

DLDCheck

COLLABORATORS

	<i>TITLE :</i> DLDCheck		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

DLDCheck

1.1 DLDCheck documentation.

Dreamline Designs presents DLDCheck V4.1a coded by Rasmus K. ←
Ursem.
Released 29.07.95

Introduction
What is DLDCheck?

THE WAR.
Some words about banners, stripping them ect ect.

Disclamer

Copyrights

Quick installation
Follow these steps to install DLDCheck. Hints included.

Contact address
How to reach the author.

StarGate BBS
Dreamline Designs BBS.

Dist Sites for DLD
Dist Sites for DLD prods.

Registration
How to register.

Why register?
What you get when you register.

Note To Crackers.
A little note to crackers.

Requirements
Needed system requirements.

Greetings
Dreamline Designs greetings.

Supporters
Supporters of DLDCheck.

Active Systems
Systems of registered users, where DLDCheck works.

Programs in the archive

DLDCheck
Bannerstripper program.

DLDEdit
Handle bannerlist program.

DLDCheckPrefs
Preferences program.

DLDAdd
Update bannerlist program.

DLDConfig
Configuration program used with mode C.

1.2 Introduction

Welcome to DLDCheck version 4.1a Evaluation.
DLDCheck is coded by Rasmus K. Ursem in pure Assembler.

This is the evaluation version of DLDCheck 4.1a. DLDCheck 4.1a is shareware.
See more in the

registration
section.

DLDCheck can be used to remove (and add) BBS advertisements, so-called
banners, from lha-archives. DLDCheck can also remove banners from textfiles.

DLDCheck is one of the most configurable strippers ever made, this gives
extremely high flexibility and efficiency. So high efficiency that once a
banner is detected, it will never show up again! (If you set the prefs good.)
DLDCheck can handle *ANY* bannertype. IFF/Gif/executeables/icons/you name it.
All you have to do is detect these special non-ASCII files.
DLDCheck, especially the registered version is very efficient (98-100%) and
another very nice thing is the "Autodelete" in IK, when I strip banners, I'll
only have to delete 1-2 banners myself for every 10 archives, the rest is
killed by "autodelete". Until this date (29.07.95) the registered users (10-12)
has removed more than 100MB's of banners since the 01.01.95.

1.3 The war between adders and strippers.

They have been there for quite some time, few like them, sysops need them. BBS-adds, banners, advertisements are they called, spreading almost like an infection, making your archives and your phonebill grow huge.

Over a year ago, a friend of mine used a program called lhacheck or something like that. At that time the wildcard banners was rare and stripping banners was actually only calling LHA with the -i option. Well somebody found out that LHA couldn't delete files containing wildcards, very quickly the so-called wildcard-banners was added in large amount. The strippers couldn't remove these banners by use of LHA, so routines to seek these wildcard-banners was made, a couple of months passed, and everything went berserk again. The latest was to add random generated banners, so the wildcard-strippers would pass these banners. Strippers now had to check each file for look-alike banners, the so-called intelligent killmodes was born, making it hard for randomgenerated as well as unknown banners to survive. For a moment we thought we was safe, but no. Now they add executeables, huge gif/iff pictures and icons. New routines has to be coded to remove these new banners, CRC checking is a very efficient way to kill ALL banners, DLDCheck 4.1a support this killmode. The war goes on...

I have tried to see it from the sysops point of view. Banners is necessary for a BBS to survive. The what do we do? Today almost all archives use the file_id.diz standard, could we create a standard for advertising BBS-systems? Yes we can, but it need all sysops support. DLDCheck could create a file called "Seenby.bbs". This file contain a list of BBS the archive has passed through. Each BBS has 2 lines of text, the first line gives info about BBS name, Sysop name, group name, baudrate, phone number and 80 chars of your additional information.

THE PROBLEM: Convincing all the sysops that we are fed up with their banners and make them support this standard of advertisement instead of adding 10 banners to each archive.

Some of my most crazy kills:

In an archive with the size of 54kb I removed 52kb of banners. These banners was wildcard, random, executeables, and iff-pictures a total of more than 20 banners in the archive.

In an archive with the size of 84kb I found a gif-picture with the unpacked size of 109kb! + a lot of other banners.

In one archive I have deleted more than 30 banners.

1.4 Disclaimer

I take no responsibility for datacorruption or deletion of data caused by DLDCheck, anyway it's tested many times and has shown few errors so far.

NOTE: DO NOT ADD THE BANNER NAMED '*' THIS IS A WILDCARD AND ALL FILES IN ARCHIVE WILL BE DELETED!!!!

(DLDCheck Version 2.2+ can kill wildcardbanners.)

1.5 Copyrights for DLDCheck 4.1a and all the utilities for DLDCheck 4.1a.

DLDCheck is ©copyrighted 1994-95 by Rasmus K. Ursem. All rights reserved. ↔

Permission is hereby granted to copy DLDCheck 4.1a EVALUATION as long as all files stays intact and only a nominal fee (Max 5\$) is charged for copy and postage. Permission is also granted to put DLDCheck 4.1a EVALUATION on PD-libraries such as Fred Fish. But NOT include in Magazine Coverdisk without my authorization.

DLDCheck 4.1a and all the utilities for DLDCheck 4.1a is shareware. See more in the

registration
section.

This LHA-Archive includes the following files...

DLDCheck
DLDAdd
DLDEdit
DLDCheckPrefs + icon
DLDConfig + icon
KillBanners
KillBanners.addlist
DLDBrainFile
DLDCheck.guide + icon.
File_ID.Diz
StoreDir/
CRCBanners
MyDLDCheck.Prefs
(+A lot of trashy bbs adds!)

1.6 Contact address

You can reach me at this address

Rasmus K. Ursem / Dreamline Designs
Gudrunsvej 8 3. TH
8220 Brabrand
D E N M A R K

Call the HOT-line for registerted users: +45 86755547
After 8/8 use this number for voice: +45 86755309

or at these NetAddresses:

Rasmus K. Ursem: 2:238/29.10 (FidoNet)
Rasmus K. Ursem: 10:2/9.10 (HOANet)
Rasmus K. Ursem: 39:140/109.10 (AmigaNet)

1.7 StarGate BBS.

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      __,smmW@@@@@@@@@@@@@ms__
    __,mW@@@@@@@@@@@@@*****@@@@@@@@@ms__
    ,m@@@@@A*#\textdegree{ }~       .       ~\textdegree{ }* * ←
      @@@@@@Ws.
    ,m@@@@@*#
      gW@@@@@*#       .       .       .       \textdegree{ }*M@@@@@Ws.
    ,W@@@@A~       .       .       .       `VM@@@@@m.
    W@@@@A'       .       .       .       `V@@@@@s.
    ,W@@@@A~       .       .       .       *@@@@@i
    ,@@@@A'       .       .       .       `V@@@@s
    W@@@P       .       .       Welcome to the       .       `@@@@b
    ]@@@@       .       .       .       .       `@@@@i
    W@@@' .oOoo..oO000o..oOoo. .oOo. .oOoo. .oOoo..oO000o..oO00o. Y@@@@
    @@@ O.         OO . O   O O 'O O'       O . O   OO O'       !@@@
    @@[ `O000o.   OO   OooooO OooO' O   OO OooooO   OO . O000   . @@@
    @@[ .         O OO   O   O O 'O. O . O O   O   OO O       .@@@
    M@@. `Ooooo'  OO   `O O' O   `Oo `OooO' `O O'   OO   `Ooooo' d@@!
    ]@@w
    M@@b         .       Dreamline Designs BBS       .       ,@@@!
    `@@@w. Free download on all DLD Productions.(32MB packed) g@@@@P
    `M@@w,       Conference with many developer-tools.       ,g@@@@f
    M@@@@.       Demo-Scene conference.       _g@@@@'
    \textdegree{ }M@@@@w_ Call +45 86755547 Hours: 22:00-09:00 ,g@@@@f'
    \textdegree{ }*M@@@@m,_ Sysop: Rasmus K. Ursem/DLD ,gW@@@@@*#
    ~*@@@@@ms_   28k8/Daydream BBS       __,mW@@@@@A*#
    ~*@@@@@Wms,_       __,mm@@@@@A*#
    \textdegree{ }*M@@@@@@@@@mmmmmmmmmm@@@@@@@@@*#\textdegree{ }~
    ~\textdegree{ }* * * * @@@@@@@@@@ * * * * \textdegree{ }~

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NOTE: Due to some problems with the danish telecompany we couldn't get our voice-line until the 8. of august, after this date, Stargate will be online 24h/day.

