Marshall

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Marshall

1.1 Marshall v3.0 Guide

Marshall v3.0 By: Roger Hågensen, Copyright: Msi Software ←
1995-1997.

Programmed in: AmigaE v3.2e by Wouter Van Oortmersen.

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TriQuad

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1.2   Marshall v3.0 Guide - Introduction

Marshall is a FileID program that identify over 380 files/filetypes.
There is a DT and FileID option/button that let you use
the datatypes.library and/or FileID.library to test the file,
so Marshall can ID even more files for those that have OS 3.x
or have the FileID.library.
Marshall also have a Mod Info button,
this will give you the samplenames in PT/ST/NT and MED/OctaMED MMD modules.
Marshall also have an internal text viewer/mod player and IFF viewer,
protracker.library and iff.library is needed.
Both the protracker and iff library is included with Marshall.
And it works from both CLI & WB,
also ASL/AppMenu/AppIcon multiselection-interface is supported.
And Pubscreen support (Marshall on DirWork/DOpus screen etc)...

Some files have extra info: songname/picturesize/samplerate/frames etc.

In other words:
380+ files identified, ToolType support, internal renamer, module info,
multiselection, DataType.library & FileID.library support,
Pubscreen support, MOD player, IFF viewer, text viewer and lot's more.
For OS2.0 or later!

1.3   Marshall v3.0 Guide - Info

Marshall know all IFF-FORM files, also some odd (non official?) ones.
Even PC/Mac/Atari files are identified,
like bmp/exe/prg/wav/voc/tif and RIFF-FORMAT etc.

Also Amiga icons (including what type),
prefs/config files (and what type) etc.
Even some sourcecode files, and even, well 380 is to many to list!

But 380+ files covers most if not all files that have wrong names etc.
But I will still continue to update Marshall,
and include even more files in the future! =;-D

That is why I created Marshall in the first place,
to help me identify files with wrong names,
or those with no hint to what they are,

or simply they have lost their .iff/.gif/mod. extensions etc.

I actually use less than 5%,
of all the different filetypes Marshall can identify.
So you will hardly bump into a file Marshall don't know!
If that happens, let me know and I'll fix it =;-)

1.4   Marshall v3.0 Guide - ShareWare

As of v3.0 Marshall is no longer DreamWare,
instead it's ShareWare =;-)

If you like it/use it regulary,
and you are able to pay for it then send me:
"2 British Pounds" or "3 US Dollars" or "20 Norwegian Kroner".

If you are not able to pay, or like to feel guilty the don't pay =;-)

If you don't send me money send me a card, or spread my name =;-)
Or simply dream that I get famous =;-)

And if you think that the amount above is to much/little,
then send me the amount you want me to have.
Gifts are also accepted, why not swap registrations?

Write to: Msi Software
              Roger Hågensen
              Kolstadflata 35b
              N-7078 SAUPSTAD
              Norway

Bank account: 4200 09 13329 (Sparebanken Midt-Norge)

Email: "Msi Software <msi@sn.no>"
  WWW: "http://www.sn.no~msi"

Magazines: Send me a copy of your latest issue (w/CD if available).

ShareWare/LisenceWare/Semi-Commercial
& Commercial: Send me a FREE-REGISTERED & COMPLETE-COPY of the product,
                with manuals if available.

The reason for this is not only as a way of payment but also to increase
my software collection, it is a ONE-TIME-REGISTRATION and I excpect to get
updates for free and information if a major version of your product is
released, it is up to you if you want to give me a major version/update
as well, please at least send me a copy of your product, so I can test
and see how Marshall function with it, I will try and include some kind
of support for the product in Marshall, and if possible send me detailed
information about fileformats used so I can include them in Marshall =;-)
I will email you a new version of Marshall for free when it is ready!

