

Formats

COLLABORATORS

	<i>TITLE :</i> Formats	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		March 1, 2023
<i>SIGNATURE</i>		

REVISION HISTORY

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Chapter 1

Formats

1.1 Global info of current recognizers

This is what the "dmcontrol typeinfo=all" would return....

I hope you have enough information with this :-)

```
>>32<< Recognizers in memory
```

```
-----  
MAJOR-FileType:ANIM-AVI (1.0),Pri=5 (='Single')  
Class: Animation  
Description: AVI  
Flags:CHECKDATA CHECKPATTERN
```

```
Pattern Matches:  
'AVI.*' '*.AVI'
```

```
-----  
MAJOR-FileType:ANIM-FLI (1.1),Pri=5 (='Single')  
Class: Animation  
Description: Fli Animation  
Flags:CHECKDATA CHECKPATTERN
```

```
Pattern Matches:  
'*.FLI'
```

```
-----  
MAJOR-FileType:ANIM-IFF (1.1),Pri=5 (='Single')  
Class: Animation  
Description: Iff Animation  
Flags:CHECKDATA  
-----
```

MAJOR-FileType:ANIM-MPEG (1.1),Pri=5 (='Single')
Class: Animation
Description: MPEG Animation
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.MPEG' 'MPEG.*'

MAJOR-FileType:ANIM-QT (1.0),Pri=5 (='Single')
Class: Animation
Description: QuickTime
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'MOV.*' '*.MOV'

MAJOR-FileType:ASCII-AmigaGuide (1.1),Pri=5 (='Single')
Class: ASCII
Description: AmigaGuide Hypertext docs...
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.GUIDE'

MAJOR-FileType:ASCII-REXX (1.45),Pri=5 (='Single')
Class: ASCII
Description: ARexx Script
(data-check is rather tricky! :-(
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.REXX'

MAJOR-FileType:ASCII-Text (1.4),Pri=-110 (='Custom')
Class: ASCII
Description: 'Intelligent' (?) check algorithm :-)
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.TXT' '*.TEXT' '*.ASC' '*.DOC' '*.README' '*.FNF' '*.S' '*.C'

MAJOR-FileType:Executable (1.2),Pri=10 (='Frequent')
Class: System data
Description: Progs,libs,handlers etc...!
Flags:CHECKDATA CHECKPATTERN

Available Sub-FileTypes:	Data-Check	Pattern-Check
`- DEVICE	Yes	'*.DEVICE'
`- Executable	Yes	(No file patterns)
`- LIBRARY	Yes	'*.LIBRARY'

MAJOR-FileType:Generic (1.0),Pri=-127 (='Custom')
 Class: miscellaneous
 Description: All that can't be clearly recognized ;-)
 Flags:CHECKDATA CHECKPATTERN INTERNAL

Pattern Matches:
 '*'

MAJOR-FileType:GFX-BMP (1.1),Pri=5 (='Single')
 Class: Graphics
 Description: Windows 3.0 DIB (Device Independant Bitmap)
 Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
 '*.BMP'

MAJOR-FileType:GFX-DXF (1.1),Pri=5 (='Single')
 Class: Graphics
 Description: AutoCAD's Drawing Interchange file format
 Recognizes both DXF(Ascii) & DXB(Binary)
 Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
 '*.DXF' '*.DXB'

MAJOR-FileType:GFX-GIF (1.1),Pri=5 (='Single')
 Class: Graphics
 Description: GIF Packed graphics
 Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
 '*.GIF'

MAJOR-FileType:GFX-IFF (1.1),Pri=5 (='Single')
 Class: Graphics
 Description: Iff Graphics
 Flags:CHECKDATA

MAJOR-FileType:GFX-JPEG (1.1),Pri=5 (='Single')
Class: Graphics
Description: Jpeg File Interchange Format (JFIF)
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.JPEG' '*.JPG' '*.JFIF'

MAJOR-FileType:GFX-PCX (1.1),Pri=5 (='Single')
Class: Graphics
Description: Zsoft's PCX Graphics Format
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.PCX'

MAJOR-FileType:GFX-TARGA (1.1),Pri=5 (='Single')
Class: Graphics
Description: GFX-TARGA
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.TGA'

