

in

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Chapter 1

in

1.1 Cruncher Guide

Cruncher V1.4

=====

Cruncher is a file cruncher which can crunch in a number of different formats. Cruncher is designed to be used to crunch files which can then be viewed using another one of my programs, XPKGuide.

System Requirements

Installation

Supported Crunchers

Usage

ARexx commands

History

Future

Copyright

Author

1.2 System Requirements

Cruncher requires Kickstart 2.04 or higher.

You also need asl.library installed.

You need to have rexxsyslib.library installed if you want to be able to use Crunchers ARexx interface.

Cruncher can also use the following libraries:

```
CrM.library    V4 or higher  (not supplied)
lh.library     V1 or higher  (supplied)
powerpacker.library V35 or higher (supplied)
xpkmaster.library V2 or higher  (supplied)
```

If you have CrM.library installed then you will be able to crunch files using the CrunchMania compressor.

If you have powerpacker.library installed then you will be able to crunch files using the PowerPacker compressor.

If you have the xpkmaster.library installed then you will be able to crunch files using any of the available XPK compressors.

If you have lh.library you will be able crunch files using the lh.library. The files which are created are exactly the same as are produced by the tools LhEncode and LhDecode which are supplied with the lh.library package.

And you will always (depending on memory ;-)) be able to crunch files using the P-Compress compression.

1.3 usage

Cruncher can be run either from the Shell or from Workbench.

Cruncher takes no parameters at the moment (perhaps in the future).

Once Cruncher has opened its window, you will see a list of available crunchers on the bottom left of the screen. You must select the cruncher which you want to use. After that, if the cruncher has an adjustable efficiency then you are able to alter it. Each time you click on a cruncher a brief description of it will be displayed.

Then you must select the file which you want to crunch, you can do this either by clicking on the file requester gadget next to the string gadget, by selecting "Select source file" in the Files menu or by typing it into the string gadget.

The same also goes for the destination file, except that you are able to just select a destination directory and the file will be saved to the destination directory with the same file name as it currently has.

If you leave the destination gadget completely empty, then the old (uncrunched) file will be overwritten with the new (crunched) file.

Then you have to click on the Crunch gadget which will cause Cruncher to start crunching the file. The only exception to this is if you have selected the CrunchMania cruncher, in this case a preferences window will be brought up to allow you to select various options for crunching using the CrunchMania cruncher. If you are crunching anything which is mainly made up of 8 bit samples, then you will get better compression than you would otherwise.

While the file is being crunched, you will see a progress report in the titlebar of the window unless you are crunching using the LhLib cruncher.

1.4 Cruncher Program History

Cruncher v1.4 (30 September) 35576 bytes

=====

- * Now remembers the position of the CrunchMania preference window each time it is opened.
- * Cruncher can now crunch P-Compress files.

Cruncher v1.3 (23 September 1994) 31432 bytes

=====

- * Now uses about half as much memory when crunching files using the CrunchMania cruncher.
- * PowerPacker and CrunchMania progress reports are now correct.
- * Altered progress report so that you don't get any ridiculous crunch factor at first (when 0% has been done) when using the CrunchMania cruncher.

Cruncher v1.2 (12 September 1994) 31552 bytes

=====

- * Fixed version string.
- * Can now write crunched file over uncrunched file.
- * Now displays a progress report for all crunchers except for the LhLib cruncher, there is none for this as it is impossible unless the library is rewritten.
- * Now if destination gadget is left blank, source file is overwritten with the crunched file.

Cruncher v1.1 (5 September 1994) 27372 bytes

=====

- * Fixed problem with busy pointer under Kickstart 2.
- * Now closes the CrM.library.
- * Added an ARexx interface.
- * The CrunchMania Prefs window now remembers the settings.
- * Cruncher now doesn't crash on 68000 and 68010 Amigas, my compiler added some 68020 instruction for some reason!?!

Cruncher v1.0 (31 August 1994) 17460 bytes

=====

Initial release

1.5 About the Author

Cruncher was written by:

Simon Dick

My address is:

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or from 2 October 1994 to the end of June 1995 during term time:

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England

Cruncher was developed on an A1200, 80MB hard drive running Workbench 3.0.
Cruncher's GUI was designed using GadToolsBox 2.0c.
Cruncher was compiled using DICE V3.0.

This documentation was written using EdWord Pro.