1.5 Marshall v3.0 Guide - Support

```
When you register you don't get anything back =:-(
Well, not direct consumer support anyway.
But if you find a bug or got a very good idea etc then tell me,
I will then change/improve Marshall and email you the new version.
That is if you have email, if not then I'm sorry.
I can't afford sending disks all around the world =:-(
But you will be put on a list and when I feel generous or
I can afford it, you may get a disk in your mail.

And maybe I'll get around to sending updates via Internet
to all the registered users.
The latest version of Marshall can be found on Aminet.
But the first place Marshall will be published is on
the Msi Software www site: "http://www.sn.no/~msi"
Why not check out the www, the latest version should be found
there, if not then mail me, and remind me to do so =;-)

But for now, write to:      Msi Software
                            Roger Hågensen
                            Kolstadflata 35b
                            N-7078 SAUPSTAD
                            Norway

Bank account: 4200 09 13329 (Sparebanken Midt-Norge)
   Telephone: 725 90 735    (Norway only, 17.00-23.00)
       Email: "Msi Software <msi@sn.no>"
         WWW: http://www.sn.no/~msi

As soon as a new version is finished, I will upload it to Aminet
so that the new Marshall versions can be picked up with ease,
also check your local BBS/PD library/FTP server if Marshall
can be found there also or visit the Msi www site.
```

1.6 Marshall v3.0 Guide - Important

```
As of Marshall v1.1, iff.library v22 or higher is needed
to display a ILBM picture's size & depth!

Marshall also need asl.library v38 or higher,
if you want to use the REQ option (or use Marshall from WB).
v38 of asl.library is in the OS2.1 upgrade or OS2.1 Workbench
Many new features of the OS2.1 ASL is used, and may make
Marshall not able to do it's tasks with a OS2.0 ASL.
If you have OS3.0 or OS3.1 you have nothing to worry about!

Marshall also need datatypes.library v39 or higher,
if you want to do a DataTypes test.
This will only work on OS 3.0 or later.

Marshall also need FileID.library v2 or higher,
if you want to do a FileID.library test.
```

1.7   **Marshall v3.0 Guide - Usage**

```
Marshall needs Kickstart V37 (OS2.0) or higher!

Usage: Marshall FILE=name [GUI] [REQ] [APPICON] [HIDE] [DT] [FI] [MI] [PUB]

Options: If used (optional) these are their functions!
name is the file to be checked!
GUI uses a WB/GUI interface instead of Shell/CLI!
REQ opens filerequester & activate GUI option, REQ overrides FILE option!
APPICON starts Marshall as a appicon, WB must be open!
HIDE hides Marshall in Tools menu, WB must be open!
DT will tell Marshall to do a DataTypes test (OS 3.x)!
FI will tell Marshall to do a FileID.library test!
MI will tell Marshall to get module samplenames!
PUB followed by a pubscreen name, will tell Marshall to open on that screen!

Anything that is not an option is taken as a filename.
So you don't really need to use the FILE keyword, just put in the filename!

Note: REQ/APPICON/HIDE and FILE can not be used at the same time.
REQ/APPICON/HIDE option overrides FILE option:
REQ/APPICON/HIDE or FILE must be used,
but GUI/DT/FI/MI/PUB can be skipped if you want to!

If you use REQ/APPICON/HIDE then no other options except PUB can be used.
REQ tells Marshall to start as if it started from WB.
APPICON is the same as REQ only it will start as an appicon.
HIDE is the same as REQ only it will start hidden in the WB/Tools menu.

If you use REQ/APPICON/HIDE then the only extra option available is PUB,
if Marshall find any other options etc, then you will get an error.

And using Marshall with no options at all,
is the same as using Marshall REQ.
These special start features of Marshall is done to make it easier,
and faster to use Marshall from DOS/WB, filemanagers and launchers.

Also the options (including FILE) may change places,
so you could set the options first and filename last etc,
excellent for those dirutils that only put the filename last.

NOTE! When using the REQ option, GUI is also activated.
NOTE! FILE= or FILE may be used, = can be used as a separator.

Example, Shell:> Marshall GUI FILE silly.file
That will do a filecheck then output result in a GUI.

Example2, Shell:> Marshall REQ
Opens the filrequester+GUI.

Example3, Shell:> Marshall FILE=silly.file
Just check the file.

When started from WorkBench, REQ and GUI is activated!
```

Marshall's filerequester also support multiselection.
(hold down the SHIFT key when selecting more than 1 file).
Marshall allows selection or multi-selection from the Tools menu,
just like the Icons/Information menu does =;-D
And as a little extra, the filerequester remember the size & position.
But only as long as Marshall is running, as soon as you quit Marshall,
the size & position is forgotten.
Unless you save that information in the prefs window,
just press the prefs button on the main GUI.
The preference is saved in ENV:sys and ENVARC:sys,
it uses the same fileformat as the rest of the WB prefs files.
The pubscreen name is also saved.
Please note that Tooltype Pubscreen or CLI Pubscreen options override
the prefs Pubscreen name.