1.8 Distributions Sites for DLDProductions.

NOTE: Because of some problems with Amigaguide the ASCII-logos might look a little strage on some systems. (Amigaguide Pre V40)

Nemesis Amy BBS
(Central Jutland)

Girl Nation
(Sealand)

Cyberdyne
(North Jutland)

Dreamline Designs is looking for dist sites outside DK.
(Italy will be covered in the near future.)

Your BBS must at least have these configs.

Open 24H - 7days/week.
28k8 modem.
USERS!
NO illegal warez!

Interested? Call me, "snail" me or "e-mail" me.

1.9 Nemesis Amy BBS.

```

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o FidoNet   2:238/43         o AmigaNet  39:140/116
o C-Link!   912:2000/0      o FooNet    50:450/21
o HoANet    10:2/5         o sUN      119:450/10

o FILE_ID.DIZ support     o Free InterNet R/W!
o Nice sysop                o Running CNet/3
o 24 hours all year       o Points accepted

        DreamLine Designs Distribution Site
        Running on an A2000/030 and 640MB harddisk
        USRobotics 28800 V.34 DUAL modem
        Call - (+45) 7535 3726

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  |   I ___)   // ___) ___) ___) ___) // (___ I___)
                        //                               //

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```

1.10 Girl Nation.

```

.../  ___/___/  _ //  /\
.../ /  /  /  /  _//  /___/  _  /___/  /  /  /  /  /  /  /  /
...../____/____/___/___/___/___/___/___/___/___/___/___/___/___/
.....\____\____\___\___\___\___\___\___\___\___\___\___\___\___\
          -== Amiga BBS ==-

+45  .../  /  /  /  /  /  /  /  /  /  /  /  /  /  /  /  /  /
      .../  /  /  /  /  /  /  /  /  /  /  /  /  /  /  /  /

```


You can also use CRC on ASCII/Ansi, but don't use on banners which has a line or two at the bottom with text in this style.

This file was uploaded by: BlankMan/The Blank Crew date: 40-40-40

Because CRC checking is dependant on the CRC in the archive and this changes if the contents of the file change. Instead add some high-probability words and use IKs "Del files above" to autodelete the files.

- If the main kill or Intelligent Killmode cannot delete/unpack a file it is probably because the filename contains some kind of illegal chars. I have noticed that LHA uses special non-standard wildcards for some internal stuff. (e.g. \$\$)
- Special Words MUST start with a letter or a number because the ASCII-checker will take all other ASCII-chars as "Banner-chars".
- Special words which is allmost alike is not wise. The best way of explaining this is with an example. The following is a list of medium-probability words.

```
...
Sysop
Sysop: TheSysop
...
```

DLDCheck will only find "Sysop" and leave out the rest, simply because it find "Sysop" before "Sysop: TheSysop". Instead you should do like this.

```
...
Sysop
TheSysop
...
```

The ":" and the " " will be handled anyway.

-Be very careful with these options/settings.

- CompareKill/Use normal compare.
- Intelligent/SpecialWords/Kill high, skip low.
- If You not use Intelligent/"Check filetype fast" DLDCheck might start checking misc files. Icons have somehow a very high percentage.

1.13 How to register DLDCheck 4.1a.

