

LAMPIRAN A
Listing Program

Program Kompresi - Dekompresi Deflate

'Kompresi & Dekompresi DEFLATE

'-----

'(c) 2008, Valentinus Henry G

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Option Explicit

Private WithEvents Huffman As Class1

Public jnsKmprs As Integer

Public wktMulai As Single

Public enkdLZ As String

Public dekdLZ As String

Private Sub Combo1_Click()

 If Combo1.Text = "Deflate" Then

 jnsKmprs = Combo1.ListIndex

 ElseIf Combo1.Text = "LZ77" Then

 jnsKmprs = Combo1.ListIndex

 ElseIf Combo1.Text = "Huffman" Then

 jnsKmprs = Combo1.ListIndex

 Else

 End If

End Sub

Private Sub Command1_Click()

 Dim pjgfile As Long

 Dim datanya As String

 Dim z As Integer

 Dim sama As Byte

 Dim frasa1 As String

 Dim frasa2 As String

 Dim i As Long

 Dim letak As Long

 Dim enkdHuf As String

 Dim hslLZ As String

 'memanggil kondisiAwal

 kondisiAwal

 If jnsKmprs = 0 Then

 'membaca file

 Label10.Caption = "Baca File"

 List1.Clear

 pjgfile = FileLen(Text1.Text)

 Open Text1.Text For Input As #1

 Do While Not EOF(1)

 Line Input #1, datanya

 List1.AddItem (datanya)

 Loop

 Close #1

 'menyimpan hasil kompresi LZ77

 enkdLZ = Left(Text1.Text, Len(Text1.Text) - 4) + "(kompresi.def"

 Open enkdLZ For Output As #2

```

Text2.Text = ""
Label10.Caption = "Kompresi LZ77"

'menyimpan waktu mulai
wktMulai = Timer

'kompresi LZ77
For z = 0 To List1.ListCount - 1
    Text3.Text = List1.List(z)      'window look-ahead buffer
    hslLZ = ""
    Do
        sama = 0                'tidak ada di kamus

        'mencari frasa yang sama
        If Len(Text3.Text) > 30 Then
            For i = 0 To 29
                frasa1 = Mid(Text3.Text, 1, 30 - i)
                frasa2 = Text2.Text
                letak = InStr(1, frasa2, frasa1, vbBinaryCompare)

                If letak > 0 Then
                    sama = 1
                    Exit For
                End If
            Next i
        Else
            For i = 0 To Len(Text3.Text) - 1
                frasa1 = Mid(Text3.Text, 1, Len(Text3.Text) - i)
                frasa2 = Text2.Text
                letak = InStr(1, frasa2, frasa1, vbBinaryCompare)

                If letak > 0 Then
                    sama = 1
                    Exit For
                End If
            Next i
        End If

        If sama = 0 Then          'bila tidak ada di kamus
            hslLZ = hslLZ + "0," + Left(Text3.Text, 1)
            Text2.Text = Text2.Text + Left(Text3.Text, 1)
            Text3.Text = Mid(Text3.Text, 2)
        Else                    'bila ada di kamus
            hslLZ = hslLZ + Mid(Str(letak), 2) + "," + Mid(Str(Len(frasa1)), 2) + "," +
                Mid(Text3.Text, Len(frasa1) + 1, 1)
            Text2.Text = Text2.Text + Left(Text3.Text, Len(frasa1) + 1)
            Text3.Text = Mid(Text3.Text, Len(frasa1) + 2)
        End If
    Loop While Len(Text3.Text) > 0

    If Len(hslLZ) > 1024 Then
        Print #2, Mid(hslLZ, 1, 1023) + String(1, 10)
        Print #2, Mid(hslLZ, 1024)
    Else
        If z = List1.ListCount - 1 Then
            Print #2, hslLZ;
        Else

```

```

        Print #2, hslLZ
    End If
End If
Next z

Close #2
Label10.Caption = "Kompresi Huffman"

'kompresi Huffman
Call Huffman.EncodeFile(enkdLZ, enkdLZ)

'memanggil kondisiAkhir
kondisiAkhir1

ElseIf jnsKmprs = 1 Then
    'membaca file
    Label10.Caption = "Baca File"
    List1.Clear
    pjgfile = FileLen(Text1.Text)
    Open Text1.Text For Input As #1
    Do While Not EOF(1)
        Line Input #1, datanya
        List1.AddItem (datanya)
    Loop
    Close #1

    'menyimpan hasil kompresi LZ77
    enkdLZ = Left(Text1.Text, Len(Text1.Text) - 4) + "(kompresi).lz7"
    Open enkdLZ For Output As #3

    Text2.Text = ""
    Label10.Caption = "Kompresi LZ77"

    'menyimpan waktu mulai
    wktMulai = Timer

    'kompresi LZ77
    For z = 0 To List1.ListCount - 1
        Text3.Text = List1.List(z)      'window look-ahead buffer
        hslLZ = ""
        Do
            sama = 0                'tidak ada di kamus

            'mencari frasa yang sama
            If Len(Text3.Text) > 30 Then
                For i = 0 To 29
                    frasa1 = Mid(Text3.Text, 1, 30 - i)
                    frasa2 = Text2.Text
                    letak = InStr(1, frasa2, frasa1, vbBinaryCompare)

                    If letak > 0 Then
                        sama = 1
                        Exit For
                    End If
                Next i
            Else
                For i = 0 To Len(Text3.Text) - 1

```

```

        frasa1 = Mid(Text3.Text, 1, Len(Text3.Text) - i)
        frasa2 = Text2.Text
        letak = InStr(1, frasa2, frasa1, vbBinaryCompare)

        If letak > 0 Then
            sama = 1
            Exit For
        End If
    Next i
End If

If sama = 0 Then          "bila tidak ada di kamus
    hslLZ = hslLZ + "0," + Left(Text3.Text, 1)
    Text2.Text = Text2.Text + Left(Text3.Text, 1)
    Text3.Text = Mid(Text3.Text, 2)
Else                    "bila ada di kamus
    hslLZ = hslLZ + Mid(Str(letak), 2) + "," + Mid(Str(Len(frasa1)), 2) + "," +
        Mid(Text3.Text, Len(frasa1) + 1, 1)
    Text2.Text = Text2.Text + Left(Text3.Text, Len(frasa1) + 1)
    Text3.Text = Mid(Text3.Text, Len(frasa1) + 2)
End If
Loop While Len(Text3.Text) > 0

If Len(hslLZ) > 1024 Then
    Print #3, Mid(hslLZ, 1, 1023) + String(1, 10)
    Print #3, Mid(hslLZ, 1024)
Else
    If z = List1.ListCount - 1 Then
        Print #3, hslLZ;
    Else
        Print #3, hslLZ
    End If
End If
Next z

Close #3

'memanggil kondisiAkhir
kondisiAkhir1

ElseIf jnsKmprs = 2 Then
    Label10.Caption = "Kompresi Huffman"

'menyimpan waktu mulai
wktMulai = Timer

enkdHuf = Text1.Text
enkdLZ = Left(Text1.Text, Len(Text1.Text) - 4) + "(kompresi).huf"

'kompresi Huffman
Call Huffman.EncodeFile(enkdHuf, enkdLZ)

'memanggil kondisiAkhir
kondisiAkhir1

ElseIf Combo1.ListIndex = -1 Then
    MsgBox "Pilihlah jenis metodenya terlebih dahulu", vbInformation, "Deflate"

```

```
Else
End If
End Sub
```

```
Private Sub Command2_Click()
Dim pjgfile As Long
Dim datanya As String
Dim y As Integer
Dim kode As String
Dim kode1 As String
Dim kode2 As String
Dim mulai As String
Dim panj As String
Dim smbl As String
Dim d As Integer
Dim hslLZ As String
```

```
'memanggil kondisiAwal
kondisiAwal
```

```
If jnsKmprs = 0 Then
Label10.Caption = "Dekompresi Huffman"
```

```
dekdLZ = Left(Text1.Text, Len(Text1.Text) - 3) + "txt"
```

```
'menyimpan waktu mulai
wktMulai = Timer
```

```
'dekompresi Huffman
Call Huffman.DecodeFile(Text1.Text, dekdLZ)
```

```
'membaca file
Label10.Caption = "Baca File"
List1.Clear
pjgfile = FileLen(dekdLZ)
Open dekdLZ For Input As #1
Do While Not EOF(1)
Line Input #1, datanya
List1.AddItem (datanya)
Loop
Close #1
```

```
Text2.Text = ""
Label10.Caption = "Dekompresi LZ77"
```

```
'menyimpan hasil dekompresi LZ77
Open dekdLZ For Output As #2
```

```
'dekompresi LZ77
For y = 0 To List1.ListCount - 1
hslLZ = ""
```

```
If Mid(List1.List(y), Len(List1.List(y))) = String(1, 10) Then
kode = Left(List1.List(y), Len(List1.List(y)) - 1) + List1.List(y + 1) 'kode 1 baris
y = y + 1
Else
kode = List1.List(y) 'kode 1 baris
```

```

End If

kode1 = kode
Do
    d = InStr(1, kode1, ",", vbTextCompare)

    If kode1 = "0," Then
        Exit Do
    Else
        If Left(kode1, 1) = 0 Then 'bila tidak ada di kamus
            hslLZ = hslLZ + Mid(kode1, d + 1, 1)
            Text2.Text = Text2.Text + Mid(kode1, d + 1, 1)
            kode1 = Mid(kode1, d + 2)
        Else 'bila ada di kamus
            mulai = Left(kode1, d - 1)
            kode2 = Mid(kode1, d + 1)
            d = InStr(1, kode2, ",", vbTextCompare)
            panj = Left(kode2, d - 1)
            If (Len(kode2) - d) >= 1 Then
                smbl = Mid(kode2, d + 1, 1)
            Else
                smbl = ""
            End If
            hslLZ = hslLZ + Mid(Text2.Text, mulai, panj) + smbl
            Text2.Text = Text2.Text + Mid(Text2.Text, mulai, panj) + smbl
            kode1 = Mid(kode2, d + 2)
        End If
    End If
Loop While kode1 <> ""

If y = List1.ListCount - 1 Then
    Print #2, hslLZ;
Else
    Print #2, hslLZ
End If
Next y

Close #2

'memanggil kondisiAkhir
kondisiAkhir2

ElseIf jnsKmprs = 1 Then

    dekdLZ = Left(Text1.Text, Len(Text1.Text) - 3) + "txt"

    'membaca file
    Label10.Caption = "Baca File"
    List1.Clear
    pjgfile = FileLen(Text1.Text)
    Open Text1.Text For Input As #1
    Do While Not EOF(1)
        Line Input #1, datanya
        List1.AddItem (datanya)
    Loop
    Close #1

```

```

Text2.Text = ""
Label10.Caption = "Dekompresi LZ77"

'menyimpan waktu mulai
wktMulai = Timer

'menyimpan hasil dekompresi LZ77
Open dekdLZ For Output As #3

'dekompresi LZ77
For y = 0 To List1.ListCount - 1
    hslLZ = ""

    If Mid(List1.List(y), Len(List1.List(y))) = String(1, 10) Then
        kode = Left(List1.List(y), Len(List1.List(y)) - 1) + List1.List(y + 1) 'kode 1 baris
        y = y + 1
    Else
        kode = List1.List(y) 'kode 1 baris
    End If

    kode1 = kode
    Do
        d = InStr(1, kode1, ",", vbTextCompare)

        If kode1 = "0," Then
            Exit Do
        Else
            If Left(kode1, 1) = 0 Then 'bila tidak ada di kamus
                hslLZ = hslLZ + Mid(kode1, d + 1, 1)
                Text2.Text = Text2.Text + Mid(kode1, d + 1, 1)
                kode1 = Mid(kode1, d + 2)
            Else 'bila ada di kamus
                mulai = Left(kode1, d - 1)
                kode2 = Mid(kode1, d + 1)
                d = InStr(1, kode2, ",", vbTextCompare)
                panj = Left(kode2, d - 1)
                If (Len(kode2) - d) >= 1 Then
                    smbl = Mid(kode2, d + 1, 1)
                Else
                    smbl = ""
                End If
                hslLZ = hslLZ + Mid(Text2.Text, mulai, panj) + smbl
                Text2.Text = Text2.Text + Mid(Text2.Text, mulai, panj) + smbl
                kode1 = Mid(kode2, d + 2)
            End If
        End If
    Loop While kode1 <> ""

    If y = List1.ListCount - 1 Then
        Print #3, hslLZ;
    Else
        Print #3, hslLZ
    End If
Next y

Close #3

