saved in this format.

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## 1.157 ProDraw, clip

Magnum Opus Guide V3.1

ProDraw, clip.

I don't know that much about this filetype but I tell you what I know. ProDraw clip files contain several clipart images when you open one of these files you are given a list of the contents from which you can choose which image you want to use. I believe that this format was created by Gold Disk Inc. for use by their Professional Draw / Professional Page programs.

The ProDraw clip is no longer a prominent Amiga drawing format but if you have either V2.x or 3.x of PageStream you can use these files directly. There is also a program available from the Haage & Partner web site that can read Professional Draw Clip files and convert them to the IFF DR2D format.

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## 1.158 Professional Draw, drawing

Magnum Opus Guide V3.1

Professional Draw, drawing.

At one time this was one of the best structured drawing programs on the Amiga. It came from Gold Disk Inc. but has never been updated as they left the Amiga a long while ago. The last time this was released was as a

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giveaway on a CU Amiga coverdisk some years back. As far as I know there is no other package that can make use of these files.

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## 1.159 Professional Page, document

Magnum Opus Guide V3.1

Professional Page, document.

Though this program hasn't been updated for a few years it is now enjoying something of a revival thanks to Larry Hickmott's LH Publishing. Originally from Gold Disk, Professional Page is a very competent DTP package. The full program was also included on the cover CD ROM of the June 1997 edition of CU Amiga.

This filetype has been updated and now recognises files from the older versions 2 & 3 of Professional Page.

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## 1.160 ProTracker module, IFF MODL

Magnum Opus Guide V3.1

ProTracker module, IFF MODL.  
ProTracker, pattern.  
ProTracker, Track.

From V3.59 of ProTracker you now have the option to save modules either as the old standard Tracker, module format or in this new Amiga IFF format. For a more detailed description of this new file format take a look at the documentation that comes with it. There is however one major drawback with this new IFF filetype in that as far as I know there is currently no separate player for it, but I am sure this will soon be remedied.

The latest update of ProTracker to appear was version 4.x (PT4\_Beta2.lha mus/edit CD18). Though it doesn't work fully yet this new version also optionally has 8 channels. When an 8 channel module is saved as the "old" type the variation of the ProTracker file format is the same as FastTracker 1. It can also pack and save data as either XPK Packed or PowerPacked, data.

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## 1.161 ProWrite, Doc, IFF WORD



Magnum Opus Guide V3.1

ProWrite, Doc, IFF WORD.

This is a replacement for the "ProWrite document" filetype supplied with Directory Opus Magellan. At one time ProWrite by New Horizons Software, Inc. was one of the best word processors on the Amiga, Commodore even included it with the "First Steps" A500 pack that was sold around 1991. Though the program and company have long since disappeared you can still import these documents into Final Writer, unfortunately it losses any pictures, fonts and their styles / sizes, but the text will be read in correctly.

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## 1.162 QuadraComposer\_Filetypes

Magnum Opus Guide V3.1

QuadraComposer module, IFF EMOD.  
QuadraComposer, envelope.

Here's another tracker's module format that you may come across occasionally. This shareware program (QuadraComp.lha mus/edit CD12) was written by Bo Lincoln from Sweden and as far as I can ascertain the latest version is V2.1 and copyright 1993-94 Technological Artwork. There is also a separate player for this module format on Aminet (QuadraPlayer.lha mus/play CD12) you can also use DeliTracker\_II or one of the many other multi format module players to here these modules. In addition, QuadraComposer is able to save its modules in the NoiseTracker format.

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## 1.163 Quarterback\_Filetypes

Magnum Opus Guide V3.1

Quarterback, backup.

Due to popular demand here is a filetype for backup files from this famous hard disk backup program. Originally owned by Central Coast Software and now Quasar Distribution, Quarterback has been around for many years. Version 6.1 was given away on a UK magazine cover CD ROM. So no doubt there are many new users out there including myself. Even though it's not been updated for a few years it is still a superb program. Though I've only been able to test this with version 6.1 I see no reason why it shouldn't work with older versions. If you still have an older version I'd be very grateful if you could let me know how files from this are picked up.

Quarterback Tools, disk image.

One of the tools that comes in this package is the Replicator program. This

let's you make a complete image of a disk to write out to as many other disks as you like. This is the filetype that it saves out.

Quarterback Tools, defaults.  
Quarterback, defaults.

It should be fairly self explanatory as to what these two filetypes are, so I'm not going to bother with a detailed description.

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## 1.164 Quick PowerPacker

Magnum Opus Guide V3.1

Quick PowerPacker.

Whoever wrote this piece of garbage should have their Amiga put where the sun don't shine. According to the documentation it takes a PowerPacker 4 file and puts a better decrunch header in it's place. All I've ever succeeded in getting it to do is mess up files, they either won't run or crash. If you come across this filetype my best advice would be to delete it. Unfortunately xfdDecrunch doesn't seem to be able to do much with it in most cases.

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## 1.165 QuickTime, movie

Magnum Opus Guide V3.1

QuickTime, movie.

This movie format originally from the Apple Macintosh comes in a variety of sub formats some of which are not yet supported on the Amiga. However, using one of a number of different viewers available from Aminet the majority of formats can be viewed. I hope in a future version of Magnum Opus to have separate filetypes for the various QuickTime video formats, I'm still trying to find some good reference material for this. One of the most popular programs to used view these movies is the Freely distributable player "QT" by Marcus Comstedt (qt14.lha gfx/show CD19) which this filetype is setup for, though you may need to change the path to "QT" and/or the command line options. Another good player you may care to try out which supports more of the subformats is CyberQT (CyberQT.lha gfx/show CD24).

To be able to view these animations on an Amiga at their best a fast processor such as an 68060 is needed, plus a graphics card is recommended, as AGA is too slow by today's standards. A good source of QuickTime movies is the cover mounted CD's from PC magazines.

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## 1.166 Real 3D data, IFF REAL

Magnum Opus Guide V3.1

Real 3D data, IFF REAL.

This filetype covers various types of data as saved out by the 3D ray-tracing program Real3D version 2 or higher. Version 1 saves out files in a different format that I hope to make a filetype for later. If you use this program then you should be familiar with this filetype.

