

**Iha**

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# Chapter 1

## lha

### 1.1 index

- 1 Introduction
- 2 Reference guide
- 3 Acknowledgements
- 4 History
- 5 TODO

### 1.2 LhA User's Guide

April 1999

```
###      ###      #####
##       ##       ###  ##
##       ##       ##   ###
##       #####   #####
##       ## ###  ##   ##
###  ##  ##  ##  ##   ##
#####  ###   ###  ###  ###
```

Written by Stefan Boberg

---

Currently Maintained by Jim Cooper

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David Tritscher <petrol@rabble.uow.edu.au>

## 1.3 Introduction

LhA is a powerful archiver for the Amiga computer. It is ↔  
fully  
compatible with LHA for MSDOS systems and LhArc for MSDOS, Amiga and  
\*NIX. It is also compatible with LhArcA, LZ and LhArc for the Amiga.  
LhA sports fast compression and decompression and has several commands  
and options not found in any other currently available archiver for the  
Amiga.

- 1.1 About the manual
- 1.2 System requirements
- 1.4 Terminology
- 1.5 LhA - what is it?
- 1.6 What is a file archiver anyway?
- 1.8 Compatibility and Amiga-specific features
- 1.9 About the author, program history and future

## 1.4 About the manual

The manual is divided into two main sections, the first section (this one) contains miscellaneous information related to the program. The second section is a reference section, where all commands and options are explained thoroughly.

## 1.5 System requirements

LhA will run on any Amiga system with at least 512KB RAM and one diskdrive, though 1MB RAM and two diskdrives or harddrive is recommended to get the most out of LhA. LhA will run on any KickStart from version 2.0 and up.

---



## 1.6 Terminology

ARCHIVE - An archive is a file containing one or more files in a compressed or non-compressed state and related information like file names, last modification date/time, filenotes etc.

COMPRESSION - The process of encoding redundant information into data requiring less storage space. There are a multitude of ways you can do this in. LhA uses a modified version of Lempel-Ziv compression with block-adaptive Huffman coding and a dictionary size of up to 32768 characters.

COMPRESSION RATIO - The compression ratio figures reported by LhA are calculated as follows:  $\text{ratio} = (1 - (\text{CompressedSize}) / (\text{OriginalSize})) * 100$ . E.g. what percentage of the file was GAINED. Other archivers may use other methods. LHA and ARJ for MS-DOS, for example, calculate the ratio as:  $\text{ratio} = (\text{CompressedSize}) / (\text{OriginalSize})$ , e.g. how large the compressed file is compared to the original file. ( $\text{MSDOSratio} = 1 - (\text{ADOSratio}/100)$ ). The higher the LhA compression ratio, the better the compression. Most Amiga archivers use the same ratio calculation method.

CRC - CRC stands for 'Cyclic Redundancy Check'. It is a relatively sophisticated method of checking data integrity. The version used in LhA is a 16-bit CRC.

EXTRACTION or DECOMPRESSION - The process of recreating the exact information that was previously compressed (file contents, modification date, filenotes, protection flags, directory structure etc.)

SELF-EXTRACTION MODULE (SFX-Module) - This is an archive that is an executable file capable of extracting self-contained files.

## 1.7 LhA - what is it?

The primary goal of LhA is to provide the Amiga community with a fast, efficient and reliable file archiver. LhA creates and processes archive files with the '.lha' suffix, and is fully compatible with both MSDOS LhArc and MSDOS LhA, as well as the \*NIX LhA, and older LhA/LhArc archivers on most platforms. It handles both the old LhArc-style compression (-lh1-, -lh0-) and LhA-style (-lh6-, -lh5-, -lh4-).

## 1.8 What is a file archiver anyway?

A file archiver, as the name implies, archives files. It collects the files you specify and stores them all in a single archive-file. Almost all file archivers (including LhA) also compress the files before putting them in the archive-file, so that they occupy less disk space. When you wish to retrieve some file from the archive, the archiver decompresses the file and restores its file attributes (Last modification date, time, file comments, protection status etc.). A file archiver can usually also process archive files in different ways, for

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instance delete files, freshen files, print files etc. See the 'ARCHIVER COMMANDS' section of this manual for an explanation of the different actions LhA is capable of performing.

The most common use for a file archiver is for transferring several related files via modem. It would be a very tedious and cumbersome task to transfer, for instance, every single source file of a big project separately, so why not put them all into one single file? This is where the file archiver comes in; we simply feed the archiver all the files we wish to transmit, then transfer the single archive-file the archiver then creates! After the transfer the receiver just has to use the archiver to extract all files from the archive-file onto his/her harddisk (or floppy). Also, if the files were compressed by the archiver, it would take less time to transfer the files as well, which means the phonecall will cost us less. There are of course other uses for a file archiver, you can use it as a harddisk-backup program for example (if you have another harddisk partition to put the archive file on..), and you can use it to stuff away files you don't use very often, and then when you want to use them you simply extract the files from the archive, and then delete them when you're finished (saves disk space). Some people use LhA to make automatic backups of source code for various projects.

The file compression methods vary from very simple, less effective, and fast (Run-Length Encoding, RLE, for instance), to complex, effective and relatively time-consuming methods (Lempel-Ziv-Huffman, LZHUF, as used in LhA). The method used in LZH-Archivers (LZHUF) is to date probably the best algorithm used in an archiver. There are other similar methods, like ZIP, but they are not as good. Even though the files become smaller you don't lose any information when compressing them, the information is just stored in a different way. Basically, redundant (repeated) information is replaced with a pointer to some other part of the file, where this information is located. For example in this text the word 'archive' appears at several places, this is an example of redundant data. Simply put, if a file compressor was to compress this file it would let the first occurrence of 'archive' remain unchanged, and then it would replace all other occurrences of 'archive' with a pointer to the first one. When decompressing the file, the archiver uses these pointers to restore the file to its original state.

Files which have already been compressed with one technique can generally not be compressed any further by feeding them to the same file compressing program again (If that had been possible, modem transfers would have been a lot cheaper :), since the redundant information has already been eliminated. It is possible though to compress files output by certain compressors (RunLength-Encoders for example) further by feeding them to a program that uses another method (like LZHUF), since they eliminate different kinds of redundant information.

## 1.9 Compatibility and Amiga-specific features

LhA is aimed at full compatibility with LHA V2.55 for MS-DOS, which is an improvement of the original LhArc V1.13. LhA is also compatible with LhArc, LhArcA and LZ for the Amiga computer. However, LhArc and LhArcA cannot process any archives with headers of level 1 or 2, or files

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compressed with the new LHA compression types (-lh5- or -lh6-). LZ 1.92 cannot process archives with headers of level 2, or using the newest compression type (-lh6-). LHA V2.55 can process all archives created by LhA for the Amiga.

## 1.10 About the author, program history and future

(Stefan's original data)

I, Stefan Boberg - the author of the programs in the LhA family, am 19 years old and currently studying 'applied physics and electrical engineering', first year, at the Linköping Institute of Technology. I started working on LhA mainly because I thought there was no real good archiver for the Amiga, the ones that existed at the time (June 1991) I began work on it were either too slow, had loose compression ratios or were bugged/crippled so that they could not do what I needed an archiver to do. I use archivers mainly to back up sources for my various programming projects automatically, and I also use it a lot to just decompress archives from bulletin board systems and computer networks. Another reason for doing it was to earn a little extra money, which I badly need, being a poor student with a small allowance.. :)

(Jim Cooper's blurbage)

I, Jim Cooper, started asking Stefan about the LhA source code since he stopped working on it long ago. He finally sent it to me, probably just to stop my nagging! :-)

In any case, I have decided to release it to the Amiga community for free. No more registrations necessary. This is the complete version of LhA, equivalent to the former "registered" version. I may or may not release the source, as well, at a later date. Not decided, yet.

After v1.98, I coerced David Tritscher into helping me with the code, as he is quite good at the low-level compression routines, etc.

If you find bugs, let me know, and I'll try to fix 'em. Maybe not immediately, since I do have a "day job," but I'll try to keep it working as best I can.

Enjoy.

## 1.11 Reference guide

This section of the manual is intended to be used mostly as a ↔  
reference

guide when you want to know exactly how a certain option or command works. If you haven't used LhA before (but used other archivers), you should at least glance through the descriptions of all the commands and options to get an idea of what LhA can do.

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- 2.1 Command line syntax
- 2.2 Environment variables
- 2.3 Pattern matching
- 2.4 Commands
- 2.5 Options
- 2.6 Autoshow files
- 2.7 Residentability
- 2.8 Multi-volume archives
- 2.9 A bit about headers
- 2.10 Some tips for archiving efficiently
- 2.11 Using as little memory as possible
- 2.12 Creating fully MS-DOS compatible archives
- 2.13 Recovering data from corrupt archives

## 1.12 Command line syntax

The command line syntax is as follows:

```
LhA [-options] <Command> <Archive> [[HomeDir] FileSpec] [@file]
[destdir]
```

The items in square brackets are optional, and the items in angle brackets are mandatory. Read the following sections for exact information on the various items.

- 2.1.1 Specifying options
  - 2.1.2 Specifying commands
  - 2.1.3 Specifying archives
  - 2.1.4 Specifying action files
  - 2.1.5 Home directories
  - 2.1.6 Recursive file collection
  - 2.1.7 Specifying destination directory
  - 2.1.8 '@'-files
  - 2.1.9 LhA limitations
-

### 2.1.10 Obsolete options

## 1.13 Specifying options

Unlike other archivers, LhA lets you specify options anywhere on the command line. The option specifier is '-' (dash), any items on the command line that begins with this character are considered to be option switches. If you want to specify a filename or something else that begins with a '-' character, enclose the name in double quotes or use double dashes. For example, to specify a filename of '-minus', you could write either '"-minus"' or '--minus'.

If you write '-o' the option 'o' is enabled regardless of its initial state. If you want to disable an option, append a '0' (zero) after the option, like in '-o0'. If an option is followed by any other numeric character than '0', the option is enabled.

You can specify multiple options without having a dash in front of every option character. An example would be '-ox0m', which would enable option 'o', disable option 'x' and enable option 'm'. The only exception is options taking multi-digit numeric arguments, which must be followed by whitespace and another dash if you want to specify more options (like in '-b32 -ox0m').

## 1.14 Specifying commands

The first non-option argument on the command line MUST be the command specifier. The commands are case-insensitive ('l' means the same thing as 'L'), and only the first character of the argument is considered (except for the 'vv' command), so you may use verbose commands such as 'list' or 'add' instead of 'l' and 'a', respectively.

## 1.15 Specifying archives

The archive specification must be the second non-option argument (the first being the command specification). In most cases you can specify a pattern here. The exception being the 'm' (move files to archive) command.

