

IFFMaster

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REVISION HISTORY

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Chapter 1

IFFMaster

1.1 IFFMaster.guide

IFF Master

Version 1.3 - Freeware

(C) 1994 by Kay Drangmeister

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1.2 IFFMaster.guide/General

General

IFF MASTER is a program that allows you to have a view inside the structure of IFF files. It is not yet another picture viewer or sound sample player, but it displays the internal entities (chunks) of a file.

For example, the headers of pictures (ILBM) or sound samples (8SVX) are displayed in clear, so you can directly read the size and depth of the image or the sampling rate.

From time to time you will find an unknown file on your hard disk, let's say a preference file. Since preference files are often stored in IFFFormat, there is a chance you can directly examine the contents. There are some programs which write incorrect IFF files (e.g. the ILBM.CAMG chunk is a likely candidate), or which write additional information (e.g. copyright or author chunks). With IFF MASTER you can easily verify such cases.

In future versions (see History) there will be options to manipulate files, e.g. delete/edit/add texts inside ANNO chunks, or add new chunks like a DPI chunk for images.

Current features include:

- * MUI application
- * localized GUI (with AmigaOS 2.1 or later)
- * Extensive chunk type library (currently 37 form types, 234 known chunks, 60 of these with comprehensive structure description)
- * Chunk contents are presented alternatively as structure, text or hex dump
- * Bit fields and enumeration types are displayed in clear
- * Fixed point values are printed in decimal (e.g. 8SVX.VHDR.Volume)
- * Callback hooks for special attributes, e.g. the Mode-ID inside the CAMG chunk is de-referenced (e.g. PAL: Hires).

IFF MASTER is distributed under the concept of freeware. Standard disclaimer applies to this program.

1.3 IFFMaster.guide/Installation

Installation

Nothing to it: just leave all files and the catalogs directory as they are in one directory, or alternatively copy the appropriate iffmaster.catalog to into the system's locale directory (i.e. LOCALE:Catalogs/yourlanguage/). By the way: if you mixed up catalog files for different languages, just use IFF MASTER to discover the catalog's language... :)

System requirements are:

- * AmigaOS 2.0, or AmigaOS 2.1 for localized GUI

* MUI version 2.1 (muimaster.library v8), See
MUI

If you wish to start IFF MASTER inside the user-startup, you should do this with runback iffmaster iconified. This will cause IFF MASTER to start as an AppIcon, so that Icons may be dragged onto this Icon.

1.4 IFFMaster.guide/Usage

Usage

The main window consists of 3 groups. The topmost one is the file specification group, the middle part ist the chunk list and below there are the action buttons.

The current version has limited capabilities to manipulate files, some concerning action buttons (e.g. Add, Edit) are inactive. However, moving (Up, Down) and deleting (Del) chunks is possible. Be warned that files may become unreadable to some applications if you delete mandatory chunks, i.e. if you delete the ILBM/BMHD chunk of a picture it will become undecodeable. To activate the manipulation buttons select Prefs/Editable file from menu. If that menu item is inactive (it can be locked if you are still unsure about the program's functions) you can activate it by opening the preferences window and setting the File editable switch to be off for new files or to be left unchanged.

File Specification

=====

There are different ways to open a file. The most common one is by selecting Project/Open... from the menu, or by clicking on the popup gadget beside the string gadget for getting a file requester. Alternatively, you can simply drag an icon on IFF MASTER's main window (AppWindow). Furthermore, you can open the file which is currently in the clipboard by using the menu item Project/Open Clip.

The Chunk List

=====

The chunk list can show several types of information: the left column shows the chunk ID (e.g. BMHD), then there is the chunk type (e.g. ILBM), and at the right side there is the size of the chunk. Below the action buttons there is a cycle gadget labeled Show that specifies the format of the chunk list. If it states Description you will get a description of the chunk's purpose (e.g. Bitmap Header), and Contents will display a short summary of the chunk's contents. You can advance the cycle gadget by pressing the space key.

Because it is impossible to display the entire contents of a chunk

in a single line you can get a comprehensive list by first selecting a chunk in the chunk list and then pressing Info (you can as well double-click on the chunk). A new window containing the chunk's contents will appear. You can display the contents either as structure, plain text or as a hex dump. Change the presentation by using the register above the contents list, or by pressing cursor left and cursor right.

You need not close the contents window to display the contents of another chunk. Just click on that chunk in the chunk list or press cursor up or cursor down after having activated the chunk list via the TAB key. The new contents are displayed using the appropriate data type.

1.5 IFFMaster.guide/Problems?

Problems?

Building hex dumps of very large chunks (e.g. ILBM.BODY) can take a long time. Therefore the number of bytes in a hex dump can be limited to a certain amount. The default limit is 512 bytes, it can be adjusted or turned off in the Preferences (select Settings/Set Prefs... from menu).

Some chunks (e.g. FORM) are container chunks with no contents, and therefore there is no presentation. Some other chunks (e.g. BODY) contain raw data, presentation of these chunks is limited to hex dump.

1.6 IFFMaster.guide/Credits

Credits

I like to thank:
Stefan Stuntz
for MUI, See
MUI
.

