

English/FileX

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Chapter 1

English/FileX

1.1 English/FileX.guide

```
$VER: FileX Documentation 1.1 (16.10.93)
```

```
FileX - A binary file editor
```

```
© Copyright 1993 by Klaas Hermanns
```

```
Shareware, all rights reserved.
```

```
What is FileX?  
Getting started  
The menus  
The requesters  
The arexxport  
Todo  
Please note  
Words of thanks  
License  
Localization  
Distribution  
Contactaddress  
History
```

1.2 FileX.guide/What is FileX?

```
What is FileX?  
*****
```

FileX is a so called binary file editor which offers the following features:

- The Editwindow can be opened on any public screen and sized to any dimension you want.

- Fontsensitivity
- Locale-support if you have OS 2.1 or higher. (Englisch and German catalogs available at the moment)
- Undo and Redo (only limited to your free memory)
- Search and replace
- Extensive blockfunctions
- Clipboardsupport
- ARexxport with more than 66 commands and commandshell
- Printing as hexdump
- 'Grab memory' to show and modify memory
- AppWindow. If FileX runs on the workbench, icons can be moved onto the FileX window and the related file will be loaded automatically.
- Iconify (AppIcon)
- Moreover, FileX will be developed further permanently...

1.3 FileX.guide/Getting started

Getting started

Getting started from workbench

=====

Starting FileX from the workbench, the following tooltypes will be interrogated:

PUBSCREEN

Name of a public screen on which FileX shall be opened on. If this tooltype is not specified, FileX will open a window on the standard public screen.

PORTNAME

Name of the FileX arexxport. If the port with the specified name does already exist, the program automatically adds a number to the name and increases it until a non-existing portname is found. ('NAME' -> 'NAME.1' -> 'NAME.2'). Standardname: 'FILEX'.

STARTUP

Name of an arexxscript that will be executed right at the start.

SETTINGS

Name of the Settingsfile to be loaded at the beginning. If there

is no name specified, the program tries to open the file 'FileX.prefs' in the current directory. If that fails, 'ENVARC:FileX/FileX.prefs' will be tried to open. If this file could not be opened, too, FileX uses the internal settings.

COMMANDS

Name of the arexxcommandsettings. If this tooltype is not specified, FileX tries to open 'FileXARexxCommands.prefs' from the current directory. When that fails, the file 'ENVARC:FileX/FileXARexxCommands.prefs' will be opened. If this file doesn't exist, too, the arexxcommands will remain unset.

LANGUAGE

Specifies the language that should be used in the programm. By default the language from the Workbench Preferences is used.

FILE

A filename that shall be opened right after starting FileX.

How to start from CLI

=====

Following arguments will be checked:

PUBSCREEN/K

PORTNAME/K

STARTUP/K

SETTINGS/K

COMMANDS/K

These tooltypes correspond to the ones for the workbench start.

SYNC/S

This tooltype forces FileX not to detach from Shell.

1.4 FileX.guide/The menus

The menus

Project

=====

New...

Removes the current file from memory.

Open...

A requester appears to choose a new file to edit.

Save

Saves the current file with its current name. A filerequester will be opened if no name has been specified.

Save As...

Saves the current file with a new name.

Grab memory

Opens the 'Grab memory'-requester, which allows to show and modify memory.

Print

Prints the whole file as hexdump form.

Iconify

Iconifies FileX. The window will be closed and the FileX icon appears on the workbench. By double-clicking on this icon or moving an other icon over it, FileX will be reactivated again.

About...

Some nice and important informations about FileX.

Quit...

Leaves the program.

Edit

====

Mark Block

Switches block-marking on/off.

Cut

Cuts the current marked block out of the file and copies it into the blockbuffer.

Copy

Copies the current marked block into the blockbuffer.

Fill

Fills the current block. A 'fill-requester' appears to specify the fill-characters, numbers etc.

Paste

Overwrites the file beginning at the current cursorposition with the block from the blockbuffer. If this block is longer than the rest of the current file, a requester will appear and ask if its okay to copy the block anyway.