## 1.16 Specifying action files

The action files are specified after the archive specification. The action file specifications may include pattern matching tokens. Note that, as all other file specifications in LhA, action file specifications may contain wildcards for directory names as well - 'hd:\*/\*/dir/\*.h' is valid, for example.

## NOTE

If you do not specify any action files, LhA assumes that you wish to act upon all files in the archive or in the current directory.

## 1.17 Home directories

Home directories is a new concept introduced with LhA, it provides an easy way of specifying what parts of pathnames that should be preserved in the archive. It can also be used to simplify specifications of mutiple files in the same directory. It is perhaps best explained with a couple of examples:

## EXAMPLE

Example 1:

```
lha -x a newarc dh0:files/ file1 dir1/file2 dir2/file3
dh0:files2/ *.c
```

This would add the following files to 'newarc.lha':

Added file(s)	Stored as
-----	-----
dh0:files/file1	file1
dh0:files/dir1/file2	dir1/file2
dh0:files/dir2/file3	dir2/file3
dh0:files2/*.c	*.c

Example 2:

```
lha -r a newarc hd:tmp/ *.c *.h hd:px/ *.s *.snd *.iff
```

This would add all '.c' and '.h' files in 'hd:tmp' and it's subdirectories, storing pathnames, but excluding the 'hd:tmp' part. For instance, the file 'hd:tmp/src/foo/arargh.c' would be stored in the archive with the name 'src/foo/arargh.c'. Additionally, all '.s', '.snd' and '.iff' files in 'hd:px' and its subdirectories will be added, excluding the 'hd:px/' part of the name.

Homedir specifications must end in '/' or ':', otherwise they won't be recognized as such.

Homedir specifications may contain wildcards and other pattern matching tokens.

## NOTE

You are not supposed to include the home directory name in the action file specifications after the home directory spec. I.e. you should not enter 'devs:printers/ devs:printers/\*HP\*', but 'devs:printers/ \*HP\*' is correct.

The home directory remains active for the rest of the command line or until the next home directory specification. If you want to set the home directory to the current directory (as it is from the beginning), use a single slash ('/') as a home directory specification. This means you cannot use a single slash to specify the parent directory, to do this you will have to add an additional slash ('//' means parent directory, '///' the parent's parent directory and so on).

## 1.18 Recursive file collection

When collecting files recursively (by using the `-r` option with `a` or `u` commands), action file specs are treated somewhat differently. Home directories work the same way as usual. In recursive file collection mode, the last node of the action file specification (i.e. the file name part) is used as a pattern that is compared to all files in the specified directory and its subdirectories. Some examples to hopefully clarify the somewhat fuzzy description:

### EXAMPLE

Example 1:

```
lha -r a myarc *
```

This will add all files in the current directory and its subdirectories to 'myarc.lha'.

Example 2:

```
lha -r a myarc *.c *.cpp
```

Will add all '.c' and '.cpp' files in the current directory and its subdirectories to 'myarc.lha'.

Example 3:

```
lha -r a myarc ram:work/* hd:tmp/*.c
```

Will add all files in 'ram:work' and its subdirectories - as well as all '.c' files in 'hd:tmp' and its subdirectories - to 'myarc.lha'. The full pathnames will be stored (excluding the device specification of course).

Example 4:

```
lha -r a myarc ram:work/ * hd:tmp/ *.c
```

Will do exactly the same as example 3, but LhA will not store the 'ram:work/' and 'hd:tmp/' parts of the filenames in the archive. (Because of the home directory specifications).

---

Example 5:

```
lha -r a myarc ram:dir1 ram:makefile
```

Will archive all files in the directory 'dir1' and its subdirectories, as well as the file 'ram:makefile'.

Example 6:

```
lha -r a myarc ram:dir1 ram:(makefile)
```

Will do almost the same as example 5, but will archive ALL 'makefile's in ram: and all it's subdirectories (because of the parentheses - see note below).

#### NOTE

Explicitly specified directories (explicitly = without pattern matching) will be treated as 'dirname/\*', i.e. all files in the directory and it's subdirs will be archived. Explicitly specified files will only be looked for in the current home directory, unless the filename is enclosed in parentheses, in which case the file will be looked for recursively. I have chosen to implement it this way because LhA can then be used better together with directory utilities such as Browser or DirectoryOpus.

## 1.19 Specifying destination directory

You can optionally specify a destination directory for the files written by the extract commands by writing the desired directory name anywhere after the archive name on the command line. If no destination directory is specified, LhA will use the current directory as the destination. The destination directory specification must end in ':' or '/', just like home directory specifications, or LhA would not be able to distinguish directory names from action file specs.

#### EXAMPLE

```
'lha x corpus ram:' would extract the contents of 'corpus.lzh' to ram:.
```

```
'lha x project *.c dl:tmp/' would extract the contents of 'project.lzh' to the 'dl:tmp' directory.
```

and so would 'lha x project dl:tmp/ \*.c'.

#### NOTE

You can specify a directory that does not already exist as the destination, LhA will automatically create the directory for you (without asking first).

---



## 1.20 '@'-files

'@'-files are files that are treated as if their contents were written on the command line. They can be used to specify files, options, commands and anything else can be specified on the command line. An example would be the command `'lha -r e arc.lzh *.*[chas] @filelist ram:'`, which would extract all files matching `'*.[chas]'` or the files listed in `'filelist'` to `ram:.` Carriage returns and linefeeds in '@'-files are treated as whitespace.

## 1.21 LhA limitations

LhA has been written to be as flexible as possible, but there are some limitations that you should be aware of as a user.

- o LhA pathnames are currently limited to 255 characters. If you exceed this limit behaviour is undefined. User reports indicate that AmigaDOS does not handle pathnames with more than 180-190 characters properly.
- o When headers of level 0 are used, filenotes may not be longer than `230-{filename length (including path)}` characters. With header level 1 or 2 filenotes may be up to 255 characters (AmigaDOS currently only supports filenotes of max 80 characters so this should not be any problem except with exceptionally long filenames and paths).
- o The number of files in an archive files are only limited by available disk space. The size of an archive must not exceed 2.147.483.648 bytes (2 Gigabytes); LhA will get VERY confused.
- o The number of arguments on the command line is only limited by available RAM and the used shell.
- o The allowed number of wildcard-matched files is only limited by available RAM. Any number of files may be extracted or added to an archive in one go.
- o Level 2 headers must not be longer than 1024 characters, or LhA will not be able to process them.
- o Currently LhA only handles multivolume archives with a maximum of 100 volumes. If you create archives with more than this number of volumes, behaviour is undefined.

## 1.22 Obsolete options

These options are still accepted by LhA, for compatibility with older scripts, etc., but they are ignored. ↵

- '-1' Use LhA compression (-lh4-)
- '-g' Garble with password

```
`-U' Set update interval
`-v' Set compression speed
```

-lh4- compression is no longer supported. -lh4- extraction is, and probably always will be, supported, for compatibility with older archives.

If you are transferring an archive to a system which doesn't support -lh5- or -lh6-, use the  
-0  
option.

As for the '-g' option... it was never implemented or documented. If you need to prevent casual access of your archives, we recommend using PGP.

## 1.23 Environment variables

LhA supports both local and global environment variables. Upon startup LhA looks for the environment variable 'LHAOPTS' and includes this as if it had been typed on the command line directly after the 'LhA' command name. If you don't want to use the settings from the environment variable, use the '-I' switch.

### EXAMPLE

If you set LHAOPTS to '-N -b64' with the following command:

```
1> setenv LHAOPTS -N -b64
```

LhA would not display any file-progress indicator and use a 64K I/O buffer for all following invocations until the machine is reset or LHAOPTS is changed. If you want to set some default options that should survive reset and power off, use the environment variable name 'ENVARC:LHAOPTS' instead, like in:

```
1> setenv ENVARC:LHAOPTS -b64
```

This would cause the environment variable LHAOPTS to be set to '-b64' whenever the machine is rebooted.

## 1.24 Pattern matching

This section describes how LhA handles pattern matching and file collection. For a discussion on what commands will accept file patterns, please refer to section 2.1 (Command line syntax).

Pattern matching in LhA is always case-insensitive. (i.e. it doesn't matter if you write names in upper- or lowercase, 'a' will match both 'a' and 'A'.)

2.3.0 Exactly what is pattern matching anyway?

2.3.1 Accepted pattern tokens

2.3.2 National characters

## 1.25 Exactly what is pattern matching anyway?

Pattern matching is a means of specifying several files in an elegant and relatively straightforward manner. Instead of just lining up all the file names you would like to work on on the command line (which can be very tedious when a lot of files are involved) you can use a technique called 'pattern matching'. With this technique you - as the name implies - use the fact that the names of the files you wish to work on often share certain characteristics. For example, the names of files containing C-source almost always end in '.c', so if you would like to add all C-source files in the current directory you could take advantage of this fact by specifying a pattern to that matches these files (in this case such a pattern would be '\*.c'). Exactly how these patterns are built up are explained in section 2.3.1 forward. Also read the sections explaining 'how to specify action files' and 'how to specify archive files'.

## 1.26 Accepted pattern tokens

LhA accepts all valid KickStart 2.x+ pattern tokens.

In the explanations that follow, the term 'expression' means either a single token or character (such as 'x' or '?'), or an alternation (such as '(ab|cd|ef)'), or a character class (such as '[a-z,A-Z]').

2.3.1.1 Question mark (?)

2.3.1.2 Star/Asterisk (\*)

2.3.1.3 Hash mark (#)

2.3.1.4 Square brackets ([ ])

2.3.1.5 Parentheses and the vertical bar

2.3.1.6 Tilde (~)

2.3.1.7 Percent sign (%)

2.3.1.8 Apostrophe (')

## 1.27 Question mark (?)

The question mark matches any one `_single_` character. The question mark is sometimes also referred to as the `'wildchar'`.

### EXAMPLE

`'d?'` : matches all two-letter names beginning with a `'d'` character. For example `'dm'` or `'d8'`.

`'ab?d'` : matches all four-letter names beginning with `'ab'` and ending in `'d'`. For example `'abcd'`, `'abad'` and `'ab_d'` but not `'abd'` or `'acid'`.

`'f??'` : matches all three-letter names beginning in `'f'`. For example `'foo'`, `'fel'`, `'fan'` but not `'ab'`, `'fuga'` or `'fini'`

## 1.28 Star/Asterisk (\*)

The star matches any sequence of any length, including sequences with length zero (i.e. the null string). The `'*'` character is often called the `'wildcard'` character.

### EXAMPLE

`'a*'` : matches all names starting with an `'a'`, for example `'abba'`, `'anette'`.

`'a*z'` : matches `'auugaz'`, `'awacz'` and `'az'` and any other names starting with an `'a'` and ending in `'z'`.

`'s*f*n'` : matches `'stefan'`, `'staffan'`, `'steffen'`, `'sfn'` or any other name starting with an `'s'`, followed by any number (including zero) of arbitrary characters, followed by an `'f'`, and ending in `'n'`.

