in

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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

in

1.1 XPKGuide.Guide

```
                        XPKGuide V1.6
                        =============
```

XPKGuide is an AmigaGuide viewer which can view AmigaGuide files which
have been crunched using various crunchers (you can also view uncrunched
files using it). You can either use it from the Shell or from Workbench.

There is also the added bonus that if you are using Workbench 3.x then
XPKGuide will also display any files which are supported by the
datatypes.library including text files, pictures and samples. Naturally,
they will be decrunched before being viewed. Under Workbench 2.x you will
only be able to view AmigaGuide files and text files.

```
        Note about these docs        System Requirements
        Installation                 Supported Crunchers
        Usage                        History
        Future                       Copyright
        Author
```

1.2 Note about these docs

Whenever a name of a shared library appears in this document, it will be
an AmigaGuide button, these buttons will only work if you have Dan
Elgaard's SystemGuide somewhere in AmigaGuides path and as long as it is
actually called "SystemGuide".

1.3 System Requirements

XPKGuide requires Kickstart 2.04 or higher, I could rewrite it to make it
1.3 compatible, but I've made a decision not to support Kickstart 1.3 any
more, as I don't want to support an obsolete operating system, everyone
who uses their Amigas for anything except games should have upgraded by
now, as most programmers have dropped support for Kickstart 1.3, and the

ones who do still support it, generally add extra features under Kickstart 2.

XPKGuide also requires the following library:

        amigaguide.library   V34 or higher   (not supplied)

If you want to be able to view files which have been crunched using
PowerPacker then you will need to have the following library installed:

        powerpacker.library   V35 or higher   (supplied)

If you want to be able to view files which have been crunched using XPK
then you will need to have the following library installed:

        xpkmaster.library   any version   (supplied)

If you want to be able to view files which have been crunched using the
lh.library then you will need to have the following library installed:

        lh.library   V1 or higher   (supplied)

If you want to be able to view files which have been crunched using the
CrunchMania cruncher then you will need to have the following library
installed:

        CrM.library   any version   (not supplied)

If you want to be able to decrunch files which have been crunched using a
cruncher which is supported by the xfdmaster.library then you need to have
the following library installed:

  xfdmaster.library   V33 or higher   (supplied)

If you don't have any of the above libraries, you will only be able to
view files which have been crunched using the P-Compress cruncher or files
which haven't been crunched at all.

The following library is optional and only needed if you want to be able
to double click XPKGuide from Workbench and get a file requester:

        asl.library   V37 or higher   (on Workbench disk)

The amigaguide.library is needed to be able to display the decrunched
AmigaGuide files.

If you have Workbench 3.0 or higher then you already have the
amigaguide.library installed on your Workbench disk and don't actually
need to install any other libraries before being able to use XPKGuide.
If you haven't got Workbench 3.0 or higher then you will need to get the
amigaguide.library from somewhere else, the best place would probably be

from Fred Fish disk 920 which you can get from just about any PD library.

To be able to use XPKGuide to view crunched files, you must have T:
assigned somewhere, you don't need to worry about this is you haven't
altered you Startup-Sequence as everything is taken care of by that. You
may run into problems if T: is in RAM: (which it is normally) and you
haven't got that much memory, because the files are always decrunched
into T: and AmigaGuide files tend to be quite large. To get around this
problem you may need to assign T: to either a floppy disk or a hard disk.

1.4 usage

XPKGuide can be used from Shell or from Workbench.

```
Shell
=====

        XPKGuide FILE/A/M,SCREEN/S,PUBSCREEN/K

        FILE/A/M        This argument is compulsory. You are allowed to
                        specify as many files as you want, they will be
                        displayed in the order that you enter them.
        SCREEN/S        If you specify this argument then XPKGuide will
                        try to open a new screen to display the AmigaGuide
                        document on. If it can't open a new screen and the
                        PUBSCREEN argument has been given (see below) then
                        XPKGuide will act as though you didn't give the
                        SCREEN argument. XPKGuide automatically tries to
                        open a screen with the same screen mode as your
                        Workbench screen. This can be changed by setting
                        the XPKGuide/ScreenMode environment variable.
        PUBSCREEN/K     Using this you can specify which public screen
                        you want XPKGuide to open the AmigaGuide document
                        on, if this screen isn't open and if the SCREEN
                        option was specified then XPKGuide will act as
                        though the PUBSCREEN option wasn't entered.


Workbench
=========

        XPKGuide can be used in four ways from Workbench:
        1)      XPKGuide can be specified as the default tool of a
                crunched AmigaGuide file. This means that when you double
                click on the AmigaGuide file, XPKGuide will be loaded and
                will display the AmigaGuide file.
        2)      You can use extended selection to cause XPKGuide to view
                AmigaGuide files. This means that you first click once on
                XPKGuide's icon and then while holding down either shift
                key double clicking on an AmigaGuide file.
                If you use extended selection to select more than one
                AmigaGuide file then all of the files will be viewed, one
                at a time.
        3)      If you just double click XPKGuide's icon then if the
                asl.library is present then a file requester will be
```

