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#
# Gopher Server to Mac type map
#
# This is a quick hack to give Gopher server files a file type based on
# their pathname suffix. This is not the best method -- I hope we can expand the
# Gopher server typing scheme to do this more certainly than relying on pathnames.
# But it should give you a taste where Gopher file typing may go. If you find this
# useful, make it known to various Gopher server managers that this should be
# added to the Gopher protocol.
#
# Server Local
# Path Gopher Map Transfer Mac Mac Save To
# suffix Type When Type Type Creator Disk Launch
#
.gif
    9    always
    binary
    GIFf  QGif    yes    yes  #GIF picture, Quick Gif
.tar.Z   9    default  binary  BINA  ????  yes    no    #a general binary
.rtf     9    always  text    TEXT  MSWD
    yes    yes    #ms word rich text
.ps      9    always  binary  TEXT  ????  yes    no    #postscript
.eps

    9    always  binary  EPSF  8BIM  yes    yes  #adobe photoshop
.pict    9    always  binary  PICT  8BIM  yes    yes  #adobe photoshop
.tiff    9    always  binary  TIFF  8BIM
    yes
    yes  #adobe photoshop
.jfif    9    always  binary  JFIF  JVWR  yes    yes  #JPEG Viewer
.jpeg    9    always  binary  JFIF  JVWR  yes    yes  #JPEG Viewer
.jpg     9    always  binary  JFIF  JVWR  yes    yes  #JPEG Viewer
#---
.hqx     4    always  binary  TEXT  EDIT  yes    yes  # binhex file
.uue     6    always  text    TEXT  EDIT  no     no   # uuencoded file
#
# put any comments after "#"
# separate values by spaces, must include all (7) fields in a line
#
# suffix = string to match at end of server pathname (case sensitive)
# local gopher type = single character, see types and comments in Gopher Map
# mapWhen = (always, default, never) = when to apply this mapping
# (default == apply only if server item type is default (text) document)
# transferType = (binary, text, none) = method to transfer data from server to client
# (currently text == binary + strip linefeeds, none = not supported)
# MacType = Mac Finder file type
# MacCreator = Mac Finder file creator
# saveToDisk = (yes, no) = save as disk file (otherwise try to display in client?)
# launch = (yes, no) = launch app creator with file (system 7)
#

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