`'*.lzh'` : matches all names ending in `'.lzh'`

## 1.29 Hash mark (#)

The hash mark matches a subsequent expression (pattern) 0 or more times. The simplest example of this is `'#?'` which will match any filename (equivalent to the `'*'` token).

### EXAMPLE

`'#a'` : matches any name consisting of the `'a'` character only. For example `'aaaa'` and `'a'`.

`'b#ad'` : matches any name beginning in `'b'`, followed by any number (including 0) of `'a'` characters, and ending in

``d``. For example ``bad``, ``bd`` and ``baaad``.

``#(ha)#(hi)urgh`` : matches any number of ``ha``:s followed by any number of ``hi``:s followed by ``urgh``. For example ``hahahahahiurgh`` matches, and so does ``haurgh`` and ``hahiurgh``.

### 1.30 Square brackets ([])

The square brackets enclose a set of characters to match. They are a bit like the parentheses but match single-characters only. You can either specify just the letters you would like the expression to match, as in ``[abcx]`` (this would match ``a``, ``b``, ``c`` and ``x``), or you can specify ranges, like ``[a-c,x-z]`` (which would match ``a``, ``b``, ``c`` and ``x``, ``y``, ``z``).

#### EXAMPLE

``prg.[1-9]`` : matches any five-letter name beginning with ``prg.``, followed by a non-zero digit. For example ``prg.1``, ``Prg.8``.

``Ver_[1-2].[0-9].[a-z]`` : matches any nine-letter name beginning with ``ver_`` followed by either a ``1`` or a ``2`` character, followed by a dot (``.``), a digit and finally a character between ``a`` and ``z`` (i.e. all letters in the english alphabet). For example ``Ver_1.2.a``, ``Ver_2.9.d``.

``#[a-z 0-9]`` matches any name containing any number of alphanumeric characters (i.e. either in the alphabet or numeric). For example ``ados`` or ``PDP11``. It does not match ``AXE.dat`` however, since it contains a ``.`` which is not in the specified character range.

``*. [chas]`` : matches any name ending in ``.c``, ``.h``, ``.a`` or ``.s``.

### 1.31 Parentheses and the vertical bar

Parentheses can be used to achieve several things. The first way of using them is just like in mathematics - to group several individual expressions into one single expression. The other way is to provide a list of acceptable expressions separated with ``|`` chars. The entire parenthesized expression is treated as one token by other tokens (like ``#`` and ``~``). These two are actually the same, since the first is just a special case of the second use. This is easier to explain with a couple of examples:

#### EXAMPLE

``(abc|def|xyz)`` : will match names ``abc``, ``def`` and ``xyz`` and

no other.

`'*(doc|prf|man)'` : will match all names ending in `'doc'`, `'prf'` or `'man'`.

`'~(pfile)'` : will match all names except `'pfile'`. (NB: this expression is NOT the same thing as `'~pfile'`, see section 2.3.1.6 for details.)

`'(*.c|*.h|*.doc|ab*)'` : will match all files ending in `'c'`, `'h'` or `'doc'` and all files beginning with `'ab'`.

Typing an action-file spec of `'(xxx|yyy|zzz)'` is functionally equivalent to writing `'xxx yyy zzz'` (`xxx`, `yyy`, `zzz` can be any valid patterns, including patterns with parentheses).

Parentheses can be nested.

## 1.32 Tilde (~)

The tilde negates the immediately following expression. It negates ONLY the immediately following token or parenthesized expression, not the entire following expression as some people think.

### EXAMPLE

`'~x?'` : matches any two-letter name except those starting with `'x'`. For example `'ah'`, `'ko'` or `'ba'` but not `'x0'` or `'xi'`.

`'~(x?)'` : matches anything except two-letter names starting with `'x'`. For example `'xaa'` or `'ab'` but not `'xa'` or `'x9'`.

`'~(#?)'` : matches nothing at all. (The tilde negates the `'#?'`, which matches all names).

`'~lha'` : matches all strings that doesn't begin with `'l'`, and ends in `'ha'`. For example `'uha'`, `'why_lha'` but not `'lumbha'` or `'lha'`.

## 1.33 Percent sign (%)

The percent sign represents the empty string. i.e. it matches 0 characters always. It is only useful in parenthesized expressions and must not follow a the `'#'` token (`'#%'` would be a rather pointless pattern, since the `%` always matches exactly 0 characters).

### EXAMPLE

`'lha(.doc|.man|%)'` : matches `'lha.doc'`, `'lha.man'` and `'lha'`.

``l%u%a'` : matches ``lua'` only; the percent signs are totally irrelevant here and may just as well be omitted.

### 1.34 Apostrophe (')

The apostrophe cancels out the effect of the following wildcard character. This is useful if your filename contains characters like `?` etc. It works on the following characters: `?*#[ ]()~%`

#### EXAMPLE

``hello'?'` : matches only the filename ``hello?'`.

``lha'*'` : matches any filename which starts with ``lha*'`.

``a''b''c'` : matches the filename ``a'b'c'`. Two apostrophes together is treated as a single one.

### 1.35 National characters

LhA correctly converts national characters to lower- or uppercase using the current `'Locale'` setting, by calling functions in `locale.library`.

See also chapter 2.5.56 "``-Qn'` Set national character mode".

### 1.36 Commands

This section describes the commands for archive ↔ manipulation and maintenance LhA provides. See section 2.1.2 (Specifying commands) for details on how to specify commands on the command line.

- 2.4.1 ``a'` Add files to archive
- 2.4.2 ``c'` Concatenate/Append archives
- 2.4.3 ``d'` Delete files from archive
- 2.4.4 ``e'` Extract files from archive
- 2.4.5 ``f'` Freshen files in archive
- 2.4.6 ``h'` Hunt for diffs arc <-> filesystems
- 2.4.7 ``l'` List archive contents (terse)
- 2.4.8 ``m'` Move files to archive
- 2.4.9 ``p'` Print files to stdout

- 2.4.10 `'r'` Replace files
- 2.4.11 `'t'` Test archive integrity
- 2.4.12 `'u'` Update archive
- 2.4.13 `'v'` List archive (verbose)
- 2.4.14 `'vv'` List archive (full)
- 2.4.15 `'x'` Extract files with path
- 2.4.16 `'y'` Copy archive with new options

### 1.37 `'a'` Add files to archive

Obviously, this command adds a number of files to one or more archives. If the specified archive does not already exist, then it will be created. You cannot add files to an archive if these already exist in the archive. If you attempt to do so, a warning will be issued, but LhA will continue adding the other files you have specified.

Only the filenames are stored by default, if you want to preserve some disk structure and directory names, you will have to use the `-x` option to turn path preservation on. If you want to archive entire subdirectories recursively you can use the `-r` option, which will turn on the `-x` option automatically. These options are explained in section 2.5.

#### EXAMPLE

```
'LhA a myarchive dict.txt' would add the file 'dict.txt' to the
archive 'myarchive.lha'.
```

```
'LhA a arc.lzh *.c *.h' would cause all files in the current
directory ending in '.c' or '.h' to be added to the archive
'arc.lzh'
```

```
'LhA -r -0 arch *.c' would cause all '.c' files in the current
directory and all it's subdirectories to be added to the archive
'arch.lzh' using the -lh1- (LhArc 1.x) compression method.
```

```
'LhA -r archive src:(lharca|lha)/*.[cha] asrc:*.asm' would cause all
'.c', '.h' and '.a' files in the 'src:lharca' and 'src:lha'
directories and subdirectories, as well as all '.asm' files in the
'asrc:' directory, to be added to the archive 'archive.lha'.
```

### 1.38 `'c'` Concatenate/Append archives

With this command it is possible to concatenate several archives to one or to append several archives to the end of another. Currently, LhA



does not check for duplicate files, so if two archives contain a file with the same name there will be two entries with the same name in the resulting archive.

Concatenating and appending works just as if you had extracted all files from the archives and then moved them all to the destination archive - except that there is no decompression/compression involved in the operation.

To combine (concatenate) several archives into a new archive you specify a non-existent or empty archive as the working archive - this file will then contain the resultant archive.

To append archives to the end of an archive, specify the archive to append to as the working archive - the remaining archives will then be appended to this archive.

#### EXAMPLE

```
'LhA c ram:new arc:csrc arc:csrc2' would combine the two archives 'arc:csrc.lha' and 'arc:csrc2.lzh' into one archive named 'ram:new.lha'.
```

```
'LhA c arc:csrc arc:csrc2' would yield the exact same result as the above command but the resulting archive is in 'arc:csrc.lha' instead ('csrc2.lzh' is appended to the end of 'arc:csrc.lha').
```

Note that you can use wildcards to specify the files to append / concatenate.

## 1.39 `d' Delete files from archive

This command removes one or more files from an archive. Please note that the message about 'packing' does not mean that LhA compresses the files once more.. Just that it removes the unused files from the archive (packs the remaining files closer).

#### NOTE

Files deleted with the 'd' command cannot be recovered from the archive file in any way. Once a file is deleted from an archive it is gone forever.

## 1.40 `e' Extract files from archive

This command is used to extract files from an archive. It works just like the 'x' command, except this command takes the '-x' option into consideration (the 'x' command assumes it is set). If the '-x' option is disabled, files are extracted without their pathnames, and if it's enabled LhA will extract all files with the pathnames and create the needed directories if they do not already exist.

---

## EXAMPLE

``lha -x0 e foo.lzh ram:`` will extract all files from the archive `'foo.lzh'` to `ram:`, without paths (all files will be put in the `ram:` root directory).

``lha x foo.lzh *.c ram:`` will extract all files ending in ``.c'` to `ram:`, with paths - i.e. it will recreate the original directory structure.

See the tutorial section for more examples

## 1.41 `f' Freshen files in archive

This command is used to freshen files in an archive. I.e. replace older files in the archive with new files from the current directory. Pathnames are considered unless the `'-x'` option is disabled explicitly (with `'-x0'`). This command never adds any files to an archive, it just replaces those files that have older modification dates than the corresponding files in the current directory.

## EXAMPLE

``lha f /aab/lha'` will freshen all files in the archive `'/aab/lha.lha'`.

``lha f /aab/fsys *.*[ch]'` will freshen all ``.c'` and ``.h'` files in the archive `'/aab/fsys.lha'`.

This command automatically enables the `'-x'` option unless it is explicitly disabled on the command line with `'-x0'`.

## 1.42 `h' Hunt for diffs arc <-> filesystems

This command is used to see what files in an archive have been changed since the files were archived. The `'-D'` (display type) option has a special meaning with this command; The listing format is as follows:

`'-D0'` (default) : Each differing file is listed with the name on the right and a `'checklist'` on the left with x-es in the appropriate positions indicating what differs between the archive and the filesystem. `'Tm'` means the last modification date differs, `'Sz'` means the size is different, `'Pr'` means the protection bits has changed, `'Fn'` means the filenote has changed, and `'Del'` means the file does not exist anymore.

