

LhA2LZX Repacker

`christer.bjarnemo@mailbox.swipnet.se`

COLLABORATORS

	<i>TITLE :</i> LhA2LZX Repacker		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	christer.bjarnemo@mailbox.su.se	September 4, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	LhA2LZX Repacker	1
1.1	LZX Repacker	1
1.2	introduction	1
1.3	usage	1
1.4	disclaimer	2
1.5	requirements	2
1.6	Christer Bjarnemo - Who the hell is that?	2
1.7	history	2

Chapter 1

LhA2LZX Repacker

1.1 LZX Repacker

LZX Repacker By [Christer Bjarnemo](#) (v2.04b)

Based on REPACK by Mat Bettinson of the Plot Hatching Factory.

Read this first!

Introduction

Requirements

Usage

History

Please note that this guide WORDWRAPS all texts... (Try to resize the window and see) You other guys who are writing guides, please do the same and use @wordwrap in the header..

1.2 introduction

What will these scripts do? They will simply repack all those old LZH/LHA/ZIP/ARC/ARJ/ZOO/GZ/Z archives into the superior LZX.

And yes, LHA2LZX can also repack those useless DMS files...

1.3 usage

```
1> LHA2LZX <directory> [options]
```

Where options could be the following:

FORCELZX

Allways keep the LZX file, even if it was bigger than the old archive.

KEEPOLD

Also keep both the old file and the new LZX file.

ONLYLHA

Only repack LhA files.

DMS

Also repack DMS archives. This should be used with caution, since some DMS files are Non-dos.

1.4 disclaimer

Use this program on your own risk. Im not responsible if it screws your, or your computers soft/hardware. :-)

1.5 requirements

To run LhA2LZX, you must have the following:

- * WB 2.04
- * AREXX
- * LZX, LHA, UNDMS, UNZIP, UNARJ, ARC, ZOO, GZIP and UNCOMPRESS... (most of them included here)
- * FMS, RAD: or a similar virtual disk unit if you are going to convert DMS archives. You could ofcourse use DF0: but it would be quite slow. To change DEVICE, just load the main LHA2LZX file into an editor..

1.6 Christer Bjarnemo - Who the hell is that?

Im a 22 year old Swede, playing on my A1200 all days/nights long instead of doing normal things like chasing girls.. (I WOULD do that if it wasn't because of my ugly face... :-)

My email address:

christer.bjarnemo@mailbox.swipnet.se

My C64 homepage:

<http://www.mn.medstroms.se/~dnem8/>

Worldwide e-mail search:

<http://directory.ausys.se/ecatalog/>

1.7 history

V2.04b

-

A VERY STUPID bug removed. LZH files wouldn't be extracted and repacker would create an empty LZX file. (Reported by Russ Harbert)

V2.04

+

LHA2LZX can handle DMS, ZIP, ARJ, ARC, ZOO, GZ and Z files too - no need for ZIP2LZX anymore... If you only wants to repack LHA files, use the option "ONLYLHA". To enable DMS packing, you will have to use the option "DMS".

+

If an error occurs, LHA2LZX will tell you a bit more about it.

+

Now it's possible to delete the old file before saving the LZX file. This will make the repacker useful on VERY filled disks... Ofcourse the original LhA file will be kept if something went wrong. (Suggested by Mikael Ludwigsson)

+

You can keep the old file no matter what by using the option "KeepOld". (Also suggested by Mikael)

-

Fixed a small error in the text (i hope nobody noticed that :)

-

Sorry about distributing V2.03 inside a trashcan drawer, the program isn't *THAT* bad! :-)

Changes from the original REPACK script

+

LHA2LZX will also handle those terrible slow ZIP{ub} files.

+

The scripts will check the return code to see if the archiver was successful.

WARNING:

Because ZIP{ub} is a PC program compiled for Amiga, my version of zip{ub} doesn't support result codes. Therefore, it won't tell ZIP2LZX if something went wrong. Anyway, if you can get hold of an unzip which handles this, the repacking of ZIP files will be *TOTALLY* safe.

By the way, if some error occurs, it's probably because your HD is full... So just keep some mb free to avoid the problem...

+

Now it's safe to set TEMPDIR to anything you like (as HD1:) since the script will create a dir called _LZX_TEMP.

+

Now it's possible to use "" to repack the current dir.

+

Totally safe if you uses T: for the temporary files...

+

Some minor fixes which i don't seems to remember...