```



```

'memanggil kondisiAkhir
kondisiAkhir2

ElseIf jnsKmprs = 2 Then
    Label10.Caption = "Dekompresi Huffman"

    'menyimpan waktu mulai
    wktMulai = Timer

    dekdLZ = Left(Text1.Text, Len(Text1.Text) - 3) + ".txt"

    'dekompresi Huffman
    Call Huffman.DecodeFile(Text1.Text, dekdLZ)

    'memanggil kondisiAkhir
    kondisiAkhir2
Else
    End If
End Sub

Private Sub Command3_Click()
    CommonDialog1.Filter = "Text Files (*.txt)|*.txt|LZ77, Huffman atau Deflate Files
    (*.lz7,*.huf,*.def)|*.lz7;*.huf;*.def"
    CommonDialog1.ShowOpen
    Text1.Text = CommonDialog1.FileName

    If Text1.Text = "" Then
    Else
        If FileLen(Text1.Text) = 0 Then
            MsgBox "File kosong tidak akan dikompresi. Coba file lainnya", vbInformation, "Deflate"
            Command1.Enabled = False
            Command2.Enabled = False
            jnsKmprs = 3
        Else
            If Mid(Text1.Text, Len(Text1.Text) - 2) = ".txt" Then
                'jika file .txt maka hanya dapat dikompresi
                Command1.Enabled = True
                Command2.Enabled = False
                Combo1.Enabled = True
                jnsKmprs = 3
            ElseIf Mid(Text1.Text, Len(Text1.Text) - 2) = ".def" Then
                'jika file .def maka hanya dapat didekompresi
                Command1.Enabled = False
                Command2.Enabled = True
                jnsKmprs = 0
            ElseIf Mid(Text1.Text, Len(Text1.Text) - 2) = ".lz7" Then
                'jika file .lz7 maka hanya dapat didekompresi
                Command1.Enabled = False
                Command2.Enabled = True
                jnsKmprs = 1
            ElseIf Mid(Text1.Text, Len(Text1.Text) - 2) = ".huf" Then
                'jika file .huf maka hanya dapat didekompresi
                Command1.Enabled = False
                Command2.Enabled = True
                jnsKmprs = 2
            Else
                'jika file lainnya tidak dapat diproses

```

```

        Command1.Enabled = False
        Command2.Enabled = False
        jnsKmprs = 3
    End If
End If
End If
End Sub

Private Sub Form_Load()
    Label10.Caption = "Siap"
    Combo1.AddItem "Deflate"
    Combo1.AddItem "LZ77"
    Combo1.AddItem "Huffman"
    Set Huffman = New Class1
    jnsKmprs = 3
End Sub

Private Sub kondisiAwal()
    Label2.Caption = "0 detik"
    Label4.Caption = "0 Bytes"
    Label6.Caption = "0 Bytes"
    Label8.Caption = "0 %"
End Sub

Private Sub kondisiAkhirl()
    Label2.Caption = Abs(Timer - wktMulai) & " detik"
    Label4.Caption = FileLen(Text1.Text) & " Bytes"
    Label6.Caption = FileLen(enkdLZ) & " Bytes"
    Label8.Caption = Int(FileLen(Text1.Text) / FileLen(enkdLZ) * 100) & " %"
    MsgBox "Kompresi Selesai", vbInformation, "Deflate"

    Command1.Enabled = False
    Command2.Enabled = False
    Combo1.Enabled = False
    Text1.Text = ""
End Sub

Private Sub kondisiAkhirl2()
    Label2.Caption = Abs(Timer - wktMulai) & " detik"
    Label4.Caption = FileLen(Text1.Text) & " Bytes"
    Label6.Caption = FileLen(dekdLZ) & " Bytes"
    Label8.Caption = ""
    MsgBox "Dekompresi Selesai", vbInformation, "Deflate"

    Command1.Enabled = False
    Command2.Enabled = False
    Combo1.Enabled = False
    Text1.Text = ""
End Sub

```

Modul Kompresi - Dekompresi Huffman

```
'Huffman Encoding/Decoding Class
```

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'-----
```

```
,
```

```
'(c) 2000, Fredrik Qvarfort
```

```
,
```

```
Option Explicit
```

```
'Progress Values for the encoding routine
```

```
Private Const PROGRESS_CALCFREQUENCY = 7
```

```
Private Const PROGRESS_CALCCRC = 5
```

```
Private Const PROGRESS_ENCODING = 88
```

```
'Progress Values for the decoding routine
```

```
Private Const PROGRESS_DECODING = 89
```

```
Private Const PROGRESS_CHECKCRC = 11
```

```
'Events
```

```
Event Progress(Procent As Integer)
```

```
Private Type HUFFMANTREE
```

```
    ParentNode As Integer
```

```
    RightNode As Integer
```

```
    LeftNode As Integer
```

```
    Value As Integer
```

```
    Weight As Long
```

```
End Type
```

```
Private Type ByteArray
```

```
    Count As Byte
```

```
    Data() As Byte
```

```
End Type
```

```
Private Declare Sub CopyMem Lib "kernel32" Alias "RtlMoveMemory" (Destination As Any,  
Source As Any, ByVal Length As Long)
```

```
Public Sub EncodeFile(SourceFile As String, DestFile As String)
```

```
    Dim ByteArray() As Byte
```

```
    Dim FileNr As Integer
```

```
'Make sure the source file exists
```

```
If (Not FileExist(SourceFile)) Then
```

```
    Err.Raise vbObjectError, "clsHuffman.EncodeFile()", "Source file does not exist"
```

```
End If
```

```
'Read the data from the sourcefile
```

```
FileNr = FreeFile
```

```
Open SourceFile For Binary As #FileNr
```

```
ReDim ByteArray(0 To LOF(FileNr) - 1)
```

```
Get #FileNr, , ByteArray()
```

```
Close #FileNr
```

```

'Compress the data
Call EncodeByte(ByteArray(), UBound(ByteArray) + 1)

'If the destination file exist we need to
'destroy it because opening it as binary
'will not clear the old data
If (FileExist(DestFile)) Then Kill DestFile

'Save the destination string
Open DestFile For Binary As #Filenr
Put #Filenr, , ByteArray()
Close #Filenr

End Sub
Public Sub DecodeFile(SourceFile As String, DestFile As String)

    Dim ByteArray() As Byte
    Dim Filenr As Integer

    'Make sure the source file exists
    If (Not FileExist(SourceFile)) Then
        Err.Raise vbObjectError, "clsHuffman.DecodeFile()", "Source file does not exist"
    End If

    'Read the data from the sourcefile
    Filenr = FreeFile
    Open SourceFile For Binary As #Filenr
    ReDim ByteArray(0 To LOF(Filenr) - 1)
    Get #Filenr, , ByteArray()
    Close #Filenr

    'Uncompress the data
    Call DecodeByte(ByteArray(), UBound(ByteArray) + 1)

    'If the destination file exist we need to
    'destroy it because opening it as binary
    'will not clear the old data
    If (FileExist(DestFile)) Then Kill DestFile

    'Save the destination string
    Open DestFile For Binary As #Filenr
    Put #Filenr, , ByteArray()
    Close #Filenr

End Sub
Private Sub CreateTree(Nodes() As HUFFMANTREE, NodesCount As Long, Char As Long,
Bytes As ByteArray)

    Dim a As Integer
    Dim NodeIndex As Long

    NodeIndex = 0
    For a = 0 To (Bytes.Count - 1)
        If (Bytes.Data(a) = 0) Then
            'Left node
            If (Nodes(NodeIndex).LeftNode = -1) Then
                Nodes(NodeIndex).LeftNode = NodesCount
            End If
        End If
    Next a

```

```

        Nodes(NodesCount).ParentNode = NodeIndex
        Nodes(NodesCount).LeftNode = -1
        Nodes(NodesCount).RightNode = -1
        Nodes(NodesCount).Value = -1
        NodesCount = NodesCount + 1
    End If
    NodeIndex = Nodes(NodeIndex).LeftNode
ElseIf (Bytes.Data(a) = 1) Then
    'Right node
    If (Nodes(NodeIndex).RightNode = -1) Then
        Nodes(NodeIndex).RightNode = NodesCount
        Nodes(NodesCount).ParentNode = NodeIndex
        Nodes(NodesCount).LeftNode = -1
        Nodes(NodesCount).RightNode = -1
        Nodes(NodesCount).Value = -1
        NodesCount = NodesCount + 1
    End If
    NodeIndex = Nodes(NodeIndex).RightNode
Else
    Stop
End If
Next

Nodes(NodeIndex).Value = Char

End Sub
Public Sub EncodeByte(ByteArray() As Byte, ByteLen As Long)

    Dim i As Long
    Dim j As Long
    Dim Char As Byte
    Dim BitPos As Byte
    Dim lNode1 As Long
    Dim lNode2 As Long
    Dim lNodes As Long
    Dim lLength As Long
    Dim Count As Integer
    Dim lWeight1 As Long
    Dim lWeight2 As Long
    Dim Result() As Byte
    Dim ByteValue As Byte
    Dim ResultLen As Long
    Dim Bytes As ByteArray
    Dim NodesCount As Integer
    Dim NewProgress As Integer
    Dim CurrProgress As Integer
    Dim BitValue(0 To 7) As Byte
    Dim CharCount(0 To 255) As Long
    Dim Nodes(0 To 511) As HUFFMANTREE
    Dim CharValue(0 To 255) As ByteArray

    'If the source string is empty or contains
    'only one character we return it uncompressed
    'with the prefix string "HEO" & vbCrLf
    If (ByteLen = 0) Then
        ReDim Preserve ByteArray(0 To ByteLen + 3)
        If (ByteLen > 0) Then

```

```

    Call CopyMem(ByteArray(4), ByteArray(0), ByteLen)
End If
ByteArray(0) = 72 "H"
ByteArray(1) = 69 "E"
ByteArray(2) = 48 "0"
ByteArray(3) = 13 'vbCr
Exit Sub
End If

```

```

'Create the temporary result array and make
'space for identifier, checksum, textlen and
'the ASCII values inside the Huffman Tree
ReDim Result(0 To 522)

```

```

'Prefix the destination string with the
"'HE3" & vbCr identification string
Result(0) = 72
Result(1) = 69
Result(2) = 51
Result(3) = 13
ResultLen = 4

```

```

'Count the frequency of each ASCII code
For i = 0 To (ByteLen - 1)
    CharCount(ByteArray(i)) = CharCount(ByteArray(i)) + 1
    If (i Mod 1000 = 0) Then
        NewProgress = i / ByteLen * PROGRESS_CALCFREQUENCY
        If (NewProgress <> CurrProgress) Then
            CurrProgress = NewProgress
            RaiseEvent Progress(CurrProgress)
        End If
    End If
End For
Next

```

```

'Create a leaf for each character
For i = 0 To 255
    If (CharCount(i) > 0) Then
        With Nodes(NodesCount)
            .Weight = CharCount(i)
            .Value = i
            .LeftNode = -1
            .RightNode = -1
            .ParentNode = -1
        End With
        NodesCount = NodesCount + 1
    End If
Next

```

```

'Create the Huffman Tree
For INodes = NodesCount To 2 Step -1
    'Get the two leafs with the smallest weights
    INode1 = -1: INode2 = -1
    For i = 0 To (NodesCount - 1)
        If (Nodes(i).ParentNode = -1) Then
            If (INode1 = -1) Then
                IWeight1 = Nodes(i).Weight
                INode1 = i
            End If
        End If
    Next

```