MAJOR-FileType:GFX-TIFF (1.1),Pri=5 (='Single')
Class: Graphics
Description: Tagbased Interchange File Format
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.TIFF' '*.TIF'

MAJOR-FileType:Icon (1.0),Pri=10 (='Frequent')
Class: System data
Description: Workbench DiskObject (Icon)
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.INFO'

MAJOR-FileType:LINK-Datatypes (1.3),Pri=-20 (='Custom')
Class: Link to other recognition system
Description: A bridge to the datatypes.library!
To gain profit of the existing datatypes ;-)
Flags:CHECKDATA SUBTYPE DUPSTRING

MAJOR-FileType:MUSIC-Others (1.4),Pri=1 (= 'Grouped')

Class: Music

Description: All musics that aren't PTK or Synths...

Flags:CHECKDATA CHECKPATTERN SUBTYPE

Available Sub-FileTypes: Data-Check Pattern-Check

`- DDMF	Yes		'*.DMF' 'DMF.*' '*.DDMF'
`- DigiBooster	Yes		'DIGI.*' '*.DIGI'
`- EMS	Yes		'EMS.*'
`- Face the Music	Yes		'FTM.*'
`- FastTracker II	Yes		'FAST.*' 'XM.*' '*.XM'
`- IFF EMOD	Yes		'QC.*' '*.EMOD' 'EMOD.*'
`- IFF-SMUS	Yes		'SMUS.*'
`- MaxTrax	Yes		'MXTX.*'
`- MED	Yes		'MED.*' '4MED.*' 'MD.*'
`- Musicline	Yes		'ML.*' '*.ML'
`- MusicMaker4	Yes		'*.SDATA'
`- MusicMaker8	Yes		'*.SDATA'
`- OctaMED	Yes		'8MED.*' '*MED' 'OMED.*' 'MD8.*' '*.8 ←
MED' 'MED.*' '4MED.*' 'MD.*'			
`- Oktalyzer	Yes		'OK.*' 'OKT.*'
`- PS3M	Yes		'S3M.*' '*.S3M' 'FAST.*' 'MTM.*' '.* ←
MTM' 'TAKE.*'			
`- TFMX	Yes		'TFMX.*' 'MDAT.*' 'SMPL.*'
`- THX	Yes		'THX.*'
`- VectorDean	Yes		'RDAT.*' '*.SNG' '*.INS'
`- XMOD	Yes		'XMOD.*'

MAJOR-FileType:MUSIC-PtkClones (1.4),Pri=1 (= 'Grouped')

Class: Music

Description: Protracker clones...yeah!

Flags:CHECKDATA CHECKPATTERN SUBTYPE

Available Sub-FileTypes: Data-Check Pattern-Check

`- AC1D Packer	No		'AC1D.*'
`- Channel Player	No		'CHN(1 2 3).*'
`- ChipTracker	Yes		'KRIS.*' 'CT.*' 'CHIP.*'
`- Digital Illusions	No		'DI.*'
`- DSS	Yes		'DSS.*'
`- EUREKA Packer	No		'EU.*'
`- FC-M Packer	No		'FC-M.*'
`- Fuzzac Packer	No		'FUZZ.*'
`- Game Music Creator	No		'GMC.*'
`- HeatSeeker Module Cruncher	No		'HMC.*'
`- Hornet Packer	No		'HRT!.*'
`- Ice Tracker	No		'ICE.*'
`- Kefrens Sound Machine	No		'KSM.*'
`- Laxity-Player	Yes		'LAX.*'