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## 1.167 Reko Card Set

Magnum Opus Guide V3.1

Reko Card Set.

Klondike is a popular shareware card game from Reko Productions in the Netherlands. Now at version 3, it can be found as four separate archives on Aminet (Klondik1.lha - Klondik4.lha game/think CD7). This filetype is the format of the card sets it uses. There are lots of different card sets available for it from PD libraries and also in the various sub directories of "game/" on Aminet.

The "Showreko" command supplied with Klondike is used in this filetype for displaying cardsets as it is the quickest method. In order for this to work you will need the Showreko command in C: or somewhere within you path.

There are two different Workbench datatypes available on Aminet for this filetype, (REKOdt392.lha util/dtype CD7) & (mreko\_1\_2.lha util/dtype CD18) I'll let you decide which one you prefer. With the datatype installed you will be able to view the complete cardset using the built-in SHOW command or any datatype aware program.

Photogenics has a loader for this filetype that allows you to load in separate cards to save in another format, but saving REKO card sets is not supported you will need to use the tools supplied with Klondike to do this. On the Photogenics2 CD this loader can be found in Extras/OldGios.

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## 1.168 ReloKit 1.0

Magnum Opus Guide V3.1

ReloKit 1.0.

Yet another of those old crunchers from days gone by. This is one filetype you don't see that much these days (thank goodness), but I've included it here for completeness. If you come across this one unpack the poor thing

using either PowerPacker or xfdDecrunch.

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## 1.169 ReOrg, preferences

Magnum Opus Guide V3.1

ReOrg, preferences.

Written by Holger Kruse, ReOrg is a disk optimiser which is a program that improves the physical data layout on a floppy or hard disks, in order to speed up file and directory accesses.

Though it was last updated in 1993 this superb shareware program is still used by a lot of people and has proved very stable over the years. (ReOrg3\_1.lha disk/optim CD14). Make sure you also get the 3.11 update patch (ReOrg311pch.lha disk/optim CD10)

These preferences files contain all of the options for the program and by loading other files you can change between setups very quickly. By double clicking on this filetype it will load the ReOrg program and cause it to use the selected preferences file. You may need to change the path to the program in the filetype to wherever you have ReOrg on you hard drive.

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## 1.170 SAS Patch, IFF PTCH

Magnum Opus Guide V3.1

SAS Patch, IFF PTCH.

These IFF files come from the SAS/C development package and together with a small program called spatch are used to patch an executable or data file to a newer and/or updated version. Several commercial and shareware packages have their updates included in this format.

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## 1.171 Scala, script

Magnum Opus Guide V3.1

Scala, script.

The grandfather of all Amiga multimedia authoring programs has got to be Scala. There's been various versions of this around for many years. Though sadly they seem to have currently almost abandoned the Amiga to concentrate on the PC version.

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Double clicking on a matching filetype will load the ScalaMMPlayer program and play the selected script. You will of course need to have either Scala and/or the ScalaMMPlayer installed on your system. You may also need to change the path "Work:Scala/ScalaMMPlayer" in the filetype to work with your own installation. It is currently set up for the commercial version ScalaMM300. You will also need the fonts, pictures and animations in the correct place in order that the presentation is played correctly. If you also have Scala there is a utility called FixScript included with it to help you setup the script if these are in a different place.

There are two additional filetype popup menu items with this filetype, "Load into Scala" & "Read script" the functions of which should be obvious.

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## 1.172 ScreamerTracker3 Module

Magnum Opus Guide V3.1

ScreamerTracker3 Module.

These music modules come from the PC Tracker program "Screamer Tracker III". These can be played on the Amiga by several different players, I use DeliTracker that works just fine. Modules in this format are quite common on PC's and usually have the file extension S3M. My filetype does not rely on this, it checks the file contents properly.

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## 1.173 Sculpt-Animate\_Filetypes

Magnum Opus Guide V3.1

Sculpt-Animate Filetypes.

The following filetypes all come from an ancient Amiga software package called Sculpt-Animate 3D or the latter 4D. This was an early 3D rendering program written by Eric Graham that proved popular when it was released. Though there are a number of animations produced by these packages available on various PD compilations and earlier Fred Fish library disks, very few people still use this program. It was last published by "Byte by Byte" around 1989. The program finally appeared on the cover disk of the CU Amiga magazine in the UK many years ago

Sculpt 3D,4D, object, IFF S3CD.

These files are the objects or scenes produced by Sculpt 3D & 4D. As yet I have no further details on this format.

Sculpt 3D,4D, take, IFF TAKE.

Here is a filetype from the program which contains details of how you want an animation created and saved. It is created by selecting regular or economy from the modify take box in the program.

Animation, IFF ANIM-J.

The animation format output from the Sculpt-Animate programs is different from the more common "Animation, IFF ANIM". If you look at a hex dump of one of the ANHD chunks in the file you'll find the letter "J", hence Anim-J. This is also called "Eric Graham compression mode" as apposed to the more normal "Byte Vertical Delta" type which all modern programs, e.g. DeLuxe Paint output. The only program that seems to be able to play this animation format is the "movie" program that usually comes supplied with the animations. Being quite an old program it doesn't seem to like AGA very much when displaying Ham screen mode animations. You may therefore need to use the early boot screen to turn off CPU caches and set the display type to original before viewing some of these animations. One other point to be aware of is that there are different versions of the "movie" program, the only version I could get to work reliably is V1.3, (this is displayed in the title bar of the window that it opens.) If you're having difficulty finding version 1.3 of the Movie program, it can be found on the Fred Fish AmigaLibDisk #200 in the "NotBoingAgain" directory.

Sound samples can be incorporated by including a text file in the same directory as the animation. The name of this file is specified in the tooltypes of the animations icon as "AUDIOSPECFILE=myfile" the file lists the sample names then the frame number to play it, which sample to play, the channel and volume, it should look like this.

```
Bounce.8svx
Grab.8svx
Swish.8svx
*
8
12 0 R 20
18 1 R 20
43 2 R 60
0
0
```

In this improved filetype double clicking on a matching file will show it using the "Movie" program that must be somewhere in your path. Additionally if there's a sound specification file you can select this from a file requester, if there's no sound file to specify just click OK in the file requester.