Insert

Inserts (again beginning at the current cursor position) the block from the blockbuffer to the file. As a result, the file will become larger.

Append

Adds the block from the blockbuffer to the end of the file.

Print

Prints the block from the blockbuffer as hexdump.

Load block...

Loads a block into the blockbuffer.

Save block...

Saves a block from the blockbuffer as a new file.

Load block from clip

Copies the current content of the clipboard into the blockbuffer.

Save block to clip

Copies the block from the blockbuffer into the clipboard.

Undo

Executes Undo once. The last changes will be re-set.

Redo

Executes Redo once. The last UNDO will be re-set.

Edit Ascii

Switches between Ascii- and Hex-edit.

Editable File

Switches between editable and non-editable file.

Search&Replace

=====

Search...

Opens a 'Search'-requester to search an Ascii- or Hex-string.

Search and replace..

Opens a 'Search and replace'-requester to search and replace an Ascii- or Hex-string.

Search(and replace) next

Repeats the last search (and replace) operation towards the end of file.

Search(and replace) previous

Repeats the last search (and replace) operation towards the beginning of file.

Settings

=====

Adjust Window size

Adjusts the window size to the size of the displaybevelboxes.

Display

Defines which translationtable is being used to display the Ascii characters:

Characters

Only letters will be shown. The rest is filled with spaces.

ASCII (\$20-\$7F)

Only show Hex \$20-\$7f.

all

All Characters and the related Ascii-characters will be shown.

User defined

Use a self-defined translationtable to display.

Load...

Load this defined translationstable. A 256 bytes-file will be loaded which assigns every byte an Ascii character.

Font...

Opens a fontrequester to choose a font.

Screen

Definitions of the screen FileX shall be opened on:

Default public

The default public screen.

Workbench

The workbench screen.

Public...

A public screen. A requester to choose it appears.

Own public...

An own public screen. A requester to choose the screenmode appears.

Palette...

Opens a paletterequester to set the colors. Requires reqtools.library!

Miscellaneous...

Opens a 'Miscellaneous'-requester to define some other things for FileX.

Load Settings...

Loads a settingsfile.

Save Settings

Saves the settings under the current name.

Save Settings As...

Saves the settings under a new name.

Move

====

Jump to byte...

Moves the cursor to an defined position in the file.

Mark location...

A mark will be set to the current cursor position. A requester asks which number that mark shall be (1-10 possible).

Jump to mark...

After typing the number (1-10) into the appering requester, the cursor will be set to the stored position.

ARexx

=====

Command shell...

Opens a command shell. Within this shell you may give easy arexxcommands to FileX. The result(s) will be displayed at once.

Execute command...

Executes an arexxscript. Again a requester to choose the name will be opened.

Assign command...

An arexxscript will be assigned to one of the 10 menuitems. One of the 10 menuitems will be assigned an arexxscript. A filerequester to choose the name and another requester to chose the number (0-9) appear.

Empty command #[0-9]

10 Menuitems to be filled with arexxscripts that shall be quickly executable.

Load commands...

Loads a settingsfile for the arexxscripts. If the files 'FileXARexxCommands.prefs' and 'ENVARC:FileX/FileXARexxCommands.prefs' could not be found, the arexxcommands remain unset.

Save commands

Saves the commands under the current name.

Save commands as...

Saves the commands under a new name.

1.5 FileX.guide/The requesters

The requesters

Every requester in FileX can be left either by pressing ESC or RETURN. ESC has got the same effect as 'Cancel' while RETURN means 'Okay'.

Changes

=====

This requester appears every time when data may be lost by mistake, e.g. if the current file has been modified but not saved so far. There are three possibilities to continue:

Save First

Before going on, the current file has to be saved.

Continue

Continues with the chosen operation. The current file with all its

changes will be lost forever.

Cancel

The chosen operation will be cancelled.

Fill

====

In the 'Fill'-requester you can set the pattern for 'Edit/Fill':

String

The text to fill with.