```

                You can register DLDCheck 4.1a by sending 100dkr/20US$/10GB£ + 1 ↵
                    disk
1 addressed envelope to my
                    address
                .
```

We can also transfer DLDCheck with a modem.

A third way of registering DLDCheck is call me at 86755547, I'll then give

you the number to my bankaccount, you will give me your address and deposit 100 dkr. As soon as I see the income on my bankaccount I will transfer/mail you the registered version. (I don't know if this works outside DK.)

NOTE: For registered users the fee is only 50dkr/10\$/5£.

Please answer these questions!

1. What Amiga do you have?
2. What OS are you using?
3. How many MB HD do you have?
4. Other external devices such as diskdrives, tapestreamers, cdrom ect?
5. Are you using DLDCheck with a BBS-system as a sysop? Which?
6. What version of LHA are you using?
7. What version of DLDCheck was the first you used?
8. How many days did you use the evaluation version?
9. Have you discovered any bugs that has NOT been fixed?
10. How many MB of banners have you removed?
11. Why do you use DLDCheck instead of other strippers?
12. Are you a member of a "scenegroup"? Which?
13. Your address.
14. What do you connect Dreamline Designs with? Have you heard of Dreamline Designs before?

Reasons to ask the questions.

- 1-4. To see how many different configurations DLDCheck is working under.
5. To see how many BBS-systems DLDCheck is running under. Please write if your board is working in a net or just a single machine.
6. To make a list of LHAs DLDCheck will work with.
7. To see when you first used DLDCheck, which killmodes that made you choose DLDCheck.
8. To see how many days users use an evaluation version before they register.
9. So I can fix them. Please write version. You can also give bugreports to the utilities.
10. I will make a counter for ALL registerted users. Global Kill!
11. Write which killmodes you prefer.
12. To see if the "Scenedudes" use this utility.
13. So I can contact you.
14. A kind of "Market Analyze".

Write if you DON'T want to be on the registerted users list.

Write if you want other utilities from Dreamline Designs.

1.14 Why to register DLDCheck 4.1a

This is what you get when you register DLDCheck.

- * Access to the Hot-Line. (+45 86755547)
- * Non-crippled version of DLDCheck.
- * Other free utils from Dreamline Designs if you want them.
- * Access to the User-conference on Stargate. This conf is for registered users only and holds some inside info and beta-releases.

DLDCheck is crippled in these options.

Maintenance option:

When the maintenance option doesn't find any banners, DLDCheck will skip the mainkill because this is checking the archive twice and getting the same result.

NOTE: This doesn't work in the evaluation version.

Intelligent Killmode:

-Added/Improved: 3 Types of words. Used to determine a textfiles probability of being a banner. See more information in the DLDCheckPrefs

intelligent
section.

NOTE: Crippled in evaluation version.

-Added: Fast filetype check.

NOTE: Not optimized in evaluation version.

-Added: Average wordlength checking. (Banners usually have very low lix-value.)

NOTE: Not optimized in evaluation version.

-Added: Check in subdirs.

NOTE: Not available in evaluation version.

-Added: Adding subdir-banner-names to killbanners and killbanners.addlist.

NOTE: Not available in evaluation version.

-Added: CRC checking, this is a very efficient way to kill ANY add including IFF/GIF/Icons/executeable/you name it.

The routine is based on the so-called CRC. This is a checksum LHA uses to check the files. If DLDCheck finds a file which matches the filesize and CRC it can be autodeleted. This is very fast.

NOTE: Limited in the evaluation version.

Compare Killmode:

-Added: Compare killmode can sort extensions. In DLDCheckPrefs you can set extensions which this killmode will NOT delete.

NOTE: Limited in evaluation version to a maximum of 4.

1.15 A little note to crackers.

Some lamebrain tried to crack DLDCheck 4.0, however he did not succeed because it can't be done. And why? Simply because the code in the registered version does NOT exist in the evaluation version. So don't try to do it, it's a waste of time. If you find a cracked version don't bother downloading it, because it's a fake!

Furthermore all registered versions of DLDCheck has x special encrypted serial numbers build in. So if an illegal version is circulating, I'll know who spread it!

(Comparing 2 registered versions will not help you because the positions are different from version to version.)

1.16 Systems where DLDCheck is working.

Note: This is only registered users.

- A1200 with KS3.0, 214MB HD and lha 1.5x
- A1200 with KS3.0, 540MB HD and lha 1.50
- A4040 with KS3.0, 120MB HD, CDROM, Syquest 270SCSI and lha 1.52
- A3000T with KS3.1, 856MB HD, CDROM, Tapestreamer and lha 1.50
This machine is running BBS-system "Blizzard".
- A4040 with KS3.1, 1500MB HD, Tapestreamer and lha 1.50.
- Amiga3000/030 KS3.1
- Amiga4030 KS3.1
- A500T with KS2.1, 380MB HD and lha 1.52.
- A2030 with KS2.1 Tapestreamer, mc68030/40mhz.
Nemesis Amy BBS running CNet 3.05
- A2030 with KS2.04 G-FORCE 030/33Mhz, 882/50Mhz, GVP IO Extension.
Cyberdyne BBS running Cnet 3.05
- A4040 Warp with KS 3.0, 3GB HD, 7 disk CD-Rom.
Digital Candy BBS.
- A1200 with KS3.0, 1263 MB HD.

1.17 System requirements for DLDCheck and DLDCheck Utilities.

- AmigaOS V37+ (Workbench 2.04+)
- Reqtools.library
- FileID.library v2.0+
- LHA v1.40+ (I don't know those old versions of LHA, maybe old versions will work.)

1.18 The official greetinglist.

Dreamline Designs greets these groups'n'gurus...

TechVision
Spoon
Polka Brothers
The Flame Arrows
Static Bytes
Kingdom
Upfront
Ram Jam

Michael 'Fix' Sølvstad
Kaare 'Swyx' Heinsen
Jan Green
Jens Andersen
Jesper Juul
Warner/Creed
Dr G/Ram Jam
Morten K Andersen
Peter Frandsen
Erik Børsting

Dennis Franck
Toke Godiksen
Kim Borbjerggård

And finally - Commodore USED2B Inc. and Amiga Technologies.
cause 'Only Amiga Makes It Possible!'

1.19 The official supporters for DLDCheck.

The following people supports DLDCheck with new banners, new ideas and bugreports.

- Jesper Rou Larsen. Thanks for the Bugreports, ideas and banners.
- Karsten Niemeier. Thanks for new ideas.
- Warner of Creed. Thanks for the bugreport and your killbanners list.
- Klaus Jensen. Thanks for new ideas to DLDCheck 3.0.
- Kim Sindalsen. Thanks for the bugreport and new ideas.
- Peter F. Frandsen Thanks for bugreports and being my link to InterNet.
- Morten K. Andersen. Thanks for the arexx scripts.
- Erik Børsting. Thanks for running support-site for DLD.
- Kim Borbjerggård. Thanks for the ideas to v5.0, bugreports to v4.1 and for running support-site for DLD.
- Dennis Franck & Toke Godiksen. Thanks for running support-site for DLD.
- Fabio Vitale. Thanks for the long letters, the ideas and "soon-to-be"-support-site in Italy.
- All the people who reported "fixed" bugs. Thanks for your support.

Wanna be on this list? Contact me with bugreports, ideas, bannerslists!

1.20 DLDCheck 4.1a main menu.

DLDCheck 4.1a main menu.

History
History for DLDCheck 4.1a.

How to install
How to install DLDCheck.

How to Use
How to use DLDCheck.

Output example

Output example with explanation.

Using with DOpus
How to set you buttons in Opus.

Future plans
Future plans for DLDCheck.

Datafiles
DLDChecks relations to the datafiles.

1.21 History for DLDCheck.

V1.0 -First workable version, but had some minor bugs. Couldn't ←
load
files with spaces. Released at The Party III

V1.01 -Bug Fix: Could load files with spaces. Also released at The Party
III

V1.1 -DLDCheck now uses ReadArgs() from the dos.library instead of just
getting it from the CLI. ReadArgs() is more systemfriendly and
DLDCheck will therefore be forward compatible.
-Bug Fix: DLDCheck could misunderstand a '-' in the filename as a
option. This is also removed by using ReadArgs. (Thanks goes to Zest/
Triangle 3532 for telling me how to use ReadArgs.)
-Removed the ? option and included amigaguide instructions instead.
-Added LHA option -Qo and -Qw. Added because some bannernames
includes '-' and other wierd characters LHA could misunderstand as
user-selected options, unfortunately LHA has a bug so -Qw dosn't
work. (Don't add the '*'-banner in the KillBanners list, because
this will delete all files in the archive!!!!)
-Added a utility to put a new banner in the list. I coded this
small utility because I didn't wanted to load an editor every time
I found a new banner. (I find a lot! :-l)

V1.2 -Some minor options added, but this version was never released to
public because I decided to add a lot new stuff and rearrange the
template.

V2.0 -Added Todays Killsize and total killsize so you can see how many
bytes of banners you have removed with DLDCheck.
-Added PROT option to ignore Protection flag.
-Possibility to add a banner with DLDCheck.
-New structure for the template, Sorry guys...
This Version is not released to public.

V2.1 -Added S=SAFE option. Purpose to insure survival of your precious
HD. The reason is yet another bug in LHA, sometimes the Amiga
crashed while packing data, and thereby using the HD for saving.
The result: A Currrupted HD and hours of repairwork.
-Bugfix: During MODE Show, DLDCheck didn't show anything if the
file T:KilledToDay was not present.

- V2.2 -Bugfix and repairwork on the Safemode option. DLDCheck now ask "skip safemode or quit" if the archive cannot be copied to mem.
-Added Wildcard kill. Filenames with the following letters will be deleted: * # ? ~ |. This will not happen if the archive is to big. I will maybe make this with buffers later.
-Removed LHAs "-Qw" option because it dosn't work anyway.
- V2.3 -Added CompareKillmode. This new killmode stores the archivename and kills any name in archive that looks like it. Files to be deleted by this option is "Filename.#?" Option added because some guys have started to add banners with almost the same name as the archive.
Note: You should only use this option with care.
-Bugfix and repair work on the safemode option.