If anyone has any other details about this filetype I'd be very interested.

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## 1.174 Sequencer One, song

Magnum Opus Guide V3.1

Sequencer One, song.

Now here's one that I'd almost forgotten about. Though quite dated I've often seen this MIDI sequencer program mentioned in various Amiga magazine articles. This is the filetype that is output from the program itself, though files can be also be imported and exported as MIDI songs.

Recently this program has just been updated (V1.5) and is once more available, this time from Epic Marketing in the UK. As yet I've not been able to find out any details on any of the file formats it loads or saves. But as they say, watch this space.

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## 1.175 Softwood Outline Font

Magnum Opus Guide V3.1

Softwood Outline Font.

These are the fonts supplied with the Softwood programs FinalCopy & FinalWriter. These are the only two programs that I know of that can use this font, which is a shame as the printing quality from these is superb providing you have a good printer.

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## 1.176 SoftWood, database

Magnum Opus Guide V3.1

SoftWood, database.

There are several very old database programs from SoftWood "InfoFile", "File IIsg" & "SoftWood Filer" that produce this filetype. These can be imported into the current SoftWood database program Final Data. Though I doubt there's anyone who still uses these obsolete programs I included this filetype for completeness

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## 1.177 SonicArranger\_Filetypes

Magnum Opus Guide V3.1

SonicArranger, module.  
SonicArranger, synth instr.

SonicArranger, sampled instr.

SonicArranger is a sound editor for the Amiga, which features real synthetic sounds and samples. It was Written by Carsten Schlote and a demo version was first released at the end of 1991 on Fred Fish disk #569 . After a bad decision by the author to sell the program to a commercial company he later dropped the project. In 1995 he decided to start work on the project again releasing the new version as shareware and offering updates to those who had bought the commercial version. The latest demo of the commercial version can be found on Aminet (SonicUpd218.lha biz/demo CD10).

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## 1.178 Sound Sample, IFF MAUD

Magnum Opus Guide V3.1

Sound Sample, IFF MAUD.

Invented by MacroSystems who make the Toccata and Maestro sound cards for the Amiga. This IFF format has support for both 8 and 16 bit samples and compressed data. It can also be loaded and saved out from a number of programs including the popular OctaMED Sound Studio.

Although there is a datatype for this I have been unable to get it to play any of the several hundred MAUD samples I have found or created. However, there is program called Play16 by Thomas Wenzel on Aminet (Play16.lha mus/play CD22) that plays all the IFF MAUD files I can find perfectly, therefore this filetype has been setup to use this. You will need to change the path of the filetype to wherever you keep this utility.

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## 1.179 SoundBlaster, VOC Sample

Magnum Opus Guide V3.1

SoundBlaster, VOC Sample.

This type of sound sample comes from the PC side of things. With the appropriate Workbench datatype installed you can hear it using either MultiView or the built in PLAY command. The datatype for this by Christian Buchner can be found on Aminet (fpVOC\_dt40\_2.lha util/dtype CD10).

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## 1.180 SoundTracker 15, module



Magnum Opus Guide V3.1

SoundTracker 15, module.

This is the original music module format that came from the very first SoundTracker V1.0 written by Karsten Obarski many years ago. The reason for its name is that this early tracker program could only contain a maximum of 15 samples, later this was increased to 31. Correctly identifying these old modules is far from easy with the tools in the Directory Opus filetypes editor but over time I have got quite a good success rate, currently around 95%.

The "module" filetype supplied with Directory Opus Magellan that uses the inovamusic.library to recognise these modules identifies slightly more than my filetype. But, it has one big drawback in that it also identifies many other files incorrectly. Please note that the priority of this filetype (-5) is also important. Also see Tracker, module.

If you have any of these modules that are stored as PowerPacked, data use the "Original" filetype menu item to hear it as this unpacks it before playing. This is because of a bug in the inovamusic.library which will cause a crash if you try to play these directly.

A good source of information on this format is the ProTracker support archive which is available on Aminet (Ptsupp.lha mus/edit CD12).

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## 1.181 SoundTracker\_Filetypes

Magnum Opus Guide V3.1

SoundTracker2.0-2.6, module.

This module format is saved out from most of the various version 2's of SoundTracker and a few of the other clones that appeared after the original was never updated by the author. Most of these can use up to 31 samples as opposed to the original which was limited to 15.

SoundTracker, packed song.

Most music trackers can save files either as a module or as a song without samples. This is a special packed version that could be saved out by many of the early trackers. If you really need to use these songs on a newer tracker they can be unpacked with XFDdec crunch. These files are actually the same as the Master Cruncher 3.0 Data filetype but with a slightly different identifier.

SoundTrackerPro 2, module.

Another tracker program that comes courtesy of Marco Nelissen and can be found on Aminet (Pro2.lha mus/edit CD14) I'm sure this is a great tracker but there is one problem in that I have never seen anything else that can play the filetype output from it.

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## 1.182 StarTrekker

Magnum Opus Guide V3.1

StarTrekker 4, Module.

Written by Bjorn Wesen / Exolon of Fairlight, StarTrekker is one of a number of virtually obsolete early Soundtracker/Protracker clones whose modules turn up every once in a while. The most common type is the 4 channel version. This filetype is very similar to most of the other tracker modules so much so that the PLAY command within Directory Opus can play it and reports it as a SoundTracker module.

StarTrekker 8, Module.

StarTrekker is also capable of using and saving an 8 channel module.

StarTrekker M, Module.

The third type of module "M" stands for MIDI where the first 4 channels are for the Amiga and the second 4 are for MIDI (no I don't understand this either). I've never actually seen any of these in general circulation but I've included it for completeness just incase you happen to come across one.

StarTrekker, module info.

I have no idea what exactly this is for but one of these was also written out everytime I saved out a module from the program.

StarTrekker, AM sound.

StarTrekker, FM sound.

These are two types of synthesized sounds that the program is able to produce.

Along with the above filetypes StarTrekker can also save songs (no instruments) as a SoundTracker, packed song.

There are two sources for the StarTrekker program on Aminet, version 1.2, (StarTrekker.lha mus/edit CD12). Another less obvious source for version 1.3 is (Am9301c.lha misc/amag CD 2) where it is stored as an AMI-Pack archive.