If you have any suggestions, bug reports, questions, spare money, etc.
then feel free to write to me. I will do my best to reply as long as you
supply return postage (preferably IRC's).

1.6 Copyright Information

Cruncher is © 1994 Simon Dick

Cruncher is Freeware, which basically means that I retain the copyright to
Cruncher, but I am allowing anybody to freely give copies of this program
to all of their friends (or even enemies if they think that Cruncher is
that bad ;-).

If you are distributing Cruncher in any way, you must distribute the whole
package unmodified and including all of the following files:

Cruncher
Cruncher.info
Cruncher.guide
Cruncher.guide.info
libs/xpkmaster.library
libs/powerpacker.library
libs/lh.library

The exception to this is the xpkmaster.library, powerpacker.library and
lh.library files, if there is a later version released, then feel free
to replace the version I supplied with the new version before giving it
to anyone.

I am not responsible for any damage which may occur to your data, computer
or anything else either directly or indirectly due to you using Cruncher.
But if you do have any problems with Cruncher, please contact me and I
will try to help you.

powerpacker.library is Copyright (c) Nico François
lh.library is Copyright (c) Holger P. Krekel & Olaf 'Olsen' Barthel.
The P-Compress cruncher module is (c) Chas A. Wyndham.

1.7 installation

In order to install Cruncher, you first need to copy at least one of the cruncher libraries supplied to your LIBS: drawer. This can easily be done by using the supplied InstallLibs script. You then just drag the main Cruncher program wherever you want to put it.

1.8 future

Possible future additions to Cruncher

=====

- * Support any other crunchers. If you know of any you would like me to support, then please could you write to me, preferably with details of how I can crunch the files.
- * Batch processing a number of files.
- * Support crunching using a password.
- * Anything you suggest (within reason naturally).

1.9 Supported Crunchers

At the moment XPKGGuide supports the following crunchers:

- P-Compress You don't need any special library installed to be able to use the P-Compress cruncher.
- CrunchMania To be able to crunch files using the CrunchMania cruncher, you need to have the CrM.library version 4 or higher installed.
- lh.library Cruncher produces files crunched using the lh.library which are compatible with the LhEncode and LhDecode programs which were supplied with the main lh.library package. This is on Fish Disk 436.
- PowerPacker To crunch files using the PowerPacker compressors you will need to have the powerpacker.library version 35 or higher installed.
- Any XPK sublibrary You need to have the xpkmaster.library installed in order to be able to crunch any XPK files. You also need at least one cruncher library.

I have only used standard compression formats, I haven't dreamed up any new variations.

1.10 ARexx Commands

Crunchers ARexx port basename is CRUNCHER. This means that the first copy of Cruncher which you run will have the port name CRUNCHER.01, the second

will have the port name CRUNCHER.02, etc. up to CRUNCHER.99.

Here is a list of the supported ARexx commands:

ABOUT
CRMHUFF
CRMNORMAL
CRMNOSAMPLE
CRMSAMPLE
CRUNCH
CRUNCHMANIA
DEST
EFFICIENCY
LHLIB
PCOMPRESS
POWERPACKER
SOURCE
QUIT
XPK

1.11 ARexx Command: ABOUT

This option brings up the about requester and waits for the user to close it before continuing.

1.12 ARexx Command: CRMHUFF

This command tells Cruncher to use the CrunchMania LZH crunch ↔ routine instead of the normal one if you try to crunch using the CrunchMania compressor. The LZH crunch routine produces smaller files than the normal cruncher, but is also slower at decrunching.

See also:

CRMNORMAL
,
CRMNOSAMPLE

```
,  
CRMSAMPLE  
,  
CRUNCHMANIA
```

1.13 ARexx Command: CRMNORMAL

This command tells Cruncher to use the normal CrunchMania cruncher \leftrightarrow instead of the LZH cruncher if you try to crunch using the CrunchMania cruncher. The normal CrunchMania cruncher can be decrunched faster than the LZH cruncher, but also produces larger files than the LZH cruncher.

See also:

```
CRMHUFF  
,  
CRMNOSAMPLE  
,  
CRMSAMPLE  
,  
CRUNCHMANIA
```

1.14 ARexx Command: CRMNOSAMPLE

This command tells Cruncher to not use CrunchManias sound sample crunching mode when crunching any files with the CrunchMania cruncher. This gives better results when not crunching samples than when the sample cruncher mode is active. This mode can be used with either the normal CrunchMania cruncher or the LZH CrunchMania cruncher.