- V2.4 -Added Intelligent killmode(IK). Since some guys get wiser and wiser to avoid getting their banners killed, (Such as generating random-names.) I added this routine.
-In connection with the IK I added an auto DLDDAdd. In other words. If IK finds a banner it will automatically add the name to DLDChecker:Killbanners. Why? Because IK is slow compared to deleting from a filelist.
-Added some banners to the list from a file called "2BAD.NFO". This file was somebody's killbanners list, released to public. This version of the Killbanners file is roughly sorted so you easy can insert you own banners.
-Added a printline when using the Safe option, so you can see what archive you are processing.
-Added some new chars to the Wildcard kill routine.
- V2.5 -Bugfix: Using safemode an errors occured during the use of "Copy" DLDCheck would delete the archive. Thanks goes to *Warner of Creed*.
-Bugfix: Using safemode and the wildcard option DLDCheck would crash on some large archives.
-Added an option in the intelligent killmode so you can remove the banner from the archive without adding it to the "Killbanners".
-Added a lot of banners to the KillBanners list. Thanks goes to Warner of Creed.
- V3.0 -Bugfix: IK would crash if files with filesize=0 occured.
-Repairwork: IKs checkroutine had some minor bugs, now fixed.
-Added: BrainFile. Yes, DLDCheck can learn words to check in IK. The brainfile is also used in connection with the new killmode.
-Added: New KillMode to remove banners from textfiles. Artificial Intelligence (AI) is used to learn the ways of the user. In other words DLDCheck will learn how YOU use DLDCheck, and then use this.
-Added: DLDEdit, a small utility to delete doublelines and wildcard filenames in a SORTED Killbanners file. (Sort with CygnusEd)
-Added: New chars to wildcardkill. Now deletes files with these chars: *#?><|><<@~^`!@#\$\times\$; (This method is faster than LHA.)
-Expanded: The Show option now shows the LHA-archive killsize, text killsize and the words in memory.
-Added: A lot of banners from different files. KillBanners is now more than 25Kb.
- V3.1 -Bugfix: Major problems in brainfile.
-

-Bugfix: DLDCheck Could set the delete point before the file starts or after End Of File. Now fixed.

-Bugfix: IK would crash if files with filesize=0 occurred. Wasn't repaired well in 3.0.

-Repairwork: The checkline routine would, until now, take spaces for ASCIILogochars. Spaces are now total out of the evaluation process.

-Repairwork: When changing the front delete position You had to wait for a total print of the start of the file. Now DLDCheck prints the last 12 lines before and after the delete position.

-Expanded: Show option expanded and readout of remembered words changed a little bit.

-Added: Using Textkillmode. The checkline routine would take a total line of ---- or ==== as an ASCIILogocharline. These lines are now total out of the evaluation process. An AI sort-method will try to determine these lines as underlines or just a good-for-nothing partline.

-Added: Using Textkillmode. A line to tell you where DLDCheck will delete. Reason: ANSI readout would fuck up the show mode in DLDCheck 3.0.

-Added: DLDCheck now print the file being processed during textmode.

-Added: Using IKA. "Train" and "Quit" added. "Train" will train the BrainFile. "Quit" will quit the IKA instead of just cancel the file being processed.

-Added: Using IKA. After viewing a file containing colorchanges DLDCheck now resets the printcolor.

-Added: Using IKA. Spaces, Tabs and CRs are now out of the evaluation process.

-Info: Sourcesize 92103 bytes, 5877 lines of code.

V4.0 -Added: New option called maintenance. This option is used to update the killbannerslist. Each name in the list will get a number which is the last time this banner was deleted from an archive. The reason is the extreme large killbannerslist, this takes very long time to load. You can set the amount of accesses before removal in the DLDCheckPrefs program. See the
DLDCheckPrefs
section.
DLDCheck is not used to remove names from the list because this takes long time. This is done by DLDEdit. See the
How to Use
section.
When the maintenance option doesn't find any banners, DLDCheck will skip the mainkill because this is checking the archive twice and getting the same result. NOTE: This doesn't work in the evaluation version.

-Added: New Mode Configure. This new mode can take a configuration file generated by
DLDConfig
and use this as a template.
The goal is to avoid entering long templates in the shell. Instead just enter the saved configfile and DLDCheck will read arguments from this file.

-Added/Improved: The show mode is expanded with a lot of counters, accesses ect ect. This is output is determined by the prefs.

-Changed: Keep option. You can set you own filecomment. See the DLDCheckPrefs

Keep
section.

-Intelligent Killmode:

-Bugfix: IK mode crashed if LHA failed when extracting files from archive. No fixed.

-Bugfix: IK mode found wierd banners. Now fixed.

-Bugfix: The ASCII-Checker had minor bugs. Now fixed.

-Added: DLDCheck tells if anything goes wrong.

-Added/Improved: 3 Types of words. Used to determine a textfiles probability of being a banner. See more information in the DLDCheckPrefs

intelligent
section.

NOTE: Crippled in evaluation version.

-Added: Check filetype with FileID.library.

-Added: Fast filetype check.

NOTE: Not optimized in evaluation version.

-Added: Average wordlength checking. (Banners usually have very low lix-value.)

NOTE: Not optimized in evaluation version.

-Added: Ratio checking. (Banners usually have high packing ratio.)

-Added: You can set a lot of limits in the prefsfile. See more information in the DLDCheckPrefs

intelligent
section.

-Added: Autodelete option. DLDCheck can automatically delete files above a certain percentage.

-Added: Count found banners. DLDCheck can count banners so you can see how many banners IK has found/removed/killed/autodeleted.

-Added: Check in subdirs.

NOTE: Not available in evaluation version.

-Added: Adding subdir-banner-names to killbanners and killbanners.addlist.

NOTE: Not available in evaluation version.

-Compare Killmode:

-Improved/Changed: The whole Compare Killmode is rewritten. Now this killmode handle each file like Intelligent Killmode. Not just deleting all files called <archivename>.#?

-Added: Compare killmode can sort extensions. In DLDCheckPrefs you can set extensions which this killmode will NOT delete.

NOTE: Limited in evaluation version to a maximum of 4.

-Added: Option to delete reversed archivenames.

-Wildcard killmode:

-Changed: You can set the wildcards to search for.

-Info: Sourcesize 125465 bytes, 8153 lines of code.

V4.1 -Bugfix: DLDCheck would skip the updating of date/comment/killsizes if anything went wrong, now fixed.

-Improved: Mode c can be enabled by leaving out the "mode" argument in the commandline.

-Overall Changes.

-Added: Color output, all important results will be in white. (If you want it.)

-Added: To all calls to LHA is now added the -m option. This will prevent DLDCheck from hanging if LHA asks questions.

- Safe option.
 - Added: AutoSkip or AutoQuit in low memory situations.
- Add and AddT Options.
 - Added: Display the Killsize for this archive.
 - Added: Save the Killsize for this archive in T: Could be used in connection with BBS if the users should not get uploadcredits for uploading banners. See more info in the DLDCheckPrefs section.
- Wildcard killmode:
 - Improved: Now DLDCheck can use a string as wildcard. E.g. "\$\$" Reason: LHA cannot delete files with these double wildcards.
 - Bugfix: Wildcard would delete the file if the comment contained a wildcard. Now Fixed.
- Compare killmode:
 - Totally rewritten. (It had some hard bugs.)
 - Added: You can now skip the normal compare and only kill reversed archive-names. (Set this in the DLDCheckPrefs/Compare window.)

NOTE: Limited in evaluation version to a maximum of 4.

- Intelligent killmode:
 - Global change: 5 of the check methods can affect the final percentage displayed after IK found a new banner. In V4.0 a negative check would cause DLDCheck to skip the file. See more info in the prefs section.
 - Bugfix: Removed a couple of possible Division by Zeros. Ops!
 - Added: CRC checking, this is a very efficient way to kill ANY add including IFF/GIF/Icons/executeable/you name it. The routine is based on the so-called CRC. This is a checksum LHA uses to check the files. If DLDCheck finds a file which matches the filesize and CRC it can be autodeleted. This is very fast. NOTE: Limited in the evaluation version.
 - Added: Number of lines checking. Banners usually have few linefeeds.
 - Added: Text output. Now you can see the results of the checks.
 - Added: Store new banners. You can set DLDCheck to store new banners. Every time you select CRC-Delete, Kill or Remove DLDCheck will store the banner in DLDChecker:StoreDir.
 - Improved: Special word check. You can set DLDCheck to autodelete the file if the file contains a High probability-word and skip if it contains a low probability-word. If DLDCheck find both you can set it to Proceed as nothing happened, kill the file or skip the file. You can also set the maximum number of words to check for.
 - Changed: Now you can view a file unlimited times.
 - Bugfix: The mainchecking had some minor bugs.
- Info: Sourcesize 149106 bytes, 9642 lines of code.

- V4.1a
- Bugfix: The "Check filetype fast" couldn't handle files lower than 100 bytes causing DLDCheck to skip the file.
 - Bugfix: The use of FileID.library was broken. This caused DLDCheck to "pop" a lot of wierd files.
 - Improvement/Bugfix: If \$0E appeared when viewing banners in IK-mode, the printed chars would have the highbit set causing them to be unreadable.
 - Fixed a couple of Enforcer-hits. (Try DLDCheck mode Show in your old version, UPS!)
 - Fixed a couple of minor bugs in the handling of the arguments.
 - Fixed a bug in the IK, special words beginning with a number wasn't treated as special words.
 - info: Sourcesize 151544 bytes, 9806 lines of code.
-

1.22 How to install DLDCheck 4.1a

How To install DLDCheck

