Arc64

COLLABORATORS			
	TITLE : Arc64		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		June 24, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Arc64

1.1   Arc64 documentation (15th Aug.97)

```
                        Arc64 V1.4b
        © 1996/97 by John 'Graham' Selck
```

                    Disclaimer

                    About

                    Requirements

                    How to use

                    Future

                    Thanx to...

                    Known Bugs

                    History

                    Contact

1.2   Disclaimer

            Arc64 is written and copyright © 1996/97 by
            John Selck
            .

This program is freely distributable unless no changes
are made to the archive.

The author is not liable for any damaga/problems/loss of data
this program might directly or indirectly cause.

No parts of this program may be altered or resourced in any way.

1.3   About Arc64

Arc64 is a program designed to give you fast access to files
stored in c64 archives and 1541 disk images.

It was mainly written because 'UNd64' (© by Jess Sosnoski) didn't
support ZipCode archives.
(Anyway, now it does...)

However, Arc64 is meant as an alternative towards UNd64.

In comparision Arc64 has the following advantages:

- ZipCode support
- less textoutput
- c64-like directory output
- supports T64 V1.1
- supports Arkive
- conversion from file to disk archieves

1.4   Requirements

Arc64 has been tested on the following configurations:

A500/512KB Chip/Kick1.3
A500/512KB Chip/512KB Fast/Kick2.04
A1200/2MB Chip/32MB Fast/Kick3.0 (68030/50MHz)
A1200/2MB Chip/48MB Fast/Kick3.1 (68060/50MHz)

Someone can test it with Kick1.1???

1.5   How to use Arc64

                Arc64 is used via CLI.

It supports
                P00
                ,
                T64
                ,
                Lynx
                ,
                Ark
                ,
                D64
                 and
                ZipCode
                .

```
Arc64 {command} {archive name}

Commands are: l = List directory/archived files
        x = Extract files from archive
        c = Convert ZipCode to D64 / D64 to ZipCode

                Convert to D64
                        v = validate D64 diskimage
        a = Add directory to logfile
```

Example:

```
Arc64 x HD2:D64/vendetta.d64
```

...will extract all files from the d64 image into the actual
directory.

```
Arc64 c DH1:1!Demo_archive
```

...will convert the ZipCode archive "Demo_archive" into a plain
d64 archive. (This also works the other way round...)

I recommend that you use Arc64 from DirOpus or something similar.

If you wonder about the 'a' command, i have to say that i included
this one for myself.

```
Arc64 a CD0:Arc/xxx.d64
```

will basically do the same as

```
Arc64 l CD0:Arc/xxx.d64 >Arc64_Log
```

with the difference that the name of the actual archive will still
be written onto the screen.

(The logfile will be created on the actual path as 'Arc64_Log'.)

Errors which may appear while listing:

Illegal Link
- Same as Illegal Track/Sector, only for the directory structure.

Looped Directory
- This happens quite often since people always used to play around
  with the directory.

1.6 What is still left to do?

- Adding files to existing archives.
  (this is already partly done)

1.7 Thanx to...

Thanx to...

Andreas (CountZero)

... for his major bugreports and a T64 file Arc64 couldn't handle

Geert Verschueren (Sorex/WOW)

... for that strange Lynx file with that 0 blocks USR files

Paul Gardner-Stephen (Highlander/FLT)

... for his encouragement giving me information on ZipCode
    (although i found out myself...)

Jess Sosnoski

... for UNd64

1.8 Bugs

                Known Bugs/Problems

- Disk Full requester results in a crash when cancel is pressed!

For bugreports, press
                this one
                ...

1.9 History

History

1.4b- BF: the list command didn't work for D64 files in 1.4! This was the
        result of copy-paste in the source...

1.4 - added possibility to directly extract file archives into D64 images.
      added validate function for D64 archives. Well, also ZipCode validate
      follows but i need to recode the Zip-saveroutines.
      BF: the check for existing files in a directory corrupted the stack
    (this was a REAL ugly one!)

1.3 - ASL requester when filename is left out.
      BF: a certain block link in a D64/ZipCode archive caused crashes
      added userbreak on Ctrl-C

1.2 - Arkive support
      BF: the ListDir for D64/ZipCode didn't show the blocks free value.
      BF: filenames which were followed by a space sometimes caused crashes.
      Support for another strange T64 with slightly different header.

```
1.1 - T64 support (1.0 & 1.1)
      P00 support
      BF: saveroutine only saved 'ok'-files. fixed.
      The Lynx routines now notice a broken Lynx archive,
      same goes to T64.

1.0 - Initial Release
```

1.10   How to contact the author

Contact me at:

John Selck (Graham/Oxyron)
Suederholz 13
24885 Sieverstedt
Germany

E-Mail: j.selck@flensburg.netsurf.de

Or visit our homepage:

http://www.microdata.de/user/michael/index.htm

1.11   P00

P00 archives are file archives containing only one file.
They were introduced by PC64, a C64 emulator for MS-DOS.

*** Format of P00 list output:

Archive: battlfld.p00

67   "BATTLEFIELD"   PRG

*** Format of T64 extract output:

Extracting from: battlfld.p00

battlefield ok

*** Possible errors:

ok   No error.

Skipped... Another file with the same filename is already
     on disk.

1.12   T64

T64 archives are file archives containing one or more files.
The T64 format was introduced by C64S, a C64 emulator for MS-DOS.