```

ElseIf (INode2 = -1) Then
    IWeight2 = Nodes(i).Weight
    INode2 = i
ElseIf (Nodes(i).Weight < IWeight1) Then
    If (Nodes(i).Weight < IWeight2) Then
        If (IWeight1 < IWeight2) Then
            IWeight2 = Nodes(i).Weight
            INode2 = i
        Else
            IWeight1 = Nodes(i).Weight
            INode1 = i
        End If
    Else
        IWeight1 = Nodes(i).Weight
        INode1 = i
    End If
ElseIf (Nodes(i).Weight < IWeight2) Then
    IWeight2 = Nodes(i).Weight
    INode2 = i
End If
End If
Next

'Create a new leaf
With Nodes(NodesCount)
    .Weight = IWeight1 + IWeight2
    .LeftNode = INode1
    .RightNode = INode2
    .ParentNode = -1
    .Value = -1
End With

'Set the parentnodes of the two leaves
Nodes(INode1).ParentNode = NodesCount
Nodes(INode2).ParentNode = NodesCount

'Increase the node counter
NodesCount = NodesCount + 1
Next

'Traverse the tree to get the bit sequence
'for each character, make temporary room in
'the data array to hold max theoretical size
ReDim Bytes.Data(0 To 255)
Call CreateBitSequences(Nodes(), NodesCount - 1, Bytes, CharValue)

'Calculate the length of the destination
'string after encoding
For i = 0 To 255
    If (CharCount(i) > 0) Then
        ILength = ILength + CharValue(i).Count * CharCount(i)
    End If
Next
ILength = IIf(ILength Mod 8 = 0, ILength \ 8, ILength \ 8 + 1)

'If the destination is larger than the source
'string we leave it uncompressed and prefix

```

```

'tit with a 4 byte header ("HE0" & vbCr)
If ((iLength = 0) Or (iLength > ByteLen)) Then
    ReDim Preserve ByteArray(0 To ByteLen + 3)
    Call CopyMem(ByteArray(4), ByteArray(0), ByteLen)
    ByteArray(0) = 72
    ByteArray(1) = 69
    ByteArray(2) = 48
    ByteArray(3) = 13
    Exit Sub
End If

'Add a simple checksum value to the result
'header for corruption identification
Char = 0
For i = 0 To (ByteLen - 1)
    Char = Char Xor ByteArray(i)
    If (i Mod 10000 = 0) Then
        NewProgress = i / ByteLen * PROGRESS_CALCRCR + PROGRESS_CALCFFREQUENCY
        If (NewProgress <> CurrProgress) Then
            CurrProgress = NewProgress
            RaiseEvent Progress(CurrProgress)
        End If
    End If
Next
Result(ResultLen) = Char
ResultLen = ResultLen + 1

'Add the length of the source string to the
'header for corruption identification
Call CopyMem(Result(ResultLen), ByteLen, 4)
ResultLen = ResultLen + 4

'Create a small array to hold the bit values,
'this is faster than calculating on-fly
For i = 0 To 7
    BitValue(i) = 2 ^ i
Next

'Store the number of characters used
Count = 0
For i = 0 To 255
    If (CharValue(i).Count > 0) Then
        Count = Count + 1
    End If
Next
Call CopyMem(Result(ResultLen), Count, 2)
ResultLen = ResultLen + 2

'Store the used characters and the length
'of their respective bit sequences
Count = 0
For i = 0 To 255
    If (CharValue(i).Count > 0) Then
        Result(ResultLen) = i
        ResultLen = ResultLen + 1
        Result(ResultLen) = CharValue(i).Count
        ResultLen = ResultLen + 1
    End If
Next

```



```

    Count = Count + 16 + CharValue(i).Count
  End If
Next

'Make room for the Huffman Tree in the
'destination byte array
ReDim Preserve Result(0 To ResultLen + Count \ 8)

'Store the Huffman Tree into the result
'converting the bit sequences into bytes
BitPos = 0
ByteValue = 0
For i = 0 To 255
  With CharValue(i)
    If (.Count > 0) Then
      For j = 0 To (.Count - 1)
        If (.Data(j)) Then ByteValue = ByteValue + BitValue(BitPos)
        BitPos = BitPos + 1
        If (BitPos = 8) Then
          Result(ResultLen) = ByteValue
          ResultLen = ResultLen + 1
          ByteValue = 0
          BitPos = 0
        End If
      Next
    End If
  End With
Next
If (BitPos > 0) Then
  Result(ResultLen) = ByteValue
  ResultLen = ResultLen + 1
End If

'Resize the destination string to be able to
'contain the encoded string
ReDim Preserve Result(0 To ResultLen - 1 + lLength)

'Now we can encode the data by exchanging each
'ASCII byte for its appropriate bit string.
Char = 0
BitPos = 0
For i = 0 To (ByteLen - 1)
  With CharValue(ByteArray(i))
    For j = 0 To (.Count - 1)
      If (.Data(j) = 1) Then Char = Char + BitValue(BitPos)
      BitPos = BitPos + 1
      If (BitPos = 8) Then
        Result(ResultLen) = Char
        ResultLen = ResultLen + 1
        BitPos = 0
        Char = 0
      End If
    Next
  End With
Next
If (i Mod 10000 = 0) Then
  NewProgress = i / ByteLen * PROGRESS_ENCODING + PROGRESS_CALCCRC +
PROGRESS_CALCFREQUENCY

```

```

    If (NewProgress <> CurrProgress) Then
        CurrProgress = NewProgress
        RaiseEvent Progress(CurrProgress)
    End If
End If
Next

'Add the last byte
If (BitPos > 0) Then
    Result(ResultLen) = Char
    ResultLen = ResultLen + 1
End If

'Return the destination in string format
ReDim ByteArray(0 To ResultLen - 1)
Call CopyMem(ByteArray(0), Result(0), ResultLen)

'Make sure we get a "100%" progress message
If (CurrProgress <> 100) Then
    RaiseEvent Progress(100)
End If

End Sub
Public Function DecodeString(Text As String) As String

    Dim ByteArray() As Byte

    'Convert the string to a byte array
    ByteArray() = StrConv(Text, vbFromUnicode)

    'Compress the byte array
    Call DecodeByte(ByteArray, Len(Text))

    'Convert the compressed byte array to a string
    DecodeString = StrConv(ByteArray(), vbUnicode)

End Function
Public Function EncodeString(Text As String) As String

    Dim ByteArray() As Byte

    'Convert the string to a byte array
    ByteArray() = StrConv(Text, vbFromUnicode)

    'Compress the byte array
    Call EncodeByte(ByteArray, Len(Text))

    'Convert the compressed byte array to a string
    EncodeString = StrConv(ByteArray(), vbUnicode)

End Function

Public Sub DecodeByte(ByteArray() As Byte, ByteLen As Long)

    Dim i As Long
    Dim j As Long
    Dim Pos As Long

```

```

Dim Char As Byte
Dim CurrPos As Long
Dim Count As Integer
Dim CheckSum As Byte
Dim Result() As Byte
Dim BitPos As Integer
Dim NodeIndex As Long
Dim ByteValue As Byte
Dim ResultLen As Long
Dim NodesCount As Long
Dim IResultLen As Long
Dim NewProgress As Integer
Dim CurrProgress As Integer
Dim BitValue(0 To 7) As Byte
Dim Nodes(0 To 511) As HUFFMANTREE
Dim CharValue(0 To 255) As ByteArray

If (ByteArray(0) <> 72) Or (ByteArray(1) <> 69) Or (ByteArray(3) <> 13) Then
    'The source did not contain the identification
    'string "HE?" & vbCr where ? is undefined at
    'the moment (does not matter)
    ElseIf (ByteArray(2) = 48) Then
        'The text is uncompressed, return the substring
        'Decode = Mid$(Text, 5)
        Call CopyMem(ByteArray(0), ByteArray(4), ByteLen - 4)
        ReDim Preserve ByteArray(0 To ByteLen - 5)
        Exit Sub
    ElseIf (ByteArray(2) <> 51) Then
        'This is not a Huffman encoded string
        Err.Raise vbObjectError, "HuffmanDecode()", "The data either was not compressed with HE3
or is corrupt (identification string not found)"
        Exit Sub
    End If

    CurrPos = 5

    'Extract the checksum
    CheckSum = ByteArray(CurrPos - 1)
    CurrPos = CurrPos + 1

    'Extract the length of the original string
    Call CopyMem(ResultLen, ByteArray(CurrPos - 1), 4)
    CurrPos = CurrPos + 4
    IResultLen = ResultLen

    'If the compressed string is empty we can
    'skip the function right here
    If (ResultLen = 0) Then Exit Sub

    'Create the result array
    ReDim Result(0 To ResultLen - 1)

    'Get the number of characters used
    Call CopyMem(Count, ByteArray(CurrPos - 1), 2)
    CurrPos = CurrPos + 2

    'Get the used characters and their

```

```

'respective bit sequence lengths
For i = 1 To Count
  With CharValue(ByteArray(CurrPos - 1))
    CurrPos = CurrPos + 1
    .Count = ByteArray(CurrPos - 1)
    CurrPos = CurrPos + 1
    ReDim .Data(0 To .Count - 1)
  End With
Next

'Create a small array to hold the bit values,
'this is (still) faster than calculating on-fly
For i = 0 To 7
  BitValue(i) = 2 ^ i
Next

'Extract the Huffman Tree, converting the
'byte sequence to bit sequences
ByteValue = ByteArray(CurrPos - 1)
CurrPos = CurrPos + 1
BitPos = 0
For i = 0 To 255
  With CharValue(i)
    If (.Count > 0) Then
      For j = 0 To (.Count - 1)
        If (ByteValue And BitValue(BitPos)) Then .Data(j) = 1
        BitPos = BitPos + 1
        If (BitPos = 8) Then
          ByteValue = ByteArray(CurrPos - 1)
          CurrPos = CurrPos + 1
          BitPos = 0
        End If
      Next
    End If
  End With
Next
If (BitPos = 0) Then CurrPos = CurrPos - 1

'Create the Huffman Tree
NodesCount = 1
Nodes(0).LeftNode = -1
Nodes(0).RightNode = -1
Nodes(0).ParentNode = -1
Nodes(0).Value = -1
For i = 0 To 255
  Call CreateTree(Nodes(), NodesCount, i, CharValue(i))
Next

'Decode the actual data
ResultLen = 0
For CurrPos = CurrPos To ByteLen
  ByteValue = ByteArray(CurrPos - 1)
  For BitPos = 0 To 7
    If (ByteValue And BitValue(BitPos)) Then
      NodeIndex = Nodes(NodeIndex).RightNode
    Else
      NodeIndex = Nodes(NodeIndex).LeftNode
    End If
  Next
Next

```

```

    End If
    If (Nodes(NodeIndex).Value > -1) Then
        Result(ResultLen) = Nodes(NodeIndex).Value
        ResultLen = ResultLen + 1
        If (ResultLen = IResultLen) Then GoTo DecodeFinished
        NodeIndex = 0
    End If
Next
If (CurrPos Mod 10000 = 0) Then
    NewProgress = CurrPos / ByteLen * PROGRESS_DECODING
    If (NewProgress <> CurrProgress) Then
        CurrProgress = NewProgress
        RaiseEvent Progress(CurrProgress)
    End If
End If
Next
DecodeFinished:

'Verify data to check for corruption.
Char = 0
For i = 0 To (ResultLen - 1)
    Char = Char Xor Result(i)
    If (i Mod 10000 = 0) Then
        NewProgress = i / ResultLen * PROGRESS_CHECKCRC + PROGRESS_DECODING
        If (NewProgress <> CurrProgress) Then
            CurrProgress = NewProgress
            RaiseEvent Progress(CurrProgress)
        End If
    End If
Next
If (Char <> CheckSum) Then
    Err.Raise vbObjectError, "clsHuffman.Decode()", "The data might be corrupted (checksum did
not match expected value)"
End If

'Return the uncompressed string
ReDim ByteArray(0 To ResultLen - 1)
Call CopyMem(ByteArray(0), Result(0), ResultLen)