```
-Assign any directory as "DLDChecker:"
-Copy the file called "KillBanners" to DLDChecker:
-Copy the file called "DLDBrainFile" to DLDChecker:
-Copy the file called "KillBanners.addlist" to DLDChecker:
-Copy DLDCheck to any directory. (Eg C: )
-Make sure the program "LHA" is in an AmigaDos pathed directory.
-If you use the S=SAFE option be sure Copy is in C:
-If you use "Store new banners" in IK this directory must exist. "DLDChecker: ←
  StoreDir"
```

1.23 How to use DLDCheck 4.1a

How to use DLDCheck 4.1a's modes.

Delete

Add

Show

Text

Config

1.24 The Delete mode.

Usage:

```
DLDCheck M=MODE/A,D=DATE/S,K=KEEP/S,P=PROT/S,A=ADD/S,AT=ADDT/S,S=SAFE/S,
W=WILD/S,C=COMPARE/S,MAIN=MAINTENANCE/S,IKA=IKILLASK/S,IKF=IKILLFORCE/S,
N=NAME/K,F=ADDFILE/K,CON=CONFIGFILE/K
```

MODE = D

D will delete banners from the list DLDChecker:Killbanners in the archive specified in N=NAME/K.

Available options in the Delete mode.

DATE: LHA set the Archive date to your systems current date. If you use the DATE-S which DLDCheck will NOT redat the filedate to the old date.

Default: Redate.

KEEP: Keep filecomment always. DLDCheck sets a filecomment, but ONLY if the current filecomment is empty. KEEP will make sure DLDCheck NEVER overwrites filecomment.

Default: Writes comment if and only if there is no comment.

PROT: Deactivates the "ignore protection" option in LHA.
Default: Ignore protectionbit.

ADD: Add to todays killsize. This is a small file stored in T: usually in ram: this will speed up for floppyusers.
Default: Not adding.

ADDT: Add to the total killsize. This is a small file stored in
DLDChecker: This option is mainly for HD-users.
Default: Not adding.

SAFE: Safe option. This option copies the archive to ram: and works from there. If LHA crashes no HD need repair. At last DLDCheck copies the archive back to the original place. This option is just a precaution agains another LHA-Bug.
Default: No safe.

WILD: Kill wildcard files. This option can remove files which can't be removed with LHA. This may take some time, because the archive must be loaded into Memory before it can be processed.
There are 3 returnlines from this option.
-Done! which indicates that there WAS wildcardfiles.
-No WildCard files in Archive!
-Not enough memory free!
Default: No Wildcard Killing.

COMPARE:
Will delete files in archive with names semilar to the archive-name. e.g. Archive name is Test.lha. All files in Test.lha that fits the following pattern (Test.#? will be deleted. You can specify special extensions like .info/.dms/.s ect ect. Files with these extensions will not be deleted.
Default: No CompareKill.

IKA: Intelligent Killmode with Ask option before deleting.

IKF: Intelligent Killmode with Force option. BE CAREFUL!

The IK works this way: With LHA DLDCheck generates a FileList of the archive. From this list DLDCheck extracts all those files that looks interesting. (No, I won't tell you the Sort method!) When a file is extracted it will be examined for chars used often in connection with Banners, and words in connection with BBS's. If IK finds a banner it will, depending on the selected mode (IKA or IKF), ask, and then delete the file from the archive. Finally IK will add the bannername to DLDChecker:KillBanners. (Type r to remove banner without adding the name to the list.)

NAME: The name of the LHA-Archive to kill banners in.

Many special settings can be set with
DLDCheckPrefs

.

1.25 The Add mode.

Usage:

DLDCheck M=MODE/A, D=DATE/S, K=KEEP/S, P=PROT/S, A=ADD/S, AT=ADDT/S, S=SAFE/S, W=WILD/S, C=COMPARE/S, MAIN=MAINTENANCE/S, IKA=IKILLASK/S, IKF=IKILLFORCE/S, N=NAME/K, F=ADDFILE/K, CON=CONFIGFILE/K

MODE = A

A will add the banner specified in F=ADDFILE/K to the archive specified in N=NAME/K.

Available options in the Add mode.

DATE: LHA set the Archive date to your systems current date. If you use the DATE-S which DLDCheck will NOT redate the filedate to the old date.

Default: Redate.

SAFE: Safe option. This option copies the archive to ram: and works from there. If LHA crashes no HD need repair. At last DLDCheck copies the archive back to the original place. This option is just a precaution against another LHA-Bug.

Default: No safe.

NAME: The name of the LHA-Archive to kill banners in.

ADDFILE: The name of the banner to add.

1.26 The show mode.

Usage:

DLDCheck M=MODE/A, D=DATE/S, K=KEEP/S, P=PROT/S, A=ADD/S, AT=ADDT/S, S=SAFE/S, W=WILD/S, C=COMPARE/S, MAIN=MAINTENANCE/S, IKA=IKILLASK/S, IKF=IKILLFORCE/S, N=NAME/K, F=ADDFILE/K, CON=CONFIGFILE/K

MODE = S

S shows a lot of information about DLDChecks killsizes, words and other settings.

No options available.

1.27 The text mode.

Usage:

DLDCheck M=MODE/A, D=DATE/S, K=KEEP/S, P=PROT/S, A=ADD/S, AT=ADDT/S, S=SAFE/S, W=WILD/S, C=COMPARE/S, MAIN=MAINTENANCE/S, IKA=IKILLASK/S, IKF=IKILLFORCE/S, N=NAME/K, F=ADDFILE/K, CON=CONFIGFILE/K

MODE = T
T Enables the intelligent textkillmode.

Available options in the text mode.

ADD: Add to todays killsize. This is a small file stored in T: usually in ram: this will speed up for floppyusers.
Default: Not adding.

ADDT: Add to the total killsize. This is a small file stored in DLDChecker: This option is mainly for HD-users.
Default: Not adding.

NAME: The name of the textfile.

This mode is used to remove banners from textfiles. It calculates a beginning and end of the original textfile, these marks can be changed by the user. The output file is the text between these marks.

1.28 The configuration mode.

Usage:

DLDCheck M=MODE/A,D=DATE/S,K=KEEP/S,P=PROT/S,A=ADD/S,AT=ADDT/S,S=SAFE/S,W=WILD/S,C=COMPARE/S,MAIN=MAINTENANCE/S,IKA=IKILLASK/S,IKF=IKILLFORCE/S,N=NAME/K,F=ADDFILE/K,CON=CONFIGFILE/K

MODE = C
C Enables the configuration mode. If you don't enter any mode Mode C will be enabled.

Available options in the configuration mode.

NAME: The name of the file to process.

ADDFILE:
The file to add using Addmode. This argument will be ignored when other modes are used.

CONFIGFILE:
Name of the configuration file.

This mode can take a configuration file generated with DLDConfig and use it as a template. This should ease the use of DLDCheck.

1.29 Using DLDCheck with DirectoryOpus.

I use 3 buttons and they are configured as follows

The killing button.

Name: DLDCheck

The entry is: AmigaDOS DLDChecker:DLDCheck MODE D KEEP SAFE WILD MAIN ADDT ADD ←
IKA Name {f}

Following flags are used:

- CD source
- Directory Opus to front
- Do all files
- Output window

Stack Size: 4000

Priority: 0

Close Delay: -1

The showing button.

Name: DLDSHOW

The entry is: AmigaDOS DLDChecker:DLDCheck MODE S

Following flags are used:

- Directory Opus to front
- No filename quote
- Output window

Stack Size: 4000

Priority: 0

Close Delay: -1

The Textkilling button.

Name: DLDCheckT

The entry is: AmigaDOS DLDChecker:DLDCheck MODE T ADDT ADD Name {f}

Following flags are used:

- CD source
- Directory Opus to front
- Do all files
- Output window

Stack Size: 4000

Priority: 0

Close Delay: -1

1.30 Future plans for DLDCheck

Yes you are right, DLDCheck 5.0 will be released. Hopefully before the end of 1995. At the moment the following features will be found in v5.0.

Expected release date: ??? (Before the end of '95)

Coder: Rasmus K. Ursem, Dreamline Designs.

This project isn't started yet, but when it is, it will have some/all of the following features.

-LZX-support.

-Might have a key-file, but this depends on how sneaky I can make the protection.

-Training option so you can teach DLDCheck new words in the IK process.

-Option so you can define your own Logo-characters. -/\|#@!_ etc etc
And which characters to ignore.

-Maybe an option so you can make DLDCheck resident.

-Option so you can set a work-dir.

-Option so you can test corrupted archives and skip stripping/strip anyway.
For use with BBS-systems.

-Improved error messages and returncodes if the stripping failed.
Optional of course so your BBS wont crash/hang because of return messages.
-In the prefs: Option so you can save without quit.

+Some "secret" ideas I will not reveal here. :)

Suggestions are very welcome!!!

1.31 Output example of DLDCheck 4.1a