There are currently two versions of the T64 format.
The first (1.0) supports only single files and the second (1.1)
supports multiple files. Both are supported by Arc64.

*** Format of T64 list output:

Archive: gt021.t64

```
"GAME TAPE #021        "  <- Tape Header
1    "LOADER          " PRG <- Complete file
157  "MAIN.DAT        "*PRG <- Incomplete file
33   "E000            "*DEL <- The archive doesn't contain the file
```

*** Format of T64 extract output:

Extracting from: gt021.t64

```
loader_____ ok
main.dat_____ Size error!
e000_____ Skipped...
```

*** Possible errors:

ok   No error.

Size error! Either the archive is too small
    or the file length not indicated correctly.
    However, there are a lot of T64 files which
    contain only 1 file and have the header from
    the original C64S demo tape image.

Skipped... The file is not within the archives range or
    another file with the same filename is already
    on disk.

1.13 LYNX

Lynx archives are file archives containing one or more files.

*** Format of Lynx list output:

Archive: iffconverterv1.lnx

```
0    "----------------" USR
0    "-     1995     -" USR
0    "----------------" USR
13   "IFFCONV V1.0/MSP" PRG
17   "IFFCONV DOCS/MSP" PRG
108  "TESTPICTURE.LBM" *SEQ <- Incomplete file
```

*** Format of Lynx extract output:

```
Extracting from: iffconverterv1.lnx

---------------- Skipped...
-      1995     - Skipped...
---------------- Skipped...
iffconv_v1.0/msp ok
iffconv docs/msp ok
testpicture.lbm  Size error!

*** Possible errors:

ok    No error.

Size error! Either the archive is too small
    or the file length not indicated correctly.

Skipped...  The file is not within the archives range or
    the file has a size of 0 blocks or another
    file with the same filename is already on disk.
```

1.14 Arkive

Ark archives are file archives containing one or more files.

*** Format of Ark list output:

```
Archive: iffconverterv1.ark

0    "----------------" USR
0    "-      1995     -" USR
0    "----------------" USR
13   "IFFCONV V1.0/MSP" PRG
17   "IFFCONV DOCS/MSP" PRG
108  "TESTPICTURE.LBM" *SEQ
```

*** Format of Ark extract output:

```
Extracting from: iffconverterv1.ark

---------------- Skipped...
-      1995     - Skipped...
---------------- Skipped...
iffconv_v1.0/msp ok
iffconv docs/msp ok
testpicture.lbm  Size error!

*** Possible errors:

ok    No error.

Size error! Either the archive is too small
    or the file length not indicated correctly.

Skipped...  The file is not within the archives range or
```

the file has a size of 0 blocks or another
file with the same filename is already on disk.

1.15 D64

D64 archives are complete 1541 images.
The D64 format was introduced by C64S, a C64 emulator for MS-DOS.

*** Format of D64 list output:

Archive: Utils1.d64

0 "KICKIN' ASS IN " 96 2A <- Disk header & ID
12   "TURBOCOPY 1.0" PRG <- File
166 "URIDIUM++   /DCS" PRG< <- Write protected file
108 "TOOLBOX V1.0/UCC"*PRG <- Unclosed file
48   "DEFENDER"   PRG
4004 BLOCKS FREE

*** Format of D64 extract output:

Extracting from: Utils1.d64

turbocopy_1.0   ok
uridium++___\dcs ok
toolbox_v1.0\ucc Illegal Track/Sector!
defender   Looped filestructure!

*** Possible errors:

ok   No error.

Illegal Track/Sector! A blockpointer in the file points to a
     block out of the range of a 1541 disk.

Looped filestructure! A blockpointer points to a block earlier in
     the file.

Corrupted EOF!   The last block of a file contains an unvalid
     bytesize.

Skipped...   A file with the same name is already on disk.

1.16 ZipCode

ZipCode archives are complete 1541 images.

*** Format of ZipCode list output:

Archive: 1!Utils1

0 "KICKIN' ASS IN " 96 2A <- Disk header & ID

```
12   "TURBOCOPY 1.0"  PRG <- File
166  "URIDIUM++   /DCS" PRG<  <- Write protected file
108  "TOOLBOX V1.0/UCC"*PRG <- Unclosed file
48   "DEFENDER"   PRG
4004 BLOCKS FREE
```

*** Format of ZipCode extract output:

Extracting from: 1!Utils1

```
turbocopy_1.0    ok
uridium++___\dcs ok
toolbox_v1.0\ucc Illegal Track/Sector!
defender   Looped filestructure!
```

*** Possible errors:

ok   No error.

Illegal Track/Sector! A blockpointer in the file points to a
     block out of the range of a 1541 disk.

Looped filestructure! A blockpointer points to a block earlier in
     the file.

Corrupted EOF!   The last block of a file contains an unvalid
     bytesize.

Skipped...   A file with the same name is already on disk.

1.17 Convert to D64

Conversion from file archive formats to D64 disk images:

This allows you to extract all files from P00, T64, LYNX and ARK
archieves into a D64 image.

Finally you can get rid of these ugly formats :)

*** Possible errors:

ok   No error.

Disk full!   The file does not fit into the D64 image anymore.

Directory full!   There are no more empty slots for filenames. This
     should hardly happen.

... plus the errors which appear while extracting.

If files are shrunk (i.e. Size error) the files will be stored until
the error occurs. The file type will be changed to 'unclosed' ("*").