`- Module Protector	No		'MPRO.*'
`- Noise Packer	No		'NP.*' 'NP(2 3).*'
`- NoiseRunner	No		'NRU.*'
`- NoiseTracker Packer	No		'NTPK.*'
`- PHA Packer	No		'PHA.*'
`- Polka Packer	No		'POLK.*'
`- Power Music	No		'!PM!.*'
`- Pro Packer	No		'PP10.*' 'PP21.*' 'PP30.*'
`- Promizer 0.1	Yes		'PR0.1.*'
`- Promizer 1.x	Yes		'PR1.?.*' 'PROM.*'
`- Promizer 4.0	Yes		'PM(2 4)0.*' 'PR4.0.*'
`- ProRunner	No		'PRU(1 2).*'
`- ProTracker	Yes		'MOD.*' '*.MOD'
`- ProTracker4	Yes		(No file patterns)
`- Pygmy Projects Packer	No		'PYGM.*'
`- SKYT Packer	No		'SKYT.*'
`- SoundTracker 2.6	Yes		'ST26.*'
`- SoundTracker Pro II	Yes		'ST30.*'
`- StarTrekker	No		'STAR.*'
`- StoneTracker	Yes		'SPS.*' 'SPM.*'
`- The Player	No		'P[0-9][0-9][A-F].*' 'P[0-9][0-9][A-F] ←]*'
`- Tracker Packer	No		'TP[1 2 3].*'
`- UNIC Tracker	No		'UNIC.*'
`- WANTON Packer	No		'WN.*'
`- Zen Packer	No		'ZEN.*'

MAJOR-FileType:MUSIC-Synth (1.61),Pri=1 (= 'Grouped')

Class: Music

Description: (Usually) small size & synth effects formats.

Flags:CHECKDATA CHECKPATTERN SUBTYPE

Available Sub-FileTypes: Data-Check Pattern-Check

`- Action Amics	Yes		'AA.*' 'AST.*'
`- ActivisionPro	No		'AVP.*'
`- AProSys	Yes		'APS.*'
`- Art of Noise	Yes		'AON.*' 'AON4.*' 'AON8.*'
`- Benn Daglish	Yes		'MTH.*' 'BD.*'
`- David Hanney	Yes		'DH.*' 'MNG.*'
`- David Whittaker	Yes		'DW.*' 'DWOLD.*' 'WH.*' 'OWH.*'
`- DeltaMusic 1.0	Yes		'DM1.*' 'DELTA1.*' 'DELTA.*' 'DLTA1 ← .*' 'DLTA.*' '*.DM1'
`- DeltaMusic 2.0	Yes		'DM2.*' 'DELTA2.*' 'DLTA2.*' '*.DM2'
`- Digital Mugician	Yes		'DM1.*' 'DM2.*' 'DM.*' 'DMU.*' 'DMU2 ← .*'
`- Fred	Yes		'FRED.*'
`- Future Composer 1.3	Yes		'FC13.*' '*.FCM' 'FC.*'
`- Future Composer 1.4	Yes		'FC14.*' '*.FCM' 'FC.*'
`- GlueMon	Yes		'GLUE.*'
`- GMOD	Yes		'GMOD.*'
`- Hippel	Yes		'HP.*' '*.HPL' 'HIP.*'
`- Hippel-COSO	Yes		'HPC.*' 'HIPC.*' 'HIP.*'
`- Hippel_7V	Yes		'HP7.*' 'HIP7.*'