`'-D1'` : Every differing file is listed with the name on the left followed by a brief description of what differs. If more than one thing differs a new line will be used for each differing attribute.

`'-D2'` : As `'-D1'` but all differing attributes are listed on the same line.

---

'-D3' : Only the differing filenames are listed, one on each line.

If no directory is specified on the command line, LhA assumes you want to compare the archive to the current directory. The directory to compare to is specified the same way as the destination directory with the 'e' and 'x' commands.

#### EXAMPLE

'lha h arc:utils.lha sys:utilities/' would compare all files in the archive 'arc:utils.lha' to the corresponding files in the 'sys:utilities' directory, reporting all differences.

'lha -x0 h src:misc #?.c misc:' would compare all files with names ending in '.c' in the 'src:misc.lha' archive to the corresponding files in the 'misc:' directory.

'lha h dl:backup' would compare the files in archive 'dl:backup.lha' to the files and directories in the current directory.

## 1.43 'l' List archive contents (terse)

This command gives a terse list of the contents of an archive ↵  
file,  
including file names (without paths), original and compressed length,  
last modification date and compression ratio.

Files with pathnames are indicated by having a '+' character in front of the name. See example below.

Filenotes are NOT displayed when using this command, use the 'v' or 'vv' command to display those.

The action file specification is used to determine what files to list. If no filespecs are given, all files will be listed.

#### EXAMPLE

```
l> lha -N l dl:c64new
```

```
Listing of archive 'dl:c64new.lzh':
```

Original	Packed	Ratio	Date	Time	Name
36098	26979	25.2%	20-Oct-91	22:40:16	+Stormlord
482	293	39.2%	20-Oct-91	22:41:36	+Stormlord.info
23016	12100	47.4%	21-Oct-91	08:28:18	PlaySID
59596	39372	33.9%	25-Oct-91	21:22:48	3 files

The '+' (plus) signs in front of the first two names indicate that the file has a path which is not displayed with the 'l' command (use the 'v' or 'vv' command to display pathnames as well). The '-N' suppresses the copyright notice.

### 2.4.7.1 `lq` List archive (terse-quick)

## 1.44 `lq` List archive (terse-quick)

This command works just like the `l` command, but the only information listed is the filenames without paths. Empty directories are displayed as an empty line.

## 1.45 `m` Move files to archive

This command works just like the `a` command, but the source files are deleted after successfully adding them to the archive.

### EXAMPLE

```
`lha m includes.lzh src:*.hi` will move all files in directory
`src:` having filenames ending in `.h` or `.i` to the archive
`includes.lzh`.
```

```
`lha m myarc.lzh lhb_log.911012 lhb_idx.911012` will move the two
specified files (`lhb_log.911012` and `lhb_idx.911012`) to the archive
`myarc.lzh`.
```

## 1.46 `p` Print files to stdout

This command works just like the extract (`e`, `x`) commands, but sends the extracted output to stdout (normally the console or output redirection file).

## 1.47 `r` Replace files

This command works just like the update/add commands but replaces the files that already exist in the archive regardless of the file modification time. (Using the `u` command together with the `-Qr` option is equivalent to using this command.)

## 1.48 `t` Test archive integrity

This command tests the specified archive's integrity by extracting the files they contain to nowhere, i.e. the data is decompressed only, not written to any file. This command only works on entire archives, i.e. you cannot just test one file in an archive. If this command fails, the archive is corrupted, and a warning return code is returned.

## EXAMPLE

``lha t work:arcs/*`` will check the integrity of all archives in directory ``work:arcs``.

``lha t s:envarc.lzh`` will check the integrity of ``s:envarc.lzh``

``lha -R t dh0:*`` will check the integrity of all archives on the ``dh0:`` volume (``-R`` = Collect archives recursively).

## 1.49 ``u`` Update archive

As the command name implies, this command updates archives. It adds files that are not yet in the archive and replaces existing but older files. The last modification date for files are used to determine which file is the newest one.

## EXAMPLE

``lha u /aab/lha.lzh *.c`` will update archive ``/aab/lha.lzh`` with all ``.c`` files in the current directory.

## 1.50 ``v`` List archive (verbose)

This command works just like the ``l`` command, but displays  $\leftrightarrow$  the full pathname of the file, while ``l`` only displays the name node without path. Another difference between ``l`` and the ``v`/`vv`` commands is that the ``l`` command does not show filenotes. Filenotes are displayed on a separate line with a colon (``:``) in front of it, just like the AmigaDOS ``list`` command.

The action file specification is used to determine what files to list. If no filespecs are given, all files will be listed.

## EXAMPLE

```
1> lha -N v dl:c64new
```

```
Listing of archive 'dl:c64new.lzh':
```

Original	Packed	Ratio	Date	Time	Name
36098	26979	25.2%	20-Oct-91	22:40:16	S/Stormlord
482	293	39.2%	20-Oct-91	22:41:36	S/Stormlord.info
23016	12100	47.4%	21-Oct-91	08:28:18	PlaySID
: New version with 'equalizers'					
59596	39372	33.9%	25-Oct-91	21:22:48	3 files

The ``-N`` suppresses the copyright notice.

## 2.4.13.1 `vq` List archive (verbose-quick)

**1.51 `vq` List archive (verbose-quick)**

This command works just like the `v` command, but the only information listed is the filenames including path.

**1.52 `vv` List archive (full)**

This command is just like the `v` command, but displays all available information in a slightly different format. The original and packed size, last modification date and compression ratio is listed just as with the `v` command, plus file attributes (`Atts`), compression method, file CRC and DOS ID for the OS the files were compressed on. If no DOS ID is given in the archive (header level < 1), a question mark is displayed. The most common DOS IDs are `A`, `U` and `M`, where `A` is for AmigaDOS, `U` is for \*\*IX and `M` is for MS-DOS. The filename including path is displayed on a separate line. File notes are displayed in the same way as the `v` command does it, on a separate line after the filename. The header level is also displayed, and if any unhandled extended headers are found, an `X` will be listed after the DOS ID.

The action file specification is used to determine what files to list. If no filespecs are given, all files will be listed.

## EXAMPLE

```
1> lha -N vv dl:c64new
```

```
Listing of archive 'dl:c64new.lzh':
```

Original	Packed	Ratio	Date	Time	Atts	Method	CRC	L	OS
S/Stormlord									
36098	26979	25.2%	20-Oct-91	22:40:16	----rwed	-lh1-	2093	2	U X
S/Stormlord.info									
482	293	39.2%	20-Oct-91	22:41:36	----rwed	-lh1-	710E	2	U X
PlaySID									
23016	12100	47.4%	21-Oct-91	08:28:18	----rwed	-lh5-	89FF	0	?
: New version with 'equalizers'									
-----									
59596	39372	33.9%	25-Oct-91	21:22:48	3 files				

The `-N` option suppresses the copyright notice.

**1.53 `x` Extract files with path**

This command works exactly the same as the `e` command, but it always extracts files with paths (i.e. same as using the `e` command with `-x` option on), regardless of the state of the `-x` option.

## 1.54 `y' Copy archive with new options

This command takes an archive as input, and rewrites the selected (or all, if none specified) files with the new options given on the command line or in environment variables. This can often be useful. A couple of examples will surely help to clarify;

### EXAMPLE

``lha -H1 y dl:#?'` will convert all archives in the ``dl:'` directory to archives with level-1 headers.

``lha -x0 y ram:files.lha *.c'` will remove all paths from all files with names ending in ``.c'` in the archive ``ram:files.lha'`.

### NOTE

LhA currently ignores the compression method setting, so this command cannot be used to re-archive old `-lh1-` archives to new `-lh5-` archives or vice versa. This will be possible in a future release.

## 1.55 Options

This section describes the various options that are available to you when using LhA. For a detailed explanation on how to enable/disable specific options and where you can specify options, see section 2.1.1. The letters in parantheses indicate what commands the options affect.

Code Commands

```
-----
(add) a,u,f
(all) all commands
(ext) e,x
(upx) a,u,f,e,x
(upd) a,u,f,d
```

- 2.5.1 ``-a'` (upx) Preserve file attributes
- 2.5.2 ``-A'` (upd) Set archive attributes
- 2.5.3 ``-b'` (all) Set I/O buffer size
- 2.5.4 ``-B'` (upd) Keep backup of archives
- 2.5.5 ``-c'` (all) Confirm files
- 2.5.6 ``-C'` (ext) Clear arc-bit on extract
- 2.5.7 ``-d'` (upd) Archive date=newest file

- 
- 2.5.8 `'-D'` (all) Alternate progress display
  - 2.5.9 `'-e'` (add) Archive empty directories
  - 2.5.10 `'-E'` (ext) Touch extracted files
  - 2.5.11 `'-f'` (all) Ignore filenotes
  - 2.5.12 `'-F'` (all) Use fast progress display
  - 2.5.13 `'-G'` (ext) Only extract newer files
  - 2.5.14 `'-h'` (add) Disable homedirectories
  - 2.5.15 `'-H'` (add) Write header level
  - 2.5.16 `'-i'` (all) Read filelist from file
  - 2.5.17 `'-I'` (all) Ignore LHAOPTS variable
  - 2.5.18 `'-k'` (all) Keep partial files
  - 2.5.19 `'-K'` (move) Kill empty directories
  - 2.5.20 `'-l'` (ALL) Make filenames lowercase
  - 2.5.21 `'-L'` (ALL) Create filelist
  - 2.5.22 `'-m'` (ALL) No messages for query
  - 2.5.23 `'-M'` (ext) No autoshow files
  - 2.5.24 `'-n'` (upx) No byte progress indicator
  - 2.5.25 `'-N'` (all) No progress indicator
  - 2.5.26 `'-o'` (add) Only add files with same or newer date
  - 2.5.27 `'-O'` (add) Only add files with same or older date
  - 2.5.28 `'-p'` (ALL) Pause after loading
  - 2.5.29 `'-P'` (ALL) Set task priority
  - 2.5.30 `'-q'` (ALL) Be quiet
  - 2.5.31 `'-Q'` (ALL) Alternate option set
  - 2.5.32 `'-r'` (add) Collect action files recursively
  - 2.5.33 `'-R'` (ALL) Collect archive files recursively
  - 2.5.34 `'-s'` (add) Add files with a-flag unset
  - 2.5.35 `'-S'` (add) Set A-flag on archived files
  - 2.5.36 `'-t'` (ext) Only new files
-



