

ShellScr

Kyzer/CSG

COLLABORATORS

	<i>TITLE :</i> ShellScr		
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WRITTEN BY	Kyzer/CSG	August 6, 2022	

REVISION HISTORY

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Chapter 1

ShellScr

1.1 RealSize v1.0 documentatino

RealSize v1.0

Introduction

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Program history

Credits

WB 1.3
compatible

RealSize is a program to calculate the real filesize of crunched files.
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Contacting the Author

1.2 Program History

1.0: First release

Bugs? But there's no bugs.

1.3 Credits

RealSize was conceived by Kyzer/CSG using the Amiga E language and uses the xfdmaster.library by Georg Hörmann.

Thanks to Mikeal Lund for the idea to write this.

Contact:

Kyzer/CSG,
49 Fairview Road,
AB22 8ZG, Scotland.

or email: kyzer@4u.net

Incitement Works plc, <http://www.abdn.ac.uk/~u13sac/>

1.4 Introduction to RealSize

This is a simple program that prints the size of a file. "So what?" you may say, "I can do that with `list lformat %l`". But the main purpose of RealSize is that it can open the great xfdmaster.library, and if the file is compressed it can decompress it and print the uncompressed size.

At it's most basic, RealSize prints the listed size of the file as stored by the filesystem. But if RealSize can open and read in the file, then it will try and decrunch it. If it succeeds, the decrunched size will be printed. If it fails, the read-in size will be printed.

RealSize also supports the xfdmaster V38 feature of calculating the size without actually decrunching.

1.5 Usage of RealSize

The template is RealSize FILE/A,NE=NOEXTERN/S
or more traditionally, realsize <file> [NOEXTERN]

If you state the NOEXTERN switch, then RealSize will exclude xfd's external slaves. This is in case they are buggy or broken. The switch does not exist when using

WB 1.3

.

You must state the filename, possibly with a path, of the file you want RealSize to print the size of.

If everything went OK, the uncrunched size of the file will be written to the shell (stdout). This may be redirected, or used in AmigaDOS scripts using backwards quotes. See the example script for some info.

If the arguments you give to RealSize are bad, or the file you mention does not exist, RealSize will print nothing, only return the code FAIL (20). If RealSize can get at least some info about the file, it will print the size it managed to get, but as this may not be perfectly right it will return the code WARN.

RealSize will set the local variable \$RealSizeError with a short description of any error or warning that stopped it from completing properly. Note that with

WB 1.3

this requires the 'set' command to be available, usually in C:

Fatal errors:

- bad args (you must supply only one filename)
- can't examine file (file doesn't exist or is not a file)

Warnings:

- | | |
|---|------------------------|
| - can't open file (may be read protected) | ondisk size is printed |
| - out of memory (or largest block is too small) | ondisk size is printed |
| - read error (corrupt disk?) | ondisk size is printed |
| - can't open xfdmaster.library (v37+) | read size is printed |
| - can't allocate XFD buffer | read size is printed |
| - not crunched/unknown cruncher | read size is printed |
| - file needs password or key | read size is printed |
| - couldn't decrunch file (no mem/data corrupt) | read size is printed |

1.6 Workbench 1.3

Workbench 1.3 (kickstart v34) is old and poop. This sucks! Change it!

1.7 Known bugs and limitations in v1.0

Actual problems that may be fixed:

- Doesn't 'recognize' executable files that are crunched, only data files.

- does not work on fifo/pipe files, eg IN: or PIPE:bla or such. Why? Well, to use XFD requires that the whole file is in memory. A pipe file never reveals it's size, you just have to keep on reading data until the end. At the moment RealSize will only read the first 'gulp' of a pipe, then complain that the crunched data is incomplete and can't be decrunched. It may be enough to decide the size of a few crunched formats like StoneCracker data and CrM data, but not PowerPacker.
- Argument parsing on
WB 1.3
is poo (but it works - just)
You must put only the filename on the command line, no quotes, no spaces no comments and no switches. I may fix this by using arp.library if someone needs it.

Limitations that cannot be fixed.

- Does not like files over 2Gb. First, you'd have to allocate 2Gb of memory and read it all in (long snooze!), then you would realise that even with virtual memory, the maximum size of address space is 4Gb. Now, 2Gb file compressed + uncompressed is WELL over 4Gb limit. Anyway, if you could manage this physical impossibility, your file size would be printed as a negative number. Sorry.
- Can't decrunch password-protected files. That would require you to give the password, and currently I haven't implemented a way to do this.

1.8 source

Source is supplied, written in Amiga E.

Bugs? But there's no bugs.

Also, as the Emodules provided with xfd are out of date compared ↔
to the

other includes, I have converted the xfd V38 includes to Emodule format.
See the emodules/ directory.