'Make sure we get a "100%" progress message
If (CurrProgress <> 100) Then
    RaiseEvent Progress(100)
End If

End Sub
Private Sub CreateBitSequences(Nodes() As HUFFMANTREE, ByVal NodeIndex As Integer,
Bytes As ByteArray, CharValue() As ByteArray)

    Dim NewBytes As ByteArray

    'If this is a leaf we set the characters bit
    'sequence in the CharValue array
    If (Nodes(NodeIndex).Value > -1) Then
        CharValue(Nodes(NodeIndex).Value) = Bytes
        Exit Sub
    End If

```

```
'Traverse the left child
If (Nodes(NodeIndex).LeftNode > -1) Then
    NewBytes = Bytes
    NewBytes.Data(NewBytes.Count) = 0
    NewBytes.Count = NewBytes.Count + 1
    Call CreateBitSequences(Nodes(), Nodes(NodeIndex).LeftNode, NewBytes, CharValue)
End If
```

```
'Traverse the right child
If (Nodes(NodeIndex).RightNode > -1) Then
    NewBytes = Bytes
    NewBytes.Data(NewBytes.Count) = 1
    NewBytes.Count = NewBytes.Count + 1
    Call CreateBitSequences(Nodes(), Nodes(NodeIndex).RightNode, NewBytes, CharValue)
End If
```

End Sub

Private Function FileExist(Filename As String) As Boolean

```
    On Error GoTo FileDoesNotExist
```

```
    Call FileLen(Filename)
    FileExist = True
    Exit Function
```

FileDoesNotExist:

```
    FileExist = False
```

End Function

LAMPIRAN B
Cuplikan Isi File Asli (.txt)

File 1

Relay

A relay is an electromagnetic switch. Applying current causes the electromagnet to become active and pull the contacts together. On the schematic, the electromagnet is the part of the symbol that looks like half a transformer or inductor. The contacts are right beside (or above or below) the coil. These contacts can take on any of the normal switch configurations. Pictured here is a simple SPST (or Single Pole Single Throw) relay. This means the the Relay contains one set of contacts and can only be switched one way (on or off). Other types of relays include SPDT (Single Pole Double Throw-A relay with one contact that can be toggled both ways), DPST (Double Pole Single Throw-A relay with two contacts that can only be on or off) and DPDT (Double Pole Double Throw-A relay with two contacts that can be toggled both ways).

Dynamic Microphone

A microphone is a device that translates sound waves into varying electrical current. A dynamic microphone is a microphone that uses a small coil moved through a magnetic field to generate a voltage that varies as the sound varies. The coil is attached to a small diaphragm, which vibrates with the sound waves.

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Meter

A meter measures electricity. It does this by using a coil to pivot a needle. The coil is mounted to one end of the needle and sits between the poles of a U shaped magnet. When a current is applied, the coil will rotate. This rotation causes the neetle to pivot. The amount of coil rotation depends on the amount of current flowing through it. The symbol for meters may take on many forms, but the type of the meter is always specified in the parts list or on the schematic. Common types of meters are voltmeters (measures voltage), ammeters (measures current) and wattmeters (measures power).

Solenoid

A solenoid is a sucking magnet. Applying current causes a hollow coil of wire to suck in a iron rod. This rod can be connected to anything that must be pulled. Solenoids are used in cars, tape players, VCRs, hard drives and almost any electromechanical device.

File 2

Universal Serial Bus (USB) adalah standar bus berseri untuk perangkat penghubung, biasanya kepada komputer namun juga digunakan di peralatan lainnya seperti konsol permainan dan PDA. Sistem USB mempunyai desain yang asimetris, yang terdiri dari pengontrol host dan beberapa peralatan terhubung yang berbentuk pohon dengan menggunakan peralatan hub yang khusus. Desain USB ditujukan untuk menghilangkan perlunya penambahan expansion card ke ISA komputer atau bus PCI, dan memperbaiki kemampuan plug-and-play (pasang-dan-mainkan) dengan memperbolehkan peralatan-peralatan ditukar atau ditambah ke sistem tanpa perlu mereboot komputer.

Ketika USB dipasang, ia langsung dikenal sistem komputer dan memroses device driver yang diperlukan untuk menjalankannya. USB dapat menghubungkan peralatan tambahan komputer seperti mouse, keyboard, pemindai gambar, kamera digital, printer, hard disk, dan komponen networking.

USB kini telah menjadi standar bagi peralatan multimedia seperti pemindai gambar dan kamera digital. Versi terbaru (hingga Januari 2005) USB adalah versi 2.0. Perbedaan paling mencolok antara versi baru dan lama adalah kecepatan transfer yang jauh meningkat.

Kecepatan transfer data USB dibagi menjadi tiga, antara lain:

High speed data dengan frekuensi clock 480.00Mb/s dan tolerasi pensinyalan data pada ± 500 ppm.

Full speed data dengan frekuensi clock 12.000Mb/s dan tolerasi pensinyalan data pada $\pm 0.25\%$ atau 2,500ppm.

Low speed data dengan frekuensi clock 1.50Mb/s dan tolerasi pensinyalan data pada $\pm 1.5\%$ atau 15,000ppm.

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ENDP (End point)

Titik akhir dari field yang terdiri dari 4 bit, menjadikan 16 kemungkinan titik akhir. Low speed devices, hanya dapat mempunyai 2 tambahan end point pada puncak dari pipe default. (maksimal 4 endpoints)

CRC

Cyclic Redundancy Check dijalankan pada data didalam paket yang dikirim. Semua penanda (token) paket mempunyai sebuah 5 bit CRC ketika paket data mempunyai sebuah 16 bit CRC.

EOP (End of packet)

Akhir dari paket yang disinyalkan dengan satu angka akhir 0 (Single Ended Zero/SEO) untuk kira-kira 2 kali bit diikuti oleh sebuah 1 kali.

Data yang dikirim dalam bus USB adalah salah satu dari 4 bentuk, yaitu control, interrupt, bulk, atau isochronous.

File 3

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05/24/02

File 4

Football Manager 2008 v8.0.2 (Build xxxxx)

General

=====

- Injured players will not get offered out on loan by parent clubs
- Human gets taken to the competition news screen on big events such as yearly award news items
- Ensured AI replaces overage captains promptly
- When Hearts play Hibs, both teams can now play in their first kits.
- Awards news no longer always refers to manager award winners and runners-up as having "nothing to choose between them"
- Stopped duplicate player appearing in Best Eleven if the same player is loaned twice by the club
- Stopped players being unahppy when an international captain is replaced following his retirement
- Fixed post match key man watch comments not mentioning player being injured/sent off/subbed etc
- Changed turkish regens to always be turkish by first nationality and have small chance of a specific second nationality

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Match v663

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- Fixed v662 bug where players stop in their tracks and let ball player go
- Tweaked AI mentality slider (applies to FM 8.0.2 only)
- Tweaked effect of consistency attribute a little (a few more off days)
- Fixed bug where defenders may commit foul in area when ball nowhere near
- Fixed v662 bug where player marking ball player sometimes drops off suddenly and illogically
- Tried to eradicate more instances of players stopping on ball and being caught in possession
- Reduced ability of players to change direction with ball at high speed
- Stopped team all out attack setting overriding goalie mentality and sending him forward for corners late on
- Made players move towards ball that is theirs for the taking (broken in 661)
- Fixed bug where player set to man mark specific player would drop way deeper than his defensive line
- Made attacking teams a little more adventurous with passing in safe areas
- Reduced instances of refs giving fouls mistakenly when player clearly gets the ball
- Tweaked keeper ratings down a little

File 5

Steganography is the art and science of writing hidden messages in such a way that no one apart from the intended recipient knows of the existence of the message; this is in contrast to cryptography, where the existence of the message itself is not disguised, but the content is obscured. Quite often, steganography is hidden in pictures.

The word "Steganography" is of Greek origin and means "covered, or hidden writing". Its ancient origins can be traced back to 440 BC. Herodotus mentions two examples of Steganography in The Histories of Herodotus [1]. Demeratus sent a warning about a forthcoming attack to Greece by writing it on a wooden panel and covering it in wax. Wax tablets were in common use then as re-usable writing surface, sometimes used for shorthand. Another ancient example is that of Histiaeus, who shaved the head of his most trusted slave and tattooed a message on it. After his hair had grown the message was hidden. The purpose was to instigate a revolt against the Persians. Later, Johannes Trithemius's book Steganographia is a treatise on cryptography and steganography disguised as a book on black magic.

Generally, a steganographic message will appear to be something else: a picture, an article, a shopping list, or some other message. This apparent message is the coverttext. For instance, a message may be hidden by using invisible ink between the visible lines of innocuous documents..

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From an information theoretical point of view, this means that the channel must have more capacity than the 'surface' signal requires, that is, there must be redundancy. For a digital image, this may be noise from the imaging element; for digital audio, it may be noise from recording techniques or amplification equipment. In general, electronics that digitize an analog signal suffer from several noise sources such as thermal noise, flicker noise, and shot noise. This noise provides enough variation in the captured digital information that it can be exploited as a noise cover for hidden data. In addition, lossy compression schemes (such as JPEG) always introduce some error into the decompressed data; it is possible to exploit this for steganographic use as well.

Steganography can be used for digital watermarking, where a message (being simply an identifier) is hidden in an image so that its source can be tracked or verified.

In the era of digital video recorders and devices like TiVo, TV commercials authors have figured out how to make use of such devices as well - by putting a hidden message which becomes visible when played at frame-by-frame speed (see KFC Unveils 'TiVo-proof' Ad).

File 6

AND Gate

Gates are the building blocks that all digital integrated circuits are built on. Gates are simple circuits that perform logical operations. A AND gate is a gate whose output goes to a digital 1 (or on, or high, etc.) when both inputs are 1. On the schematic, the inputs are the two connections on the flat side of the symbol. The output is the connection on the rounded part. The inputs are usually referred to as A and B. A is on the top. Remember that with gates, the symbol always points towards the outputs. The truth table for an AND gate is shown below:

A	B	Output
0	0	0
1	0	0
1	1	1
0	1	0

NAND Gate

Gates are the building blocks that all digital integrated circuits are built on. Gates are simple circuits that perform logical operations. A NAND gate is a gate whose output goes to a digital 0 (or off, or low, etc.) when both inputs are 1. On the schematic, the inputs are the two connections on the flat side of the symbol. The output is the connection on the rounded part. The inputs are usually referred to as A and B. A is on the top. Remember that with gates, the symbol always points towards the outputs. The truth table for an NAND gate is shown below:

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.	.	.
.	.	.
1	1	Toggle
0	1	0

T Flip Flop

A flip flop is a gate whose output(s) alternate between 1 and 0 with input pulses. In the case of an T flip flop, the Q and NOT Q (the Q with the line over it) alternate with pulses on the T line. For example, the first pulse will cause Q to go high and NOT Q to go low. On the second pulse, Q goes low and NOT Q goes high. The cycle repeats with every pulse.

File 7

CatalogDB: 9:10:17 AM 8/25/2007: Adding Catalog File: NT5INF.CAT
CatalogDB: 9:10:17 AM 8/25/2007: DONE Adding Catalog File: NT5INF.CAT
CatalogDB: 9:10:18 AM 8/25/2007: Adding Catalog File: NT5.CAT
CatalogDB: 9:10:19 AM 8/25/2007: DONE Adding Catalog File: NT5.CAT
CatalogDB: 9:10:19 AM 8/25/2007: Adding Catalog File: SP2.CAT
CatalogDB: 9:10:20 AM 8/25/2007: DONE Adding Catalog File: SP2.CAT
CatalogDB: 9:10:21 AM 8/25/2007: Adding Catalog File: NTPRINT.CAT
CatalogDB: 9:10:21 AM 8/25/2007: DONE Adding Catalog File: NTPRINT.CAT
CatalogDB: 9:10:22 AM 8/25/2007: Adding Catalog File: NT5IIS.CAT
CatalogDB: 9:10:22 AM 8/25/2007: DONE Adding Catalog File: NT5IIS.CAT
CatalogDB: 9:10:22 AM 8/25/2007: Adding Catalog File: MAPIMIG.CAT
CatalogDB: 9:10:22 AM 8/25/2007: DONE Adding Catalog File: MAPIMIG.CAT
CatalogDB: 9:10:22 AM 8/25/2007: Adding Catalog File: FP4.CAT
CatalogDB: 9:10:22 AM 8/25/2007: DONE Adding Catalog File: FP4.CAT
CatalogDB: 9:10:23 AM 8/25/2007: Adding Catalog File: IMS.CAT
CatalogDB: 9:10:23 AM 8/25/2007: DONE Adding Catalog File: IMS.CAT
CatalogDB: 9:10:23 AM 8/25/2007: Adding Catalog File: MSMSG.S.CAT
CatalogDB: 9:10:23 AM 8/25/2007: DONE Adding Catalog File: MSMSG.S.CAT
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CatalogDB: 3:19:22 AM 6/13/2008: DONE Adding Catalog File: oem21.CAT
CatalogDB: 3:19:29 AM 6/13/2008: Adding Catalog File: KB950759-IE7.cat
CatalogDB: 3:19:29 AM 6/13/2008: DONE Adding Catalog File: KB950759-IE7.cat
CatalogDB: 9:17:40 PM 6/16/2008: File #1 at line #5629 encountered error 0x8e5e0408
CatalogDB: 9:17:40 PM 6/16/2008: File #1 at line #2789 encountered error 0x8e5e0408
CatalogDB: 9:17:40 PM 6/16/2008: File #1 at line #1687 encountered error 0x8e5e0408
CatalogDB: 9:17:40 PM 6/16/2008: File #3 at line #274 encountered error 0x8e5e0408
CatalogDB: 9:17:40 PM 6/16/2008: File #2 at line #2371 encountered error 0x8e5e0408
CatalogDB: 9:17:40 PM 6/16/2008: File #2 at line #1057 encountered error 0x8e5e0408
CatalogDB: 3:25:28 PM 7/2/2008: File #2 at line #1436 encountered error 0x800b0003
CatalogDB: 9:26:27 PM 7/7/2008: File #1 at line #5629 encountered error 0x8e5e0408
CatalogDB: 9:26:27 PM 7/7/2008: File #1 at line #2789 encountered error 0x8e5e0408
CatalogDB: 9:26:27 PM 7/7/2008: File #1 at line #1687 encountered error 0x8e5e0408
CatalogDB: 9:26:27 PM 7/7/2008: File #3 at line #274 encountered error 0x8e5e0408
CatalogDB: 9:26:27 PM 7/7/2008: File #2 at line #2371 encountered error 0x8e5e0408
CatalogDB: 9:26:27 PM 7/7/2008: File #2 at line #1057 encountered error 0x8e5e0408

File 8

Acer Aspire 4720Z

Intel Pentium dual-core mobile processor T2370
(1MB L2 cache, 1.73GHz, 533Mhz FSB)
14.1" Widescreen XGA Acer CrystalBrite TFT LCD
(1289x800 pixel)
IEEE 3945 port
Dolby Surround Sound System
512MB DDR2
120GB SATA HDD
Gigabit LAN
5-in-1 Media Reader
DVD Super Multi Double Layer Drive
ExpressCard slot
TV-Out
Acer Crytsal Eye webcam
Wireless LAN 802.11b/g
LINUX BE (Basic Edition) Operating System

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Intel Pentium dual-core mobile processor T5240
(1MB L2 cache, 1.83GHz, 533Mhz FSB)