>   brought up for you to select a file to view. If
>   asl.library isn't present then an error message will be
>   displayed saying that no file was selected.
>   4)   You can tell XPKGuide to create an AppIcon when it's
>   first loaded and you are able to drop the AmigaGuide
>   files onto it to view them. See below for more details
>   on this.
>
>   There are also a couple of tooltypes which are supported by
>   XPKGuide. They are:
>
>   SCREEN
>   PUBSCREEN=<pubscreen name>
>   APPICON
>
>   Both the SCREEN and PUBSCREEN tooltypes do exactly the same as
>   the command line options of the same name.
>   If the APPICON tooltype is specified then when you run XPKGuide
>   without specifying any files from Workbench then an AppIcon will
>   be created and you are able to drop any AmigaGuide files onto the
>   AppIcon in order to view them. If you drop more than one file
>   onto the AppIcon at the same time, all of them will be viewed.
>   Once you have created an AppIcon, if you double click on it a
>   requester will appear asking what you want to do, you can quit
>   XPKGuide, show some info about XPKGuide or cancel the
>   requester.

1.5 XPKGuide Program History

```
XPKGuide v1.6 (9 December 1994) 14384 bytes
===========================================
```
 * Slightly changed XPKGuide's method of opening the AmigaGuide file on
   a public screen.
 * Added a few more links in the documentation, so that if you click on
   a libraries name and you have Dan Elgaard's SystemGuide installed on
   your system then the relevant description will be loaded.
 * Added support for the xfdmaster.library, so a lot more crunched files
   can be viewed now!
 * Added my Email address to this manual.

```
XPKGuide v1.5 (30 September 1994) 13400 bytes
=============================================
```
 * Now recognises CrunchMania files without needing the CrM.library
   installed.
 * XPKGuide now uses the LockE() command from the amigaguide.library,
   this allows XPKGuide to search for files by using the AmigaGuide/Path
   environment variable. Although this worked for uncrunched files before
   this version (without me realising!), it's only in this version I made
   XPKGuide able to decrunch them after finding them in that way.
 * XPKGuide now only opens the decruncher libraries which it needs, as
   it needs them, instead of loading them all at startup.
 * XPKGuide can now view files which have been crunched using P-Compress.
 * Due to supporting the P-Compress cruncher, XPKGuide can no longer be
   made resident.

```
XPKGuide v1.4 (3 September 1994) 11188 bytes
============================================
```
  * Added AppIcon support, including APPICON tooltype to tell XPKGuide
    to create an AppIcon if no files were specified when run from
    Workbench.
  * Can now view multiple documents using multiselect from Workbench.
  * Can now view multiple documents from CLI.
  * Fixed a few small bugs which caused a small amount of memory to be
    lost each time you ran XPKGuide.
  * Added support for files crunched using the lh.library.
  * Added support for files crunched using CrunchMania (via the CrM.library).

```
XPKGuide v1.3 (21 August 1994) 7876 bytes
=========================================
```
  * XPKGuide can now work as a stand-alone AmigaGuide viewer as both the
    powerpacker.library and the xpkmaster.library are now optional. They
    are still needed in order to view crunched files though.
  * XPKGuide now only creates a temporary file if the original was
    crunched rather than for every file.

```
XPKGuide v1.2 (13 August 1994) 7608 bytes
=========================================
```
  * Rewrote a few routines so they didn't use standard C routines, but
    instead use my own versions. This saved 3172 bytes on XPKGuide and
    3308 bytes on XPKGuidePrefs!
  * I just discovered that, unknown to me, when you are using the
    Workbench 3.x version of amigaguide.library, XPKGuide is able to
    display any type of file which is supported by the datatypes.library.
    They will be decompressed and viewed! This has happened since version
    1.0, I just didn't realise it.

```
XPKGuide v1.1 (10 August 1994) 10880 bytes
==========================================
```
  * Added more requesters to tell you what actually went wrong, rather
    than just quitting and telling you nothing.
  * Added a tooltype and command line option to allow XPKGuide to open
    the AmigaGuide database on a separate screen. XPKGuide uses the
    Workbench's current screen mode and size for the new screen.
  * Also added another tooltype and command line option to allow
    XPKGuide to open the AmigaGuide database on any public screen.
  * XPKGuide now brings up the ASL file requester if you double click
    on its icon.
  * If you haven't got xpkmaster.library installed then XPKGuide tries to
    use powerpacker.library instead.
  * Optionally uses an environmental variable to specify what screen mode
    to open XPKGuide's custom window as.
  * Added a tool which brings up a screen mode requester and sets the
    XPKGuide/ScreenMode to the selected mode.

```
XPKGuide v1.0 (6 August 1994) 8232 bytes
========================================
```
    Initial release

1.6 About the Author

XPKGuide was written by:

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XPKGuide was developed on an A1200, 80MB hard drive running Workbench 3.0.

