

682b9da0-0

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COLLABORATORS

	<i>TITLE :</i> 682b9da0-0		
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Chapter 1

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1.1 BlitzFileID

BlitzFileID

Brings file identification to Blitz Basic using Oliver "Bloodrock" Lange's FileID.library.

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1.2 Introduction

Introduction

BlitzFileID is a conversion of Oliver "Bloodrock" Lange's FileID.library for use in Blitz Basic.

Everything you need to perform file identification is in this archive (except for the fileid.library itself, which is on Aminet in util/libs/FIDLib80.lha).

Now you won't have to find awkward ways of telling if a particular file is of the type you need - you just include some simple functions which will tell your program what type of file you're trying to use.

1.3 Installation

Installation

You'll need the FileID.library installed to start with. Get it on Aminet in util/libs/FIDLib80.lha.

Then just copy the
FileID.library1
file into your
Blitzlibs:amigalibs/ drawer.

A word of warning : the library's ID number is set to 213.

You may find that the source won't tokenise (change the colour of the commands Blitz understands) on your particular setup. If this happens, get BlitzLibMan from Aminet in dev/basic/. It will tell you which other library is numbered 213 and allow you to change one of them to a different number (make sure you read the guide supplied with it first!).

Otherwise, just backup (important!) and remake your deflibs file. This can be done either with the makedeflibs.bb2 program supplied with Blitz, or using the aforementioned BlitzLibMan.

Then you can run Blitz and load up the
BlitzFileID.bb2
program.

Make sure you read the instructions in the source!

1.4 Usage

Usage

Well, most of this is covered in the BlitzFileID.bb2 source file, so there won't be much detail here ;)

Here are the functions (and a statement) available in this release (taken straight from source file, so it'll make more sense to read it in there ;)

CheckLib { }	- Checks availability of any library.
RecTypes { }	- Number of file types known by the fileid.library.
AllocFileInfo { }	- Allocates FI_FileInfo structure, ie. set library up to examine file(s).
ExamineFile { }	- Examines file (duh)...will return

an error code if something's wrong.

GetError {} - Returns FileID's built-in error string, using the value from ExamineFile {}.

GetCustomError {} - Returns programmer's own error string, using the value from ExamineFile {}.

FileTypeNumber {} - File type ID number, eg. #FID_LHA, which is 71 - an LHA archive. The values are listed in BlitzFileIDIncs.bb2.

FileTypeName {} - File type name, eg. "ZIP archive".

TypeFromNumber {} - Returns file type string from number. You supply a valid fileid.library ID number, and it'll return the file type string.

FreeFileInfo {} - Free FI_FileInfo structure allocated by AllocFileInfo {}. MUST be called before program ends!

Make sure you read the instructions in the source!

1.5 Credits

Credits

FileID.library - Oliver "Bloodrock" Lange

BlitzFileID.library - James L Boyd

BlitzFileIDIncs.bb2 - C source converted by David McMinn

1.6 Contact

Contact

If you have any questions or comments, write to me at :

jamesboyd@all-hail.freeseerve.co.uk

The link below will run YAM and set it up with my address :) - don't click if YAM's already running though ;)

jamesboyd@all-hail.freeseerve.co.uk

If FileID.library doesn't recognise a particular type of file, contact Oliver Lange (see the FID80.lha archive

on Aminet for contact details), and maybe he'll add it to FileID.library.
I can't do anything about unrecognised files!

1.7 History

History

There isn't any yet!

1.8 Contents

Contents of BlitzFileID.lha

This archive contains the following files
(highlight = main files) :

File	Size
BlitzFileID.asc	12115
BlitzFileID.BB2	11417
BlitzFileID.BB2.xtra	1230
BlitzFileIDIncs.asc	39341
BlitzFileIDIncs.bb2	39312
BlitzFileIDIncs.bb2.xtra	1230
FileID.library1	488
BlitzFileID.BB2.info	2780
BlitzFileID.guide.info	3250
BlitzFileID.guide	5336
BlitzFileID.readme	496