Icon ToolTypes are also supported,
so you can start Marshall from WBStartup with the HIDE option.
There is also a APPICON ToolType, that put a icon on your WB,
you may drop or multidrop icons or activate Marshall with it.
And you have a PUB ToolType also, so Marshall can be started from WB
but open on a different screen =;-)
Use the WB menu option: Icon/Information to see the ToolTypes etc.

Just remove the: () on both sides of HIDE or APPICON to enable the option,
if you put Marshall in WBStartup remember to do the same with
the DONOTWAIT option.
To use the PUB option simply add a line like this: PUB="DW Screen0"
or whatever screen you want Marshall to open on.

In DirWork, this is my setup for Marshall (as a button):

    Mars?,uF0----,c:Marshall GUI PUB="DW Screen0"

     /\   /\   /\
    Name ,Options,String

    Oki: Name & Options are for DW only, but the command string is
    for all filemanagers.
    GUI so you get the nice interface and PUB "xxx" so it opens on
    the filemanager screen,
    Anything that is not an option is taken as a filename,
    this is done to make Marshall more usable from even more programs!

(Read your DOS/WB manual for more info on some of the subjects above).

1.8   Marshall v3.0 Guide - More Info

                The test speed of Marshall (including a ascii check) is ca. 2 ←
                    seconds.
Speed is from a A500+ (ECS/A+), 68010/7MHz CPU, 2MB fastram and OS3.1,
If you have a A4000 (AGA) with 68040/50MHz (maybe even a 68060?),
well with that power I'm afraid to think of HOW FAST it is =;-)
NOTE! If you use floppy rather than HardDisk or Ram,
      Marshall may take 3 or 4 seconds.
      On an A1200 it takes ca. 1 second,

on an accelerated A1200 it also takes 1 second, the reason?
The Amiga chipset is getting a bit old and slow these days =:-(

Marshall has got a TriQuad error reporting system!
User error....: Usually you are informed with a line of text!
Dos error.....: A dos error number may also be given sometimes!
Internal error: WARNING, you only get this if it is REALLY serious!
Marshall error: My own error information system!

Read

                Errors
                for more info!

Marshall can also rename the checked file!
This can only be done with the GUI/REQ option or when started from WB!
3 lines of text are shown:
The first is the name of the file,
the second is an advice to what filename extension you should use.
The third line is also the file name, but it can be edited,
when you are done press return and select Change!

With the "DT Test" and "FileID Lib" buttons you can get a,
second AND third oppinion.
DT Test uses the DataTypes.Library and FileID Lib uses the FileID.Library!

The "Mod Info" button is only of use with
MOD (ProTracker type of modules) and MMD0/MMD1/MMD2 (OctaMED/MED modules)!
It will show you extra info like songnames/samplenames (or mod texts),
and size of samples etc!

There is also a MBAI button, see
                Contribution
                 for more info!

When no GUI is used, advised name will also be shown in CLI/Shell!

That's it, oh yes! (when using the REQ option or starting from WB)
You will then get a requester with 4 options:
Hide   - If WB is running, Marshall can be hidden in the Tools menu,
          to return to Marshall just select Marshall in the Tools menu!
AppIcon - If WB is running, Marshall can turn into a Application icon,
          to return to Marshall just double-click the AppIcon!
Prefs   - Preference window!
Quit   - Does what it says!
Check   - Gives you to the filerequester!

The preference window is simple, these are the settings you can change:
The default/current directory!
The placement & size of the ASL filerequester!
The default/current pubscreen that Marshall is using!
When Marshall is started the prefs is loaded, the Path is used
when the ASL filerequester is activated.
The Path is also used as a default path for Marshall,
if you do not wish to save the path and pubscreen then simply
leave the Path and Pubscreen gadgets empty when you save the prefs.
Marshall will then use the path from the CLI or Icon as default path.
Note that Marshall will also try to find the default pubscreen,

this is normaly the Workbench.
If Marshall has problems with the path
then "Ram:" is used as default path.

