split_n_build

COLLABORATORS

	TITLE : split_n_build		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

split_n_build

1.1   Split and Build version 1.0

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                    Split version 1.0
                    Build version 1.0
                 © 1995 by Stefano Reksten
               of 3AM - The Three Amigos !!!
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COPYRIGHT and CARDWARE
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1.2   disclaimer

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----------------------------------------------------------------------------
The author is  NOT  responsible for  the  suitability or  accuracy of  this
documentation and/or the program(s)  it describes.  Any damage  directly or
indirectly caused by the use or  misuse of this  documentation  and/or  the
program(s) it describes is the sole responsibility of the user her/him self
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1.3   copyright

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------------------------------------------------------------------------
Split v1.0  and  Build v1.0  are Copyright © 1995  by Stefano Reksten.  All
rights reserved. These two programs may be distributed non-commercially and
providing that executable, source code, documentation and copyright notices
remain unchanged and are included with the distribution.
The archive must contain the following files:

 Split_v1.0/
   Catalogs/
     Italiano/
       Build.catalog
       Split.catalog
   Sources/
     Catalogs/
       Build.cd
       Build_Italiano.ct
       Split.cd
       Split_Italiano.ct
     askfile.c
     build.c
     commodity.c
     diskhandler.c
     doslist.c
     gadgets.c
     handler.s
     locale.c
     main.c
     makefile
     split.c
     split.h
     window.c
   Build
   Build.info
   Docs.guide
   Docs.guide.info
   Split
   Split.info
 Split_v1.0.info

Please note that the Sources directory comes in an archive.

This program is CARDWARE. If you use it you *MUST* send me a postcard from
your city/country.  He who uses this program not having sent me a postcard
can be prosecuted by diarrhoea, data loss, expired driving licence. I aint
asking a lotta money from your pockets, just a stamp! :-)
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1.4   WHAT HAVE WE GOT ?

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Simple - a system for splitting and rebuilding big files.  But... why would
you need this if there are other ways of transferring files?
Well a reason would be its GUI :-) that tells you which mounted volumes are
on your system and how much free space they have... and space changes auto-
```

matically when you copy or delete files, while disks magically disappear as
you take them out of the drive and appear again when you put them back in!
(Well I must admit I am somewhat proud of that ;-)

1.5 WHAT DO THESE PROGRAMS NEED?

Any Amiga with kickstart 2.04 should be enough (if it is not LET ME KNOW!).
If you want to use their catalogs you must have them installed,
and you must have locale.library 38+! :-)

1.6 INSTALLING

Well, it is not so difficult... Just drag the Split_v1.0 drawer whereever
you would like to have it.

1.7 WHY COULD YOU NEED THEM?

Try to bring a 12 meg file from one Amiga to another! You can use ParNet IF
you have the cable :-) a backup program if you have one but these generally
require to write rawly on disks' tracks... or a FREE splitting system like
this - just fill every disk you have to the last byte :-) Split has a nice
comfortable interface that shows you volumes (with free space), allows you
to split files with choosen chunk dimension and offset and more.

1.8 USING SPLIT

Quite easy. Select a file by pressing the "File" gadget. You will see its
name and size shown in the lower part of the window. (Status won't change
from Idle until you write the first chunk of the file.) All you have to do
is split that file. To do that you must choose a destination, chunk sizes
and offsets. Don't worry - all this can be done automatically. There is a
listview in the upper part of the window; you can read in it which mounted
volumes are in the system and how much free space they have. If you double
click on a volume, its space > minus some bytes for the file header < will
become the chunk size. Chunk size and chunk offset are checked to be sure
they are consistent (that is, chunk offset isn't greater than file's size,
or chunk's offset + dimension aren't bigger than the whole file). Note that
even if a disk's space changes chunk size will *remain the same*. Note also
that if you specify a n bytes chunk size you will get a _n+48 bytes_ chunk

file. Those 48 bytes keep information needed to rebuild the file.
Now choose a path and write the chunk. Repeat this until the file has been
split and the status gets back to Idle.

Now let's get more into it. Sometimes it can be useful to split a file FROM
a certain offset. Well, that's what the size and offset gadgets are for! If
you fill them with your values you'll get a file splitted as you need. And
moreover the program will check that chunks won't overlap and will keep
track of written chunks – so if you forget something just press the "Chunk"
gadget, and you will get the correct size and offset for the next chunk to
be written.

Split is a commodity, that means it can be quitted with Exchange, with the
"Quit" menu entry or by sending a CTRL_C. It also has a popkey. (By default
ctrl-lalt-f)

1.9 USING BUILD

Well this one is very simple. Build needs to get any chunk file of the file
you want to rebuild (not necessarily the first one, anyone will do). Then,
a destination path is needed. After that, Build will ask you to select the
remaining files one by one; once again it is not necessary to specify them
in order. Build will copy them the correct way. End.
From CLI you can specify the files from template (FILE/K,PATH/K,REMAINING/M)
or just leave something unspecified – an ASL requester will pop up and ask
you to choose. From Workbench the ASL requester will appear immediately.

1.10 HISTORY

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v1.0 : 9.3.95: First public release.
       12.3.95: Font sensitiveness added (refers to default system font).
       22.3.95: GUI added to Build, bug removed from Split.

1.11 ABOUT LOCALE

As I think it's real fun and nice to have a program that speaks my language
I encloded some catalogs. If you see that your beloved language is not here
with the others, you can do the following actions:

· Get your language's .ct file in the Sources/Catalogs directory.
· Fill in the entries.
· Send it back to me and I will compile and enclose it in the archive.

1.12   KNOWN BUGS

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None known. I really hope not to get any bug report concerning files...  It
wouldn't be nice to know I destroyed other ppls precious archives ;-)
Just joking, I tested them on mine!

Does *NOT* support MAC filesystem. At least, it may work well, but I do not
think so. Double clicking on the volumes'list could report you a chunk size
too big, or too small. This bug will be corrected as I get docs on MAC file
system, and a MAC drive (or a high density disk and Consultron's program).
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1.13   HOW TO CONTACT THE AUTHOR

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I tested this program with a MMU on my accelerated A1200,  and it seemed to
work correctly. If you find any bug or have some brilliant ideas or want to
tell me how much time I am losing doing stupid proggies like this,  or any-
thing else, write to:

rekststef@unisi.it

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`<EOF>`