Hex

A number of Hex-values to fill with.

Fill

The current marked block will be filled.

Grab memory

=====

With the 'Grab memory' option, a memory range can be displayed and modified. A requester needs start- and endposition of the memory to be shown.

Start

Startaddress (hexadecimal value).

End

Endaddress (hexadecimal value).

Grab

Displays the memory.

Miscellaneous

=====

The 'Miscellaneous'-requester serves to set some various options:

Alt-Jump

Number of lines to move the cursor when pressing alt + cursor up/
cursor down.

Scrollbarborder

Distance to the upper/lower border when the display shall be
scrolled

Max Undo Level

Defines the maximum undos.

Max Undo Mem

Maximum of memory to be available for the UNDO/REDO option.

Clipboard unit

The clipboardunit to be used for the blockfunctions.

Programm priority

The program's priority. Useful are usually values between -20 and 20.

Use 'asl.library'

If set, the 'asl.library' will be used for file- and fontrequester and the 'intuition.library' for the standard requester. Useally, the 'reqtools.library' is used for all requesters.

Overwrite

Activating this option means that files with the same name will be overwritten without a possibility to cancel this.

Commandshellwindow

Settings for the commandshelwindow.

Commandwindow

Settings for the window to be opened when executing arexxscripts.

Display

This defines in which form the file shall be diplayed. It can be chosen between Hex- and Ascii-display.

Spaces

Here its possible to choose how many Bytes shall be shown as a block. You may specify byte, word and longword blocks. It is also possible to define no spaces between the blocks.

Search

=====

The 'Search'-requester is necessary to specify a (hex-)string which shall be searched with the following options.

String

The text to search for.

Hex

A hexadecimal string to search for. This field allows only hex characters from '0-9' as well as 'A-F'. You may set spaces between two hex strings, like here : 46494C4558 0a . Other characters will not be accepted.

casesensitiv

If this gadget is set, FileX will search case-sensitive, that means 'A' is NOT equal to 'a'.

wildcards

If set, the question mark ('?') can be used as pattern.

Next <

Searches a (hex-)string towards the end of a file.

Previous >

Searches a (hex-)string towards the beginning of a file.

Search and Relpace

=====

The 'Search and replace'-requester is almost equal to the search requester, but two more stringgadgets make it possible to search AND replace a (hex-)string in one turn.

1.6 FileX.guide/The arexxport

The arexxport

FileX has got an arexxport with more than 66 commands. The documentation about that feature can be found in the file 'FileXARexx.doc'. Some example programs are stored in the arexx directory.

1.7 FileX.guide/ToDo

Already scheduled for the next version:

- Onlinehelp
- XPK support
- Multi-edit: a couple of files editable at the same time.

1.8 FileX.guide/Please note

Please note:

The filerequester, fontrequester, screemoderequester and the palettrequester as well as all other requesters are performed using the 'reqtools.library', which is copyrighted © bei Nico François.

The program 'ARexxBox' by Michael Balzer was used to create the basis of the arexxport.

1.9 FileX.guide/Words of thanks

Words of thanks

Benjamin Schörner
for his existence and betatesting.

Robert Gorthmanns
for the manual translations, betatesting, comments and suggestions.

Thomas Hornik
for betatesting, comments and suggestions.

Reinhard Geisler
for the COCUNI(+49 2832 80861), which is doubtless the best
mailbox at the whole 'Niederrhein'.

Michael Balzer
for his ARexxBBox.

Nico François
for his 'reqtools.library'.

SAS
for their great C development system.

1.10 FileX.guide/License

License

The copyright for FileX remains by the author in any form!

FileX is *NOT* public domain! FileX is shareware. If you use this program longer than a period of TWO weeks, you must register. A registration costs 20 DM or 15 US Dollar. You will then get a registered version of FileX and one free update. This registered version may be used by only person except you have a special permission of the author.

The unregistered version has no restrictions to the registered at the moment, but if there will be only a few people sending back a registration, the next version will indeed have some restrictions.

