

# ***!Split***

**Version 2.11**

***By Adam Hamilton  
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## **1 Introduction**

**!Split** was written to ease the transportation of large files from one computer to another. No attempt to compress the file is made, as it is assumed this has already been done. **!Split** will split a file into a number of smaller files, and will join them again when required.

## **2 How To Use !Split**

**!Split** can be started either by running the application directly or via a double click on a split file (see section 2.3, 'Joining Files' on page 6).

### **2.1 The iconbar menu**

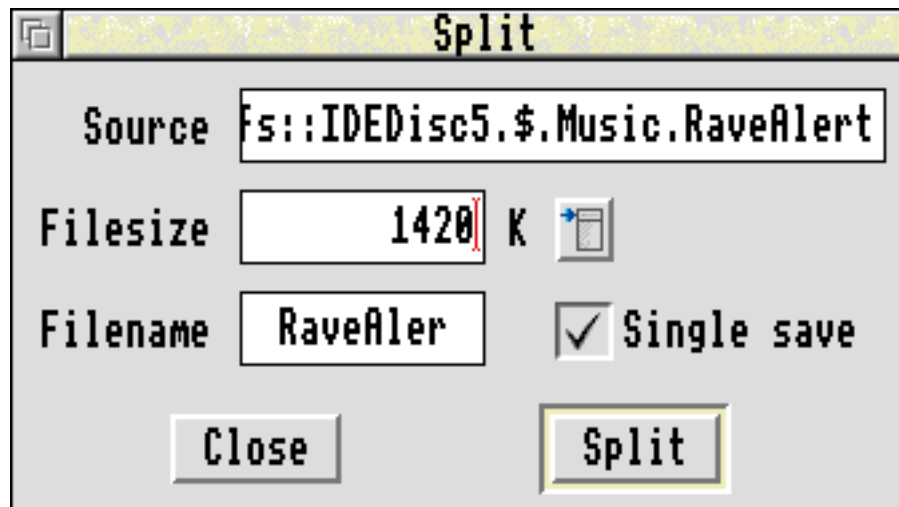
Pressing the menu button on the iconbar icon will display a menu.

<b>Info</b>	This displays information about the program.
<b>Faster</b>	If selected, the multi-tasking window will not be updated with bytes read and written, making the operation faster. A tick will be displayed when this option is selected.
<b>Single Task</b>	This option will toggle between single and multi tasking. A tick will be displayed when this option is selected.
<b>Quit</b>	This will quit the program.

The default action of **Faster** and **Single Task** may be changed (see section 3, 'Customizing' on page 7).

### **2.2 Splitting files**

The split window can be displayed either by clicking on the iconbar icon with select, or by dragging a file to the iconbar icon (not of filetype 'Split'). Figure 1 shows an example of the split window. Please note, you may open and close filer windows, or change floppy disks between saving.



*Figure 1 : Split window*

#### 2.2.1 Source

Enter the filename for the file you want to split, or simply drag the file to the split window. If you drag, the **Filename** field will automatically get filled in, although you can still change it if you wish.

#### 2.2.2 Filename

This is the 'base' filename to be used for each part the file is split into. Using the example above, the base name is RaveAler so the parts will be named RaveAler01, RaveAler02, ... etc.

#### 2.2.3 Filesize

This is the maximum size in K (1024 bytes), that you want each part to be saved as. You may either type the size into the text icon, or press the select or menu mouse buttons on the menu icon opposite. You may then choose from one of the sizes in the menu. The default size and the contents of the menu can be customized (see section 3, 'Customizing' on page 7).

#### 2.2.4 Single save

If this option is set, **!Split** will automatically save all parts to the same directory, only one drag is needed. This option may also be switched on or off during saving. The default setting for this option may be customized (see section 3, 'Customizing' on page 7).

### 2.2.5 Close

Pressing this button will close the split window. If splitting has started, closing the split window will not affect this process.

### 2.2.6 Split

Pressing **Split** will open the save as window (if all the parameters have been set correctly), prompting you to drag the icon to a directory window. If the **Single Task** option has not been selected from the iconbar menu, then a transfer window will be displayed, and the splitting process will begin (see section 2.4, 'The transfer window' on page 7).

## 2.3 Joining files

The join window can be opened either by clicking on the iconbar icon with adjust, double clicking on, or dragging to the iconbar icon, a file of type 'Split'. If you opened the window with the adjust mouse button, you must double click or drag the first file to the join window. If you maximize the join window you will see some short hints to help you along. Figure 2 shows an example of the join window.



**Figure 2 : Join window**

Once **!Split** has the first part, you need to tell it where to save the joined file. To do this, simply drag the file icon to the directory where you want it saved, or type the path into the text icon and press **Save**. Pressing **Save** without a full path in the text icon, will save the file in the current directory. When each part is joined, you need to give **!Split** the next one. To do this, either double click on the file (of filetype 'Split'), or drag it to the join window or the iconbar icon. If single tasking is not enabled, the transfer window will be displayed (see section 2.4, 'The transfer window' on page 7).

If **Cancel** is pressed, joining is aborted and the window closes.