See also

```
CRMHUFF  
,  
CRMNORMAL  
,  
CRMSAMPLE  
,  
CRUNCHMANIA
```

1.15 ARexx Command: CRMSAMPLE

This command tells Cruncher to use CrunchManias special sound \leftrightarrow sample crunching mode when crunching any files with the CrunchMania cruncher. This gives better results when you are crunching any files which contain a lot of samples than if you crunching the files without the sample mode active. This mode can be used with either the normal CrunchMania cruncher or the LZH CrunchMania cruncher.

See also

```
CRMHUFF
,
CRMNORMAL
,
CRMNOSAMPLE
,
CRUNCHMANIA
```

1.16 ARexx Command: CRUNCH

This command does the same as the user pressing the Crunch gadget \leftrightarrow in the main window. The only difference is that where the CrunchMania preferences window normally comes up if you have the CrunchMania cruncher selected, the window isn't opened, but instead the current settings are used. The current settings can be altered using the CRMHUFF, CRMNOSAMPLE and CRMSAMPLE ARexx commands.

1.17 ARexx Command: CRUNCHMANIA

This command tells Cruncher to select the CrunchMania compressor \leftrightarrow as the current cruncher if it is available. If the CrM.library isn't available then this command returns 10 in RC.

See also:

```
CRMHUFF
,
CRMNORMAL
,
CRMNOSAMPLE
,
CRMSAMPLE
,
LHLIB
,
POWERPACKER
,
PCOMPRESS
,
XPK
```

1.18 ARexx Command: DEST

This command allows you to specify what file you want Cruncher to write the crunched packed file to. You can also specify a directory, in this case the file will keep its current name but will be put in the destination directory. If you do give any arguments then that will be put in the filename gadget automatically. If you are giving a filename then you will probably need to put quotes around it as in the following example:

```
DEST 'Ram Disk:A File'
```

This will put the string "Ram Disk:A File" in the filename gadget without including the quotes.

See also:

```
SOURCE
```

1.19 ARexx Command: EFFICIENCY

This command allows you to select the efficiency of the compression, it goes from 0 up to 100 with 100 being the best compression and usually the slowest. Here is how the efficiency number relates to PowerPackers compression modes:

```
From To Mode
=====
0 20 Fast
21 40 Mediocre
41 60 Good
61 80 Very good
81 100 Best
```

The CrunchMania and LhLib crunchers don't support different efficiencies. Some XPK crunchers support different efficiencies while others don't so if you use this command, if the selected cruncher supports it, the crunching mode will be changed otherwise the command will just be ignored.

1.20 ARexx Command: LHLIB

This command tells Cruncher to select the lh.library compressor as the current cruncher if it is available. If it isn't available then the command returns 10 in RC.

See also:

```
CRUNCHMANIA
,
POWERPACKER
,
PCOMPRESS
,
XPK
```

1.21 rexx_pcompress

This command tells Cruncher to select the P-Compress compressor as ←
the
current cruncher.

See also:

```
CRUNCHMANIA
'
LHLIB
'
POWERPACKER
```

1.22 ARexx Command: POWERPACKER

This command tells Cruncher to select the PowerPacker compressor ←
as the
current cruncher if it is available. If the powerpacker.library isn't
available then the command returns 10 in RC.

See also:

```
CRUNCHMANIA
'
LHLIB
'
PCOMPRESS
'
XPK
```

1.23 ARexx Command: SOURCE

This command allows you to specify which file you want Cruncher to ←
crunch.

If you don't specify any arguments then a file requester will be brought
up to allow the user to select a file.

If you do give any arguments then that will be put in the filename gadget
automatically. If you are giving a filename then you will probably need to
put quotes around it as in the following example:

```
SOURCE 'Ram Disk:A File'
```

This will put the string "Ram Disk:A File" in the filename gadget without
including the quotes.

See also:

```
DEST
```

1.24 ARexx Command: QUIT

This command tells Cruncher to quit. No requester is brought up to ask the user if they are sure they want to quit.

1.25 ARexx Command: XPK

This command allows you to select an XPK cruncher. You have to ↔ supply the name of the XPK cruncher after the XPK, e.g. "XPK NUKE". The case of the cruncher name doesn't matter. If you don't have the XPK cruncher installed then this command will return 10 in RC.

See also:

```
CRUNCHMANIA
/
LHLIB
/
PCOMPRESS
/
POWERPACKER
```