There is also a sub window in the prefs window,
the MBAI prefs window let you set the default text to be used
in the MBAI window where you report on new fileformats!

Technical info on the marshall.prefs file:
For those who like to make preference editors for everything,
the Marshall prefs file have a very private/custom chunk in it.
It uses the IFF "FORM" "PREFS" fileformat with a "PRHD" header,
and it has a "MARS" chunk.
But this is where the IFF standard ends, instead of using
nested chunks in the MARS chunk, I have simply put the data in this order:

MarshallVersion,MarshallRevision,   (Integer values)
StrLen,AslPath,
StrLen,PubScreen,
AslPosTop,AslPosLeft,AslHeight,AslWidth,   (Integer values)
StrLen,MbaiPath,
StrLen,MbaiName,
StrLen,MbaiEmail,
StrLen,MbaiWww

The StrLen values are a single byte.

So to the IFF standard, the MARS chunk simply hold private/custom data!
Also, the part of the prefs file before the MARS chunk must remain in
the order it is, since Marshall reads the file directly instead of
parsing it with iffparse.library or iff.library
By doing it this way it is very easy to load/save and Marshall don't
rely on a library to start properly.

Note! For those who'd like to include the Marshall pref file in their
      prefs manager, etc, etc.
        Please stick to the layout above, but if you have to add something
        then add it AFTER the MARS chunk (In fact, after the ANNO chunk).
        But remember the IFF styleguide say that a program shall not
        save chunks it does not understand, so Marshall will ignore any
        chunks after the MARS chunk.
        Currently there is only one chunk I strongly advise you to use,
        the ANNO chunk. This chunk is the only extra chunk Marshall uses,
        if Marshall created the prefs file it will contain the string:
        "Marshall PrefsSaver" this tells whatever program that the file
        was saved by Marshall's own routines.
        If any other programs created the prefsfile then the ANNO string,
        MUST contain the name of the Prefs program that created it.
        Marshall will tell the user that the prefsfile was saved by
        another program, and will then ask the user if he really want to
        save over the prefsfile, this is to avoid the loss of any special
        chunks a prefsprogram may have saved.
        The max size of this ANNO chunk is 60 bytes,
        the string may be longer but Marshall will not
        read the remaining text of longer strings.

Future versions of the prefs file will simply add new data after

the ones above, since Marshall 3.0 can only read the info above.
The next Marshall will check the version and revision in the file,
and if it's an older file it will in the case above read only the
same as Marshall 3.0 =;-) But when the prefs are saved the old file is
replaced with the new Marshall prefs file,
so the users don't have to worry about removing/changing prefs files,
ain't I kind =;-)

1.9   Marshall v3.0 Guide - Known Bugs

None, well I haven't found any in Marshall v3.0 that is!

But I think I found one in the Amiga CLI/Shell!

Example: If a filename/commandline ends in a Plus sign "+",
         then CLI/Shell removes it or something (?).
         So if you give Marshall a file name like this:
         Marshall FILE=DF1:File/Test/C++
         then try if possible to use "" like this:
         Marshall FILE="DF1:File/Test/C++"
         May be difficult in some filemanagers!

I'm not shure if this bug or some kind of feature,
or for some special situation or just in OS3.1,
but try to test it like this: Echo C++
See what comes out, if it looks like it crashed/froze just
press return once, the output should be just: C+   (Weird isn't it?)
But if you use: Echo "C++" then everything comes out ok =;-)

1.10   Marshall v3.0 Guide - Author

(Contact me for bugs/suggestions etc.)

Write to: MSI
               Roger Hågensen
               Kolstadflata 35b
               N-7078 SAUPSTAD
               Norway

     Email: "Msi Software <msi@sn.no>"
       WWW: "http://www.sn.no/~msi"

1.11   Marshall v3.0 Guide - Contribution

If you want me to make Marshall identify a new fileformat,
send me a copy of the file (preferably a copy of several files).
If the files are quite large try to chop them, sending me the
first 4096 bytes of the files.
Currently the search buffer of Marshall is 2048 bytes,
but it may be expanded if several files can only be identified

that far into the file, but I don't really want to expand this buffer,
the larger it is the slower Marshall will become.

If possible give me info on special ascii or hex strings & characters,
so I can tell Marshall to look at that spot for the ID!

