DeArchive1.7a

COLLABORATORS			
	TITLE : DeArchive1.7a		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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DeArchive1.7a

1.1   main

```
           **********************************************************
             ®DeArchive V1.7a (11/07/95)
             ---------------------------
               By $LiNg$HoT/DiMeNTiA
               --------------------

           Introduction

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                 **********************************************************
               We have waited, oh so long...
         |A|     Not $3500 worth though!! :)         |A|
       **********************************************************
```

1.2   What the hell is DeArchive?

```
             Do  you often pull loads of great stuff down from aminet each ←
                 day, and
 have  to  go  through each LHA/LZH archive by hand?  If you do, you'll know
```

how time consuming and boring it can be. Even using a tool like Directory
Opus to unpack each archive takes it's toll very quickly.

     A while back, I decided that I was sick and tired of going through
this process everyday, and came up with the idea for DeArchive.

     DeArchive will unpack ALL the LHA/LZH/ZIP/
                    lzx
                     files, contained in a
source directory, into the specified destination directory. My program
will make sure that every archive has it's own directory, which is
convenient as some archives do not contain a root directory. If the
destination does NOT exist (as of version 1.4, to overcome unzip problem)
it will be created automatically. ALSO (as of version 1.6), there is an
ICONS switch that will mean that each directory will get an icon, as long
as a default drawer icon exists in env:sys/ as def_drawer.info.
     In the case of ZIP archives, my program calls the
                 UnZip
                  program.

1.3   Excuse me...but what are the associated legalities...?!!?? :)

     I make no guarantees for this program at all! You use it at your own
risk.   As with all programs that cause data to be written to your harddisk
there is always the chance that a crash may occur and this could cause data
corruption. Highly unlikely though!

     DeArchive is an Arexx program which has been compiled for faster
execution and greater convenience. Arexx is great..Try it! :)

  DeArchive is Copyright James Allen A.K.A $LiNg$HoT 95!

  DeArchive can be included with any PD-CD or placed on any cover disk
as long as the LHA archive is not changed in any way.

1.4   What ya need..

                 DeArchive needs:

RexxMast (The Arexx interpreter running)
The following AmigaDOS commands in C: (sys:c/)
- LIST
- DELETE
- COPY
- LHA/
                 UnZip
                 /
                 LZX
                 - The rexxsupport.library in libs: (It comes as standard with WB2 ←
                    +)

Note: The program will run without UnZip/LZX present, but an error will be
generated if a ZIP/LZX archive is in the source directory. This error will
not halt the program though.

1.5   A new efficient compression system!

(The following has been taken out of the LZX documentation)

LZX is a brand new data compression program developed on and for the Amiga,
sporting mind-blowing compression rates, and brain-staggering speed.

LZX is a co-development between Jonathan Forbes (author of the LZ and LX
archivers, as well as the commercial Bulletin Board Software package
Xenolink), and Tomi Poutanen.

LZX uses compression technology that is absolutely state of the art, and
offers a compression/performance ratio superior to that of all other
programs for the Amiga, as well as to all programs for MS-DOS.

CONTACTING THE AUTHORS VIA EMAIL

Please Email us with your comments, questions, and suggestions!

Jonathan Forbes:
   jonathan.forbes@canrem.com   (always)
   jadforbe@electrical.watstar.uwaterloo.ca   (May 4 - Aug 12, 1995)
   jadforbe@electrical.watstar.uwaterloo.ca   (Jan 4 - Apr 18, 1996)

Tomi Poutanen:
   tjpoutan@elecom2.watstar.uwaterloo.ca   (May 4 - Aug 12, 1995)
   tjpoutan@elecom2.watstar.uwaterloo.ca   (Jan 4 - Apr 18, 1996)

LZX can be found on AMINET! util/arc

1.6   A program to UnZip ZIP archives!

     The program I use for unpacking ZIP archives is UnZip 5.1. If you use
a different version, my program may not work correctly. Here is some info
from the UnZip readme file.

February 9, 1994

Amiga specific notes for UnZip 5.1, release of February 7, 1994

The Info-Zip UnZip 5.1 package consists of C source code that compiles
on many platforms. Some systems, such as Amiga, lack a bundled

C language compiler, so we package and distribute supported executables
for those. This enables users who don't own compilers to have a
reliable source for obtaining executables directly from the developers.
This cuts down on the occurence of partial or haphazardly built
distributions.