- 2.5.37 `'-T'` (upx) New and newer files
- 2.5.38 `'-u'` (ALL) Make filenames uppercase
- 2.5.39 `'-V'` (all) Enable multi-volume archives
- 2.5.40 `'-w'` (upd) Set work directory
- 2.5.41 `'-W'` (add) Exclude filenames
- 2.5.42 `'-x'` (all) Preserve and use pathnames
- 2.5.43 `'-X'` (ALL) Do not append suffix
- 2.5.44 `'-y'` (all) Always append suffix
- 2.5.45 `'-Y'` (add) Store big files with ratio
- 2.5.46 `'-z'` (add) Do not compress files
- 2.5.47 `'-Z'` (add) Compress archives
- 2.5.48 `'-0'` (add) Use LhArc 1.x compression
- 2.5.49 `'-2'` (add) Use LhA compression (-lh5-)
- 2.5.50 `'-3'` (add) Use LhA compression (-lh6-)
- 2.5.51 `'-Qa'` (all) Use simple console I/O
- 2.5.52 `'-Qb'` (ext) Test archive before extract
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- 2.5.54 `'-Qh'` (add) Set Huffman buffer size
- 2.5.55 `'-Qm'` (all) Use filename 'munging' on progress output
- 2.5.56 `'-Qn'` (all) Set national character mode
- 2.5.57 `'-Qo'` (all) Ignore options after command
- 2.5.58 `'-Qp'` (move) Ignore delete protection flag
- 2.5.59 `'-Qq'` (add) Quick add
- 2.5.60 `'-Qr'` (add) Skip datestamp check
- 2.5.61 `'-Qv'` (all) Set multivolume arc devices
- 2.5.62 `'-Qw'` (all) Disable wildcards

## 1.56 `'-a'` (upx) Preserve file attributes

This option, when enabled, will make LhA store and restore file protection flags. The eight attributes are listed below:

- r: Read - This flag is set for files which are readable (a file is read-protected if the flag is unset).
- w: Write - This flag is set for files which are writeable (a file is write-protected if the flag is unset).
- e: Execute - This flag is set for files which are executable (binary load files or shell scripts must have this bit set).
- d: Delete - This flag is set for files which are deleteable (a file is protected from deletion if this flag is unset).
- a: Archived - This flag is used by harddisk-backup programs (and optionally LhA) to indicate what files have been changed since the last backup. If this flag is set it indicates that the file is unchanged, and if it is unset the file has changed since the last backup. The bit is cleared whenever a write is made to the file.
- p: Pure - This flag is set for binary load files which are pure (i.e. multitasking reentrant), and can be made resident with the AmigaDOS 'resident' or equivalent command.
- s: Script - This flag is set for shell script files.
- h: Hold - This flag tells the shell to automatically make the program resident when it is run. To be able to do this the p (pure) and e (execute) flags must be set. This flag is only recognized by the 2.04 - 3.1 shell.

Please refer to an AmigaDOS manual for more detailed explanation of the various file protection flags.

If the option is disabled (by issuing '-a0' on the command line), the protection flags are set to '----RWED' for all extracted and archived files. Important: You MUST have this option enabled both when archiving and extracting to preserve file attributes correctly.

#### NOTE

Use this option only if you know that the archive has been compressed or will be decompressed with an Amiga archiver, since the attribute field format is different on different operating systems. If you use archive headers of level 1 or higher you need not care about this since the archiver then detects what OS the archive was created on and only uses the protection flags if it is the native OS. Always leave this option enabled when using archive headers

---

of level 1 and higher!

This option is enabled by default when archiving (a,f,u,m) and disabled by default for all other commands.

## 1.57 ``-A'` (upd) Set archive attributes

When this option is active, LhA will set the file protection flags of all archives it updates to `'----RW-D'`.

This option is ON by default.

## 1.58 ``-b'` (all) Set I/O buffer size

This option will set the size of the I/O buffers LhA uses when reading and writing to archive files. You can set the buffer size to anything from 8KB to 64 KB. Larger buffers normally makes LhA operate slightly faster (depends on the nature of the archive and what files are selected).

### EXAMPLE

```
'lha -b64 a archive.lzh hubba' : Will add file 'hubba' to  
'archive.lzh' using an I/O buffer of 64K.
```

### NOTE

Running LhA with a small I/O buffer on an accelerated (68020 and up) Amiga will degrade compression / decompression performance significantly! The default buffer size of 32KB is enough in most cases, and works well on an unaccelerated Amiga as well. Also note that when running LhA and doing all work on some ram disk, the I/O buffer size is less important, and it is unnecessary to run with a large buffer. The default buffer size of 32K is a good choice in most setups.

The default buffer size is 32K (32768 bytes).

## 1.59 ``-B'` (upd) Keep backup of archives

When this option is enabled, LhA will always keep a backup copy of the archive whenever a file is removed from it by the delete, update, freshen or replace commands. The backup archive is named `'<arcname>.bak'` (note that the `'.lzh'` or `'.lha'` suffix is \*NOT\* replaced by the `'.bak'` suffix - rather, the `'.bak'` suffix is always appended at the end of the filename).

This option is OFF by default.

---

## 1.60 `-c` (all) Confirm files

When this option is active LhA will ask you for confirmation on all files and archives that are acted upon.

This option is OFF by default.

## 1.61 `-C` (ext) Clear arc-bit on extract

When this option is active LhA will mask the A-protection bit for all files it extracts. This is useful when extracting files from archives to a harddisk, since the extracted files would not be recognized as new or changed files by the backup program if the A-bit was set.

This option is ON by default.

## 1.62 `-d` (upd) Archive date=newest file

When this option is active LhA will set the last modification date of the archive to the same date as the last modified file in the archive. This more accurately reflects the real age of the archive contents than the date of the last archive update.

This option is OFF by default.

## 1.63 `-D` (all) Alternate progress display

This switch is used to change the look of the byte progress indicator that LhA displays when it is compressing or decompressing files. There are several different types of progress indicators, you can specify which one you want with a digit after the `'-D'` string.

0: This is the default progress indicator, it displays how many bytes of the file LhA has processed, and how many bytes there are in the file like this:

(xxxxxxx/yyyyyy) where x = bytes processed, and y = total bytes in the file.

1: This progress indicator simply shows a 'rotating line' that is rotated 45 degrees every time the progress indicator display is updated.

2: This progress indicator shows a percentage of how much of the file LhA has processed.

3: This progress indicator displays a growing bar that indicates how much of the file has been processed.

---

4: This progress indicator displays a gfx fuel gauge in an intuition window. Perfect for use from a directory utility (such as Directory Opus) where you don't need any text output, but still want to know that LhA is actually working.

#### EXAMPLE

``lha -D2 a src *.asm'` will add files to the archive `'src.lha'` with a percentage indicator (type 2).

``lha -D4 x foo'` will extract files, showing a gfx progress bar.

``lha -q -D4 x foo'` will extract files from the archive `'foo.lha'` with a gfx progress bar, and NO console output at all.

#### NOTE

When used with the `'h'` command this option has a slightly different meaning. See the section about the `'h'` command for a detailed explanation.

The default progress indication type is 0.

### 1.64 ``-e'` (add) Archive empty directories

When this option is used together with the `'-r'` (collect files recursively) option, LhA will archive all empty subdirectories.

This option is OFF by default (empty subdirectories are not archived).

### 1.65 `'-E'` (ext) Touch extracted files

When this option is enabled, LhA will set the file modification date of all extracted files to the current time. This can be useful if you do HD backups by date rather than by archive bit.

This option is OFF by default (the original modification dates are restored).

### 1.66 `'-f'` (all) Ignore filenotes

When this option is enabled, LhA will not store or restore any filenotes. There is no real need to do this, since it does not cause any compatibility problems with other systems because of the way the filenotes are stored. If problems should arise anyway, try enabling this option or use headers of level 1 or higher if the target system supports it.

See the section about compatibility (1.7) for a discussion about this and other compatibility issues.

---

This option is OFF by default (filenotes are stored and restored).

## 1.67 ``-F'` (all) Use fast progress display

In this mode LhA uses a different method of display progress. Normally, LhA emits a linefeed (LF) after each file has been processed, thus advancing/scrolling the display one line. In this mode LhA only emits a LF when an error occurs. This is useful if you are testing or extracting archives with a lot of small files, and the scrolling takes more time than the actual decompression!

### NOTE

If you use the default style progress display on a very fast Amiga system (68020+), beware that the scrolling of the screen may actually take more time than the actual decompression! This is especially true for archives with many small files. So don't use it unless you really have to see what files have been processed. LhA scrolls the display whenever an error occurs on a file, so you still can see when an error occurs (better, even, since the only filenames that remain on screen after the action is complete are those that failed!).

If you use the ``-D4'` display option, this option will not have any additional effect, since the progress info is all shown in a separate window, so there are no extra LFs causing scrolling in any case.

This option is OFF by default (use old style progress indication).

## 1.68 ``-G'` (ext) Only extract newer files

When this option is used LhA will only extract files that already exists and have a last modification date that is newer than the existing files.

This option is OFF by default.

## 1.69 ``-h'` (add) Disable homedirectories

When this option is enabled, the homedirectory specification feature of LhA is disabled.

This option is OFF by default (homedirectories are recognized).

---

## 1.70 `-H` (add) Write header level

With this switch you can select which header types to use. The valid header levels are currently 0, 1 and 2. Please refer to the section about header levels for a more detailed explanation about the various header types.

The default header level is 0.

## 1.71 `-i` (all) Read filelist from file

With this option you can include an action file list from a file instead of specifying all action files on a command line.

### EXAMPLE

If the file `'ArcFList'` contains the following lines:

```
---> Start of ArcFList data    (this line is NOT in the file)
```

```
LhA.c ArcList.c FSys/*.(c|h|i|asm|prf|man|doc|txt)
```

```
---> End of ArcFList data      (this line is NOT in the file)
```

The following command line:

```
'lha -iArcFList u /aab/lha.lzh'
```

Will do the same thing as this command:

```
'lha u /aab/lha.lzh LhA.c ArcList.c FSys/*.(c|h|i|asm|prf|man|doc|txt)'
```

### NOTE

This command works almost exactly like entering the following command line:

```
LhA ? ???? @file
```

Thus you can include options in your `-i` file. The only difference is that the `-i` file cannot contain a destination directory specification while you can do this with the `@file` method. The destination directory will always be taken from the command line when using the `-i` option.

See the section about `'@'` (include)-files for an alternate way of doing this.

## 1.72 `-I` (all) Ignore LHAOPTS variable

When this option is specified, LhA will not try to read the defaults from the LHAOPTS local or global environment variable. Note that this option is special because it has to be specified directly after a dash (`-') on the command line.

This option is OFF by default.

### 1.73 ``-k'` (all) Keep partial files

This option will, if it's enabled, prevent LhA from deleting temporary files when an error occurs. Normally temporary files that fail the CRC check, cause I/O errors or are interrupted with CTRL-C are deleted before exiting LhA with an error message. With this option you can force LhA to keep those (often) partial files. This can be useful when trying to recover data from corrupted archives - LhA will attempt to extract the data from the erroneous archive file and put a special filenote on the file to indicate that it failed the CRC check and probably is corrupted.