## 2.4 The transfer window

The transfer window is displayed when splitting or joining is started and multi-tasking is enabled. Figure 3 shows an example of the transfer window.



**Figure 3 : Transfer window**

The transfer window shows what the program is doing and on what file, it also shows the number of bytes read and written. The function of the buttons are outlined below:-

- |                       |   |
|-----------------------|---|
| <b>Abort</b>          | This will abort the operation, and close the window.  |
| <b>Faster/Slower</b>  | This will disable/enable the display of information in the window, resulting in slightly faster operation. This lasts for the duration of the current file operation. |
| <b>S-Task</b>         | This will put the program into single task mode for the duration of this file operation only.   |
| <b>Pause/Continue</b> | This will pause/resume the transfer operation.  |

Please note, once in single task mode, control is removed from the transfer window.

## 3 Customizing

**!Split** may be customized in several ways.

### 3.1 Changing the buffer size

First you need to edit the **!Run** file. To do this, open the application directory by holding down the **Shift** key and double clicking on the **!Split** icon. Once inside, load the **!Run** file into your favourite text editor.

To change the maximum buffer size, increase the value of the **-max** option on the **WimpSlot** command. For example:-

```
WimpSlot -min 96k -max 640k
```

Please do not change the **-min** size.

### **3.2 Iconbar menu**

The default status of the **Faster** and the **Single Task** options in the iconbar menu may be set. To do this, load the **!Run** file into a text editor (as above), and add or remove the following commands in the line beginning with `Run <Split$Dir>.!RunImage`

**-faster**                This will default the **Faster** option to on.

**-singletask**           This will default the **Single Task** option to on.

For example, if I want **!Split** to start up with **Faster** option selected, I would have the following line:-

```
Run <Split$Dir>.!RunImage -faster %*0
```

Please note, as only one of these options may be selected at once, `-singletask` would take priority.

### **3.3 Single save**

The default status of the **Single save** button in the split window may be set. Edit the **!Run** file as above and add or remove **-singlesave**. For example, to have single save on, your `Run` command may now look like this:-

```
Run <Split$Dir>.!RunImage -faster -singlesave %*0
```

### **3.4 Filesize**

To set the default filesize, edit the **!Run** file as above and add the following option to the `Run` command:-

**-filesize n**            Where n is the filesize in K (1024 bytes).

For example, your `Run` command may now look like this:-

```
Run <Split$Dir>.!RunImage -faster -singlesave -filesize 710 %*0
```

The size is now suitable for saving to double density DOS formatted floppy disks.

### **3.5 Filesize menu**

The filesize menu may also be customized. To do this, open the **Resources** directory, and load the **SizeMenu** file into your text editor. The format is simple, just supply a list of numbers (one per line please). The next time you start **!Split**, it should read in your new menu.



## 4 History

Versions 1.xx are command line versions, which are supported along side the desktop versions (2.00 and greater).

- Version 1.00 - 1.08 These were the original command line versions, compiled on several different computers.
- Version 1.10 This version had a new file format, a header is put at the beginning of each part, and is used to join files in the correct order. This version is compatible with the desktop version (2.00 and greater).
- Version 1.11 Slightly increased memory allocation for filenames, and added a small check needed for DEC Ultrix compilers.
- Version 1.12 Added -interactive option, to allow direct reading/writing of floppy disks. This option enables different paths to be given for each part, removing the need, for example, to load all the parts onto the hard disk before joining.
- Version 1.12c Supports official Acorn filetype.
- Version 2.00 First desktop version.
- Version 2.01 Added ability to open the join window with the Adjust mouse button, and to drag files to the window. This made it easier to start the joining procedure if the parts aren't filetyped as 'Split'. Fixed bug with ArcFS image file system - doesn't complain about archives any more.
- Version 2.02 Added filesize menu, fixed a few small bugs.
- Version 2.10 Big jump from 2.02 to 2.10 because I decided to completely re-write the program from scratch without the use of RISC\_OSLib functions. This has made the program easier to write, control, modify, and has made the code smaller and it also runs faster.
- Version 2.11 Added multi-tasking option. Fixed a few small bugs.
- Version 2.11c Fixed menu item height. As of this version, **!Split** uses an official Acorn filetype.

## 5 Files Supplied

The following files are supplied inside the **!Split** application directory.

<b>!Boot</b>	
<b>!Help</b>	Text version of this file.
<b>HelpPS</b>	This file.
<b>!Run</b>	
<b>!RunImage</b>	Main program.
<b>!Sprites, !Sprites22</b>	
<b>Resources</b> (directory)	Contains...
<b>SizeMenu</b>	Definition of the filesize menu (see section 3, 'Customizing' on page 7).
<b>Toggle3D</b>	Toggles the state of the 3D bit in CMOS RAM.
<b>ToggleDRAG</b>	Toggles the state of the solid dragging bit in CMOS RAM.
<b>Template2D</b>	2D window templates.

**Template3D** 3D window templates, RiscOS 3 or greater.

The program will automatically select the correct templates file to use.

Look out for the support archive which contains source code and executables for the command line versions.

## **6 Acknowledgments**

I would like to thank Andrew Sellors for his suggestions and help in testing this application.