FileIdent

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	COLLABORATORS		
	TITLE : FileIdent		
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FileIdent

1.1   FileIdent: Contents

FileIdent V 1.14 (C) Copyright 1993,1994,1995 by sTRIDER sYNDIcATE

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1.2   FileIdent history

History:

V1.14: Build in ASL-Filerequester for non given argument execution.

ReadArgs() to interpret the arguments.

V1.13: Some parts optimized. Wherever it was possible ANSI-C code is

replaced by AmigaOS calls and ASM code.

V1.12: Grafical bugfix. Bugfix by quoting filenames.

Own errormessage replaced with FileID internal one.

V1.11: You may quote filenames now.

V1.10: FileIdent first Version.

1.3   Using FileIdent

FileIdent does priciple the same as WhatIs but it's written in C language

and the source is included in the archive, so every C-coder can see fast

and simple how to use the FileID.library in his own C-codes. Also the

ASL-Filerequester is used for easy handling of identifing (a) file(s).

FileIdent is a little tool for identifying files using the FileID.library.

For further information please read the library documentations.

Usage:

FileIdent is a very small tool, made for CLI usage.

You may call FileIdent like this:

TEMPLATE: FILES/M (multiple arguments)

FileIdent <filename1> <filename2> <filename3> <filename4> ...

Example:

FileIdent DH0:Sound/Modules/unknown "Ram Disk:Disk.info"

Or u start FileIdent with no arguments and an ASL-Filerequester will appear.

1.4   FileIdent: requirements

FileIdent requires FileID.library stored in the libs: drawer.

No further system requirements, also no further requirements using

FileID.library. Both run on every Amiga, but FileIdent needs AmigaOS 2.0

as an minimum, because of the ASL-Filerequester.

If you want to use the libraries locale function, you just have to install

Workbench 2.1+ and the right FileID locale catalog.

1.5   codernote

The optimizing in V1.13 and V1.14 has the result of smaller executable code,

but the Sourcecode is grown:

FileIdent v1.12 size was: 8792 bytes.

Now FileIdent v1.14 size is: 2936 bytes.

You can see that such optimizing can safe much code on bigger programs.

I know this, because of my Program FAME.

Use AmigaOS and library calls often as you can and less C-spezifics like

ANSI-C. Use only C-spezifics if u write a program which should be converted

to other computers.