For more information about Info-Zip, and the enclosed utilities,
please consult the README and doc files included in this archive.

To install the programs, copy the files, UnZip and FUnZip, to a utility
command directory where you normally place add-on system commands.
This would be a directory normally found in your command path.
Type "path" in a CLI window for a display of which directories are
in your path. Choose a location which is not likely to be replaced
if AmigaDOS is reinstalled later.

The official compiler for Info-Zip Amiga source is SAS/C
version 6.51.   Any compiler revision from 6.2 and above is supported.
We do not support SAS/C 5.10b (too old) nor DICE (programmer
dissapeared).

Consult the file, Where, for information on where to obtain source
code if you would like a copy. It's FREE! If you have no access to
any of the sources listed therein, send electronic mail to
the address listed below, and be sure to state that you are working
with the Amiga version (we support at least a dozen platforms).

These programs run only as CLI commands, but are compatible with
Directory OPUS, SID, and IconX methods of execution.

Known problem:

It was discovered on release day that the latest SAS compiler
revision (6.50 or 6.51) fixes a long-standing timezone bug, with the
result that the work-around code in UnZip now might extract files with
the wrong times, off by a certain number of hours depending on which
locale you are in. This may depend upon whether or not your locale
utilizes daylight savings time. If this happens to you, setting the
TZ environment variable properly may bring the time to within 1 hour
of the correct time. IMPORTANT: This does NOT cause a problem with
the integrity of the data, but can be annoying if you depend on accurate
time stamps.

We are currently working on characterizing when and why this problem
occurs, and the next release will be properly accurate.

Therefore, if this happens to you, PLEASE send mail to Zip-Bugs (below).

REPORT ALL BUGS AND COMMENTS TO INFO-ZIP: <Zip-Bugs@WKUVX1.UKY.EDU>

If you want to redistribute this arcive, make sure that all the following

files are included, as packaged in the original archive:

```
  UnZip                          85900 ----rwed 07-Feb-94 05:10:00
  FUnZip                         28188 ----rwed 07-Feb-94 05:10:00
  README                          6339 ----rw-d 07-Feb-94 05:10:00
  README.AMI                      3968 ----rw-d 07-Feb-94 05:10:00
  Where                           8379 ----rw-d 07-Feb-94 05:10:00
  CONTRIBS                        6431 ----rw-d 07-Feb-94 05:10:00
  COPYING                         6186 ----rw-d 07-Feb-94 05:10:00
  unzip.doc                      18268 ----rw-d 07-Feb-94 05:10:00
  zipinfo.doc                    17439 ----rw-d 07-Feb-94 05:10:00
  funzip.doc                      3171 ----rw-d 07-Feb-94 05:10:00
```

This Amiga port is brought to you by,

 John Bush   <John.Bush@East.Sun.COM>
                <JBush@BIX.COM>

 Paul Kienitz <Paul.Kienitz@f28.n125.z1.fidonet.org>

_____

1.7 So.....How do I use it then?

                  Before running DeArchive, the AREXX interpreter RexxMast MUST be ←↩
                    running.
If it is not running type:

sys:system/rexxmast >nil:

IF you want it to be run every time, place the above line in your
startup-sequence OR user-startup.
You could also merely drag the RexxMast file from sys:system into your
sys:WBStartUp drawer and this would have the same effect.

Usage is pretty straight forward. Here is the standard AmigaDOS template:

DeArchive SOURCE/A,DESTINATION/A,ICONS/S

SOURCE   - Source directory from where scanning begins.
DESTINATION - Destination directory where each archive will be unpacked.
ICONS   - Switch to turn on drawer icon creation.

If the destination path is not specified, the current path will be used.
If the destination directory does NOT exist it will be created.

To use the ICONS switch you MUST have a default icon in your env:sys
directory.   This should be called def_drawer.info and is used when icons
are created for directories by the system. If it does not exist, merely
copy an .info file of a directory (called def_drawer) into env:sys before
running dearchive.