(Try to give me this: The file(s), position of ID, the ascii or hex ID.)

Important! When Marshall finds a file it does not know,
         a special window is displayed.
         Via this window you may select the button "MBAI",
         then a information requester is shown.
         simply fill out the strings, and save.
         Marshall will save the information you entered,
         in a file called "filename.MINF"
         And also save the search buffer Marshalls uses
         as "filename.MBUF"
         You should then send me these two files,
         they will help me to support the file in a future Marshall!
         Currently the MBAI button is available for each file checked,
         since many text files tend to LOOK like other files,
         but are not. I.e, Marshall is fooled =;-)
         In such cases you may want to use the MBAI button,
         to send me the .MBUF .MINF files,
         so I can correct this if possible!
         At first the MBAI system was planned for Beta versions
         of Marshall, but I decided to include it as an extra =;-)

1.12   Marshall v3.0 Guide - Copyright

Marshall is copyright 1995-1997 by Roger Hågensen (Msi).
This program must not be disassembled/reverse-engineered etc,
nor is the contents of the distribution archive to be changed!
If anyone find an unofficial version or the sourcecode,
then contact me at once, since it's guaranteed to be a fake/hacked.
Or someone have STOLEN the sourcecode,
the sourcecode is a company secret =;-)

For use on coverdisks/cd's etc, send me a copy of the magazine & disk/cd!
     Fred Fish, Aminet CD's and BBS's may distribute Marshall freely
     as long as it's completly UNCHANGED!
     Magazines must send me a FREE COPY of the issue Marshall is on,
     and if you also send me £2 i WILL send you software in the future.
     That also means you will get updates directly,
     free of charge =;-)

     For Shareware/LicenseWare/Semi-Commercial and Commercial usage,
     you MUST contact me for an agreement!
     But if Marshall is used as only a supplement/tool then
     a COMPLETE-FREE-REGISTERED-COPY will be accepted,
     this is a ONE-TIME-LICENSE and updates of the product is expected,
     and information on major versions is requested.
     If you choose too send me major updates, then this is most welcome!
     You will also get updates directly, free of charge =;-)

```
         (Note: New versions of Marshall will be available from my WWW site!)
```

1.13   Marshall v3.0 Guide - Disclaimer

```
 This program is ShareWare (NOT PD), no profit on Marshall is allowed!
 Marshall is distributed AS IT IS, no waranties/guaranties of any kind.
 I am not responsible if this program damages your software/hardware!

 However! This program have been tested and the author use it himself!
 (That's not a lie!) I DO use it all the time,)
 (I even paid a ShareWare fee to myself.)
```

1.14   Marshall v3.0 Guide - History v1.0 - 15628 bytes

```
 v1.0     = "21-May-1995" Initial release!
             Runs from both CLI & WB.
             asl.library used for requester!
             Over 100 files identified!
```

1.15   Marshall v3.0 Guide - History v1.0b - Not official

```
 v1.0b    = "13-June-1995" Unofficial v1.1 (Test version).
             Only one copy has been released (to a friend).
             Wonder how fast it's spread (if at all =;-)
             Changed the layout (CLI/WB) a little!
             Made to work better with DirWork/DOPUS and similar programs!
             Over 178 files identified.
```

1.16   Marshall v3.0 Guide - History v1.1 - 65628 bytes

```
 v1.1     = "2-July-1995" Major release, delayed to add plenty files!
             Some changes on text, internal check structure changed!
             If a file is smaller than the buffer,
             then deeper checks are completly skipped,
             in earlier versions the deeper checks was simply avoided/ignored.
             Checking is done in a 1-1280 way, small checks first and larger
             at the end of the 1280 bytes buffer, speed is a little faster!
             CLI options added: FILE, GUI and REQ.
             ASCII check included, speed remain the same: 1 second =;-)
             Many sourcecodes identified, even AmigaE compiled programs =;-)
             TriQuad error reporting system included!
             Now the filename may be renamed from Marshall,
             and it also gives you an advise on filename extensions too =;-)
             Over 252 files identified!
```

