

# UUParser



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## **BRIEF HISTORY**

UUParser was written to extract uuencoded data from **test** files that have been “S”aved from an Internet newsgroup. Usually the process of extraction is done by a text editor. Using a text editor can be time consuming, and at times, it can't handle the large files “S”aved from Internet. Another problem with using text editors is if you have a file that consist of several uuencoded files, the cutting and pasting process becomes grueling to say the least.

I wrote UUParser to resolve these problems and make life easier on the Internet. Now, you can SAVE all the files you want, run them through the UUParser program, and get either separate uudecoded files or “clean” files ready for uudecoding. No matter how large the file is, and no matter how many parts it consists of, you can save many articles consisting of, for example, parts 1 through 4 of FILE A, a 1 of 1 of FILE B, and a 1 through 20 of FILE C. Your result could either be the 3 uudecoded files - FILE A, FILE B, and FILE C, or 3 separate text files - 6xx FILE A, 6xx FILE B, and 6xx FILE C ready to be decoded!!

### **Text Editor Recommendation**

Another powerful tool is BBEdit, b.k.a. Bare Bones Text-Editor written by Rich Seigel. This great utility provides something I really miss, LINE NUMBERS ON THE SIDES OF THE TEXT YOU'RE EDITING! This is an invaluable tool when trying to locate a problem with text files since UUParser gives precise information as to where a problem occurred.

## **User Instructions**

Double Click on the UUParser application icon

Select **Open** or **Open Several** from the FILE menu.

The Standard File Dialog Box will appear. Select the file you want to parse.

The program begins work on the file, saving the new file(s) in the “Target Directory” directory of the source file.

UUParser will give information about what filename was used for the output file as well as the number of lines created for your file.

Once complete with the cycle it will stop. If you chose Open Several it will prompt you for another file.

You can select another file or choose Cancel to quit.

Once you are finished, select UUDecode from the FILE menu, or for added time savings use the Auto UUDecode feature in the SPECIAL menu.

**Drag & Drop (System 7 only)**

UUParser supports drag-drop of single or multiple files. Select the documents you want to parse and drag them to the UUParser icon. The application will start and the files will be parsed.

\*\*Holding down the COMMAND key will automatically JOIN the selected files.

## Menu Descriptions

### FILE MENU

#### UUParse... [command-O]

This function prompts the user to select a file for parsing. The file must be in TEXT format, and MUST have been uuencoded in order for UUParser to work.

#### UUParse Several

This function does the same thing as open, except that once a file is done being parsed, UUParser will prompt the user for an additional file to parse.

#### Join Files [command-J]

Prompts user for a new file to be created, then prompts user for **multiple(source)** files to be concatenated/joined into previously specified new file.

For instance:       1st file -> test.jpg 1/5 (this file contains sections 1-3/5 of the file)  
                  2nd file -> test.jpg 4/5 (this file contains sections 4-5/5 of the file)

Result: test.jpg.uu This contains **everything** that was in the source files. **Your next step is to parse this file.** This can also be done from the desktop by selecting the files you want to join, hold down the COMMAND key, and drag the documents to the UUParser icon. The system will ask you for the name of the joined file, and UUParser does the rest, automatically.

#### Split File

Prompts user for a file, which will be segmented into sections of 900 lines each. Each (segmented) file can then be uploaded to a newsgroup in succession. This function adds 'Begin' and 'End' line in the file(s) it generates

#### uudecode [command-D]

Choose files to selectively UUDecode into binary format.

#### uuencode [command-E]

Choose files to selectively UUEncode into binary format.

#### Preferences...

This allows some configuration of UUParser. The items you have control over are DELETING a source file (once parsed), SHOWing the status bar while a file is being parsed, and the SCAN before parsing function.

When UUParser is first started it creates a preference file in the System Folder within the Preferences folder. The defaults setting are in parentheses.

**Read file in blocks (SAVES MEMORY) (On)**

This feature allows UUParser to read the file in small chunks rather than reading the file into memory at once. This option takes more time, but allows parsing of files in tight memory situations.

### **Delete Source File (Off)**

The delete function in the preferences file allows you to delete a file once the scanning/parsing has been complete.

With the delete function ON, your source file, will be erased only if there have been no errors. If errors were encountered either during the scan or the parsing process the file will not be deleted. This allows you to examine the file for anomalies.

### **Delete Intermediate File (Off)**

The delete intermediate function in the preferences file allows you to delete the intermediate files UUParser creates. (The file is typically identified by an number and a filename, i.e. 600 myfile.txt).

With the delete function ON, your intermediate file, will be erased after it has been decoded and there were no errors. If errors were encountered either during the scan or the parsing process the file will not be deleted. This allows you to examine the file for anomalies.