#### NOTE

Please note that, in the current release, for certain errors not all data that has been extracted may not be in the partially extracted file, because of internal I/O buffering. In this case, set the I/O buffer to the smallest value possible (8KB) to recover as much as possible. Because of this, small files may not be recovered at all. This only applies to LHA (-lh5-) compression, LhArc compressed files will always have all extracted data in the partially extracted file.

This option is OFF by default (partial files are deleted).

### 1.74 ``-K'` (move) Kill empty directories

When this option is used together with the move (``m'`) command LhA will delete all directories that are empty after moving all files to the archive. Useful for moving an entire subdirectory tree with the ``-r'` (collect files recursively) option.

This option is OFF by default (empty directories are not deleted).

### 1.75 ``-l'` (ALL) Make filenames lowercase

This option, when active, will cause LhA to convert all filenames to lowercase. This is useful when extracting files from archives created on MSDOS systems, whose filenames are all uppercase, which look completely braindead (IMHO). Use this option to make them look nicer!



## EXAMPLE

``LhA -l x myarc`` will extract all files from ``myarc.(lzh|lha)``, making all filenames lowercase.

This option is OFF by default

## 1.76 ``-L`` (ALL) Create filelist

When this option is enabled, it will cause LhA to create a list of the files it has acted upon (i.e. what files in the last operation that matched the action file specification you gave on the command line). The name of the list file must follow immediately after the ``-L`` string. If you need spaces in the filename, enclose the name in double quotes.

## EXAMPLE

``lha -Lram:ListFile d src.lzh *.asm`` will delete all files in ``src.lzh`` with names ending in ``.asm`` and create a list of the deleted files in the file ``ram:ListFile``.

``lha -L"ram:List File" u src.lzh *.asm`` will update ``src.lzh``, and create a list of the files that were added/replaced in the file ``ram:List File``.

## NOTE

The file that this option creates is a plain ASCII file with every name on a separate line. The files created by this option are suitable for use as action or exclude lists for LhA using the ``@`` or ``-i`` options.

This option is OFF by default (no filelist created).

## 1.77 ``-m`` (ALL) No messages for query

When this option is active LhA will suppress all queries that normally are issued before overwriting existing files for example. Enabling this option will also cause LhA to ignore TelOps (autoshow files). When this option is on, LhA will behave like you choose the default action in response to all the queries (yes). This option is automatically enabled if the standard input is not interactive (if run in the background for example).

This option is OFF by default.

## 1.78 ``-M`` (ext) No autoshow files

When this option is enabled, LhA will suppress the display of autoshow files (files with names ending in ``.displayme'`).

#### NOTE

Autoshow files are also suppressed if one or more of the ``-N'`, ``-q'` or ``-m'` options are enabled.

This option is OFF by default (autoshow files are displayed).

### 1.79 ``-n'` (upx) No byte progress indicator

When this option is enabled, the byte progress indicator is disabled. LhA will still display what file it is working on however, use ``-N'` to disable all progress indication.

This option is OFF by default.

### 1.80 ``-N'` (all) No progress indicator

This option is similar to the ``-n'` option, but suppresses higher-level progress indication (i.e. the display of what file LhA is bashing). It also disables the short copyright banner that is printed at each invocation otherwise.

This option is off by default (file progress indication ON).

### 1.81 ``-o'` (add) Only add files with same or newer date

Not currently implemented (never has been).

### 1.82 ``-O'` (add) Only add files with same or older date

Not currently implemented (never has been).

### 1.83 ``-p'` (ALL) Pause after loading

When selected, this option will cause LhA to pause and wait for the user to press any key before executing a command. This is useful for users with floppies, who can then swap disks after LhA has been loaded and is waiting for a keypress.

This option is OFF by default.

---

## 1.84 `-P` (ALL) Set task priority

This option is used to set the LhA process priority. The priority may be set to any value in the range -5 to +5, including 0. The higher priority you give LhA, the more CPU time it will grab (processes with lower priority will almost never get the chance to run since LhA is very processor-intensive). Setting it to a low value (like -5) will make LhA only use the processor time that nobody else wants (nice when running LhA as a background task while running a comm program).

The priority must be specified with a single (optionally prefixed with a minus sign for negative priority) digit immediately after the P as in:

### EXAMPLE

```
'lha -P-1 a nonsense.lzh bogus.txt' will make LhA add the file
'bogus.txt' to the archive 'nonsense.lzh', running at priority -1.
```

The default priority is inherited from the calling process (i.e. the CLI or program that called Execute()/RunCommand() ). This is usually zero (0).

## 1.85 `-q` (ALL) Be quiet

This option will suppress ALL console messages from LhA.

### NOTE

This option has no effect on the progress window you will see with the `'-D4'` option. This was done on purpose, for use by directory utilities, Installer, or anything else that wants to run LhA in the background, but still show progress of LhA's operation on an archive.

This option is OFF by default.

## 1.86 `-Q` (ALL) Alternate option set

This option character (`'Q'`) will cause all following option characters until next space character to be interpreted as extended options. These are documented at the end of this section.

## 1.87 `-r` (add) Collect action files recursively

When this option is used, LhA will recursively collect files from subdirectories.

### EXAMPLE

---

``lha -r a ram:disk1 df0:`` will archive all files on the disk in drive 0 to ``ram:disk1.lha``.

``lha -r a ram:disk2src df0:*.c`` will archive all ``.c`` files on `df0:` to ``ram:disk2src.lha``.

``lha -r a ram:exthup hd:prg/src/ lha/*.[chasi] lhi/*.[chasi]`` will add all ``.c``, ``.h``, ``.a``, ``.s``, ``.i`` files in ``hd:prg/src/lha`` and ``hd:prg/src/lhi`` and their subdirectories. The ``hd:prg/src/`` part of the names will not be stored in the archive (home directory ``hd:prg/src/`` was specified).

#### NOTE

Files that are specified explicitly (i.e. without any pattern matching) are looked for only in the current (home) directory, while patterns are used for matching in all subdirectories. If a directory is specified explicitly without any following file pattern (like in ``lha -r a ram:test sys:l``) it will be treated as if a ``/*`` was appended to the directory name - i.e. all files in the directory and its subdirectories will be archived.

This option is OFF by default. Note that the ``-x`` option is automatically enabled when the ``-r`` option is used. If you do not want to store pathnames simply specify ``-x0`` on the command line.

## 1.88 ``-R`` (ALL) Collect archive files recursively

When this option is enabled LhA will search for archive files recursively using the archive file specification given at the command line. This works like the ``-r`` option but for archive files.

#### EXAMPLE

``lha -R l dh0:files/a*`` will list the contents of all archive files whose names begin in ``a`` in directory ``dh0:files`` and its subdirectories.

``lha -R l *`` will list the contents of all archive files in the current directory and its subdirectories.

``lha -R l myarc`` will list the contents of all archives called ``myarc.lzh`` or ``myarc.lha`` in the current directory and its subdirectories.

This option is OFF by default.

## 1.89 ``-s`` (add) Add files with a-flag unset

When this option is active, LhA will only add files which have the A (for Archived) file protection flag unset. This is useful for doing incremental backups together with the `'-S'` option.

This option is OFF by default (add files regardless of file protection flags).

### 1.90 `'-S'` (add) Set A-flag on archived files

When this option is on, LhA will set the A (for Archived) file protection flag on all files that are added to an archive. This can be used to simplify automatic backups when used together with the `-s` (Add files without A-flag only). See previous section for more details.

This option is OFF by default.

### 1.91 `'-t'` (ext) Only new files

When this option is active, LhA will not overwrite or replace any files.

NOTE

This option overrides the `'-T'` option.

This option is OFF by default.

### 1.92 `'-T'` (upx) New and newer files

When this option is active, LhA will overwrite or replace files that already exists and are older than the current file, and create files that does not already exist.

NOTE

This option overrides the `'-t'` option.

This option is OFF by default.

### 1.93 `'-u'` (ALL) Make filenames uppercase

This option, when active, will force LhA to convert all filenames to uppercase. This can be useful when making archives that are supposed to be used on MSDOS-Systems running LhArc/LHA. While these have no problems with extracting files with mixed-case filenames, the pattern matching routines will not work correctly.

This option is OFF by default.

---

## 1.94 ``-V'` (all) Enable multi-volume archives

This option enables the multi-volume feature of LhA. Please consult the section about multi-volume archives for more information. Also read the section about the ``-Qv'` option. Further options must be separated from the ``V'` by at least one whitespace character. The desired volume size in KB should be specified after the ``V'` character. If you want LhA to automatically detect what volume size it should use, use ``-Va'` (for 'use all available space').

### EXAMPLE

```
`LhA -Va a df0:MyArc *.c' would archive all files in the current
directory with names ending in '.c' to DF0:. If the disk should get
full before the archive is finished, LhA will prompt for a new disk to
be inserted.
```

This option is OFF by default.

## 1.95 ``-w'` (upd) Set work directory

This option is used to specify what directory LhA should use to store temporary files. Temporary files are created when adding files to archives, or when updating an archive in some way (like deleting or freshening files). The work directory name must be specified immediately after the ``-w'` string.

### EXAMPLE

```
`LhA -wrad:tmp a MyArc.lzh *' will use the directory 'rad:tmp' as
temporary storage location when adding all files in the current
directory to the archive 'MyArc.lzh'.
```

By default LhA uses the ``T:'` directory for temporary files, if this assign or device does not exist, LhA will use the current directory.

## 1.96 ``-W'` (add) Exclude filenames

This option is not available in the current version.

## 1.97 ``-x'` (all) Preserve and use pathnames

As of LhA V1.30, this option comes in three flavors, which mode LhA will use depends on the digit (if any) that follows the ``x'`.

```
`-x1' or '`-x': When this option is enabled, LhA will use and
preserve pathnames when extracting and archiving files. When
extracting, LhA will create the directories that does not already exist.
Use this option when you want to preserve some directory structure.
```

This option is automatically enabled when the `'-r'` option is used.

`'-x2'`: In this mode, which is only useful with the extract commands, LhA will use the full paths of the files in the archive when selecting files to extract, but disregard them when extracting. Useful when several files with the same filename (but different paths) exists in the archive.

`'-x3'`: This mode is the opposite of `'-x2'`. LhA disregards paths when selecting files to extract, but uses them when extracting. Useful when you're too lazy to remember the exact name including path.

#### EXAMPLE

```
'LhA -x2 e dl:rexx.lzh examples/Main.c ram:' would extract the file
'examples/Main.c' from the archive to 'ram:Main.c'.
```

```
'LhA -x3 e dl:src.lzh #?Main#? ram:' would extract all files with
names containing 'Main'. Notice that this is not equivalent to the
'LhA x dl:src.lzh #?Main#? ram:' since the latter would extract files
like 'dir/Maindir/file1.h' as well.
```

This option is set to `'-x1'` by default.