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## 1.183 STFax, fax, IFF STFX

Magnum Opus Guide V3.1

STFax, fax, IFF STFX.

Got a fax modem? If you have then you'll be interested in this superb program written by Simone Tellini. STFax is a great success story as it has progressed from a shareware program to a full commercial product that is available in the UK from "Active Software" and in Germany from "Haage & Partner"

STFax saves its faxes in this IFF format which can contain many different pages, within the program pages can be added, deleted or the order of them changed.

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## 1.184 StoneCracker Filetypes

Magnum Opus Guide V3.1

StoneCracker Filetypes.

Written by Jouni "Mr Spiv" Korhanen, StoneCracker is another one of those file crunchers that seem to have been around forever. Though never as popular as PowerPacker or Imploder, there's still a fair amount of files packed with this around and it is still in use today. In this update I have additionally added recognition for the older V2.99 & 3.00 packed files. Although there are a number of earlier versions of StoneCracker in existence I've not yet been able to locate them. Therefore I'm not able to make filetypes for them. This shouldn't prove too much of a problem as filetypes from these older versions are extremely rare.

StoneCracker 2.99.  
StoneCracker 2.99 Data.  
StoneCracker 3.00.  
StoneCracker 3.00 Data.  
StoneCracker 3.10.

Versions 2.x and 3.x of StoneCracker were capable of producing either an address crunched executable or a data file. For some strange reason I couldn't get V3.10 to produce a data file, possibly because of a bug in the program.

StoneCracker 4.01.

This was the next version to appear at the beginning of 1992. This mode is for normal crunched executable files. While providing a good packing ratio it is still bettered by other crunchers.

StoneCracker 4.01 Abs.

This mode is a normal address crunch mode and is best left alone. Executing such a file does nasty things to your memory, so unpack it first.

StoneCracker 4.01 Data.

Much the same as PowerPacker data only not as good as PowerPacker 4.0a.

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As far as I know there's no utilities that support this format of packed data either.

StoneCracker 4.10.3.

This latest version appeared in 1994. It is the much the same as StoneCracker 4.01 with improved crunching and speed and according to the documentation bug fixed.

StoneCracker 4.10.3 Lib.

This is much the same as PowerPacker 4 Lib whereby it uses a smaller library header that calls the stc.library to unpack it. The advantage of this is the speed of unpacking.

StoneCracker 4.10.3 Data.

This newer improved version packs data just a bit better than PowerPacker 4.0a, but again there's the problem that this format isn't supported by anything.

StoneCracker 4.10.3 Abs.

This is the first of the three absolute crunch modes that along with the others is best left alone unless you really know what you're doing.

StoneCracker 4.10.3 Abs Pro.

A variation on the above that is designed to take over the O/S and is able to decrunch in very low memory.

StoneCracker 4.10.3 Abs Plain.

I'm not entirely sure that I understand the documentation about this one. From what I understand this is not an executable as such but a type of data. If you understand this type of thing then read the documentation that comes with StoneCracker.

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## 1.185 StoneTracker

Magnum Opus Guide V3.1

StoneTracker, module. (.SPM)  
StoneTracker, sample bank. (.SPS)

StoneTracker is a tracker program by Emmanuel MARTY & Michael LAVAIRE. A save disabled demo version of it can be found on Aminet (stone126.lha mus/edit CD12). It's own module format comes in two parts, the (.SPM) file which holds all songs, positions, patterns; and the samplebank (.SPS) file which holds the samples. It is important not to mess about with the names of these as they may not load or play correctly. The included filetypes do not rely on any particular filename extension so they don't have these limitations. Modules can also be packed and saved as either XPK

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CrunchMania, data, or PowerPacked data.

As well as it's own module format it can save out in the following formats. ProTracker (4 tracks), in FastTracker 6 tracks (5/6 tracks), or in FastTracker 8 tracks (7/8 tracks). In addition to this StoneTracker can import modules in a variety of formats. Noise/ProTracker, OctaMED MMD0-MMD1, AON, ProRunner 1.0/2.0, ChannelPlayer, NoisePacker 2.0/3.0, KrisTracker, Oktalyzer, SoundFX, Unic 1.0/2.0, SkyTracker, The Player and FastTracker. This however has not been tested but I see no reason to doubt the programs documentation.

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## 1.186 SUN Microsystems, sample

Magnum Opus Guide V3.1

SUN Microsystems, sample.

I had seen the Workbench datatype for this sound sample format some time ago but until recently I couldn't find any of the samples in order that I could make a filetype for Directory Opus Magellan. But now I have some samples here's a filetype for them. The datatype was written by David Junod and included as part of the Commodore datatypes collection #2 © 1994 on Aminet (ams.lha util/dtype CD14). With this datatype installed you can hear the sample by double clicking on the file.

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## 1.187 Super-Cruncher 2.7

Magnum Opus Guide V3.1

Super-Cruncher 2.7.

Don't believe the name, this old address cruncher is probably best forgotten. I don't have any documentation for this ancient program so I can't tell you much about it apart from some details listed below taken from it's output. Another one that's best uncrunched with xfdDecrunch.

Fast Team / KNS presents ... SUPER-CRUNCHER V 2.7 and RECRUNCHER V 1.0

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## 1.188 Symphonie\_Filetypes

Magnum Opus Guide V3.1

Symphonie, module.  
Symphonie DSP Plugin.

Symphonie is a Tracker program written by Patrick Meng. The main program (SymphEDIT.lha mus/edit CD22) and a stand alone player (SymphDEMO.lha mus/edit CD24) are both available on Aminet. There are also a number of commercial versions available details of which are in the docs supplied with the program.

None of the popular multi-format module players support this format, so you will need to use either the tracker or player to listen to these modules. There are actually some other variations of the module filetype that need to be expanded on, this will be done in a future update of Magnum Opus. For identification purposes the one supplied here does the job.

The DSP Plugin's are extra add on features for the main program much in the same way as there are different modules for Directory Opus.

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## 1.189 SysSpeed, results module

Magnum Opus Guide V3.1

SysSpeed, results module.