Eric Totel
for MUI-Builder

Kai Iske
for Support and Betatesting

Thomas Reinhardt
for his IFF files

H. Phil Duby
Klaus Seistrup

for bug reports and comments

1.7 IFFMaster.guide/MUI

MUI
===

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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1.8 IFFMaster.guide/History

History

Version 1.0
First release

Version 1.1
FIX

version 1.0 was compiled with option 68030 - sorry!

- NEW
many new chunk types
- NEW
menu (moved about and prefs into the menu, gaining some space)
- NEW
specifying file names at command line
- NEW
loading files directly from clipboard
- NEW
improved keyboard handling

Version 1.2

- NEW
fully localized GUI
- NEW
chunk contents can be saved
- NEW
AppWindow and AppIcon, command line option iconified
- NEW
improved formatting capabilities for structure entries
- NEW
sophisticated IFF parser, even brain-dead formats like EMOD.EMIC are handled appropriately
- NEW
chunks now have nominal length, a message is displayed if a chunk is too short or too long
- BUG
Beta testers reported problems with de-iconify function when an icon was dropped onto the AppIcon. I removed the said call, so you have to double-click the AppIcon after dropping an icon.

Version 1.3

- BUG
prefs window: close gadget now functioning
 - BUG
Cycle chain (TAB) now works in all windows
 - NEW
new chunk types: IAND, IANM, DR2D, RGB8, RGBN, SPLT
 - NEW
hex numbers get a user-chosen indicator, construction of hex dumps is now more than 3 times faster
 - NEW
-

IFFs can be saved, even nested FORMs, e.g. images inside animations

NEW

Implemented some editing capabilities (delete chunks)

NEW

Preferences can be saved

I would greatly appreciate new ideas and enhancement requests. If you discover any chunk unknown to IFF MASTER, please let me know (i.e. try to send me that (short) file or even a description of the chunk's structure, if known). If you dare to translate the catalog to your language, please contact me, I will send you the ct file and the instructions.

1.9 IFFMaster.guide/Chunks

Chunks

Following chunks are currently known to IFF MASTER:

[anywhere]

CSET, FVER, ANNO, AUTH, CHRS, HLID, NAME, TEXT, (c)

3DDD

OBJE

8SVX

ATAK, BODY, CHAN, FADE, PAN , RLSE, SEQN, VHDR

ANIM

ANSQ

AVCF

AVFH, GDAT

AVCO

CDAT, FLAG, IMAG

AVEV

ACTS, CDAT, FLAG, IMAG, PARS, REFL

COPR

COPI, WAIT, MOVE

CTLG

LANG, STRS

DEEP

DBOD, DGBL, DLOC, DPEL

DR2D

ATTR, CMAP, CPLY, DASH, DRHD, FONS, OPLY

DTYP

DTHD, DTCD

EMOD

8SMP, EMIC, PATT

ENVL

LFOI, COEN, VOEN, PIEN, NOEN, REEN, PHEN

FAX3

FXHD, GPHD, PAGE

FAXX

FXHD, GPHD, PAGE

FTXT

FONS

IAND

BPCT, CMAP, BODY

IANM

BMHD, CAMG, BODY

ILBM

ANHD, ASDG, BHCP, BHSI, BMHD, BODY, CAMG, CCRT, CLUT, CMAP, CRNG,
DEST, DLTA, DMMY, DPAN, DPI, DPPS, DPPV, DRNG, FFEX, FITR, FXD2,
FXPL, GRAB, JUNK, MAND, SPRT

ISTG

MAXF, SOBJ

KCXM

VERS, PREF

LWOB

PNTS, POLS, SRFs, SURF

MTRX

ARRY, BODY, DTYP, STRU

PREF

ALRT, CONF, CTRY, EVNT, ETXT, FLOP, FONT, ICTL, INPT, KEYS, LCLE,
MENU, MIDI, OPER, OSCN, PALT, PATH, PDAT, PNTR, PRHD, PGFX, PSPD,
PTRN, PTXT, PUNT, SCRm, SERL, SHMN, SOND, TMAC, TMDO, TMEX, TMIC,
TMIM, TMMO, TMSO, VERS, WBCF, WBPC, XDOS

PTCH

INPF, OUTF, PSEQ, VERS

REAL

RANI, RATT, RMTR, ROBJ, RSCR, RSET, RVRS, RWIN

RGB8

BMHD, BODY, CAMG, CMAP, IMRT

RGBN
BMHD, BODY, CAMG, CMAP, IMRT

SC3D
EDGE, FACE, HIER, LAMP, LNAM, OBSV, PATH, VERT, VNAM, WRLD

SMUS
SHDR, INS1, INST, SNX1, TRAK

SPLT
INFO, BODY

TACF
TPAR, TPBR, TPCA, TPCM, TPMA, TPP1, TPPA, TPPX, TPSC, TPSE, VERS

TAKE
TFRM, THDR

TDDD
INFO, OBJ

TERM
CLIP, COMD, CPTR, DATE, DIAL, EMLN, FAST, FILE, MISC, MODM, PATH,
PHON, RECV, SCRN, SEND, SERL, SOUN, SPEK, TRML, TRNS, VERS, WINF,
WIND, XFER

TVP2
TVRX

VILL
CRC , MODE, MONI, VER

I am still looking for descriptions for the chunks in smaller print.

1.10 IFFMaster.guide/Author

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