To register, fill in the orderform file called 'FileX.reg', which is included in this archive. You may send it back by normal mail or e-mail. E-mail is only possible if you transfer the money to me.

You may also send me the following things (instead of the money), and you will also receive a registered version of FileX:

- Records, videos and books by or about SUPERTRAMP or Roger Hodgson.
- M*A*S*H-videos.

- At least 10 postcards from different places.

1.11 FileX.guide/Distribution

Distribution

The registered version of FileX must NOT be spread in ANY form.

The unregistered version may only be spread if the following files are included to the FileX archive:

```
FileX.info
FileX/ARexx/FindVersion.FileX
FileX/ARexx/Info.FileX
FileX/Catalogs/Deutsch/FileX.catalog
FileX/Catalogs/FileXCats.lha
FileX/Docs.info
FileX/Docs/Deutsch.info
FileX/Docs/Deutsch/FileX.dok
FileX/Docs/Deutsch/FileX.dok.info
FileX/Docs/Deutsch/FileX.guide
FileX/Docs/Deutsch/FileX.guide.info
FileX/Docs/Deutsch/FileX.reg
FileX/Docs/Deutsch/FileX.reg.info
FileX/Docs/Deutsch/FileXARexx.dok
FileX/Docs/Deutsch/FileXARexx.dok.info
FileX/Docs/Deutsch/FileXARexx.guide
FileX/Docs/Deutsch/FileXARexx.guide.info
FileX/Docs/English.info
FileX/Docs/English/FileX.doc
FileX/Docs/English/FileX.doc.info
FileX/Docs/English/FileX.guide
FileX/Docs/English/FileX.guide.info
FileX/Docs/English/FileX.reg
FileX/Docs/English/FileX.reg.info
FileX/Docs/English/FileXARexx.doc
FileX/Docs/English/FileXARexx.doc.info
FileX/Docs/English/FileXARexx.guide
FileX/Docs/English/FileXARexx.guide.info
FileX/FileX
FileX/FileX.020
FileX/FileX.020.info
FileX/FileX.info
FileX/Install.info
FileX/Install/Deutsch.info
FileX/Install/English.info
FileX/Install/Install
FileX/Install/LiesMich
FileX/Install/LiesMich.info
FileX/Install/ReadMe
FileX/Install/ReadMe.info
```

As long as no file is missing or modified in any way, this archive of FileX may be spread on disks or per e-mail. It is not allowed to demand more than 5 DM (or the same amount in your country's currency) for this program.

Moreover, you may not use FileX for commercial purposes without a written permission from the author.

FileX has been conscientiously tested, so it **should** work properly. Please note that the author can **NOT** be held responsible for **ANY** kind of bugs.

1.12 FileX.guide/Localization

Localization

Since Version 1.1 its possible to localize FileX. This feature requires at least OS 2.1 or higher. This means, that all texts used in the program can be translated and used instead of the english. The required Catalogdescription and -translationfiles can be found in the 'Catalogs' directory. At the moment there is only a translation for german users. If someone translates the texts into his/her language, I would be very pleased to get the corresponding Catalogtranslationfile. So I can include it in the next version.

1.13 FileX.guide/Contactaddress

Contactaddress:-)

For bugreports!, postcards, suggestions, new ideas, problems, gifts or any kind of stuff, I can be reached under the following addresses:

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Weberstraße 42
47533 Kleve
Germany

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Z-Netz: DALTON@COCUNI.ZER

Acc. 539 7088, Bank Code 324 500 00, Sparkasse Kleve.

1.14 FileX.guide/History

History

What's new in Version...

V1.1:

- Localesupport (English/German)
 - The window's width can finally be varied.
 - In additon to the Hex/Ascii display, you may now display Hex or Ascii ONLY, too.
 - In Hex-display-mode, you can choose how many Bytes shall be shown as a block. You may specify byte, word and longword blocks. It is also possible to define no spaces between the blocks.
-