If your thinking that this is another one of those weird Tracker filetypes then I'm afraid you're wrong. This is from a program that like the much older AIBB lets you test the speed of your Amiga against others by loading in a saved module of the results from another machine. SysSpeed is fast becoming the new standard way of comparing the performance of various Amiga's. There are various modules available on Aminet (util/moni) should you want see how fast your machine is against others. The latest version of SysSpeed V2.6 by Torsten Bach can be found on Aminet and also supports PPC (sspeed26.lha util/moni CD25).

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## 1.190 TakeTracker, module

Magnum Opus Guide V3.1

TakeTracker, module.

I don't have any details on this PC tracker format at the present time so any help would be much appreciated.

Please Note. This filetype MUST replace the original filetype in Magnum Opus V1.0 which incorrectly picked up FastTracker modules as TakeTracker.

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## 1.191 TextEngine, text

Magnum Opus Guide V3.1

TextEngine 5, text.

TextEngine by Nicholas Harvey is a good shareware word-processor that's been around for a long time. Though It gained much praise in the Amiga press over the years I suspect that development has now stopped as it has not been updated since 1995. This is the output from the latest version (TextEngine5\_01.lha text/edit CD9), files saved out from previous versions of the program are different to this latest one but they can be imported into version 5.x as ascii.

TextEngine 4.1, text.

Again this earlier version is incompatible with versions below it (V4.0). I only included this for completeness just in case anyone still has any of these files knocking about.

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## 1.192 TFMX

Magnum Opus Guide V3.1

TFMX, song module.

TFMX 1.5, module.

This is proving to be a bit of a mystery. I know that it's a module from TFMX and not much else. I don't know if TFMX is the proper name for the tracker or if it's a common abbreviation. One thing I have worked out is that there are 2 files needed, one is the module that seems to always have the prefix MDAT.#? and the other having the prefix SMPL.#? which contains the samples, without which you hear nothing. Any further details on this would be much appreciated.

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## 1.193 THX Sound System

Magnum Opus Guide V3.1

THX Sound System, module.

THX Sound System V2, module.

THX Sound System, instrument.

If you like those old Commodore C64 tunes then this will be of interest to you. THX (The Highest Experience) Sound System is a Tracker program made specially for the purpose. It uses instruments created within the program to create tunes in much the same way as other trackers such as OctaMED. It does not use sound samples and because of this the files it produces are very

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small. THX Sound System is programmed by Martin Wodok and designed by Manfred Linzner who are also known as Dexter & Pink from the group Abyss. An additional filetype has been included for modules produced by the new version 2.x of THX which can be found on Aminet (ays\_t23d.lha mus/edit CD25). This archive also includes a player for DeliTracker and a PlayTHX module player.

The module filetypes now make use of the separate player program "playTHX" written by the THX authors to play them (PlayTHX.lha dev/e CD25).

Please replace the older Magnum Opus "THX Sound System, module" filetype with these new ones or recognition will not work correctly.

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## 1.194 TimeCruncher 1.7

Magnum Opus Guide V3.1

TimeCruncher 1.7.

Another ancient cruncher well past it's sell by date. From what I remember this was created by a group called Triangle. Despite the version number this was the first release, there was supposed to be a version 2 but I've never seen it. This is so old that the chance of seeing a version 2 is about the same as me winning the national lottery :-)

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## 1.195 Titanics cruncher

Magnum Opus Guide V3.1

Titanics cruncher.

This cruncher was made by the German group Titanics and dates from 1989. Despite its age there are still a significant number of files around that are crunched with it, these are mainly demos. One of the reasons for it still being used is that it decrunches while loading therefore it does not need large amounts of memory. Also worth noting is that unlike many other old crunchers it still works on today's fast 68040 & 68060 processors.

Titanics 1.1.

As far as I can tell this was actually the first version to be released and by today's standards it's slow and inefficient. You can uncrunch this format with either xfdDecrunch or PowerPacker versions 3 or 4 which can decrunch version 1.1 of this filetype but not version 1.2.

Titanics 1.2.

This updated version added an efficiency option fast-slow depending on the

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amount of packing required. It also added in a protected mode.

Titanics 1.2 Protected.

The variation of this filetype that can be specified when crunching is to protect the file from being decrunched. But help is at hand in the form of the Shareware program xfdDecrunch and maybe some others to, they can happily unpack both of these filetypes. The difference between these two filetypes is just 2 bytes, if you want look at the definition for these filetypes you'll see where this is.

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## 1.196 TNM Cruncher 1.1

Magnum Opus Guide V3.1

TNM Cruncher 1.1. (The New Masters Cruncher V1.1)

This is another one of those old crunchers that are probably best forgotten. About the only thing I can tell you about this program is that on the title bar it says "THE NEW MASTERS PRESENT THE MASTER CRUNCHER V1.1" As with some of the other older cruncher formats this one crashes my accelerated Amiga. I'd suggest that with this filetype you should unpack it with either PowerPacker V2.3 or above, or a utility such as xfdDecrunch.

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## 1.197 ToolManager, prefs, IFF TMPR

Magnum Opus Guide V3.1

ToolManager, prefs, IFF TMPR.

Stefan Becker's popular Giftware program ToolManager has been around on the Amiga for almost as long as I can remember and is still in regular use by a large number of people. I suspect however that most Directory Opus users will no longer be using ToolManager as all the functions it offers are now in Directory Opus Magellan.

Provided you have installed ToolManager, double clicking on a matching filetype will start the preference editor and load in the selected file. You can then decide if you want to use, save or cancel these settings.

This filetype is for preference's files saved out by ToolManager version 3.x ONLY, older versions of the preference files from V2.x are different. They can be converted to this newer version by a small program supplied with ToolManager V3.x.

Also see Workbench Pref, ToolManager.

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## 1.198 Tracker Module

Magnum Opus Guide V3.1

Tracker Module.

This is the standard "module" format developed on the Amiga and now widespread on the PC too. The main three Amiga module formats covered by this filetype are those produced by NoiseTracker, later versions of SoundTracker, Protracker and other programs that save modules in the Protracker format. Modules are often saved as PowerPacked, data to conserve disk space, as most Trackers and players can understand this format. If you give a music module to a PC owner make sure you unpack it first as the poor souls don't have or know about PowerPacker. This filetype uses the PLAY function within Directory Opus to play these modules. However, the inovamusic.library that it uses is not perfect so don't be surprised if some music modules don't play as they should or are recognised as SoundTracker when they're not, but plays OK. You would be best advised to use another module player such as DeliTracker\_II.