### **Show Status (On)**

The show status function draws a status bar and gives you the percentage of the file parsed. Turning this function off saves some time during the parsing/scanning process. However, this does NOT disable the display for the percentage complete.

### **Scan Before Parsing (On)**

The scan before parsing checks each character in the file for non-ascii values which may be embedded in the file. This function can save you time if you are unsure about the quality of the file you have retrieved from a newsgroup. If the scan fails, it issues a warning message and allows you to either continue processing (meaning the file will be parsed once the scan is done) or to stop processing (so no new file is created). If you want to perform only the SCAN without parsing, you should select the SCAN ONLY item from SPECIAL menu.

## EDIT MENU

### Edit File Types

This information is used for 'stamping' the uudecoded file with Macintosh type and creator codes. Instead of looking for 'patterns' within a file, the type and creator code information is based on the file suffix, which is most commonly used in the PeeCee (IBM PC/ MS-DOS) and UNIX world. There is a limit of ten settings. Some of these have been preset for you. The defaults are:

<u>Suffix</u>	<u>Type</u>	<u>Creator</u>
.mpg	BINA	mMPG
.gif	GIFf	GCon
.jpg	JIFF	JVWR
.sit	SITD	SIT!
.avi	TEXT	????
.zip	TEXT	????
.qt	MoOV	TVOD
.dl	TEXT	????
.gl	TEXT	????
.txt	TEXT	ttxt

This feature is **NOT case-sensitive**.

## SPECIAL MENU

### Scan Only

The “Scan Only” function disables all parsing functionality in the program. Instead of writing a parsed file, it just scans the source file for anomalies and issues warnings when it finds them.

### Auto UUDecode

Once UUParser has parsed all of the files it finds (in the source file), it will **automatically** UUDecode them when this option is chosen.

### Filename to UPPERCASE/Do not convert file

When the file is about to be decoded, you can tell UUParser to set the decoded file name to all uppercase, or you can tell UUParser to keep the filename as it exists in the encoded file.

### Set Target Directory [command-T]

This specifies where the parsed and uudecoded files will be saved. If one has not been



specified, the output files may be stored in the root directory of the boot volume.

**Note:** If you are upgrading from a (previous) version of UUParser which did not contain this feature, you **MUST** set the Target Directory to avoid errors!

## ENCODING MENU

This determines what the 'suggested' filename will be in the 'save as' dialog box

PC & MS-DOS.....Name will follow 8 by 3 naming convention (12345678.uu)

UNIX.....'White spaces' and delimiter characters, '/' and '\', will be replaced with underscores('\_'). Extended characters will be replaced by the hash symbol ('#').

Macintosh.....All characters are allowed, except the usual ':'. Filename is not truncated

AIFF->Audio Linear      Use this to convert an AIFF file to Mac Linear format

AIFF->Audio ULAW      Use this when converting from an AIFF file to ULAW format  
(useful when transferring sounds to a Sun or NeXT workstation)

## Limitations

Some limitations exist with UUParser. Unfortunately, there are so many ways in which files are posted to newsgroups, and since there is no standard in the way things are delimited for concatenation, you may find that once you run UUParse and your UUDecode program, the file is damaged or unreadable. There is a simple fix. Go back to your original file and make sure that there is not a non standard delimiter (like “BOZO---- HERES TO CUT---”). Try changing it to “BEGIN----- CUT HERE ----” or if it is at the end of a data stream “END----- CUT HERE -----”. This will ensure that UUParser works properly (Note: UUParser looks for MANY other cases of delimiting “cut marks”. But this one is the simplest to add, and it works).

Currently, UUParser will not work on files that have been BinHex encoded or encoded with anything other than UUEncode.

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## Features

UUParser provides some information while your file is being parsed. Below are a list of items displayed while parsing.

Output Filename: - This is the filename that UUParser found in the “Begin ### filename.sfx” line, and will be created once your file has been parsed.

# of Lines: - This is the number of lines that UUParser has found that belong to Output Filename. It continues this count until the end of file is found.

Status Display Bar/Complete %: The amount of the Source file that has been read and Parsed.

### Error Detection

UUParser provides error detection for files that have been retrieved from a newsgroup. The error detection includes the capability of detecting non-ascii characters that may have been received due to poor line conditions or other anomalies. UUParser will issue a warning noting the location where the bad character exists along with the character’s position in the format (line#:pos). This allows you to use a text editor to make corrections to your file. If UUParser is asked to parse a file that has no lines which fit the uuencoded criteria, a message will be displayed:

**UUParser found no lines in this file to parse.  
Please make sure the file has been uuencoded!**

This message means that the file was NOT in uuencoded format. Please see the error list for

a complete list of UUParser errors.

### **Disk Errors**

Although UUParser does its best to parse a file for you, at times it cannot parse due to non-ascii characters being present. If UUParser finds these anomalies, it will stop writing the data, issue a warning message, and continue to scan the file for further anomalies. It will NOT delete the file even if your preferences say otherwise. If you are getting disk errors it is probably due to bad data within the file. Try SCAN ONLY and check your results.