15" Widescreen XGA Acer CrystalBrite TFT LCD
(1289x800 pixel)
IEEE 3945 port
Dolby Surround Sound System
1024sMB DDR2
250GB SATA HDD
Gigabit LAN
5-in-1 Media Reader
DVD Super Multi Double Layer Drive
ExpressCard slot
TV-Out
Acer Crytsal Eye webcam
Wireless LAN 802.11b/g
LINUX BE (Basic Edition) Operating System

File 9

"Task Scheduler Service"

Exited at 9/7/2008 5:40:04 PM

"Task Scheduler Service"

Started at 9/8/2008 11:03:50 AM

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Started 9/8/2008 11:16:00 AM

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Finished 9/8/2008 11:22:31 AM

Result: The task completed with an exit code of (0).

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Started 9/8/2008 12:16:00 PM

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Finished 9/8/2008 12:23:43 PM

Result: The task completed with an exit code of (0).

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Started 9/8/2008 1:16:00 PM

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Finished 9/8/2008 1:22:30 PM

Result: The task completed with an exit code of (0).

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"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Started 9/7/2008 3:16:00 PM

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Finished 9/7/2008 3:22:30 PM

Result: The task completed with an exit code of (0).

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Started 9/7/2008 4:16:00 PM

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Finished 9/7/2008 4:22:29 PM

Result: The task completed with an exit code of (0).

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Started 9/7/2008 5:16:00 PM

"Check Updates for Windows Live Toolbar.job" (MSNTBUP.EXE)

Finished 9/7/2008 5:22:30 PM

Result: The task completed with an exit code of (0).

File 10

On the Insert tab, the galleries include items that are designed to coordinate with the overall look of your document.

You can use these galleries to insert tables, headers, footers, lists, cover pages, and other document building blocks.

When you create pictures, charts, or diagrams, they also coordinate with your current document look.

You can easily change the formatting of selected text in the document text by choosing a look for the selected text from the Quick Styles gallery on the Home tab.

You can also format text directly by using the other controls on the Home tab.

Most controls offer a choice of using the look from the current theme or using a format that you specify directly.

To change the overall look of your document, choose new Theme elements on the Page Layout tab.

To change the looks available in the Quick Style gallery, use the Change Current Quick Style Set command.

Both the Themes gallery and the Quick Styles gallery provide reset commands so that you can always restore the look of your document to the original contained in your current template.

On the Insert tab, the galleries include items that are designed to coordinate with the overall look of your document.

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You can use these galleries to insert tables, headers, footers, lists, cover pages, and other document building blocks.

When you create pictures, charts, or diagrams, they also coordinate with your current document look.

You can easily change the formatting of selected text in the document text by choosing a look for the selected text from the Quick Styles gallery on the Home tab.

You can also format text directly by using the other controls on the Home tab.

Most controls offer a choice of using the look from the current theme or using a format that you specify directly.

To change the overall look of your document, choose new Theme elements on the Page Layout tab.

To change the looks available in the Quick Style gallery, use the Change Current Quick Style Set command.

Both the Themes gallery and the Quick Styles gallery provide reset commands so that you can always restore the look of your document to the original contained in your current template.

LAMPIRAN C

Cuplikan Isi File Hasil Kompresi (.def, .lz7, .huf)

File 1

.def

48	45	33	0D	5C	09	21	00	00	43	00	0A	07	0D	07	20	HE3\ ? C
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0D	30	04	31	03	32	04	33	04	34	04	35	04	36	05	37	0 1 2 3 4 5 6 7
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0D	46	0D	49	0C	4C	0C	4D	0B	4E	0C	4F	0D	50	0B	52	F I L M N O P R
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46	D4	70	1A	6A	0D	43	47	68	E4	BE	1C	69	E2	4E	1A	F ó p j C G h 3 3 i â N
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7C	C8	1D	F1	CF	1D	86	73	A7	81	1C	C6	2F	47	66	CE	É N ÿ ÿ s s /G f ÿ
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30	2C	52	30	2C	65	30	2C	6C	30	2C	61	30	2C	79	30	0,R0,e0,10,a0,y0
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69	30	2C	73	36	2C	31	2C	61	30	2C	6E	36	2C	31	2C	i0,s6,1,a0,n6,1,
65	33	2C	31	2C	65	30	2C	63	30	2C	74	39	2C	31	2C	e3,1,e0,c0,t9,1,
6F	30	2C	6D	34	2C	31	2C	67	31	39	2C	31	2C	65	32	o0,m4,1,g19,1,e2
35	2C	31	2C	69	32	34	2C	31	2C	20	31	36	2C	31	2C	5,1,i24,1, 16,1,
77	31	35	2C	31	2C	74	32	34	2C	31	2C	68	30	2C	2E	w15,1,t24,1,h0,.
36	2C	32	2C	70	34	36	2C	31	2C	6C	35	2C	31	2C	69	6,2,p46,1,15,1,i
31	39	2C	31	2C	67	36	2C	31	2C	63	30	2C	75	39	2C	19,1,g6,1,c0,u9,
31	2C	72	32	2C	31	2C	6E	32	35	2C	31	2C	20	32	34	1,r2,1,n25,1, 24
2C	31	2C	61	35	35	2C	31	2C	73	32	2C	31	2C	73	36	,1,a55,1,s2,1,s6
2C	31	2C	74	34	32	2C	31	2C	65	32	30	2C	31	34	2C	,1,t42,1,e20,14,
20	32	35	2C	31	2C	6F	36	2C	31	2C	62	32	33	2C	32	25,1,o6,1,b23,2
2C	6F	32	38	2C	31	2C	65	31	37	2C	32	2C	63	33	33	,o28,1,e17,2,c33
2C	32	2C	76	39	35	2C	33	2C	6E	30	2C	64	36	2C	31	,2,u95,3,n0,d6,1
2C	70	35	35	2C	31	2C	6C	33	2C	31	2C	20	36	39	2C	,p55,1,13,1, 69,
34	2C	63	32	37	2C	31	2C	6E	32	35	2C	31	2C	61	32	4,c27,1,n25,1,a2
34	2C	32	2C	73	38	36	2C	33	2C	67	33	32	2C	32	2C	4,2,s86,3,q32,2,

.huf

48	45	33	0D	23	EC	1B	00	00	3D	00	0A	07	0D	07	20	HE3## ====
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0C	61	04	62	07	63	05	64	06	65	04	66	07	67	06	68	a b c d e f g h
05	69	04	6A	0C	6B	09	6C	05	6D	06	6E	04	6F	04	70	i j k l m n o p
06	71	0C	72	05	73	04	74	04	75	06	76	07	77	07	78	q r s t u v w x
0B	79	07	7A	0A	91	E8	42	0F	3B	B6	A1	37	A4	4C	E8	y z 'è B ; 7*L è
0B	55	E8	37	CA	50	64	03	E3	50	E0	C1	3E	94	D9	D0	U è 7 É P d â P â > U D
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57	0C	36	B8	BF	E9	91	8D	8D	B8	18	94	33	8A	47	F9	W 6, ,ó ' 3 G ù
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99	19	73	9C	0B	23	98	B3	DF	7B	07	39	2B	1F	1D	2D	s s # # ò { 9 + -
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89	FC	9B	40	30	EE	73	6E	E9	6F	56	21	C5	26	2D	D5	ü @ 0 î s né o U ! Á &- ÿ
BC	F4	F7	98	F1	0E	4B	7F	23	EB	2F	96	44	1B	B2	F4	% ò ÷ ñ K # è / D # ò

File 2

.def

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48 45 33 0D 64 1E 1B 00|00 48 00 09 0A 0A 07 0D HE3#d#####
07 20 07 25 0C 28 0A 29|09 2B 0C 2C 02 2D 0A 2E # %#(##)+#,-#.
08 2F 0A 30 04 31 03 32|03 33 04 34 04 35 05 36 #/#0#1#2#3#4#5#6
05 37 05 38 05 39 05 3A|0B 41 0B 42 0C 43 0C 44 #7#8#9#:#A#B#C#D
0A 45 0A 46 0B 47 0C 48|0C 49 0B 4A 0C 4B 0B 4C #E#F#G#H#I#J#K#L
0B 4D 0B 4E 0A 4F 0C 50|0A 52 0A 53 0A 54 0B 55 #M#N#O#P#R#S#T#U
0A 56 0C 59 0C 5A 0C 61|06 62 08 63 09 64 07 65 #V#Y#Z#a#b#c#d#e
07 66 0A 67 09 68 09 69|07 6A 0A 6B 07 6C 08 6D #F#g#h#i#j#k#l#m
07 6E 07 6F 08 70 08 72|08 73 07 74 08 75 08 76 #n#o#p#r#s#t#u#v
0A 77 0B 78 0C 79 09 96|0C B1 0C 90 8D C6 83 03 #w#x#y#####
86 DC 9F 7F 74 E0 99 2B|48 AD CD 77 3F 38 26 44 #ÿ###à##+H-îw?8&D
8E FD D8 20 F1 DF C5 FE|39 1C C7 18 4E 88 1E 0B #ýø ññÿp9#Ç#N###
62 AE 0E D7 C1 AE 0D 0F|F1 83 FC 6B 88 FD 1B 86 b@#xÁ@##ñ#ú#ý#ÿ
86 70 72 BA EE 7E 98 1B|52 C7 91 C7 EB 77 08 E5 #pr°îr##RÇ°Çëw#ã
1B 3A 77 E1 00 2E 72 DC|45 0F 08 D8 41 98 17 73 #:wá#.rÛE###0A###s
63 2E 60 4E 0C 0A F3 61|30 76 84 0D B0 E1 67 CA c.`N###ó#0v###°ágË
FD DB 8E 1D 3B BF B1 01|06 39 63 C3 F3 C7 FC 11 ýÛ###;±###9cÁóÇÛ#
63 30 76 FA 29 18 1B 46|8C F9 B0 A1 1F F3 0A A4 c0vú)###F#ù°;#ó##*

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30 2C 55 30 2C 6E 30 2C|69 30 2C 76 30 2C 65 30 0,U0,n0,i0,v0,e0
2C 72 30 2C 73 30 2C 61|30 2C 6C 30 2C 20 30 2C ,r0,s0,a0,l0,0,
53 35 2C 32 2C 69 38 2C|33 2C 42 30 2C 75 37 2C S5,2,i8,3,B0,u7,
31 2C 20 30 2C 28 31 2C|31 2C 53 31 38 2C 31 2C 1,0,(1,1,S18,1,
29 31 30 2C 31 2C 61 30|2C 64 38 2C 32 2C 61 30 )10,1,a0,d8,2,a0
2C 68 31 30 2C 31 2C 73|30 2C 74 38 2C 31 2C 6E ,h10,1,s0,t8,1,n
32 39 2C 32 2C 72 31 30|2C 31 2C 62 31 39 2C 33 29,2,r10,1,b19,3
2C 62 35 2C 33 2C 65 31|33 2C 32 2C 20 31 39 2C ,b5,3,e13,2,19,
31 2C 6E 33 36 2C 31 2C|75 30 2C 6B 31 30 2C 31 1,n36,1,u0,k10,1
2C 70 35 2C 32 2C 61 32|2C 31 2C 67 35 39 2C 31 ,p5,2,a2,1,g59,1
2C 61 33 36 2C 31 2C 20|36 31 2C 32 2C 6E 36 36 ,a36,1,61,2,n66
2C 31 2C 68 31 39 2C 31|2C 62 35 35 2C 32 2C 67 ,1,h19,1,b55,2,g
30 2C 2C 34 32 2C 32 2C|69 38 2C 31 2C 73 33 37 0,,42,2,i8,1,s37
2C 32 2C 79 38 2C 31 2C|20 35 39 2C 31 2C 65 36 ,2,y8,1,59,1,e6
31 2C 31 2C 61 32 39 2C|32 2C 20 35 39 2C 31 2C 1,1,a29,2,59,1,
6F 30 2C 6D 36 31 2C 31|2C 75 33 36 2C 31 2C 65 o0,m61,1,u36,1,e
34 31 2C 32 2C 6E 38 2C|31 2C 6D 35 35 2C 32 2C 41,2,n8,1,m55,2,
20 30 2C 6A 31 39 2C 31|2C 67 39 30 2C 32 2C 64 0,j19,1,q90,2,d

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.huf

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48 45 33 0D 6C 01 12 00|00 47 00 09 06 0A 06 0D HE3#l#####G#####
06 20 03 25 0B 28 08 29|08 2B 0C 2C 08 2D 09 2E # %#(##)+#,-#.
07 2F 09 30 06 31 07 32|08 33 0A 34 09 35 09 36 #/#0#1#2#3#4#5#6
0B 37 0B 38 0B 3A 0A 41|08 42 08 43 09 44 07 45 #7#8#:#A#B#C#D#E
09 46 0B 47 0B 48 09 49|08 4A 0B 4B 0A 4C 0A 4D #F#G#H#I#J#K#L#M
0A 4E 0A 4F 0A 50 07 52|09 53 07 54 08 55 08 56 #N#O#P#R#S#T#U#V
0B 59 0B 5A 0C 61 03 62|06 63 07 64 05 65 04 66 #Y#Z#a#b#c#d#e#f
09 67 06 68 06 69 04 6A|09 6B 05 6C 05 6D 05 6E #g#h#i#j#k#l#m#n
04 6F 06 70 05 72 05 73|05 74 04 75 05 76 0A 77 #o#p#r#s#t#u#v#w
09 78 0C 79 07 96 0C B1|08 88 27 46 E8 FE 7E C2 #x#y#####'Fèp~â
F6 FD 65 2F 1C FD B0 08|C1 EA B0 D0 BE FA E7 43 öýe/#ý°#Áê°0#úçC
7D 0E 8E 08 B6 FE 49 18|47 B7 85 79 C8 D7 42 FE }####þl#G-#yÈ×Bþ
2B 14 7B CB CE F7 F8 1F|C2 12 F6 32 9B 67 7F CF +#{ÉI÷0#Á#ö2#g#Í
45 FF 5F 82 67 A5 8E 83|FC 83 F5 57 FC BE F2 9F Eÿ #g#ÿ###ü#0W#ú#ð#
C7 A3 7F 98 E3 25 D9 99|D3 92 1C 48 1E FF E3 DD ÇE###%ú0#0'##H#ÿ#ý#
81 5F FA 4A BA 84 43 E7|D5 85 91 3C 8C 39 6E 4E #_úJ°#Cç0#°<#9nN
23 07 E4 0D 35 D7 39 6F|21 D4 E6 5C 24 23 E7 FC #ä#5×9o!0æ\$.#çü
0E A3 E5 9D 5F 73 8D F6|35 77 C5 54 82 B9 4C B1 #Éä# s#05w#T#L±

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File 3

.def

48	45	33	0D	06	71	BE	00	00	4D	00	0A	06	0D	06	20	HE3	q%	MMMMMMMM
07	22	0B	25	0F	27	0B	28	0B	29	0C	2A	0F	2B	0F	2C	''%	'(())**+,,	
02	2D	0B	2E	08	2F	0D	30	04	31	03	32	04	33	04	34	-./#01234		
04	35	04	36	04	37	04	38	05	39	05	3A	0C	3B	0D	41	56789:;A		
09	42	0C	43	0A	44	0A	45	0A	46	0B	47	0B	48	0B	49	BCDEFGHI		
09	4A	0E	4B	0E	4C	09	4D	0A	4E	0A	4F	0A	50	09	51	JKLMNOPQ		
0E	52	0A	53	09	54	09	55	0B	56	0C	57	0B	58	0D	59	RSTUVWXYZ		
0C	61	08	62	09	63	08	64	08	65	08	66	09	67	0A	68	abcdeefgh		
0A	69	08	6A	0E	6B	0D	6C	09	6D	09	6E	08	6F	08	70	ijklmnop		
09	71	0D	72	08	73	08	74	08	75	09	76	0A	77	09	78	qrstuvw		
0C	79	0A	7A	0F	D7	8D	C0	25	86	0E	C9	2B	5C	01	0C	yzzxâ%é+~		
3D	0A	36	A4	60	23	49	F5	3C	30	C9	3E	48	BA	82	90	=6*`#Iô<0É>H		
A1	3F	CA	48	AC	88	54	5C	60	18	2B	86	86	82	A0	41	;?ÊH-T\`'+		
0F	25	E4	B0	A0	A0	B8	62	C4	8B	3E	0C	41	21	86	42	%ã°`bÂ>A?B		
81	65	3C	38	98	68	0B	30	40	71	09	05	5F	C1	2B	D1	e<8kk0@qñ`Á+Ñ		
E1	2F	2E	44	12	A8	AB	EB	68	91	C6	8D	7E	C8	A3	60	á/.D''«èh'Ä~ÈÈ`		
00	DA	7D	69	F7	A5	21	9C	43	B8	0F	AF	86	A2	B6	E6	Ü}i÷¥!C. ¼çæ		
1C	7A	DA	B2	B6	BE	73	28	D4	16	35	54	6D	05	6B	AB	zÚ²ç%5(Ô5Tmkk«		

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30	2C	0D	0A	30	2C	0D	0A	30	2C	20	31	2C	31	2C	20	0,000,000, 1,1,
31	2C	33	2C	54	30	2C	68	30	2C	65	31	2C	31	2C	4D	1,3,T0,h0,e1,1,M
30	2C	61	30	2C	74	38	2C	31	2C	57	30	2C	6F	30	2C	0,a0,t8,1,W0,o0,
72	30	2C	6B	30	2C	73	30	2C	31	2C	31	2C	49	30		r0,k0,s0,,1,1,I0
2C	6E	30	2C	63	30	2C	2E	31	2C	31	2C	53	31	36	2C	,n0,c0,.1,1,S16,
31	2C	66	31	33	2C	31	2C	77	31	32	2C	31	2C	72	39	1,f13,1,w12,1,r9
2C	32	2C	4C	30	2C	69	32	34	2C	31	2C	65	32	33	2C	,2,L0,i24,1,e23,
31	2C	73	39	2C	32	2C	41	30	2C	67	33	33	2C	32	2C	1,s9,2,A0,q33,2,
65	30	2C	6D	33	39	2C	32	2C	74	0D	0A	30	2C	0D	0A	e0,m39,2,t00,00
33	36	2C	37	2C	65	31	2C	31	2C	6D	31	32	2C	31	2C	36,7,e1,1,m12,1,
79	31	2C	31	2C	72	39	2C	31	2C	63	39	2C	31	2C	69	y1,1,r9,1,c9,1,i
30	2C	76	39	2C	32	2C	61	31	2C	31	2C	66	30	2C	75	0,u9,2,a1,1,f0,u
30	2C	6C	37	38	2C	31	2C	20	33	33	2C	32	2C	66	37	0,178,1, 33,2,f7
37	2C	31	2C	6E	30	2C	64	31	2C	31	2C	69	32	39	2C	7,1,n0,d1,1,i29,
31	2C	20	33	31	2C	31	2C	69	31	33	2C	32	2C	69	32	1, 31,1,i13,2,i2
33	2C	31	2C	20	39	33	2C	33	2C	72	31	33	2C	31	2C	3,1, 93,3,r13,1,
79	31	2C	31	2C	28	30	2C	33	30	2C	30	30	2C	29	31	y1,1,(0,30,00,)1
2C	31	2C	64	36	33	2C	32	2C	73	31	2C	31	2C	0D	0A	,1,d63,2,s1,1,00

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48	45	33	0D	5D	C9	B9	00	00	4D	00	0A	06	0D	06	20	HE3	JÉ'	MMMMMMMM
02	22	0A	25	0E	27	0A	28	0A	29	0A	2A	0D	2B	0C	2C	''%	'(())**+,,	
07	2D	09	2E	07	2F	0B	30	0C	31	0C	32	0B	33	0C	34	-./#01234		
0E	35	0C	36	0E	37	0D	38	0E	39	0E	3A	0C	3B	0D	41	56789:;A		
07	42	0A	43	08	44	08	45	07	46	09	47	0A	48	09	49	BCDEFGHI		
07	4A	0E	4B	0C	4C	07	4D	08	4E	07	4F	08	50	08	51	JKLMNOPQ		
0D	52	08	53	07	54	07	55	08	56	0C	57	08	58	0B	59	RSTUVWXYZ		
0A	61	05	62	07	63	05	64	05	65	04	66	06	67	07	68	abcdeefgh		
06	69	05	6A	0C	6B	08	6C	06	6D	06	6E	04	6F	04	70	ijklmnop		
06	71	0C	72	04	73	05	74	04	75	06	76	08	77	08	78	qrstuvw		
09	79	07	7A	0D	57	4A	53	4D	FF	0C	F7	DE	1F	9C	EF	yzzxwvWJSMjñ÷þ		
33	D6	3C	1E	DC	19	BB	8F	FB	36	DD	CC	33	E3	33	EF	30<ÜÜ»ñ06Yi3â3i		
CC	6C	FA	82	93	99	9B	19	B7	99	82	FA	F3	4D	EE	09	ìlú»»»»»-ñóóMîñ		
D6	0B	4E	83	63	95	D8	9A	9F	6D	7A	77	ED	64	E3	8C	ÛNnc000mzwíðâ		
36	34	2D	F8	1D	50	FA	BB	F5	32	66	A4	6F	CA	4C	2C	64-0Pú»»ð2f*oÉLÂ		
99	F5	53	51	C2	5C	B3	CC	CC	07	E9	95	5E	00	90	5C	ñSQÀ\`?Ûîéñ^`ñ\`		
9E	C4	5D	4B	83	78	DF	89	D1	33	15	A7	2D	5D	CD	6D	ñÁJKx0ñÑ3ñ§-]ím		
7F	56	43	BD	9D	E7	B6	F6	FF	EC	AD	D2	2B	BD	56	43	ñUCzñçç0ÿî-0+½UC		

File 6

.def