A good source of information on this and other related formats is the ProTracker support archive which is available on Aminet (Ptsupp.lha mus/edit CD12).

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## 1.199 TriStar Double Action

Magnum Opus Guide V3.1

TriStar Double Action.

I had been looking for this old cruncher for a long time in order that I could include a filetype for it with Magnum Opus. Now I've found it, and it's a completely uninteresting address cruncher that's best forgotten.

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## 1.200 Truetype Font

Magnum Opus Guide V3.1

Truetype Font.

Though this isn't found too much on the Amiga there's loads of them around on the PC. As far as I know there's no program on the Amiga that can use these directly although the commercial program TypeSmith is able to convert them into other formats suitable for the Amiga.

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## 1.201 Try-It Cruncher 1.01

Magnum Opus Guide V3.1

Try-It Cruncher 1.01.

No don't bother to try it there's far better crunchers around if you really insisit on packing executable files. Yet another old address cruncher that's best forgotten. I don't have any documentation for this ancient program so I can't tell you anything about it. Another one that's best uncrunched with xfdDecrunch.

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## 1.202 TurboCalc Spreadsheet

Magnum Opus Guide V3.1

TurboCalc Spreadsheet.

One of the most popular spreadsheet programs on the Amiga is TurboCalc by Michael Friedrich. Version 3.5 is probably best known for being included with the A1200 "Magic Packs". More recently, this full version was also included on the Aminet CD 23 with an upgrade offer to V5.0. There is also a demo of this latest version on Aminet (TurboCalc5.lha biz/demo CD25)

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## 1.203 TurboSqueezer 6.1

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TurboSqueezer 6.1. ©1989 Henrik W. Jenson

Another very old cruncher of which very little is seen nowadays, you may find that files packed by this program crash accelerated machines. So I'd suggest that you ought to first unpack it with xfdDecrunch. There are several different versions of TurboSqueezer but while making these filetypes I could only get hold of this version.

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## 1.204 Turtle Smasher

Magnum Opus Guide V3.1

Turtle Smasher, 1.x.

The public domain program Turtle Smasher by Him & Mr. Crook is another of

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those boring address cruncher that suffers the same problems as most others do i.e. they screw up your memory. This does however crunch fairly well but again your best bet is to unpack it with xfdDecrunch.

Turtle Smasher, 2.0.

An updated version that's significantly faster, 2000% according to the documentation and I can verify this after trying both versions. You also get slightly better packing, about 5%.

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## 1.205 Twist 2, database

Magnum Opus Guide V3.1

Twist 2, database.

This comes from a database program called Twist 2. I think it should be fairly obvious what this database file is. There is now an updated version 3 of this database program but as yet I've been unable to obtain any files produced by it. Therefore, I'm unable to ascertain how files from it are picked up.

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## 1.206 Ultimate Packer

Magnum Opus Guide V3.1

Ultimate Packer 1.1.

One filetype that turns up every now and then are files crunched with The Ultimate Cruncher. This filetype covers both known versions of the program, 1.1 & 1.1b. It was released in 1991 but apart from the minor update to V1.1b this Shareware offering by Georges Thill has now virtually disappeared into oblivion.

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## 1.207 Vista\_filetypes

Magnum Opus Guide V3.1

Vista/VistaPro. filetypes.

These three filetypes all come from the Vista, VistaPro or VistaPro Lite programs created by Virtual Reality Laboratories Inc.

Vista DEM.

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Vista DEM (Digital Elevation Map) files are used by the range of Vista programs to generate either real or imaginary 3D landscape scenes.

VistaPro, VAnim.

"VAnim" is an animation format output by VistaPro that is played back directly from a hard disk. The reason for this is that the animation files produced by VistaPro can be many megabytes in size and may not fit into memory for playing. To view these files you will need the viewer program supplied with VistaPro.

Vista Script.

This is really just an Ascii test file that contains details of a flight path for use within the Vista or VistaPro Program. This file is then run from within VistaPro to generate the animation frames which can then either be saved as a series of pictures or a VistaPro, Vanim.

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## 1.208 WAVE, sound sample

Magnum Opus Guide V3.1

WAVE, sound sample.

Another type of sound sample that comes from the PC side of things. With the relevant Workbench datatype installed you can listen to it using either Multiview or the built PLAY command in Directory Opus. The datatype for this by David Junod & Christian Buchner can be found on Aminet (fpWAV\_dt40\_2.lha util/dtype CD15). Unfortunately not all of the variations of the WAVE file format are handled by this datatype so you may find that some samples are played as RAW samples which sound awful. However, the recognition of WAVE samples by this filetype is however correct.

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## 1.209 WordPerfect Filetypes

Magnum Opus Guide V3.1

WordPerfect Filetypes.

I'm sure every computer user must have heard of one of the most popular word-processors WordPerfect, even if you've never used it. Please note, this replaces the "WordPerfect document" filetype supplied with Directory Opus V5.x.

WordPerfect, doc, Amiga.

Many years ago there was a version of WordPerfect for the Amiga, the

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development of which was apparently paid for by Commodore. If you look at the acknowledgments page of your Directory Opus manual you'll see that this was written with WordPerfect.

Though I only have a few files actually produced by the Amiga version of WordPerfect I have tested this filetype out with many files exported in this format from an old version of Wordworth (V1.1). The current versions of the Amiga's most popular word-processors Wordworth and Final Writer can import this format. There is extra checking in this filetype to stop it picking up files incorrectly, it will search for \$2E0A ( a full-stop at the end of a sentence) which 99.9% of these files should have.

WordPerfect 5.x, document.

A common format on the PC that a lot of word-processors can import/export. As far as I can tell only the very latest version of Wordworth (V7.0) can make any sense of this format, but seems to loose any styles and formatting. I've only tested this so far on a demo version so this may not be the case with the full release version.