_____

NOTE: If you want this default directory icon to be present everytime you
boot up, you MUST copy the def_drawer.info file into envarc:sys/. This
directory is on the harddrive and is copied into ram: (
                   env
                   :sys) everytime
the Amiga boots up.   Also note that icons are only created for the main
directory for each archive and so the root directory of the actual archive
may not have an associated drawer icon file. In this case merely use the
Show all file from the WB window menu when in the main archives directory.

Here is an example that I use to unpack my daily downloads:

1> DeArchive dh1:temp/ icons dh1:temp/unpacked/

- unpacked will be created if it doesnt exist, and each archive will get
it's own directory, with it's own drawer icon file.

1.8   Errrr...It like....unpacks archives... :)

                   Features:

- Unpacks LHA/LZH/ZIP/
                   lzx
                    archives automatically into a destination dir.

- Takes the boredom out of unpacking daily downloads! :)

- Option to give all directories a default directory icon!

- Shows nice underlined ANSI title showing archive type!

- Supports ®SlingShot
                   Global Prefs
                    system. Option to turn off ANSI.

1.9   Arhhhhh no not them....!

                   KNOWN BUGS

- If there are any unpacking errors you may not know!

     This is merely due to the speed at which the unpacking info speeds
past in the console window.   If an error occurs and you are not paying
close attention you may miss the problem. Then, which has happened to me
before, you may delete the archive when it could have been restored or
repaired.

Possible Solution:

     ERRR, you could pay more attention to the console window, or use a

great extended console handler like KingCON, with review buffer, in order
to scroll back up the window to check for problems after unpacking.
    Oh and remember that pressing SPACE in the console window will pause
the scrolling until backspace is pressed.

If you discover ANY other bugs that occur during use, please report them to

                me
                  as soon as possible. I will then attempt to fix them, and mail ←
                      you the
new version.

1.10   What has been changed and added..

                  DeArchive Version History

V1.0 - 8/9/94: (NEVER REALEASED)

- First version which handles only LHA and LZH archives.

V1.1 - 9/9/94: (NEVER REALEASED)

- Now handles ZIP archives.

- Instead of listing the whole directory to a file it now uses
  a pattern to only catalogue *.lha/lzh and *.zip. This will speed
  up the script in some instances.

V1.2 - 14/11/94: (NEVER REALEASED)

- Fixed a bug which wouldnt scan files if the *.* filename patch was not
  installed. Testing it on my old A500+ located that prob! Now use #?
- Altered so that the newly created Dir's for each archive are not in
  uppercase letters! A simple case of adding a parse to the input line! :)

V1.3 - 03/02/95: (* FIRST RELEASE ONTO AMINET * - ON AMINET CD 5)

- Changed the way in which files are collated. Use p=(#?.lha|#?.lzh|*.zip)
parameter in the LIST command, instead of the lame way of creating 3 files
and joining them! (I've learnt alot since the previous versions :>).
- Zip unpacking now works correctly.

V1.4 - 06/02/95: (* SECOND AMINET RELEASE *)

- DAMN! My first release (1.3) and it had bugs!
- Archives with *.LZH (in uppercase) were not handled.
- Made a simple change to compare filenames in uppercase only.
- NOW, no need to worry about directory existing when handling ZIPS.
- Destination directory created if it doesnt exist and ZIPS unpack fine!

V1.5 - 12/02/95: (* THIRD AMINET RELEASE *) : On Aminet5 CD

- If more than one level was specified as destination directory an

incorrect directory would be created. E.G:

dh1:temp/unpacked/ would mean that dh1:tempunpacked would be created!

- This of course would mean that ZIP's wouldnt unpack if the dir did NOT
exist! ARRH.

(Caused due to using compress to strip the '/' character from the end when
creating a new directory. Didnt think about it striping ALL the '/'s!!)

- Error in usage section of docs. I said Rexxmast was in sys:rexxc when it
is really in sys:system normally (Spotted by WhiteWolf - Cheers!).

V1.6 - 13/04/95: (* FOURTH AMINET RELEASE *) : On Aminet6 CD

- Added ICONS switch to allow icons to be added for each directory.
- Improved CLI parsing routine - Allows parameters in any order.
- Implemented SlingShot
                Global Preferences
                 system. NOANSI supported.
- Generally cleaned up and improved the code.

V1.7 - 11/07/95: (* FIFTH AMINET RELEASE *)

- Added support for
                lzx
                 archives after request from Jonathan Nightingale.

