

CFG_FileID

COLLABORATORS

	<i>TITLE :</i> CFG_FileID		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

CFG_FileID

1.1 FileID's, Last Upated on 30-06-1996

```

                                Description
=====

The HBBS\System/FileID file defines the options and commands that
are used to extract/add file descriptions to files.

Adding
=====

A file (described by the {A} code below) must have a the description
stored in the a file (described by the {D} code) added to the file,
overwriting any description already in the file.

Getting
=====

The file (described by the {A} code below) must have a the description
extracted and stored in another file (described by the {D} code)

Options: (All options MUST be set at the moment..) ←
                                *C*
=====

FileExtension_XX=<String>
    More...
        FileType_XX=<String>
    More...
        MaxDIZLines_XX=<Numeric>
    More...
        AddDiz_XX=<CommandString>
    More...
        Add_CDTtoWork_XX=<Boolean>           More...
Add_CDTtoPlayPen_XX=<Boolean>
    More...
        Add_RenameDIZ_XX=<Boolean>
    More...
        GetDIZ_XX=<CommandString>

```

```

        More...
        Get_CDTtoWork_XX=<Boolean>           More...
Get_CDTtoPlayPen_XX=<Boolean>
        More...
        Get_RenameDIZ_XX=<Boolean>
        More...
        Codes
=====

```

The following Codes are used in the GetDIZ_XX and AddDIZ_XX parameters.

All examples are based on a file called Test.LHA being uploaded to Nodel

{A} is replaced with the full path and filename of the uploaded file
e.g. HBBS:Nodes/Nodel/PlayPen/Test.LHA

{F} is replaced with the filename of the uploaded file
e.g. Test.LHA

{N} is replaced with the filename (but not the extension) of the file
e.g. Test

{E} is replaced with the extension of the file
e.g. LHA

{W} is replaced with the full path of the WORK directory
e.g. HBBS:Nodes/Nodel/Work

{P} is replaced with the playpen directory
e.g. HBBS:Nodes/Nodel/PlayPen

{D} is replaced with the full path and filename of the DIZ file
to be added/extracted
e.g. HBBS:Nodes/Nodel/Work/Test.LHA.DIZ

Full Example of all parameters to cope with .LHA archives

```

=====
FileExtension_1=LHA
FileType_1=LHA Archive
MaxDIZLines_1=12
AddDIZ_1=LHA <>nil: u -m {A} FILE_ID.DIZ
Add_CDTtoWork_1=TRUE
Add_CDTtoPlayPen_1=FALSE
Add_RenameDIZ_1=TRUE
GetDIZ_1=LHA <>nil: e -m {A} FILE_ID.DIZ
Get_CDTtoWork_1=TRUE
Get_CDTtoPlayPen_1=FALSE
Get_RenameDIZ_1=TRUE

```

1.2 FileExtension

FileExtension_XX=<String>

E.G.

FileType_1="LHA"

No Default, Must Be Set!

Everything after the . in a filename is a file extension. HBBS compares the extension of the file uploaded to this setting, if they are the same then it knows what kind of file it is and the other options tell hbbs how to handle it.

1.3 FileType

FileType_XX=<String>

E.G.

FileType_1="LHA Archive"

No Default, Must Be Set!

This string describes the type of file uploaded, maximum 15 chars. This may be displayed to the user by the bbs software during file checking.

1.4 AddDIZ

AddDIZ_XX=<CommandString>

E.G.

AddDIZ_1="LHA <>nil: u @F@ @D@"

No Default, Must Be Set!

This options specified the command used to add a modified/new file description to a file.

1.5 add_cdtowork"add_cdtowork"

Add_CDTtoWork_XX=<Boolean>

E.G.

Add_CDTtoWork_XX=TRUE

Default = FALSE

This option when enabled makes the bbs software change to the current node's

WORK directory (normally HBBS:Nodes/NodeX/Work/) before it runs the

```
AddDIZ_XX  
command
```

1.6 Add_CDTToPlaypen

```
Add_CDTToPlaypen_XX=<boolean>
```

E.G.

```
Add_CDTToPlaypen_XX=TRUE
```

Default = FALSE

This option is the same as Add_CDTToWork except it changes to the PLAYPEN directory for the current node (where the uploaded file would be stored).

1.7 Add_RenameDIZ

```
Add_RenameDIZ_XX=<boolean>
```

E.G.

```
Add_RenameDIZ_XX=TRUE
```

Default = FALSE

if you don't use the {D} code in your AddDiz_XX command line then your diz adder program probably wants the file to be called FILE_ID.DIZ before it is stored. If you specify this parameter, the Work/<Filename>.DIZ is renamed to Work/FILE_ID.DIZ before AddDIZ_XX is called

Example, LHA needs the file containing the file description to be called FILE_ID.DIZ before it adds it to the archive, whereas DMSDescript does not

Checkout the example config file for a better idea of how it works..

1.8 MaxDIZLines""

```
MaxDIZLines_XX=<numeric>
```

E.G.

```
MaxDIZLines_XX=10
```

Default = Defaults to the setting in NodeGlobal or NodeLocal

This is the same as the option specified in the file:

HBBS:Conferences/<confname>/ConfConfig

1.9 GetDIZ

GetDIZ_XX=<CommandString>

E.G.

```
GetDIZ_1="LHA <>nil: u -m {A} FILE_ID.DIZ"
```

No Default, Must Be Specified!

This command is used to extract the file_id from the uploaded file.

1.10 get_cdtowork"get_cdtowork"

Get_CDToWork_XX=<Boolean>

E.G.

```
Get_CDToWork_XX=TRUE
```

Default = FALSE

This option when enabled makes the bbs software change to the current node's WORK directory (normally HBBS:Nodes/NodeX/Work/) before it runs the

```
GetDIZ_XX  
command
```

1.11 Get_CDToPlaypen

Get_CDToPlaypen_XX=<boolean>

E.G.

```
Get_CDToPlaypen_XX=TRUE
```

Default = FALSE

This option is the same as Get_CDToWork except it changes to the PLAYPEN directory for the current node (where the uploaded file would be stored).

1.12 Get_RenameDIZ

Get_RenameDIZ_XX=<boolean>

E.G.

Get_RenameDIZ_XX=TRUE

Default = FALSE

if you don't use the {D} code in your GetDiz_XX command line then your diz extractor program probably wants the file to be called FILE_ID.DIZ before it is stored. If you specify this parameter, the Work/<Filename>.DIZ is renamed to Work/FILE_ID.DIZ before GetDIZ_XX is called

Checkout the example config file for a better idea of how it works..