There are many other different variations saved out by the PC versions but unless there's support for these in Amiga programs I see no need to bother with researching these and creating additional filetypes.

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## 1.210 Wordworth Filetypes

Magnum Opus Guide V3.1

Wordworth Filetypes.

Wordworth is the longest lived Amiga word-processor and has been around for almost as long as the Amiga itself. It first started life many years ago as a program called KindWords which Commodore included version 2 of in their "Class of the 90's" pack that were sold around 1991.

During the next few years it evolved into the extremely popular and proficient Wordworth where new features were added with every update. Commodore again included version 1.1 in their A1200 "Desktop Dynamite" packs. A few years later when Escom took over the Amiga they included a special edition of version 4.5 in the A1200 "Magic Packs." At one time there is or was also a German version available called "Ami Write." Over the years various versions have also been included on coverdisks, the latest of which was V5se on the Aminet 22 CD. With the growing popularity of the PC Digita have also made a version of Wordworth for the PC as well.

Here in May 1998 the latest version (V7.0) has recently been released which includes many excellent new features. One of which is the ability to import files in the following formats but with the loss of graphics and colours.

Document, Rich Text Format  
FinalWriter Doc, IFF SWRT  
FinalCopy Doc, IFF SWRT  
ASCII

It also has the capability to import TurboCalc spreadsheets as a table, plus it can import documents in the following PC formats.

Wordperfect for Dos  
Word for Dos  
Works for Windows  
Windows Write  
Wordstar

Wordworth Doc, IFF WOWO.

All versions of Wordworth and the ancient KindWords 3 save their files in this IFF format (even the PC version) so swapping files between them is fairly straight forward provided you have the correct fonts installed, if not then it will use a default font for those you don't have. From version 3.1 Wordworth uses a new fast loading variation of this file format which is incompatible with older versions. If you wish to save a document so that it can be used on earlier versions of Wordworth then save it in the "Wordworth 3.0" format.

When this filetype is double clicked on it loads Wordworth and opens the selected file, of course you will need to have Wordworth installed for this to work. You may also need to change the path in the filetype to work with your own installation.

Wordworth Doc PW, IFF WOWO.

One of the new features to be found in the latest version of Wordworth (7.x) is an option to password protect a file to prevent it being opened and read. When you attempt to open one of these files you are asked for a password, type in the correct one and it is read in. Type in the wrong password and nothing. You may be thinking that you can hex read the text within the file by using the HexRead function in Directory Opus, but Wordworth does a good job and also encrypts the text. If you forget the password for a document Digita International are able to unlock it for you, but be warned they will charge you for this.

Wordworth, Prefs.

Within Wordworth you can save out different preference's settings. To load a different one simply select "Load Settings" from the "Settings" menu and choose which prefs you want to use.

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## 1.211 Workbench Pref

Magnum Opus Guide V3.1

Workbench Pref, Font.  
Workbench Pref, IControl.  
Workbench Pref, Input.  
Workbench Pref, Locale.  
Workbench Pref, Overscan.

Workbench Pref, Palette.  
Workbench Pref, Pointer.  
Workbench Pref, Postscript.  
Workbench Pref, Printer.  
Workbench Pref, PrinterGFX.  
Workbench Pref, ScreenMode.  
Workbench Pref, Serial.  
Workbench Pref, Sound.  
Workbench Pref, WBPatten.

Originally in Magnum Opus V1.x there was just a single filetype to cover the filetypes output by all the variations of the Workbench preferences and other programs editors that use this format. However, all this changed with version 2.x and has been extended still further in version 3.x.

These are the small configuration files that are saved out from the various Workbench preference's editors such as ScreenMode, Pointer, OverScan, etc. You can save different settings and switch between them whenever you want. They can optionally be saved with an icon so you can use a different setting by just clicking on the icon. Double clicking on one of these files will load it into the appropriate preference editor from which you can decide if you want to either use, save or abandon the new settings.

I have not been able to test these filetypes out with files saved out from the Workbench 2.x preferences editors as my Workbench 2.x Amiga is not working at present (Agnus has had a nervous breakdown). As far as I remember there shouldn't be any problems except for the Palette and Pointer editors that both save out an IFF brush. (See Picture, IFF-ILBM, grab. )

Workbench Pref, Workbench.

Created when you use the Workbench menu item "Window-Snapshot-Window" or "Window-Snapshot-All". This file stores the information about Drive icon positions and if Workbench is a window, the size and position of it. I have it on good authority that there was a tool called WBConfig supplied with early beta versions of Workbench 2 for the Amiga A3000 though I've never seen it. It appears that this tool went on to become the "ClickToFront" commodity & the Workbench Window as backdrop was put on Workbench menu.

Workbench Pref, Country.

These files are stored in Sys:Locale/Countries/ and are loaded by the Locale Prefs editor when another language is used which in turn loads the correct Locale Catalog, IFF CTLG catalog.

Workbench Pref, ABackUp.

Guess where this Workbench prefs file come from ? Yep, ABackUp.

Workbench Pref, AHI.

Fast becoming the standard audio replacement for the Amiga is AHI (Audio Hardware Interface) by Martin Blom. There are now a great many additional tools and utilities that take advantage of this. It is beyond the scope of this document to fully explain AHI, but I'd recommend that you take a look at it. AHI is rapidly updated but the current version V4.16 can be found on Aminet (ahiusr.lha mus/misc CD23).

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Workbench Pref, XpkMaster.

This is a preferences system for XPK that allows the packing of files depending on their type, size or name. It is useful especially for programs handling a lot of different files like backup tools. With type depending packing you get a faster and shorter backup.

Workbench Pref, VisualPrefs.

VisualPrefs by Massimo Tantignone, is a patch which allows you to customize with great freedom many aspects of the look of the Amiga GUI.  
(VisualPrefs.lha util/wb CD23)

Workbench Pref, Organiser.

Though there's no separate editor for this, the Organiser program stores it's settings in the Workbench prefs format. To load one of these preferences settings you first need to load the program then go to the Settings menu and select "load settings". In earlier versions of Magnum Opus this filetype was being picked up as "Workbench Pref, Font". My apologies for anyone who tried this as it caused the Font prefs program to crash.

Workbench Pref, MUI.