V1.7a - 18/07/95: (* BUG FIX *)

- Only one icon was being added if icons switch was used. (ARRRRRR!)

1.11   The cool SlingShot Global Prefs system

                    As of version 1.6 of DeArchive I have implemented an ↩
                      expandable system
of global preferences. Basically this means that all of my future programs
and updates will conform to a number of preferences set by the user.

     These preferences will tend to be environmental ones, and affect the
way in which my programs output text etc...
  At   the   moment,   only   the   following option is supported in
DeArchive:

  o
                NOANSI
                 - Turns OFF ansi output.

     The global preference file is stored in ENV: and is called slingshot.
It consists of a number of keywords placed on each line. If you don't know
anything about the environmental variable system used on the Amiga (and
unix ;>) then
                click here
                 for some help.

Therefore to turn off ANSI output in all of my programs which support global   preferences,   place
                    NOANSI
                      on a line in env:slingshot and
envarc:slingshot (if you want it to be permanent).

If anyone has any environmental options they would like to see implemented in my global prefs system, please
                    mail them to me
                    , as I can't
really think of any new options that would be useful at the moment.

1.12   You dont want nice ANSI colours?

If you dont want any of my programs to output in ANSI colours, you can set the global prefs file with the NOANSI option from here.

If thats what you want, you can click below for ENV: (Temporary) or ENVARC: (Permanent – until deleted from sys:prefs/env-archive/). Here a SlingShot file will be created with the NOANSI option in it:

 ENV:SlingShot

 ENVARC:SlingShot

NOTE: If you select ENVARC: the change wont take effect until you reboot, unless you also set the variable in ENV:{ub}

1.13   Help! Help! I'm being repressed....

                    Right then...If you dont know much, even anything about ←
                      Environmental
variables dont worry there not very hard to understand.

When you boot up your computer, the startup-sequence does a number of different tasks. One of which is to set up an area on the Ram Disk called ENV. It then copies a number of files across from the harddisk which contain information used by different programs. This information could be anything from the size of a window a program uses, to some messages you have entered into a notebook program.

Anyway, this is where our variable containing the SlingShot global preferences is stored.

To set an environmental variable you go to the CLI and type something like this:

1> setenv slingshot NOANSI

This file is now stored in RAM:ENV/ as slingshot. It contains on the first

line the parameter NOANSI.

The above system is OK for single options (setenv destroys any currently
defined variables!), but you must be aware that if you want to add more
options (as they become implemented ;>) then you will need to edit the
file using a text editor. See the info about using the AmigaDOS editor ED
below.

Another thing you must also realise is that once the computer has been
reset this variable will be wiped from memory. Therefore, if you want to
keep the global preferences you will need to have them stored actually on
the harddrive. All the permanent ENV files are stored on your harddrive
in:

- sys:prefs/env-archive

(sys: refers to the partition from which you booted)

This path is assigned to the logical device called - ENVARC:
The easiest way to create a permanent env varaible for GuideCompiler is to
echo the viewer name straight down ENVARC:

Using the above example we could create a permanent GuideCompiler variable
using the following CLI command.

1> echo NOANSI >envarc:slingshot

This will write the variable to the harddrive and each time the computer is
reset it will be copied to RAM:ENV/ along with the other permanent
variables.

You could achieve the same result by editing the file using a text editor
such as ed. This is the way to set the prefs if you want to set MORE than
1 parameter.

E.G:

1> ed envarc:slingshot

Using ED, you would type in each option and use RETURN to go to the next
line. When you have finished you could go to the menu and select save, or
press ESCAPE and type sa <RETURN>.

If you want to set the NOANSI option now, in ENV: or ENVARC: click
                 here
                    .

NOTE: If you have any trouble using the global prefs system with DeArchive,
feel free to
                 mail me
                  for help!

1.14 What next then?

                    After considering the scroll past problem, I may consider ↩
                         putting in a
LOG switch so that it is possible to check the output after unpacking.
I'll probably do this, if I get a some feedback from people who want to see
the feature implemented.