XPKGuide was compiled using DICE V3.0.

The XPKGuide documentation was written using EdWord Pro.

If you have any suggestions, bug reports, questions, spare money, etc.
then feel free to write to me. I will do my best to reply as long as you
supply return postage (preferably IRC's).

1.7 Copyright Information

XPKGuide is © 1994 Simon Dick

XPKGuide is Freeware, which basically means that I retain the copyright to
XPKGuide, but I am allowing anybody to freely give copies of this program
to all of their friends (or even enemies is you think that XPKGuide is
that bad ;-}.

If you are distributing XPKGuide in any way, you must distribute the whole
package unmodified and including all of the following files:

        XPKGuide
        XPKGuide.info
        XPKGuidePrefs
        XPKGuidePrefs.info
        XPKGuide.guide
        XPKGuide.guide.info
        libs/xpkmaster.library
    libs/xfdmaster.library
        libs/powerpacker.library

```
        libs/lh.library
```

The exception to this is the files in the libs directory, in this case if
you have a later version than I have included, then feel free to replace
the version I supplied with the new version before giving it to anyone.

If you want to include XPKGuide as an AmigaGuide viewer with any
commercial or shareware package, then you are permitted to include
XPKGuide without its documentation or support files on the condition that
you both mention that you used XPKGuide in the manual and also that you
send me a copy of the complete distribution.

I am not responsible for any harm which may occur to your data, computer
or anything else either directly or indirectly due to you using XPKGuide.
But if you do have any problems with XPKGuide, please contact me and I
will try to help you.

xfdmaster.library is Copyright (c) Georg Hörmann.
powerpacker.library is Copyright (c) Nico François.
lh.library is Copyright (c) Holger P. Krekel & Olaf 'Olsen' Barthel.
The P-Compress decruncher module is (c) Chas A. Wyndham.

1.8   installation

In order to install XPKGuide you just drag the XPKGuide icon to whichever
drawer you want to keep it in. In order for XPKGuide to work you must have
some libraries installed, see Installation for details of which libraries
you need. You can install the libraries which I have supplied by double
clicking on the InstallLibs icon which I have provided.

1.9   future

Possible future additions to XPKGuide
=====================================
 * Support any other decrunchers. If you know of any you would like me to
   support, then please could you write to me, preferably with details of
   how I can decrunch it.
 * Possibly add a "Use Seperate Screen" menu function while viewing an
   AmigaGuide file on a public screen as the Workbench 3.1 MultiView has.
 * Anything you suggest (within reason naturally).

1.10   Environmental Variables

XPKGuide supports a couple of environmental variables at the moment.
The first one is called "XPKGuide/ScreenMode". Whenever XPKGuide tries to
open a screen, it will first try to use the screen mode specified in the
variable. It must be specified as a number. I have included a small tool,
called XPKGuidePrefs, which brings up a screen mode requester and then
stores the selected screen mode in the variable.
If you want to do this manually then to get XPKGuide to open a hires

screen you should set the variable to 0x8000.

XPKGuide can also make use of a variable called "AmigaGuide/Path". This is actually used by the amigaguide.library as well. For example if you had a directory which you keep all of your AmigaGuide files in called "Work:Guides" and another called "Data:Guides", then if you used the following command:
    SetEnv AmigaGuide/Path "Work:Guides Data:Guides"
and then ran XPKGuide and told it to view, say, XPKGuide.guide (without a path name) then XPKGuide would first look in the current directory, then in Work:Guides and finally in Data:Guides before saying that it couldn't find the file. Using this environmental variable also means that most programs which support online help using AmigaGuide files will also look in the directories which you set which means that you can keep all of the AmigaGuide files in a single directory rather than scattered all over your disks.

1.11 Supported Crunchers

At the moment XPKGuide supports the following crunchers:

P-Compress	You don't need any additional library files to be able to view files crunched using this method.
CrunchMania	To view CrunchMania files, you need to have the CrM.library installed.
lh.library	(I mean that it supports files crunched using LhEncode which was supplied with the package on Fish Disk 436). Obviously you need the lh.library installed to use this.
PowerPacker	To view files crunched using PowerPacker, you need to have powerpacker.library V35 or higher installed.
Any XPK sublibrary	To view files crunched using XPK, you must have both xpkmaster.library and the appropriate compressor library installed.

In addition to directly supporting the above crunchers, XPKGuide can also use the xfdmaster.library to decrunch a lot more types of crunched files.

I have also written another program called Cruncher which is designed to complement XPKGuide, it is capable of crunching files using a number of different crunchers including all of the above crunchers. I have also written another program called AppDecrunch which can decrunch any files which have been crunched by the above crunchers.