```

48 45 33 0D 08 E9 10 00|00 3B 00 0A 05 0D 05 20 HE3###é###;#####
06 28 0A 29 0A 2C 02 2D|08 2E 08 30 04 31 03 32 #(#)#, #-.#0#1#2
04 33 04 34 04 35 04 36|05 37 05 38 05 39 05 3A #3#4#5#6#7#8#9#:#
0B 41 0A 42 0B 44 0C 45|0C 46 0B 47 0C 49 0B 4A #A#B#D#E#F#G#I#J
0B 4B 0C 4E 09 4F 09 51|0A 52 0B 53 0A 54 09 58 #K#N#O#Q#R#S#T#X
0A 61 08 62 09 63 08 64|09 65 08 66 08 67 08 68 #a#b#c#d#e#f#g#h
08 69 07 6A 0C 6B 0C 6C|08 6D 0A 6E 08 6F 07 70 #i#j#k#l#m#n#o#p
08 72 08 73 07 74 07 75|08 76 0A 77 08 78 0B 79 #r#s#t#u#v#w#x#y
0A 4A 4B 90 43 D6 B0 D8|FA 1E 69 32 C0 61 06 3B #JK#C#Û#°#ú#i#2#â#;
CC 61 03 36 61 01 5B B0|84 15 6C 0F 85 24 CF 90 ìa#6a#[°###l###$ÿ#
61 90 2F EF C0 C8 C1 11|A3 72 C2 70 D0 21 19 52 a#/'ÿ#Ë#Á#Ê#Ë#Ï#Ð#!#R
78 18 21 44 B2 32 82 B1|38 4C 42 B0 1E 02 1B EC x#!D^2#±8LB°###ì
DB D0 0D 36 36 69 83 AD|6D 60 1B 6F A3 98 D3 8A Û#66i#-#`#o#E#Ô#
C2 04 98 1B D8 64 40 D7|78 83 03 5D 23 37 F1 0D Â###ø#d#x###]#7#ñ#
BA C1 6F 23 6E E6 20 36|E1 FB 2E F8 4D B4 0D 6E #Á#o#n#æ 6ÁÛ.øM'##n
43 6A EC 1A 9F 73 03 2C|27 CD 1C FC B1 9C 74 A0 Cj###s#, 'í#ü#±#t
4B F8 66 6E 8C D4 25 1D|EF 1A 83 9C B0 59 6E 80 Køfn#0%#ÿ###°#ÿn#
75 8D C0 DC E0 CD 9C CC|CF 9C 38 5D 97 C0 14 35 u#À#ù#à#í#ï#ÿ#8]#À#5

```

.lz7

```

30 2C 41 30 2C 4E 30 2C|44 30 2C 20 30 2C 47 30 0,A0,N0,D0, 0,C0
2C 61 30 2C 74 30 2C 65|34 2C 31 2C 0D 0A 35 2C ,a0,t0,e4,1,###5
34 2C 73 34 2C 31 2C 61|30 2C 72 38 2C 32 2C 74 4,s4,1,a0,r0,2,t
30 2C 68 38 2C 32 2C 62|30 2C 75 30 2C 69 30 2C 0,h8,2,b0,u0,i0,
6C 30 2C 64 32 36 2C 31|2C 6E 30 2C 67 32 33 2C 10,d26,1,n0,g23,
32 2C 6C 30 2C 6F 30 2C|63 30 2C 68 31 34 2C 32 2,10,o0,c0,k14,2
2C 74 32 31 2C 31 2C 61|37 2C 31 2C 20 36 2C 31 ,t21,1,a7,1, 6,1
2C 6C 32 37 2C 31 2C 20|32 38 2C 32 2C 67 32 36 ,127,1, 28,2,g26
2C 31 2C 74 34 35 2C 32|2C 20 32 39 2C 32 2C 74 ,1,t45,2, 29,2,t
38 2C 31 2C 67 31 37 2C|31 2C 61 37 2C 32 2C 64 8,1,g17,1,a7,2,d
34 2C 31 2C 63 32 36 2C|31 2C 72 33 36 2C 31 2C 4,1,c26,1,r36,1,
75 35 32 2C 32 2C 73 31|35 2C 35 2C 62 32 35 2C u52,2,s15,5,b25,
33 2C 74 34 2C 31 2C 6F|33 30 2C 31 2C 2E 39 2C 3,t4,1,o30,1, .9,
31 31 2C 73 32 36 2C 31|2C 6D 30 2C 70 32 37 2C 11,s26,1,m0,p27,
31 2C 65 36 37 2C 31 30|2C 74 34 31 2C 34 2C 70 1,e67,10,t41,4,p
38 2C 31 2C 72 30 2C 66|33 35 2C 31 2C 72 31 30 8,1,r0,f35,1,r10
33 2C 31 2C 20 33 34 2C|32 2C 67 32 36 2C 31 2C 3,1, 34,2,g26,1,
63 35 34 2C 33 2C 6F 31|32 32 2C 32 2C 74 36 2C c54,3,o122,2,t6,

```

.huf

```

48 45 33 0D 41 56 19 00|00 33 00 0A 06 0D 06 20 HE3##AU###3#####
03 28 09 29 09 2C 07 2D|03 2E 06 30 07 31 07 3A #(#)#, #-.#0#1#:#
0A 41 08 42 09 44 0A 45|0C 46 0A 47 08 49 0A 4A #A#B#D#E#F#G#I#J
0A 4B 0B 4E 08 4F 07 51|09 52 08 53 0A 54 07 58 #K#N#O#Q#R#S#T#X
0A 61 04 62 06 63 06 64|06 65 04 66 07 67 06 68 #a#b#c#d#e#f#g#h
05 69 04 6A 0C 6B 0A 6C|05 6D 07 6E 05 6F 04 70 #i#j#k#l#m#n#o#p
05 72 05 73 05 74 04 75|05 76 09 77 06 78 0A 79 #r#s#t#u#v#w#x#y
08 55 BF 4F 9F 15 06 92|DF 3F FE EB D4 5D 1F F5 #Û;0###'0?#è#Û]#0#
EB D5 A5 4F 7D 13 74 7F|13 EB 51 D6 4B 60 AA C5 è0#0}>#t###è#Q#K`#a#
AF CB 58 9F 7F B6 5A 61|28 DF 09 FD AA BE 1F FF ~ÈX###q#2a(0#ó#%#ÿ#
09 75 4F 8F 2E D6 57 7A|74 F1 46 32 76 39 06 0A #u0#.#0#wz#ñ#F2#v9###
6C 1A 96 6E 60 E3 F4 CF|B7 CB 74 A3 D6 A6 61 87 1###n`#á#ÿ-È#É#;#a#
47 6D 58 2E 3A 49 17 DA|52 94 A9 C0 7B 23 19 03 GmX.:#I#Ú#R#@A{###
05 B6 1B 17 60 7A 74 F1|46 32 F6 B0 06 5B 2C 45 #q###`z#ñ#F2#0#[]#E
99 0A BC B7 CB 73 83 21|7F 2C 6B 6B DC 61 4A 6D #%%-È#t#?##,kk#ü#J#m
0C E3 E8 90 CB 04 F3 F6 BF|FF 84 BA D7 D1 C5 F0 8D #æ#è#È#ó;ÿ#ë#x#ñ#á#8#
D6 D1 C5 D4 CC 2F C6 E2|A0 B8 75 1C 6F C7 A3 69 Û#Á#0#ì/#æ# ,u#o#Ç#E#i
D8 E1 51 DB 77 9F 58 8E|8B 62 2C 97 B1 CB 8A C5 0#á#Q#U#w#X###b,##±#È#Á#

```


File 8

.def

```

48 45 33 0D 3B E0 0B 00|00 41 00 09 0B 0A 04 0D HE3;à#####
04 20 06 22 0A 28 0A 29|0A 2C 02 2D 0A 2E 0A 2F  "''(N),,-.-./
0B 30 04 31 03 32 04 33|04 34 05 35 05 36 04 37  #0#1#2#3#4#5#6#7
05 38 05 39 05 41 09 42|0A 43 0A 44 0A 45 09 46  #8#9#A#B#C#D#E#F
0A 47 0A 48 0A 49 0A 4C|0A 4D 09 4E 0B 4F 0B 50  #G#H#I#L#M#N#O#P
0B 52 0A 53 0B 54 0B 55|0B 56 0A 57 0B 58 0B 5A  #R#S#T#U#V#W#X#Z
0A 61 08 62 09 63 0A 64|09 65 09 67 0B 68 0A 69  #a#b#c#d#e#g#h#i
08 6C 09 6D 0A 6E 09 6F|08 70 09 72 07 73 09 74  #l#m#n#o#p#r#s#t
07 75 09 76 0B 77 0B 78|09 79 09 7A 0B C2 21 96  #u#v#w#x#y#z#Ï#
04 14 40 E0 04 12 54 B8|F0 59 8B D5 20 E7 DB 13  #@à##T,ðY#Û çÛ#
EF 3D 15 21 88 60 82 0B|21 A4 47 E1 09 DF 07 42  ÿ=##`##!#G$#0#B
F9 D0 47 3E 16 DA 27 3E|15 46 56 A4 67 BE 3C F8  ù0G>#Ú'>#FU#g%<#
4C 58 79 2F 9E 7B 95 13|25 F6 E6 17 ED 73 EF C8  LxY/#<###%öæ#ÿÿË
90 E9 5D 90 70 20 DF 90|67 90 07 48 0C 49 D3 F3  #é]#p, #g##H#I#Ó
06 89 82 E4 71 CF 83 F6|2C 64 A0 81 00 12 86 09  ##ãqÿ#ö,d#####
62 82 84 80 BC 42 7E DB|F3 A2 3D 1F D8 9E D7 79  b###%B~#óç=#0#x#y
4F 1E 12 0D 79 AE 3D 5F|0B 3D D9 D9 9E 40 DB 93  0#####@=#=U#0#Û#
FB DB 3C 5F D7 13 79 E8|79 F9 34 89 C2 3D B9 6D  ûÛ< #ÿÿÿù4#Ï='m

```

.lz7