DeArchive V2.0

  Right then...I have some plans for a new version of DeArchive that
will be completely re-coded, most probably in Amiga E.
  Some possible features:

  o Full GUI with a nice listview window. (If I can figure them out :)

  o Ability to select only certain archives in source directory.

  o Special post-processing options:
    - E.G Mods option to move all modules to 1 directory.

  o Make it a commodity? Possibly, if that would be useful.. :)

  o More archive support - (TAR, ZOO, UUDECODE etc..)

    If you have any ideas or find some bugs (I hope not!), feel free to

             mail em to me!

1.15 Hi mum!

Greets go out to the following people:

Laurie Lee (The C God) - Look! You cant do this in a damn script..!! ;>
Dave Hollway - I'll get a A4000T before you...Oh yes, you'll see....!!!! :)
Mark & Scott/Visage Computers - What are YOU doing with one of my programs?
Catlord - When ya gonna code a demo then.... *;)
Draxx/Desire - Built any CrayAmigas lately? HEY, get in touch will ya!
Darren Bloor - Psst....Got any......dirty videos... :)
Creator/Dimentia - Get that Babylon 5 beater finished! ;)
KenD/LSD - See yers on mono m8.
CounterPoint/Westower - Your music teacher is a fool!! :)
Chalky - It is you on the Kelloggs advert...;>
WhiteWolf - LOOK, I want my damn CD back.......;)
WolfLord - Hi...Hey, how come your reading this....?!?!?!?
The_Don - SO...When are we gonna get our OWN section then? ;>
Jason Compton - Keep producing your great mag!
Deztech - Hey, DCC Chat ya sometime.. :)

IRC:

FUNdament - Hey, get that paint package done..I want to do the AREXX :)
Secka   - Wonder if we'll get banned again... ;>
Wangi   - Cant wait to see SUPERWangi Pad!! :)

Oh and greets to all on #amiga..

AND..

All the programmers on the world wide Amiga scene, who make our machine
such a joy to use.

While I'm at it, greets to ALL Amiga owners everywhere. Keep the dream
alive!

Oh and greets to the new owners of the Amiga, ESCOM. I'm sure Amiga
Technologies will get the Amiga back where it belongs...Errr, that is if
you dont lauch the A4000T at $3500!!!! Dont make a classic Commodore mess
up, please!!!

1.16   So you want to talk to me huh? :)

OK. I hope you found a use for DeArchive and that it's has made your
unpacking that little bit easier.

Here are my current E-Mail addresses. They remain valid until:

Either:

A). July/September 95' when I finish year 2 of my degree.
B). The operators de-user me for.....Errmmmm well, I dont think we need to
go into that right now *8-}}

Mail me - James Allen - at either:

- cc022jwa01@ntu.ac.uk   OR
- sys2jal@doc.ntu.ac.uk

You can also contact me on the "MonoChrome" Internet BBS run from City
University London, England.

My account name is : SlingShot

I will probably be on Industrial placement from August 95 onwards, and so
should get a new e-mail address (I better, I aint going to any backward
company who havent got Internet access!! :). I'll include it as soon as I
release another version of this or my other programs..

I look forward to hearing from you.....

Look out for my other releases such as:

MultiVer   - Scans 2 directories and compares $VER of files.
                (Aminet: util/cli/MultiVer12.lha)
NameStrip   - Recursively scans and strips file names of spaces etc..
GuideCompiler - Scans recursively and builds an ®AmigaGuide of text files.
                (Aminet: text/hyper/GuideCompil12a.lha) Includes:

```
DeliList      - "         "       " and builds up a ®DeliTracker2 playlist.
                (Aminet: mus/misc/DeliList11a.lha)
SpeakTime     - Speaks the current time using speak:
                (Aminet: util/time/SpeakTime10.lha)
```

Oh and my one released music mod is on aminet in mods/pro and is called:

WhoIsElvis94.lha

It's a remix of the techno track, "Who is Elvis" By Interaction.

I have also done a REKO Klondike AGA cardset. The theme is space and it is
a 256 colour set. It's on Aminet as:

game/think/SpaceREKO.lha

Also look out for future (Amiga E) productions including:

- PC VOC sample ripper. (Designed to work with BIG files. E.G 30+Meg!!)
- RSI (Repetitive Strain Injury) break reminder utility.
  This is called RSIBreak, and will be released soon..It's done, I am just
wondering whether to add a GUI to it first...