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## **Memory**

The standard partition for UUParser is 384K. If you try to parse a file that is MORE than 384K, and you do not have the "Read file in blocks..." preference checked in your "Preferences" file, UUParser will issue a warning, allowing you to Quit or choose another file (smaller) for parsing. In order to bypass this annoyance (especially if you're planning on downloading files larger than 1000K), you can increase the partition by issuing a Get Info from the finder and increasing the partition, or enable the "Read file in blocks..." parameter in the "Preferences" item under the File menu. If you decide not to use the "Read file in blocks" , be sure to allocate enough memory for the parsing operation.

### **A NOTE TO REGISTERED USERS (version 1.72 & up):**

UUParser now recognizes the memory save (bka "Read file in blocks..." parameter in the "Preferences") during the Join process. So you can join files of ANY size without having the full amount of memory available to the application (so you could join a 4mb file with another 4mb file using a 384k memory partition). This will be extended to all file functions of UUParser as time permits. Right now though you've got it for the Parsing and the Join.

## **UUParser Error List**

### **Message**

### **Explanation**

UUParser found errors in this file  
Please make sure the file has been UUEncoded!

Binary data is in the file.

UUParser found no lines in this file to parse  
Please make sure the file has been UUEncoded!

The file(s) were not in uu format.

MINOR PROBLEM(S) FOUND

During the scan, data problems occurred. Lines over 80 chars non-ascii data, etc.

There's a 'begin' line before an 'end' line  
Try the Join Files command....

There is no 'end' at the end of a uuencoded file. It is probably part of a multi-part file. Try the join files command from the FILE menu.

There is a BAD character in the data stream.  
Character error in:

The scan function was enabled and it found binary data within the file. UUParser works with TEXT files only.

WARNING: There is not enough memory

The file you chose was larger than than memory allocated for UUParser. Allocate more memory by doing a Get Info for UUParser from the Finder. Or set the "Read file in blocks..." from the Prefernces item in the File menu.

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## Future Versions

UUParser was originally designed to do one thing, parse files. Now it has many features and additions that extends that basic philosophy. It is now a full fledged UUDecoder/UUEncoder, file splitter, and text file verifier. But the fans, and registered users of UUParser have asked for even more, and I am more than happy to include these additions for UUParser users. The next major release will be 2.0. There may be intermediate versions until 2.0, but these will concentrate on modifications to the version 1.5 & 1.7->1.71 technology. Version 1.72 and above will be available to registered users only.

### Version 2.0 will include:

- Control over the parameters of file splitting
- Control over parsing parameters
- Encode/decode Mac applications
- BinHex encode/decode, along with parsing files that have been binhex'ed and sent to a newsgroup
- \* Log generation of files you've parsed/decoded.
- Preview of GIF, JPEG/JIFF files

...and LOTS more!

### Got a Bug/Comment/Suggestion?

Please e-mail me(Internet): [jsl@netcom.com](mailto:jsl@netcom.com)

## Credits

Programming/Design : John S. Lee  
UU Engine Software : Bernie Wieser & Octavian Micro Development  
Testing : Mike Baranowski & Brian K. Tanaka  
Support : Arlene G. Lee & Sultan I. Lee  
UUDecode info : Peter Honeyman, Robert Perlberg, and Tim Rose  
Help Dialog Utility : James W. Walker  
Documentation : John S. Lee & Mike Baranowski

## Special Props

Brian K. Tanaka for the ever consistent "You know, it would be even better if..."  
& "You know what you oughta add is...".  
Mike Baranowski for the ever present "Is there a way of..." & "...can you add

this one other mod..." & introducing me to Bernie Wieser  
Bernie Wieser for user interface suggestions.  
To ALL of them for the many ideas that makes UUParser useful and fun to use.

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## **Registration Information**

UUParser is ShareWare. If you use this product more than 20 times please register it. The shareware fee is \$10 (US). By registering your product, you will receive the **latest** version (electronically) **without** the title/splash screen.. **The version you receive should not be redistributed.** If you prefer to have the latest version sent to you on a floppy, please send an additional \$5 (US) with your registration. Please makes checks payable to John S. Lee and mail to:

John S. Lee  
1600 Fell St #210  
San Francisco, CA. 94117

### **REGISTRATION FORM:**

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ADDR: \_\_\_\_\_  
CITY: \_\_\_\_\_ ST: \_\_\_\_\_ ZIP: \_\_\_\_\_  
DAYTIME PH#: \_\_\_\_ - \_\_\_\_ - \_\_\_\_\_  
EVENING PH#: \_\_\_\_ - \_\_\_\_ - \_\_\_\_\_  
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