```

30 2C 09 30 2C 41 30 2C|63 30 2C 65 30 2C 72 30 0,##,A0,c0,e0,r0
2C 20 32 2C 31 2C 73 30|2C 70 30 2C 69 35 2C 31 , 2,1,s0,p0,i5,1
2C 65 36 2C 31 2C 34 30|2C 37 30 2C 32 30 2C 30 ,e6,1,40,70,20,0
30 2C 5A 0D 0A 30 2C 0D|0A 30 2C 49 30 2C 6E 30 0,z###0,###0,I0,n0
2C 74 34 2C 31 2C 6C 36|2C 31 2C 50 34 2C 31 2C ,t4,1,16,1,p4,1,
6E 32 31 2C 31 2C 69 30|2C 75 30 2C 6D 36 2C 31 n21,1,i0,u0,m6,1
2C 64 33 30 2C 31 2C 61|32 33 2C 31 2C 2D 33 2C ,d30,1,a23,1,-3,
31 2C 6F 31 31 2C 33 2C|6D 33 39 2C 31 2C 62 31 1,o11,3,m39,1,b1
30 2C 31 2C 6C 31 32 2C|32 2C 70 35 2C 31 2C 6F 0,1,112,2,p5,1,o
33 2C 32 2C 73 38 2C 31|2C 6F 35 2C 32 2C 54 31 3,2,s8,1,o5,2,T1
36 2C 31 2C 33 31 35 2C|31 2C 30 0D 0A 30 2C 28 6,1,315,1,0###0,(
30 2C 31 30 2C 40 30 2C|42 36 2C 31 2C 4C 31 36 0,10,M0,B6,1,L16
2C 31 2C 20 33 2C 31 2C|61 33 2C 31 2C 68 34 2C ,1, 3,1,a3,1,h4,
31 2C 2C 36 2C 31 2C 31|30 2C 2E 31 35 2C 31 2C 1,,6,1,10,-15,1,
33 30 2C 47 30 2C 48 30|2C 7A 37 38 2C 32 2C 35 30,G0,H0,z78,2,5
36 32 2C 31 2C 33 36 37|2C 31 2C 68 38 36 2C 31 62,1,367,1,h86,1
2C 20 30 2C 46 30 2C 53|36 38 2C 31 2C 29 0D 0A , 0,F0,S68,1,)#
36 36 2C 31 2C 34 38 31|2C 31 2C 31 30 2C 22 36 66,1,481,1,10,"6

```

.huf

```

48 45 33 0D 1E FE 10 00|00 41 00 09 09 0A 05 0D HE3###p#####
05 20 03 22 09 28 07 29|07 2C 08 2D 07 2E 07 2F  "''(N),,-.-./
09 30 06 31 06 32 06 33|07 34 07 35 07 36 09 37  #0#1#2#3#4#5#6#7
09 38 07 39 08 41 06 42|06 43 07 44 05 45 06 46  #8#9#A#B#C#D#E#F
08 47 07 48 08 49 07 4C|06 4D 06 4E 07 4F 08 50  #G#H#I#L#M#N#O#P
09 52 08 53 06 54 06 55|09 56 08 57 08 58 08 5A  #R#S#T#U#V#W#X#Z
09 61 05 62 06 63 05 64|06 65 04 67 07 68 08 69  #a#b#c#d#e#g#h#i
05 6C 05 6D 06 6E 06 6F|05 70 06 72 04 73 05 74  #l#m#n#o#p#r#s#t
05 75 06 76 09 77 09 78|07 79 06 7A 08 53 CE D5  #u#v#w#x#y#z#SÏÛ
54 1F 7D A1 40 9B EE 7C|F9 DF FD 9B 36 B7 38 FF  T#};@#ÿ|ù0ÿ#6-8ÿ
46 3B 16 2F EE 97 FC 36|E1 59 9E B1 92 90 33 57  F;#/#ÿü6áÿ#±'3W
D7 D6 67 19 8B 6F ED 9D|18 98 2A 51 0A 35 3C 83  x0g###oi####*Q#5<³
E7 B8 B2 49 53 5E DE A0|B7 A6 03 5A EE B9 B9 33  ç,²IS^b -!#Zÿ'1'3
EB 9E 7B FC 65 68 AC 19|5D 86 F1 50 DA 1E 83 0B  è#<üeh-#]#ÿP#0###
1C 41 8B 42 D6 C0 AD 14|10 EF 5A 11 88 CC FF 73  #A#B#0#A-##ÿZ###ÿÿs
9D 7B 7C 1F 11 C9 CE C5|0D 9F E8 05 7D B4 B9 FF  #{|###Éÿ#0###E#}'ÿÿ
FD D2 E4 82 7E FF 3F 31|31 A9 C5 24 A2 DF F3 B9  ÿ0#ã~ÿÿ?110#ÿç#0ó¹
69 DF 54 AD 8D AD 2B 87|EE 52 EB FB 57 2F 6F D0  i0T-#-+##ÿR0ÿW/o0

```

File 9

.def

```

48 45 33 0D 4E 1B 1B 00|00 3E 00 09 0D 0A 04 0D HE3NNNNNN>NNNNNN
04 20 08 22 0D 28 0D 29|0D 2A 0C 2C 02 2E 0C 2F  "''(N)*N,.N/
0C 30 04 31 03 32 03 33|04 34 05 35 06 36 05 37  #1#2#3#4#5#6#7
04 38 05 39 05 3A 08 41|0A 42 0C 43 0C 45 0C 46  #8#9#:#A#B#C#E#F
0C 4C 0C 4D 0C 4E 0C 50|09 52 0C 53 0B 54 0C 55  #L#M#N#P#R#S#T#U
0C 57 0C 58 0C 5B 0C 5D|0C 61 0B 62 0C 63 0B 64  #W#X#[#]#a#b#c#d
0C 65 06 66 0C 68 0B 69|0B 6A 0C 6B 0C 6C 0B 6D  #e#f#h#i#j#k#l#m
0C 6E 0B 6F 0A 70 0C 72|0B 73 0C 74 07 75 0C 76  #n#o#p#r#s#t#u#v
0C 77 0C 78 0C 79 0C 7B|45 9C 62 AF EE F5 BD B6  #w#x#y#{#B# #î#%#
9F ED 21 55 D8 C1 73 23|BA 06 35 25 54 49 55 7B  #í!U#Á#s#º#5%TIU#
40 D5 54 43 B5 54 B7 8F|EA 29 4D 05 54 48 45 54  @#T#C#µ#T-#ê)M#T#H#E#T
4C 25 54 BA DF BD A1 D4|DE D2 54 B6 E7 3D 51 39  L#T#º#%#;#ô#ò#T#%#=#Q#9
65 EC 91 32 F7 47 39 65|ED 7F EF 76 7B BF 17 7B  eì'2#G#9#e#í#ì#ú#¿#;#<
49 D9 FB 01 D6 5E B5 A8|C0 DA AF B5 77 16 65 58  I#Ù#Ò#Ô#^#µ#''#À#_#µ#W#e#X
14 16 A5 2D 4A 59 7B 86|68 6B 6F AD BD B7 F6 78  ##¥-J#V(#h#k#o-#%-#ö#x
EB ED 9F 84 E8 6F BD BD|B0 F6 B4 7A F4 7B 2E D6  è#í##è#ò#%#º#ó#´#z#¿#.ü
5E B1 F6 C0 A2 6C BC B7|BB 85 28 B8 B7 23 BD 61  ^#±#ò#À#Ç#L#%#~#>##(.-#)#%#a
51 85 A5 AC 3D 58 36 DF|5B A4 B7 59 D4 D6 9C EF  Q##¥#-#X#6#0[#*#¥#0#0#ì#

```

.lz7

```

30 2C 22 30 2C 54 30 2C|61 30 2C 73 30 2C 6B 30 0, "0,T0,a0,s0,k0
2C 20 30 2C 53 30 2C 63|30 2C 68 30 2C 65 30 2C , 0,S0,c0,h0,e0,
64 30 2C 75 30 2C 6C 31|30 2C 31 2C 72 36 2C 32  d0,u0,l10,1,r6,2
2C 65 31 35 2C 31 2C 76|30 2C 69 38 2C 31 2C 65 ,e15,1,v0,i8,1,e
31 2C 31 2C 0D 0A 30 2C|09 30 2C 45 30 2C 78 32 1,1,##0,##0,E0,x2
31 2C 31 2C 74 31 30 2C|32 2C 20 33 2C 31 2C 74 1,1,t10,2, 3,1,t
36 2C 31 2C 39 30 2C 2F|30 2C 37 33 37 2C 31 2C 6,1,90,/0,737,1,
32 30 2C 30 34 31 2C 31|2C 38 36 2C 31 2C 35 30 20,041,1,86,1,50
2C 3A 30 2C 34 34 31 2C|31 2C 3A 34 31 2C 31 2C ,:0,441,1,:41,1,
34 36 2C 31 2C 50 30 2C|4D 0D 0A 31 2C 32 34 2C 46,1,P0,M##1,24,
0D 0A 32 35 2C 31 2C 53|32 39 2C 31 2C 61 31 35 ##25,1,S29,1,a15
2C 31 2C 74 33 30 2C 38|2C 38 33 39 2C 36 2C 31 ,1,t30,8,839,6,1
31 30 30 2C 31 2C 3A 34|31 2C 31 2C 33 34 36 2C 100,1,:41,1,346,
31 2C 35 34 31 2C 31 2C|20 30 2C 41 35 34 2C 31 1,541,1, 0,a54,1
2C 0D 0A 31 2C 31 2C 43|39 2C 32 2C 63 35 2C 32 ,##1,1,C9,2,c5,2
2C 55 30 2C 70 31 31 2C|31 2C 61 32 39 2C 32 2C ,U0,p11,1,a29,2,
73 36 2C 31 2C 66 30 2C|6F 31 35 2C 32 2C 57 32  s6,1,f0,o15,2,W2
31 2C 31 2C 6E 31 31 2C|31 2C 6F 30 2C 77 31 32 1,1,n11,1,o0,w12

```

.huf

```

48 45 33 0D 44 B5 3F 00|00 3D 00 09 06 0A 06 0D HE3#Dµ?##=#####
06 20 03 22 06 28 06 29|06 2A 0B 2E 06 2F 06 30  "''(N)*N.#/#0
05 31 06 32 06 33 08 34|09 35 08 36 07 37 0A 38  #1#2#3#4#5#6#7#8
07 39 07 3A 06 41 07 42|07 43 07 45 06 46 08 4C  #9#:#A#B#C#E#F#L
07 4D 06 4E 07 50 06 52|08 53 06 54 06 55 06 57  #M#N#P#R#S#T#U#W
07 58 07 5B 0D 5D 0D 61|05 62 06 63 06 64 05 65  #X#[#]#a#b#c#d#e
04 66 06 68 06 69 05 6A|07 6B 06 6C 06 6D 08 6E  #f#h#i#j#k#l#m#n
06 6F 04 70 06 72 05 73|05 74 05 75 08 76 07 77  #o#p#r#s#t#u#v#w
06 78 08 79 0C D8 71 6A|20 89 DB 7C EB 66 0C D4  #x#y#0#q# #ü|ë#f#ô
5B 28 FF DB 7F F7 0B 9D|CD 34 11 C1 2A C0 46 9A  [(ÿ#Û#=###Í#4##Á#F#
6F 1E 0E DD D6 D8 92 E2|B1 38 FD F4 28 5E 2F B4  o##Ý#Û#Û#*â#8#ó#ô(^/'
40 71 3B 6F 96 CB E2 6D|03 C3 9B 2C 2E 73 7C BC @q;o#E#â#m#â##,.s|#%
DC D4 CE 65 3A 5F F6 D1|87 F3 C0 9A C5 3E BD 28  Ü#0#î#e: #ñ#ó#â#â#>#%#(
4D DD D7 DB 57 63 EF 9F|50 AE 5B FB DA B7 C4 56  M#Y#x#Ü#C#í#P#P#[#Ü#-#Á#U
E7 31 BC C9 E2 32 C7 C7|CB 4D ED 5C A6 F3 65 1F  ç#1#%#É#â#2#Ç#Ç#É#M#ì#\#ó#e#
7D 38 0F CC 9C 89 4F 2F|4A 53 F7 F5 B7 1A 7B FF }8#ì###0/#J#S:##ò-#<#ÿ
C4 30 D7 46 BD 50 B6 D0|D5 79 0C 99 C7 47 5C 39  Á#0#F#%#P#Q#0#ÿ###Ç#G#L#9
55 D2 74 2B 1A B8 C2 BD|2D 80 58 05 FB D2 F5 02  U#0#t+#.#.#â#%-#X#0#0#0#

```