```
{Startup info begins}
DLDCheck V4.1a copyright 1995 by Rasmus K. Ursem/Dreamline Designs.
Release date 29.07.95. Registered to: Rasmus K. Ursem.

Killing banners. Please wait...
{Startup info ends}

{Wildcard killing begins}
Killing WildCard Files...Done!
                        ^^^^^
This indicates that DLDCheck found and deleted wildcard banners. Other messages
is selfexplaining.
{Wildcard killing ends}

{SafeMode begins}
Safemode activated...Now processing: hdl:saves/stuff/TestDir/CTRLDEL.LHA

If you use AutoSkip or AutoQuit (set in prefs) the according text will be
shown when the usual question "Not enough mem. Skip/Quit (s/q)" is printed.
{SafeMode ends}

{Maintenance begins}
Maintenance option Activated. Searching for banners...
Maintenance found and updated: "AdUMREb_ELGNAIrt!" ;00001819
Maintenance option DeActivated.

Should be selfexpaining.
{Maintenance ends}

{MainKill begins}
LhA Evaluation V1.52 - Copyright (c) 1993 by Stefan Boberg.
All rights reserved. Not for commercial use.

Deleting files in archive 'T:DLDChecktemp.lha':
  Deleting 'AdUMREb_ELGNAIrt!'
1 file deleted, all files OK.

Packing archive...
Operation successful.
{Mainkill ends}

{Intelligent Killmode begins}

Intelligent Killmode Activated! Searching for Banners...
Autodeleting this file from archive: LEDLRTC
```

```
Check Results:  WL:+  #OL:+  CR:+  SWH:+  SWL:-  CRC:-  KillPercentage: 100%
                ^^ (1)  ^^^ (2)  ^^ (3)  ^^^ (4)  ^^^ (5)  ^^^ (6)
```

These abbreviations has the following meaning.

- (1) WL = Wordlength check
- (2) #OL = Number of Lines or # of lines check.
- (3) CR = Compress Ratio Check.
- (4) SWH = Special word from High-probability group found.
- (5) SWL = Special word from Low-probability group found.
- (6) CRC = CRC Check.

A + after the : means that the check was positive.

A - after the : means that the check was negative.

Autodeleting this file from archive: -dT!

```
Check Results:  WL:-  #OL:-  CR:-  SWH:-  SWL:-  CRC:+  KillPercentage: 100%
                ^^^^^
```

File was deleted because CRC was set to autodelete!

Intelligent Killmode DeActivated!

{IntelligentKill ends}

{All resetting, updating Killsizes begins}

ReDating file...Done!

Resetting fileComment...Done!

Adding to todays killsize...Done! (Added 00008090 bytes.)
 ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This is printed because "Show Killsize for actual archive" is set.

Adding to total killsize...Done!

{All resetting, updating Killsizes ends}

1.32 Datafiles used with DLDCheck 4.1a

Datafiles used with DLDCheck.