1.17   Marshall v3.0 Guide - History v2.0 - 83376 bytes

```
v2.0    = "1-September-1995" Major release/Major improvements and changes.
          Some NON fatal bugs removed, most likely you never found them!
          Also fixed & updated the doc/history, seems like I forgot to set
          the date at "NOT-YET-1995" Hirr hirr, =;-)
          Improved the FORM/IFF checking,
          now Marshall show you what filetype it is
          even when it don't have any info on it (!).
          Also fixed the font size numbering,
          so now the number of sizes is shown instead of 0.
          Fixed a bug in the 8svx routine, all samplerates now accurate,
          seems like these bugs was born in v1.1 =:-(
          Yeah, Marshall support multi-selection,
          managed to clear my mind just enough to get it done =;-)
          Now the menu GUI pop's up instead of the ASL requester,
          used to be a bit anoying before, when finished checking =;-)
          ToolTypes and AppMenu/AppIcon with multi-selection supported,
          HIDE and APPICON options/ToolType's added,
          Marshall has got a new icon.
          Changed internal structure a bit,
          Marshall now uses a Reverse-Size-Check structure,
          and it's much more accurate, GUI polished!
          Added 6 more errors to TriQuad, AmigaGuide document.
          Over 326 files identified!
```

1.18   Marshall v3.0 Guide - History v3.0 - 150728 bytes

```
v3.0    = "6-January-1997" Major Updates/Corrections/Enhancements/Etc.
          Was a bit tired at the compiling of Marshall II,
          wrong month in both Marshall & Marshall.Guide
          The month should be September instead of October.
          Sorry if some of you got scared it was a fake =;-)
          Edited the Guide a bit, edited some ID'ing in Marshall.
          Marshall's buffer have been increased to 2048 bytes.
          DataType ID routine included (OS 3.0 or later).
          FileID.Library support (FileID.Library 2 or later).
          Sampleinfo on MMD0/MMD1/MMD2/PT/NT/ST tracker modules.
          Added FULL PubScreen support on ALL Marshall windows,
          this mean Marshall can run anywhere (Eeek!)
          The filerequester now remembers size & pos.
          Advanced marshall.prefs file routines & version routines.
          Prefs/MBAI windows and routines added.
          At last the depth of GIF files is displayed.
          Improved PC-Amiga b,a-a,b WORD conversion,
          faster and smaller code,
          checking of depth/width/height on GIF's etc is thus much better.
          The GUI can now be operated directly via the keyboard,
          keyboard activation of all gadgets/strings etc...
          MOD player, Text viewer & IFF viewer routines added.
          Over 380 files identified!
```

1.19   Marshall v3.0 Guide - Trademarks & names

```
Some of the names in this text & Marshall's information,
is the trademarks/logos of several companies/people.

IFF.Library is copyright by: Christian A. Weber
ASL.Library is copyright by: Amiga Technologies
AmigaGuide is copyright by: Amiga Technologies
DataTypes.Library is copyright by: Amiga Technologies
FileID.Library is copyright by: BLOODROCK of SYNDICATE
Workbench is copyright by: Amiga Technologies
Marshall is copyright by:  Msi Software
TriQuad is copyright by: Msi Software
MBAI is copyright by: Msi Software
AmigaE is copyright by: Wouter Van Oortmersen
ProTracker.Library is copyright by: Psilocybe Software


TriQuad "the error reporting system" was created by me,
but feel free to use the idea and name in your own products =;-)
The same goes for MBAI "Marshall Buffer And Info" .MBUF and .MINF files.
```

1.20   Marshall v3.0 Guide - The future

```
In future versions, hopefully even more mods/samps/pics
will have name/samplerate/size & depth etc, included.

I need more file formats/types.
As far as I know, only FileID.Library is better than Marshall v3.0
But it is a library (a good one too), and Marshall is a program.
So Marshall have far more info on most files, and more extras ;-)

I'd like to see Marshall have as many files as FileId.Library,
Marshall is not going to be a replacement for file.libraries,
but rather an alternative for those who can't find the libraries or
programs that use them or simply you need extra info on the files.

Marshall v1.0 was only 15 KB, so there is alot of info/files etc in v3.0,
        and the improvements, and the inventions, and, and, etc, etc. =;-)

If you are one of the people behind any of the filetypes
Marshall identify then why not send me info on that format,
so that I may give even more info on your files in a future
version of Marshall, it makes your users happier =;-)
```