These are the preferences files saved from most of the programs that make use of the MUI (Magic User interface) by Stefan Stuntz. As it's mostly impossible to tell from which program individual files come from, I'm afraid I can't put them to much use with Directory Opus.

Workbench Pref, ToolManager.

From the older version 2.x of Stefan Becker's popular Giftware program ToolManager comes this Workbench preferences file. If you are still using this old version double clicking on a matching filetype will start the preference editor and load in the selected file. You can then decide if you want to use, save or cancel these settings.

Also see ToolManager, prefs, IFF TMPR.

Workbench Pref, Amiga Format CD.

One of the problems with compiling a CD that takes files from many different sources is that the project icons can specify any one of the many viewer programs available for text, pictures, animations, etc. If you don't include every specified viewer in the correct path, you get the annoying "unable to open your tool <viewer name>" requester. You could of course set the default tooltypes to use a predetermined set of viewers depending on the filetype.

But the best solution would be to let the user specify their own preferred viewers. Amiga Format have achieved this by setting all the icons default tooltypes to ":c/AFCDView" this runs the AFCDView program that checks this preferences file created by "AFCDPrefs" and uses the specified viewer to display the selected file. In newer versions of the AFCDPrefs program you can additionally select various start-up options. AFCDPrefs V1.6 & AFCDView V1.8 are written by Oliver Roberts

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Workbench Pref, IBrowse.

There's nothing really interesting about this one, it's just the preferences file for the popular web browser IBrowse.

Workbench Pref, IFF PREF.

This one is still here to pick up any other program's prefs files that are not specifically covered with any of the above.

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## 1.212 X-DVE, script

Magnum Opus Guide V3.1

X-DVE V1.x, script.

This is the script that is saved out from the X-DVE program. This filetype contains all of the details that enables the X-DVE program to load in all the parts and then be able to render the animation which can then be saved as an XFA Animation, IFF XFA! Or a series of IFF Pictures.

X-DVE V2.x, script.

The same script but from version 2 of the program. The reason that I made this filetype is so that you can differentiate between the two versions as there's some new functions that won't work in version 1.x.

A new version of X-DVE (version 3) has recently been released but as yet I don't have any of the script files from it, when I do I'll make a filetype for it.

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## 1.213 XFA Animation, IFF XFA!

Magnum Opus Guide V3.1

XFA Animation, IFF XFA!.

This animation format is produced by a superb commercial package called X-DVE (eXtended-Digital Video Effects generator) that produces very smooth animations with some fantastic effects. Currently the only programs that can understand this filetype as far as I'm aware are X-DVE and the supplied player program.

See also X-DVE, Script.

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## 1.214 XMask, disk archive

Magnum Opus Guide V3.1

XMask, disk archive.

XMask is similar to the popular DMS program in that it archives the complete contents or selected tracks of a floppy disk into a single file. XMask never really caught on which is a shame as it uses the xpk libraries to gain better compression and has a number of other advantages over DMS. If you want to find out more about this program it can be found on Aminet (lsdxms12.lha util/pack CD8). The accompanying documentation for the last version V1.2 says "watch out for V2.0 coming soon", this was in 1994. So I guess the author, Hydra of LSD has called it a day on this one.

Though I knew of this program and it's output some time ago, I had not planned to include it as I had never seen any of these files in general circulation. I did however have a filetype ready for release should the need arise and now it has. While making the MED, OctaMED, instrument filetype I found that these looked very similar to XMask files and were being picked up as such. After some additional revising of both filetypes this is the result. You may find that a number of other filetype recognition programs pick this one up incorrectly, but this filetype distinguishes between the two perfectly.

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## 1.215 XPK

Magnum Opus Guide V3.1

XPK Packed.

The XPK (eXternal PacKer) library system is a collection of sub libraries that can be used by an application to pack data. The different packers available offer varying degrees of compression and speed depending on the type of data being compressed. For further details have a look at the archive on Aminet (xpk\_User.lha util/pack CD25). It is possible to tell what XPK library has been used to pack a file. But, I really don't see any need in this as it only serves to slow down recognition. However if you would like to see this implemented get in touch with me.

If you click the right mouse button on a "XPK Packed" file you will now see three new menu items which are explained below. In order for these to work correctly you need to have XFDdec crunch in your AmigaDOS path, and the "PPInfo.dopus5" Arexx script (supplied) in Dopus5:Arexx/.

UnPack.

This uses XFDdec crunch to unpack the file to the source lister.

FileType Info.

Using a small supplied Arexx script and clever use of the AmigaDOS 3.x

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"RequestChoice" command, it displays the original filetype of the packed file in a requester.

Original.

This first unpacks the selected file then treats it as its original filetype. So for example if the file is an XPK Packed "Tracker Module" it will then play the module.

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## 1.216 Zoom\_Filetypes

Magnum Opus Guide V3.1

Zoom Filetypes.

Zoom was written by the renowned Amiga programmer Olaf Barthel, the last version (V5.4) was released in 1992 (Zoom\_5\_4.lha util/arc CD4). Zoom is another of those programs that packs the tracks of a disk into a single file for distribution. Unlike the far more popular Disk-Masher this was far easier to use as it had a proper interface which DMS lacked.

Archives created by Zoom were never that common as by the time the latest version appeared Disk-Masher (DMS) had become widely established as the main program to use for packing non-filing system disks.

One important point to remember is not to rely on the bootblock virus checker within the program as many new viruses have appeared since its last release.

Zoom, disk archive.

This filetype covers those older archives created by versions 3.x & 4.x of Zoom. These older versions can be found on the Fred Fish series of disks. V3.10 on AmigaLibDisk #436 & V4.1 on AmigaLibDisk #459.

Zoom V5.x, disk archive.

Zoom V5.x, disk archive ENC.

To be able to extract these archives you will need to have the Zoom program somewhere in your path. Unfortunately the most recent version will not unpack archives created with older versions of the program. To unpack these you will need to use the older versions of the programs.

There are three filetype popup menu items on these two filetypes for unpacking to either DF0: or DF1: and one to check the archive for errors.

Version 5 of Zoom had an option to encrypt an archive file to stop unauthorised use of it, this is indicated in the filetype name ending "ENC".

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