`- In Stereo 1.0	Yes		'IS.*' 'SYN.*' 'ISM.*'
`- In Stereo 2.0	Yes		'IS2.*' 'ISM.*'
`- J.C.Brooke	Yes		'JCB.*'
`- JamCracker	Yes		'JC.*' 'JAM.*'
`- Jason Page New	Yes		'JPND.*'
`- Jason Page Old	Yes		'JPND.*'
`- LME	Yes		'LME.*'
`- M. Grouleff	Yes		'MG.*'
`- M.O.N.	Yes		'MON.*' 'MONOLD.*'
`- Major Tom 2.01	Yes		'MTP2.*' 'MTP.*'
`- Mark Cooksey	Yes		'MC.*'
`- Mark II	Yes		'MII.*' 'MKII.*' 'MARKII.*'
`- Martin Walker	No		'MW.*'
`- MCMD	Yes		'MCMD.*'
`- Music Assembler	Yes		'MA.*'
`- PlayAY STRC.*'	Yes		'AY.*' 'AMAD.*' 'ST11.*' 'EMUL.*' ' ←
`- PlaySID	Yes		'PS.*' 'PSID.*' '*.SID'
`- Profiteam-Soundfactory	Yes		'PFS.*'
`- PSA	Yes		'PSA.*'
`- PumaTracker 1.0	Yes		'PUMA.*'
`- Rob Hubbard	Yes		'RH.*'
`- Rob Hubbard 2	Yes		'RH2.*' '*.DUM'
`- Scumm	Yes		'SCUMM.*'
`- Sean Connolly	Yes		'SC.*'
`- SIDMon 1.0	Yes		'SIDMON.*' 'SID1.*' 'SID.*' '*.SID'
`- SIDMon 2.0	Yes		'SIDMONII.*' 'SID2.*' 'SID.*' '*.SID'
`- SonicArranger LDC_*' 'MSP_*' 'S0_*' 'BM_*'	Yes		'SONIC.*' 'SAM.*' 'SAO.*' 'SA.*' ' ←
`- SoundControl	Yes		'SC32.*' 'SC40.*' 'SC.*'
`- SoundFX 1.3	Yes		'SFX13.*' 'SFX.*' '*.SFX'
`- SoundFX 2.0	Yes		'SFX20.*' 'SFX2.*' 'SFX.*' '*.SFX'
`- SoundMaster	Yes		'SM.*'
`- SoundMon	Yes		'BP.*' 'BPS.*' 'SM.*' '*.BPS'
`- SoundMon 2.2	Yes		'BP3.*' 'BPS3.*' 'SM3.*'
`- Synth 4.0	Yes		'SYN.*' 'SN.*' 'SYNTH.*' 'SYN42.*'
`- SynTracker	Yes		'ST.*'
`- Tim Follin II	Yes		'TF.*'
`- TME	Yes		'TME.*'
`- Tronic	Yes		'TRON.*'
`- VSS	Yes		'VSS.*'

MAJOR-FileType:MUSIC-Synth (1.4),Pri=-100 (='HookName')

Class: Music

Description: CUSTOM music-formats

Flags:CHECKDATA CHECKPATTERN SUBTYPE

This recognizer HOOKS itself on the executable MAJOR-FileType

Available Sub-FileTypes:	Data-Check	Pattern-Check

`- CUSTOM module	Yes	'CU.*' 'CUST.*' '*.CUST'
`- Ron Klaren	Yes	'RK.*' 'RONKLAREN.*' '*.RK'

MAJOR-FileType:PACKED-DMS (1.1),Pri=5 (='Single')
Class: Packed data
Description: DiskMasher Archives
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.DMS'

MAJOR-FileType:PACKED-HotHelpText (1.1),Pri=5 (='Single')
Class: Packed data
Description: HotHelp packed text data
Flags:CHECKDATA

MAJOR-FileType:PACKED-LHA (1.1),Pri=5 (='Single')
Class: Packed data
Description: LHA Archives
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.LHA'

MAJOR-FileType:PACKED-LZX (1.1),Pri=5 (='Single')
Class: Packed data
Description: LZX Archives
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.LZX'

MAJOR-FileType:PACKED-XPX (1.0),Pri=10 (='Frequent')
Class: Packed data
Description: XPX-Packed data
Flags:CHECKDATA

MAJOR-FileType:PACKED-ZIP (1.1),Pri=5 (='Single')
Class: Packed data
Description: ZIP Archives
Flags:CHECKDATA CHECKPATTERN

Pattern Matches:
'*.ZIP'

MAJOR-FileType:SMPL-IFF (1.1),Pri=5 (=‘Single’)
 Class: Sample
 Description: Iff Sample
 Flags:CHECKDATA

 MAJOR-FileType:SMPL-Others (1.4),Pri=1 (=‘Grouped’)
 Class: Sample
 Description: Non-IFF Sample formats
 Flags:CHECKDATA CHECKPATTERN SUBTYPE

Available Sub-FileTypes:	Data-Check	Pattern-Check
`- ADPCM	Yes	‘*.ADPCM’ ‘ADPCM.*’
`- AIFF	Yes	‘AIFF.*’ ‘*.AIFF’
`- SUN	Yes	‘AU.*’ ‘*.AU’
`- VOC	Yes	‘VOC.*’ ‘*.VOC’
`- WAVE	Yes	‘WAV.*’ ‘*.WAV’

Major-FileTypes: 32 , Total Nb of SubTypes: 125