1.21   Marshall v3.0 Guide - To all

```
ILBM's, 8SVX's, GIF's FLI/FLC's all have size, depth, rate or frame info.
I need more info so I can display size etc, on JPEG and other formats.
So please send me some textfiles or letters with info on ANY fileformat!

And to everybody who are making animation programs:
Please use the DPAN chunk in your FORM ANIM files,
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DPaint have been using it for some time now and it's VERY
easy to find the number of frames in the animation!

Also big greetings to the author/father of AmigaE,
I love your LIBRARY option Wouter =;-),
How about a -> OPT VERSIONSTRING='$VER: blabla' <- ???
It's VERY difficult to get the $VER as close as possible
to the beginning of a program!

And a big hello to everyone that makes use of existing fileformats:
like FORM's (IFF's) and also those who uses a logical ID on their files,
unlike some files like modules, mpeg and other files,
that DON'T have a fileformat but is just a file (?)

Please keep your fileID's on a FIXED location
at the beginning of your files,
maybe among the first 40 bytes of a file =;-)
(IFF-FORM style prefered!)
A lot easier to ID them then =;-)

Amiga forewer! (Go VIScorp!) - And don't brake the Laws of the files,
Marshall have already captured 380 files =;-D

1.22   Marshall v3.0 Guide - TriQuad - The error reporting system

Marshall's TriQuad error reporting system!

User error: Tells you the error in plain english (DOS style)!

DOS error: Gives you a DOS error code,
           see your DOS manual for information on these codes!

Internal error: Hopefully you will never get this one,
                but if you do, report this error to me!

Marshall error: Not only errors, but also faults, information etc.
                In most of the cases Marshall will continue to work.
                If used from WB and you select a non-existing file,
                you will get a "Marshall error: 08"
                If you click cancel in the filerequester,
                you will in the GUI see "Error: xx"
                The previous error is always shown!

Marshall error is mainly for bug finding etc,
but you benefit from it to, plus you can report this error to me
if Marshall fail to work correctly!

These are the Marshall v3.0 errors:
00 - No error!
01 - Kickstart v37 or higher required!
02 - Can't get a lock on wbargs!
03 - Can't open filerequester!
04 - Can't open asl.library/v37 or higher required!
05 - Can't add MenuItem!
06 - Can't create MsgPort! (HIDE)

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07 - Can't open workbench.library/v37 or higher required! (HIDE)
08 - Can't open file! (filerequester)
09 - File not found! (filerequester)
10 - Can't open file! (CLI/SHELL)
11 - You forgot the filename, REQ was taken as a file and not as a option!
12 - You forgot the filename, GUI was taken as a file and not as a option!
13 - You used Marshall ? for template and pressed return with no arguments!
14 - File not found! (CLI/SHELL)
15 - Bad argument, you used a non existing argument/option!
16 - Can't rename file!
17 - Failed to read info about available fontsizes!
18 - Failed to find ViewMode info! (ILBM:size,height,depth)
19 - Failed to read BitMapHeaDer! (Can't check for ILBM:ViewMode)
20 - Can't open iff.library/v22 or higher required! (Can't check ILBM/ANIM)
21 - Failed to find VoiceHeaDeR! (Can't check samplerate)
22 - Can't open icon! (ToolTypes)
23 - Can't open icon.library/v37 or higer required! (ToolTypes)
24 - Can't create MsgPort! (AppIcon)
25 - Can't make AppIcon!
26 - Can't open Icon! (AppIcon)
27 - Failed to find ViewMode info! (ANIM:size,height,depth)
28 - Failed to read BitMapHeaDer! (Can't check for ANIM:ViewMode)
29 - Can't open workbench.library/v37 or higher required! (AppIcon)
30 - Can't open icon.library/v37 or higher required! (AppIcon)
31 - Unknown check error!
32 - Unknown DataTypes error!
33 - OS to old, Kickstart v39 (OS 3.0) or later needed!
34 - Can't open datatypes.library/v39 or higher required!
35 - Failed to get a Lock() on file!
36 - DataTypes failed!
37 - Unknown fileid.library error!
38 - Can't open fileid.library/v2 or higher required!
39 - Failed to allocate fileid structure!
40 - Failed to get fileid info!
41 - Unkown ModInfo error!
42 - File not found!
43 - Not enough memory!
44 - Failed to open file!
```