## 1.98 `'-X'` (ALL) Do not append suffix

When this option is enabled, LhA will not append an `'.lzh'` or `'.lha'` suffix to the given archive name. The default behaviour is to append a suffix of `'.lha'` or `'.lzh'` (suffix is chosen depending on compression mode) if the name does not already have an extension.

This option is OFF by default (suffixes are appended).

## 1.99 `'-y'` (all) Always append suffix

When this option is enabled, LhA will always append a `'.lzh'` or `'.lha'` suffix to the archive name, even when the archive name already contains a suffix.

This option is OFF by default (a suffix is appended only if there is no suffix in the archive name already).

## 1.100 `'-Y'` (add) Store big files with ratio

When this option is enabled, LhA will store big files (>32KB) without compression if compression ratio is lower than 3%. This is because extraction times of these files are long on slower machines.

This option is OFF by default (all files are compressed).

---

### 1.101 `-z` (add) Do not compress files

This option, when active, will force LhA to store all updated or added files in the archive without attempting to compress them. Useful for making fast backups where archive size is of no importance. It is not advisable to use this option when making archives for distribution via modem or networks since the archive will end up much larger than if it was compressed.

#### EXAMPLE

```
'lha -z a foo.lha *.bmp'
```

 Will store all files in the current directory with a suffix of `*.bmp` in the archive file `'foo.lha'` without compressing them.

This option is OFF by default.

### 1.102 `-Z` (add) Compress archives

This option will cause LhA to attempt compressing already compressed files.

By default, LhA will not attempt to compress files which are already compressed (typically archive files or picture files in GIF or JPEG format). The file type is determined from the suffix, and files with names ending in `*.lzh'`, `*.lha'`, `*.zoo'`, `*.zip'`, `*.arj'`, `*.arc'`, `*.dms'`, `*.wrp'`, `*.lhw'`, `*.zap'`, `*.pak'`, `*.pp'`, `*.gif'`, or `*.jpg'` are stored uncompressed.

The reason why already compressed files should not be compressed is that the number of bytes gained by this is so small that it is not worth the time spent compressing/decompressing it.

This option is OFF by default.

### 1.103 `-0` (add) Use LhArc 1.x compression

This option causes LhA to use the old `-lh1-` compression method when updating archives. This compression method is slightly faster than the normal `-lh5-` compression but has looser compression and is much slower to decompress.

When this compression mode is used, LhA defaults to appending a suffix of `*.lzh'` when creating archives.

When this option is specified, option `'-2'` is automatically deactivated.

By default the `-lh5-` compression is used.

### 1.104 `-2` (add) Use LhA compression (-lh5-)



This option causes LhA to use the `-lh5-` compression method when updating archives. This compression method is slightly slower than the old `-lh1-` compression but has tighter compression and is much faster to decompress.

When this compression mode is used, LhA defaults to appending a suffix of `.lha` when creating archives.

When this option is specified, option `-0` is automatically deactivated.

This is the default compression mode.

### **1.105 `-3` (add) Use LhA compression (-lh6-)**

This option causes LhA to use the new `-lh6-` compression method when updating archives. This compression method is slightly slower than the old `-lh5-` compression but has much tighter compression and is fast to decompress.

When this compression mode is used, LhA defaults to appending a suffix of `.lha` when creating archives.

When this option is specified, option `-0` is automatically deactivated.

### **1.106 `-Qa` (all) Use simple console I/O**

When this option is enabled LhA will not try to do any fancy stuff like examining the size of the console window, or turning off or repositioning the cursor. Enabling this option also disables the byte progress indicator (like with `-n`), since this requires cursor repositioning.

This option is OFF by default.

### **1.107 `-Qb` (ext) Test archive before extract**

When this switch is enabled LhA will test an archive's integrity before extracting. If the archive fails the integrity check, the archive is not extracted from at all. Useful in certain FIDO BBS setups.

This option is OFF by default.

### **1.108 `-Qd` (ext) Delete autoshow files**

When this option is enabled LhA will delete autoshow files after displaying them.

This option is OFF by default.

---

## 1.109 ``-Qh'` (add) Set Huffman buffer size

This option can be used to set the size of the buffer used in LHA compression (default or selected with the ``-2'` or ``-1'` options) for collecting statistics. The size of this buffer affects the compression ratio in unpredictable ways (you cannot tell with certainty whether a large buffer will be better or worse). As a general rule, keep this at the default, but if you are compressing homogenous data with a relatively fixed relative frequency of symbols (like text files), setting this to a large value will improve compression. Binaries generally compress best with the default setting.

The Huffman buffer may be of any size between 4K and 64K and must be specified immediately following the ``-Qh'` string, in kilobytes.

### EXAMPLE

```
`LhA -Qh32 -2 a foo.lha *' will compress all files in the current
directory using a Huffman buffer size of 32768 (32K) bytes.
```

```
`LhA -Qh4 -2 a foo.lha *' will compress all files in the current
directory using a Huffman buffer size of 4096 (4K) bytes.
```

The default Huffman buffer size is 16K.

## 1.110 ``-Qm'` (all) Use filename 'munging' on progress output

This option will cause all path/filename output to be forced (or 'munged') to fit the width of your console window, so that LhA progress lines do not wrap. It will remove path nodes as needed to shorten the number of characters printed to the console, replacing the removed portion with an ellipsis (`'...'`) to signify the removal.

Only full nodes are removed, not partial (won't turn `'path/longnode/file'` into `'path/long.../file'`, but `'path/.../file'`), and it will only show one ellipsis (`'...'`) no matter how many nodes may be removed.

If the entire path has been removed down to only the filename, and it `_still_` won't fit, the filename is simply printed, and a wrap allowed.

### EXAMPLE

If an archive contained this path:

```
long/path/with/many/levels/of/subdirectories/and/a/file
```

and you only have 40 characters available to display the path, it will be printed as:

```
long/path/with/many/levels/of/.../file
```

### NOTE

This option is ALWAYS enabled for the ``-D4'` progress mode, to allow paths to fit in the progress window.

This option is OFF by default.

### 1.111 ``-Qn'` (all) Set national character mode

When this option is enabled, LhA will correctly convert national characters to upper/lowercase. By default LhA does not convert any characters with the MSB set due to the fact that older (pre-2.1) filesystems do not correctly handle national characters when computing hash values. This switch should be used when national filesystems are used (NOFS/NFFS).

This option is OFF by default.

### 1.112 ``-Qo'` (all) Ignore options after command

When this option is enabled LhA will not search the command line for options beyond the archive name. This option is useful if you need to specify files with names beginning in ``-'`.

This option is OFF by default.

### 1.113 ``-Qp'` (move) Ignore delete protection flag

When you enable this option LhA will delete files with the delete protection flag unset when using the ``m'` (move) command.

This option is OFF by default (delete protected files are not deleted).

### 1.114 ``-Qq'` (add) Quick add

When this option is enabled, LhA will not scan through the archive looking for duplicate files before adding to the archive. This can be useful when adding one file at a time to a large archive, knowing the archive does not contain a file by the same name (as is the case in some FIDO BBS setups).

This option is OFF by default.

### 1.115 ``-Qr'` (add) Skip datestamp check

This option, when on, disables the datestamp comparison for the update ('u') and freshen ('f') commands, so that the files that already exist in the archive will be replaced regardless of file modification dates.

This option is OFF by default for all commands but 'r'.

### 1.116 '-Qv' (all) Set multivolume arc devices

With this option you can make LhA use several devices when creating multivolume archives. LhA will use the devices you specify in sequence and wrap around to the beginning when the last device has been used. The devices should be specified WITHOUT a colon directly after the '-Qv' string, separated by commas (','),. When using this option you still have to specify the first device to use in the archive name.

#### EXAMPLE

'LhA -Va -Qvdf0,df2,df3 -r a df0:Bak hd:#?' would create a multivolume archive starting on df0: and then use df2:, df3:, df0:, df2: and so on. Notice that we still have to specify 'df0:' in the archive name specification.

### 1.117 '-Qw' (all) Disable wildcards

When you specify this option LhA will not do any wildcard matching. This is useful for adding files with (illegal) names containing wildcard characters ('()#?~%|\*').

This option is OFF by default.

### 1.118 Autoshow files

Autoshow files are files that are displayed automatically to the user when extracting the file from an archive. LhA determines if a file should be displayed by looking at the filename; if the filename ends in '.displayme' then the file is displayed unless autoshow files have been disabled (with the '-M' option). Apart from being displayed on-screen, autoshow files are extracted just like normal files, without stripping off the '.displayme' part.

### 1.119 Residentability

LhA is multitasking reentrant and pure, and it can be made resident with the standard shell resident commands - 'resident' under AmigaOS Shell, and 'resi' under WShell. If you use another shell, please refer to the shell's user manual for information about how to make programs resident.

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## 1.120 Multi-volume archives

Multi-volume archives are created simply by splitting a larger archive into smaller files. ↔

2.8.1 Multivolume file names

2.8.2 Making backups with multivolume archives

2.8.3 Extracting from multivolume archives

2.8.4 Listing multivolume archive contents

2.8.5 Updating multivolume archives

2.8.6 Interrupting multivolume archiving

## 1.121 Multivolume file names

The first file of a multivolume archive is named 'name.lha' or 'name.lzh'. The following volumes are named 'name.l01', 'name.l02' and so on. This naming convention has been chosen because certain brain-damaged filesystems don't allow long filenames (MSDOS). Multivolume archives spanning more than 100 volumes are not currently supported.

## 1.122 Making backups with multivolume archives

The multivolume capability of LhA can be used to make efficient harddisk backups. ↔ In order to do this you will need some formatted floppy disks (or equivalent) - LhA does not currently format disks while writing. An example backup command would be:

```
LhA -r -v9 -Qh64 -Va -Qvdf0,df2,df3 a df0:Backup920712 lha:#?
```

This would archive all files in the 'LhA:' directory/device to disks starting with drive DF0:, then DF2: and then after using DF3: LhA would repeat the cycle until the backup is finished.

LhA is somewhat slower than using a dedicated backup program since it has to go through the filing system instead of writing directly to the disks. However, LhA offers greater compression than any existing backup program.

2.8.2.1 Incremental backups

---

## 1.123 Incremental backups

Incremental backups are backups where you only backup files that has been changed since the last backup. In LhA this can be accomplished like this:

```
LhA -V -s -S -Qvdf0,df1 -r a df0:Backup920912 Work:#?
```

This would archive all files on 'Work:' that does not have its 'a' (archived) bit set (the -s option). After adding a file LhA will set that file's 'a' bit (the -S option). Whenever a file is written to, AmigaDOS automatically clears this bit so it will be included in the next incremental backup.