```
ENVARC:DLDCheck.Prefs
DLDChecker:DLDBrainFile
DLDChecker:Killbanners
DLDChecker:Killbanners.addlist
DLDChecker:CRCBanners
DLDChecker:TotalKill
```

ENVARC:DLDCheck.Prefs

This file is the preferences file generated with DLDCheckPrefs. This file contains a lot of settings used by DLDCheck and all the utilities for DLDCheck.

DLDChecker:DLDBrainFile

This file contains brain info for the textkillmode, but also counters for intelligent killmode.

DLDChecker:Killbanners

This file is the list used by DLDCheck. It contains all the banners, and the counters if the maintenance option is used.

DLDChecker:Killbanners.addlist

This file contains the wildcard files such as "*.displayme". The file is added to the killbannerslist when DLDEdits WILDCARD option is used.

DLDChecker:CRCBanners

This file contains the CRC-info used by Intelligent killmode. Each entry is 12 bytes long.

DLDChecker:TotalKill

This file contains the killsizes for DLDCheck and the internal accesses counter used by the maintenance option.

1.33 The DLDEdit program.

History

History for DLDEdit.

How to install

How to install DLDEdit.

How to Use

How to use DLDEdit.

1.34 History for DLDEdit.

History for DLDEdit

- V1.0 -Delete double lines in a SORTED list. (Sort with e.g. CygnusED)
-Delete wildcard banners. Reason: WildCardkill is faster than LHA.
- V2.0 -Added: Template. Now you can enable each of the 3 options.
DOUBLE: Delete double lines.
WILDCARD: Delete wildcardnames.
MAINTENANCE: Delete "old" banners.
See the
 how to use
 section for more information.
-Bugfix: Wildcardkill deleted the last banner in the list.
-Added: Wildcardkill will remove wildcardfiles with wildcards
 specified in DLDCheckPrefs.
-Added: Now you can autoadd your own wildcardfiles. This is done
 by entering the names in the Killbanners.addlist. Reason: Somebody
 is adding banners called "<Archivename> From"
-Added: Maintenance option. This option is used to remove "old"
 names from the killbanners file. You don't have to worry about
 deleting banners from the list. The intelligent killmode will find
 them if they reappear.
- V4.1 -Added: In the template you can enable CRC. This will cause DLDEdit
-

to start maintenance in the file specified in NAME.

- V4.1a -Bugfix: If the Killbanners.addlist wasn't present the program would exit without doing anything.
-Bugfix: The wildcards wasn't loaded from the prefs-file, but some internal wildcards was used.

1.35 How to install DLDEdit.

How to install DLDEdit.

-Just copy DLDEdit to any directory e.g. c:

1.36 How to use DLDEdit.

DLDEdit is used to handle the killbanners list.

Usage: DLDEdit D=DOUBLE/S,W=WILDCARD/S,M=MAINTENANCE/S,C=CRC/S,N=NAME/A

DOUBLE: Delete double lines in a SORTED list. (Sort with e.g. CygnusED)

WILDCARD: Delete wildcardnames. Wildcards to delete is specified in

DLDCheckPrefs

.

MAINTENANCE: Delete "old" names. The number of accesses before a file is deleted is specified in

DLDCheckPrefs

.

CRC: This will tell DLDEdit that we are processing a CRCbanners file. The only thing DLDEdit can do with CRCBanners is maintenance.

NAME: Name of list. E.g. DLDChecker:Killbanners or DLDChecker:CRCBanners.

1.37 The Preferences program.

When you start DLDCheckPrefs it opens a window on you ↔
workbench screen.

This window has the following buttons.

General

Settings for overall prefs.

Safe

Settings for the Safe option.

Add
Settings for the Add option.

Keep
Settings for the Keep option.

Wildcard
Settings for the wildcard killmode.

Compare
Settings for the compare killmode.

Maintenance
Settings for the Maintenance option.

Intelligent
Settings for the intelligent killmode.

+ the usual prefs buttons and an about button.

1.38 Settings for general options.

"Use color output" will enable color output. All important info will be in white.

1.39 Settings for the Safe option.

"Auto skip/quit". When DLDCheck ask the question "not enough mem... skip/quit?" you can tell DLDCheck to AutoSkip, AutoQuit or no auto.

1.40 Settings for Add option.

"Show Killsize for actual archive" With this on DLDCheck will display the killsize for the archive.

"Export Killsize to ASCII-file" With this on DLDCheck will save the killsize for the archive as ASCII in T: This could be used by sysops for subtracting byte-credits from an user.

"Export Killsize to integer-file" With this on DLDCheck will save the killsize for the archive as raw in T: This could be used by sysops for subtracting byte-credits from an user.

"ASCII filename" and "Integer filename" should be obvious.

1.41 Settings for the Keep option.

Here you can enter your own filecomment.

1.42 Settings for the Wildcard killmode.

Here you can add your own wildcards. This is done by selecting the "Add" gadget and enter the wildcard. You can now enter a string and use this as a wildcard. E.g. \$\$

The "Del" gadget remove a wildcard from the listview.

1.43 Setting for the compare killmode.

The listview box called "Do not delete files with these extensions", the "Add" and "del" gadgets is used to enter extensions. All files called <archivename><extension> will NOT be deleted.

Example: You have entered ".Info", ".s", ".c", ".Doc" in the prefs.

DLDCheck is now processing you banner called "test.lha". This archive contain the following files.

```
Test.s
test.info
test.ascii
tEsT.c
```

The Compare killmode will only delete "test.ascii" because you have marked the others extensions out in DLDCheckPrefs.

NOTE: Remember to name the extensions "<extension>" not "<extension>"
Else DLDCheck will look for files called "testinfo" instead of "test.info".

The checkbox called "Use normal compare." is used to enable the normal comparekill. If this is unchecked only reversed archivenames will be deleted. (If You use this.)

The checkbox called "Delete reversed archivenames." is used to enable the reversed archivename kill.

Example:

```
-Original archivename "test.lha"  
-Reversed archivename "ahl.tset"
```

1.44 Settings for the mainteance option.

This slidergadget is used to set the number of accesses before DLDEdit will remove the bannername from the killbanners file.

NOTE: DLDCheck will not remove names, but only update found banners.

1.45 Settings for the intelligent killmode.

This part of DLDCheckPrefs is the most complex part of DLDCheckPrefs. In the "Intelligent" option-Window there are 3 bevelboxes.

The "check methods" bevelbox.

- "Check filetype fast" is used to enable DLDChecks own filetype check. This filetypechecker will look at the first 100 bytes of a file. This is much faster than using FileID.library.
 - "Use FileID library" is used to enable filetype checking by FileID.library. Use this in connection with fast filetype check and you have a very efficient filetypechecker. The advantage of enabling these filetype checkers is to make sure DLDCheck don't start looking in e.g. executeables.
 - "Check wordlength" is used to enable wordlength checking. Since banners usually contains of very short words this checkmethod is used to sort documents with long words out.
 - "Check # of Lines" is used to enable this checkmethod. You can set how many lines a banner max contains.
 - "Check compress ratio" will enable the ratio checking. Since textfiles usually has high compress ratios you can use this to sort out files. The advantage of this is to prevent DLDCheck to unpack files from the archive to evaluate them.
 - "Check special words" is used to enable the wordchecking. In the bevelbox below can you enter words for this checkmethod. The checkmethod is used to evaluate the textfiles. See more below.
 - "Use CRC checking" is used to enable CRC-Checking. This Checkmethod is the absolute fastest way to remove *ANY* banner, once DLDCheck has found the banner once. It checks the CRC and file-size for the files and if a known banner is found it is deleted. It is fast because NO analyse routines is used in the files.
- The Settings gadgets is used to specify settings for the checkmethod just left of the gadgets.

The "Main limits" bevelbox.

- "Minimum size" is used to set the minimum size of files to evaluate.
 - "Maximum size" is used to set the maximum size of files to evaluate.
 - "Show&Ask below" is used to set the size of files DLDCheck should evaluate no matter what. The reason is that some files doesn't contain any data, but the filename is a banner. E.g. "DAIL+45XXXX0431" size 5 bytes.
 - "Ask files above" is used to set the limit between Banner/Not banner.
 - "Del files above" is used to set an "autoremove" limit. All files with ASCIILogoCharPercentage(the displayed percentage) above this will automatically be deleted. This is used to remove random-generated bannernames.
-

The "Global Settings" Bevelbox.

- "Text output" is used to enable text output. With this checked DLDCheck will write more info about which checkmethod resulted positive.

The printed line will look like this:

```
Check Results:  WL:-  #OL:-  CR:+  SWH:-  SWL:-  CRC:-  KillPercentage: 84%
```

WL is WordLength Check.

#OL is # of Lines.

CR is Compress Ratio.

SWH is Special words high probability.

SWL is Special words low probability.

CRC is CRC Checking.

- "Count banners" enables the count option. When this option is set DLDCheck will count accesses to IK, killed banners, removed banners and autoremoved banners. If this option is set DLDChecks showmode will print these counts.

- "Check in subdirs". Search for banners in subdirs.

- "Store new banners". Store new banners in DLDChecker:NewBanners.

In some of the settings windows is a checkbox called "Use wordlength in final analyze" or something like that. This will make the check affect the percentage printed when a file is found. The amount of percent the final analyze is affected can be set for each check by setting the "Influence"-gadget.

An example of a positive check:

```
The main check for chars like /\_ - gives:           63%
The # of Lines check is positive +5%                68% (Influence = 5%)
The Compress ratio is positive +8%                  76% (Influence = 8%)
```

NOTE: Wordlength check has special info. See below.

When opening the settings for WordLength.

- "Remember largest word". When this is set the checkmethod "Check wordlength" will store the largest wordlength for future checking. DLDCheck will then only pass files with average wordlength 1 greater than the largest wordlength.

If you not set this the checkmethod will only pass files with average wordlength equal or lesser than the limit set in the "Avg. wordlength"-gadget.

- "StepSize" is used to calculate the influence on the final analyze. See below.

- "Avg. Wordlength" specifies the average wordlength for this checkmethod. If you are using "Use wordlength in final analyze" the final analyze will be affected like this.

$$\text{Percentage} = \text{Percentage} + ((\text{Avg Wordlength} - \text{Actual Avg wordlength}) * \text{Stepsize})$$

Example:

The Percentage is 78%, the Actual Avg wordlength is 3, the Avg. word-

length is set to 4 and the stepsize is 2%

After this check the percentage is

Percentage = $78 + ((4-3)*2 = 78 + 2 = 80\%$

When opening the settings for # of Lines.

- "Maximum # of Lines" will set the maximum # of Lines. If you use "Use # of Lines in final analyze" and the file has less than the amount specified here, the value specified in "Influence" will be added to the final percentage. Else the file will be evaluated further or if the # of lines exceeds this amount the file will be skipped.

When opening the settings for ratio check.

- "Minimum ratio" is used to set the minimum ratio for the checkmethod "Check compress ratio". It works exactly the same way as # of lines.

When opening the settings for Special words.

This window contains 3 listviewboxes. These are used as the other listviews in e.g. wildcardkillmode. The 3 types of words is defined below.
NOTE: The evaluation version of DLDCheck 4.1a will handle the 3 types as equals. In other words don't enter anything in the low probability list.

- High probability: This type of words are ONLY found in banners. The wordlength will be multiplied with 2 and added to the percentage. Words in this group: boardnames, sysopnames, groupnames ect ect.
- Medium probability: This type of words are most likely found in banners, but could also be found in textfiles. The wordlength will be added to the percentage. Words in this group: Sysop, cosysop, wares, bbs, node, ect ect.
- Low probability: This type of words are almost NEVER found in banners. The wordlength will be multiplied with 2 and subtracted from the percentage. Words in this group: Assign, Printf, move.l, loadwb, path ect ect.
- "Kill high, skip low." If you use this DLDCheck will kill the file if it finds a word from the High-probability-group and skip it if it finds a word from the low-probability-group. If Both groups is found you can select the action in the cycle-gadget just right of this gadget. If you use this you must be very sure you don't have any "Maybes" in the high probability-group.
- "Action if high and low found." This is used to specify the action if DLDCheck finds both high and low-probabilty-words. The 3 options.
 - Normal: Proceed as nothing happed and if the percentage is high enough ask/autodelete.
 - Kill: Autodelete the file.

-Skip: Skip the file.

-"Check max words." This is the max number of special words you want DLDCheck to Look for. Used to speed up the checking.

When opening the settings for CRC-Checking.

-"Action when found" specifies what you want DLDCheck to do with the file.

-"Autodelete" will delete the file automatically.

-"Affect analyze!" will affect the final analyze with the value set in the "influence" gadget.

1.46 The DLDDAdd program.

```

History
History for DLDDAdd.

How to install
How to install DLDDAdd.

How to Use
How to use DLDDAdd.

Using with DOpus
How to set you buttons in Opus.
```

1.47 Program History for DLDDAdd.

History for DLDDAdd.

V1.0 -Locates and add the selected name to list. Not released to public.

V1.05 -Added: DLDDAdd now checks the list for the name before adding to prevent more than one entry.

V1.1 -Added: Option to add to Killbanners.addlist.

V4.1 -Added: CRC adding.

V4.1a -Improvement/bugfix: DLDDAdd couldn't add maintenance info. Now added M=MAINTENANCE/S to the template. Using the M in commandline will tell ↔ DLDDAdd to add the maintenance-information. If you have any lines in your present Killbanners-file without the maintenance-info you can add this by hand. Do as follows.

After each line WITHOUT WILDCARDS add this:

```
<TAB>;00000000
```

The 8 zeros can be replaced by your current access-count. (Use DLDCheck Mode S to find this.) But remember there must be 8 digits after the <TAB>; and

the <TAB> must be a <TAB> NO SPACES!

Example:

```
"MightyFine" ;00001842
```

NOTE: You should always use "file" (Quotes), because some clever guys use > at the begining of their bannernames so ReadArgs think that it's a redirection and it gets confused.

2nd NOTE: LHA must be present in path.

1.48 How to install DLDDAdd.

How to install DLDDAdd.

-Just copy DLDDAdd to any directory e.g. c:

1.49 How to use DLDDAdd.

DLDDAdd is used to add a bannename to the KillBanners list.

Usage: DLDDAdd W=WILDCARD/S,C=CRC/S,NAME/A

WILDCARD:

Add the name to the killbanners.addlist as well. This will prevent the file to be deleted if it consists any wildcards. You should only use this option with names containing wildcards. E.G. Some adders will add banners called "<ArchiveName> Passed <BoardName>".

CRC: Will add CRC-Info to DLDChecker:CRCBanners.

NAME: The name of the banner to add to the list.

1.50 How to use DLDDAdd in DOpus.

Just adding to the Killbanners list.

The DLDDAdd button.

Name: DLDDAdd

The entry is: AmigaDOS DLDChecker:DLDDAdd NAME {o}

Following flags are used:

- Do all files
- Run asynchronously

Stack Size: 4000

Priority: 0

Close Delay: 0

Adding to both "Killbanners" and "Killbanners.addlist".

The DLDAdd W button.

Name: DLDAdd W

The entry is: AmigaDOS DLDChecker:DLDAdd W NAME {aEnter wildcard name.}

Following flags are used:

-Run asynchronously

Stack Size: 4000

Priority: 0

Close Delay: 0

Adding CRC-Info to the CRCBanners list.

The DLDAdd C button.

Name: DLDAdd

The entry is: AmigaDOS DLDChecker:DLDAdd CRC NAME {o}

Following flags are used:

-Do all files

-Run asynchronously

Stack Size: 4000

Priority: 0

Close Delay: 0

1.51 The DLDConfig program.

Nothing is changed since last.

History

History for DLDConfig.

How to install

How to install DLDConfig.

How to Use

How to use DLDConfig.

1.52 Program history for DLDConfig.

V1.0 -First working version.

1.53 How to Install DLDConfig.

How to Install DLDConfig.

-Just copy DLDConfig to any directory.

1.54 How to use DLDConfig.

How to use DLDConfig.

This program is used to generate a small configuration-file. This file contains the same options as you can specify in the template. Instead of typing all the options in the template you just execute DLDConfig, set the options, click the "save" gadget and enter a filename. When executing DLDCheck you just enter this in the shell.

```
DLDCheck mode c name <Archivename> Configfile <Configfilename>
```

DLDCheck will now load the options from <Configfilename> and carry on with these options.