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#
# Gopher Type to Mac Type map
#
# This is a quick hack to change the published Gopher server type into
# a type that this program may handle better.  This is a quick 'n' dirty
# way to allow you to handle new gopher types (e.g., 'g' for gif), or
# change some of the default behavior of current types.
# For instance, if you want to read text documents with a program that
# can handle >32Kb of text, set type 0 to SaveToDisk=yes and Launch=yes.
# It would be safest to test your mappings first with the "Edit Link" menu item.
# See also the Server suffix map.
#
# Server  Local
# Gopher  Gopher Map

Transfer  Mac    Mac    Save to
# Type    Type    When   method  Type  Creator  Disk    Launch
# ----    ----    -
0         0         always text    TEXT  EDIT     no      no # text document
1         1         always text    IGo4  IGo4     no      no # gopher folder
2         2         always text    TEXT  EDIT     no      no # CSO phone book
3         3         always text    TEXT  EDIT     no      no # unknown/error
4         4         always binary TEXT  EDIT     yes     yes # binhex file
6         6         always text    TEXT  EDIT     no      no # uuencoded file
7         7         always text    TEXT  EDIT     no      no # question service
8         8         always text    CONF  NCSA     yes     yes # telnet service
9         9         always binary BINA  ???     yes     no  # binary file
s         s         always binary BINA  ???     yes     no  # sound file
w         w         always text    TEXT  EDIT     no      no # Whois phone book
#--- end of types known to gopherapp
#--- map other types to ones known to gopherapp
5         9         always binary BINA  ???     yes     no  # weird msdos-binhex
T         8         always text    CONF  NCSA     yes     yes # telnet/tn3270 service
g         9         always binary GIFf  QGif     yes     yes # somebody's gif type
#
#
# put any comments after "#"
# separate values by spaces, must include all (7) fields in a line
#
# server gopher type = single character, see above types and comments
# local gopher type = single character, see above types and comments
# mapWhen = (always, never) = when to apply this mapping
# 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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