## 1.124 Extracting from multivolume archives

When extracting files from multivolume archives, LhA must scan the entire archive from first to last volume. An example command would be:

```
LhA -V -Qvdf0,df1 x df0:MltArc #?.c
```

This would extract all '.c' files (#?.c) from the multivolume archive (-V) 'MltArc.lha', alternating between drive df0: and df1: (-Qvdf0,df1).

### 2.8.3.1 Restoring incremental backups

## 1.125 Restoring incremental backups

Incremental backups should be restored starting with the latest backup (i.e. the newest archives should be restored first). An example would be:

```
LhA -V -T -Qvdf0,df1 x df0:Backup920909 work:
LhA -V -T -Qvdf0,df1 x df0:Backup920902 work:
LhA -V -T -Qvdf0,df1 x df0:Backup920821 work:
```

The '-T' option must be specified so LhA will not try to overwrite any file that is newer than the one present in the archive (that has already been extracted from a newer archive).

## 1.126 Listing multivolume archive contents

Multivolume archives are listed like this:

```
LhA -V v df0:MyArc
```

This will list all files in the multivolume archive starting with file 'MyArc.lha'. At the end of every volume LhA will ask for a new volume until the end of the archive is reached. Listing of individual volumes is not supported in the current implementation.

## 1.127 Updating multivolume archives

In the current version it is not possible to delete, freshen or update files in a multivolume archive.

## 1.128 Interrupting multivolume archiving

Don't interrupt multivolume archiving.

Currently, interrupting an archiving operation will cause the archive to become slightly messed up. All data will be OK but you will not be able to add any files to the archive since LhA will prompt you for a non-existent volume at the end of the archive. This is unavoidable with the current implementation.

## 1.129 A bit about headers

A 'header' has to be written to the archive for every file in order for the archiver to know what the files are called, how they were compressed etc. The original LhArc had a very primitive header layout and had no good way of storing any machine-specific info like filenotes (I created a workaround in LhArcA 0.99, by putting the filenote in the filename field - LhArc and LZ later adopted this method). In \*\*IX LhArc V1.02 the authors introduced a new type of header (level 1 header) that allowed slightly more info to be stored, but the header length was still limited to 255 bytes. In LHA 2.13 for MS-DOS a new header type was introduced - level 2 headers. With this latest header type an arbitrary amount of information can be stored. LhA can both read and write all these header types. To select what type of headers to write, use the '-H' option. LHA for MSDOS and LHa for \*\*IX creates level-1 headers by default. LhA uses level 0 headers by default for compatibility reasons (LZ and LhArc does not handle level 1 and level 2 headers correctly). If you want to know what header levels an archive contains, use the 'vv' command.

## 1.130 Some tips for archiving efficiently

If you are going to archive a big bunch of similar or small files - text files for example - you can improve compression performance greatly by first creating an archive WITHOUT compression (using the '-z' option), and then add this file to archive (with compression). As an example I added a big directory with various sources and some binaries (total 2480

---

files, 5102117 bytes). this way with:

```
LhA -z -r a hd:test msrc:
```

and then compressed it with

```
LhA -Z -Qh64 a hd:msrc hd:test.lha
```

The final 'hd:msrc.lha' archive ended up being 1545076 bytes. When compressed the normal way ('LhA -r -Qh64 a hd:msrc msrc:'), the archive was 2114777 bytes long. Quite a difference..

### 1.131 Using as little memory as possible

When using the default settings, LhA requires about 300KB to archive, and 180KB to extract files. To reduce this to a minimum you can reduce the I/O buffer size to 8K. This will save you about 48K when archiving and at least 24K when extracting. You can reduce the archiving memory usage even more by reducing the Huffman buffer size to 4K, but it is not recommended since compression performance will drop significantly. Please note that the above figures for memory usage include stack and program code.

### 1.132 Creating fully MS-DOS compatible archives

In order to satisfy MSDOS archivers, you may have to disable a few Amiga-specific features. Filenotes are not supported under MSDOS and thus the filenote archiving should be disabled with the '-f' option. Furthermore you should disable file attribute preservation with the '-a' option. Autoshow files are not supported by MSDOS LHA V2.13. If you use header level 1 or 2 you don't have to worry about disabling the file attribute preservation. LHA V2.13 for MSDOS and LHa 0.04 for \*\*IX creates level 1 headers by default.

To summarize, use the following options to create archives for use with MSDOS LHA:

```
`-UH0a0f'
```

In order to create archives that are extractible with LhArc the following options should be used when creating archives:

```
`-H0 -0'
```

and for MS-DOS LHarc:

```
`-UH0a0f -0'
```

### 1.133 Recovering data from corrupt archives

---



It is never possible to recover all lost data from a corrupt archive, but you can retrieve as much data as possible by using the '-k' option and a small I/O buffer (8K). An example would be:

```
LhA -k -b8 x dl:Corrupt ram:
```

This would extract as much as possible from the corrupt archive to 'ram:'.

## 1.134 Acknowledgements

(Stefan's original acknowledgements)

- |                    |  |
|--------------------|--|
| Haruyasu Yoshizaki | For releasing the source of the original LHA for MSDOS. The source was used as a reference when writing this program. No actual code was copied from this source, rather LhA was written from scratch for the Amiga.   |
| Haruhiko Okumura   | For devising the -lh5- and -lh4- compression algorithms, and for releasing the C source for these to the public domain. These sources were used as a reference when writing the 680x0 assembler versions of the compression code. Some algorithms were replaced with my own faster ones, but the ideas are the same. |
| Robert K.Jung      | For making the feature-packed ARJ for MSDOS, from which several ideas for commands and features for LhA were taken.  |
| Paolo Zibetti      | For making the first LhArc-style archiver for the Amiga, which made me interested in file archivers and more advanced data compression techniques.   |
| Roger Nordin       | Beta tester extraordinaire   |
| Ron Birk           | For digging out the source codes I needed before I gained access to InterNet myself - Thanks!  |
| Martin Olsson      | For supplying me with the source for LhA V2.11, which was used as a reference. (I wrote the -lh5- decompression with only the 80x86 source available.. hard work!)   |
| LhArcA users       | Big thanks to all of you who registered for LhArcA and LhA even before the programs were finished (LhArcA never was, but those who registered will receive LhI/LhA when it's finished).  |
| LhA users          | Big thanks to all who registered so far, and even bigger thanks to those who reported bugs and problems with the previous releases - without you this program would never be what it is now.   |
-

The program was developed using the Lattice C Compiler and Assembler on a 25MHz Amiga 3000. Great compiler, great computer! Furthermore RCS and MKID were used to simplify the maintenance and development process greatly.

"Infinitities of dreams imploding into one ..."

(Jim Cooper's acknowledgements)

Stefan Boberg           Without whom, I would never have had this program to play with.

David Tritscher       Who worked his magic on the compression code, and generally helped out with other items as needed.

Martin Baute           For proof-reading and translating the .guide to German.

These docs were originally formatted with a version of 'proff' (by Stefan), but were converted to a .guide file "by hand" by myself.

This version of LhA was developed on an A3500 (the pre-production version of the A3000T) with a PowerUp (060-50MHz/604e-200MHz) board installed (Jim) and an A1200 (David), using SAS/C 6.5x to compile, and CPR (Jim) and MonAm (David) for debugging.

The translation was done on an A1200 with PowerUp board (060-50MHz/603e-240MHz) and the invaluable help of GoldED Studio v5.1.5. (Martin)

## 1.135 History

### 2.1 Jim Cooper & David Tritscher

Fix probs with -Qm & too narrow windows. (Jim)

Final cleanups, etc. before new Aminet release. (Jim)

Set up Web site - lha.warped.com - plain, but functional. (Jim)

AMINET RELEASE

### 2.0 Jim Cooper & David Tritscher

Got filename 'munging' working for all progress types. (Jim)

Use Amiga private escape sequences (aWSR, aWBR) to get console size, instead of ACTION\_DISK\_INFO packet. Doesn't block /AUTO windows any more. (Jim)

Cleaned up docs, documented new features, etc. (Jim)

NEW RELEASE

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## 1.110 Jim Cooper &amp; David Tritscher

A bit more gain on compression. (David)

Added '-D4' progress display. (Jim)

Disabled '-1' (-lh4-) for compression, since the format is old, slow, and pretty much worthless. Still support -lh4- on extract, for support of older archives. (Jim & David)

Changed the Default status of a few of the options, to bring the operation more in line with the way other versions of LhA (on UNIX & PC) operate. (Jim)

Changed the way 'inverse video' is turned off - instead of just resetting the console to 'normal', it uses the specific 'inverse off' code. Should help those who normally run their console in non-default modes (eg, different colors, etc.). (Jim)

BETA RELEASE

## 1.100 Jim Cooper &amp; David Tritscher

Changed algorithms for compression - now compresses smaller than old LhA, and does it faster! (David)

Added '-lh6-' compression format, to catch up with LhA for UNIX. (David)

Added command line support for '-lh6-' usage. (Jim & David)

Fixed `_ancient_` bug (crashed LhA 1.3x, 1.5x, etc.) with corrupt partial archives. (Jim)

Plugged multiple holes in old code that could have resulted in crashes. (Jim & David)

Updated docs, usage, etc. (Jim)

BETA RELEASE

## 1.99 Jim Cooper &amp; David Tritscher

Remaining ASM code converted up to C. Start working on changes to speed up code, fix old (& new :-)) bugs, and add new features.

INTERNAL ONLY

## 1.98 Jim Cooper

Squashed the "doesn't work with spaces in names" bug a few people noticed.

Sent directly to folks who reported bugs mentioned as 'fixed' in earlier entries, since I couldn't get this one uploaded to Aminet.

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1.97 Jim Cooper

INTERNAL

1.96 Jim Cooper

<sigh> Too soon, not enough checking, etc... last "fix" broke ^C handling. Fixed.

1.95 Jim Cooper

Oops. Wasn't flushing the output buffer for "Overwrite..." message.

1.94 Jim Cooper

First Aminet release after taking over from Stefan.

<1.94 Stefan Boberg

With many thanks from the Amiga community.

## 1.136 TODO

(In no particular order.)

- Show progress for 'stored' files. Stefan's code never did.
  - Change from current buffered I/O to ASyncIO.
  - Add "-Q" option to disable ASync, for whatever reason. :-)
  - Support changing compression format for 'y' command.
  - Support hard/soft links.
  - Document multivolume archiving better.
  - Volume swap prompt change.
  - -e should cause '-lhd-' entries for ALL dirs, to preserve datestamp/attributes.
  - Improve compression even more
  - Ports to various other 'platforms', including Windoze, PowerUp, WarpOS, ...
  - Localize LhA output. Lots of folks either don't speak English, or would just be more comfortable seeing messages in their own language.
  - More translated versions of these docs.
  - Cancel button for gfx progress... maybe. ^C still works fine on main task, but that isn't obvious to GUI users.
  - Speedups, tweaks, rest of code cleaned up, etc., etc., etc.
-