

# **File Expander Software Development Kit**

*Version 1.00*

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## Table of Contents

<b>Introduction</b>	<b>3</b>
<b>How to Purchase the File Expander Software Development Kit</b>	<b>3</b>
<b>How the File Expander Engine Works</b>	<b>3</b>
<b>Usage</b>	<b>4</b>
<b>Files Included in the SDK</b>	<b>4</b>
<b>Install the SDK</b>	<b>4</b>
Extract the SDK Files	4
System Requirements	4
Windows Registry	5
<b>Sample Application</b>	<b>6</b>
File Expander File.NET for MS Visual Studio	6
<b>Appendix A: File Formats Supported</b>	<b>29</b>
<b>Appendix B: Interface Methods</b>	<b>31</b>
<b>GetFileInfo</b>	<b>31</b>
Return Value	31
Parameters	31
Public Input Variables	31
Public Output Variables	32
Remarks	32
<b>GetFormatInfo</b>	<b>32</b>
Return Value	32
Parameters	32
Public Input Variable	33
Public Output Variables	33
Remarks	34
<b>GetObjectInfo</b>	<b>34</b>
Return Value	34
Parameters	34
Public Input Variables	34
Public Output Variables	36
Remarks	39
<b>GetString</b>	<b>39</b>
Return Value	39
Parameters	39
Remarks	40
<b>StartEngine</b>	<b>40</b>
Return Value	40
Parameters	40
Remarks	41
<b>StopFile</b>	<b>41</b>
Return Value	41
Remarks	41

<b>Appendix C: Public Types</b>	<b>42</b>
ErrorReturnCodes	42
GetStringOptions	42
StartEngineFlags	43
FileFieldsRequestFlags	43
ObjectFieldsRequestFlags	43
ObjectExpansionFlags	44
ObjectTranslationAlgorithms	44
ObjectCompressionAlgorithms	44
ObjectEncryptionAlgorithms	44
ExpansionSupportFlags	45
ObjectAttributeFlags	45
ObjectStorageConditionFlags	45
FormatFieldsRequestFlags	45
<b>Appendix D: Public Variables</b>	<b>46</b>
StartEngine() Input Fields	46
GetFileInfo() Input Fields	46
GetFileInfo() Output Fields	46
GetObjectInfo() Input Fields	47
GetObjectInfo() Output Fields	48
GetFormatInfo() Input Fields	51
GetFormatInfo() Output Fields	51

## Introduction

File Expander was developed to dig deep into complex file formats and extract data objects for detailed analysis. Such objects are often translated, compressed, encrypted and/or fragmented within the parent file. It is File Expander's job to eliminate any complex storage algorithms and produce data objects that can be studied and processed by the user. This Software Development Kit is provided for software developers to include this functionality in automated data processing systems and end-user tools.

A Forensic Innovations Explorer application will soon be available for end-users to utilize this functionality and enable the user to better search for data in files. This application will initially be provided for MS Windows.

This Software Development Kit provides you with everything that you need. The license allows you to distribute the required compiled libraries to your users. Sample programs show you how to implement each interface and use the data returned from them. This document explains how the File Expander Engine works and what to expect when utilizing the returned data.

## How to Purchase the File Expander Software Development Kit

The latest purchasing information and product details are available at <http://www.ForensicInnovations.com>. It is recommended that you visit this site for updates on this product. You are welcome to use this product for testing purposes, but you must purchase a license before you distribute this product in any way. This document is often updated. The latest version is available at <http://www.ForensicInnovations.com/download/fesdkman.pdf>

## How the File Expander Engine Works

The File Expander Engine Dynamically Linked Library (FEEngine.dll) uses File Expander Libraries (ex: Archive.fel and Compound.fel) to interpret files and extract their individual objects. When new and updated File Expander Libraries are available, they will automatically configure the primary FEEngine.dll for the new file formats the next time that FEEngine.dll is loaded. The FIEngine.fid descriptions database, from our File Investigator Engine, is also used to provide names of the supported file formats as well as some format specific details. All of these files are covered by the license agreement as components of the Library. When you provide the path, filename and object index, of a file to be analyzed, you receive the details of the object and/or a copy of the object as a separate file.

The Software Development Kit includes sample applications for MS Windows written for MS Visual C++.NET and C#. We plan to provide sample applications for MS Visual Basic.NET and MS Visual C++ 6.0 as our customers request support for these compilers.

## Usage

In this section, we will describe what you are receiving in the File Expander Software Development Kit (FESDK), how to install the files, the use of the MS Windows Registry, the sample application and other background information.

### *Files Included in the SDK*

The FESDKxxxxx.ZIP Archive Contains:

Filename	Description
archive.fel	File Expander 32-bit Windows DLL to support file formats that use archive formats to store their data.
changes.txt	List of changes since previous releases
compound.fel	File Expander 32-bit Windows DLL to support file formats that use Microsoft OLE structures to store their data.
feengine.dll	File Expander Engine 32-bit Windows DLL that coordinates the features of the .FEL libraries into a single programming interface
fefilecpp.cpp	Example application (managed C++.NET) source code
fefilecpp.exe	Example application (managed C++.NET) compiled program (uses fiwrpnet.dll)
fefilecpp.vcproj	Example application (managed C++.NET) project
fefilecs.cs	Example application (C#) source code
fefilecs.exe	Example application (C#) compiled program (uses fiwrpnet.dll)
fefilecs.csproj	Example application (C#) project
AssemblyInfo.cs	Example application (C#) assembly information
FIEngine.fid	File Expander Engine Descriptions Database (the same database used in the File Investigator SDK)
file_id.diz	Zip archive information file
fiwrpnet.dll	File Expander Engine 32-bit Windows.NET DLL Wrapper (uses FEEngine.dll; same wrapper used for File Investigator SDK)
readme.txt	Description of the FESDK and instructions for viewing this manual
unzip32.dll	Info-ZIP's UnZip DLL (used by archive.fel to extract compressed Zip files)

## *Install the SDK*

### **Extract the SDK Files**

The FESDKxxxxx.ZIP file was created with PKZIP version 2.04g, and contains all of the MS Windows SDK files. You can find file extracting software at [www.PKWare.com](http://www.PKWare.com). The files do not need to be copied to any specific directory, but they should all be kept in one directory.

### **System Requirements**

The feengine.dll and sample application (fefilecpp.exe) require MS Windows 98se/Me/200x/NT/XP/Vista or later and Internet Explorer 4.0 or later. A Pentium processor or higher and 32MB of RAM is recommended.

## Windows Registry

All Forensic Innovations, Inc. consumer applications update their version in the Windows Registry when they execute. The only exceptions are the included sample applications. When fefilecpp.exe is executed, it loads fiwrpnet.dll and feengine.dll into memory. At that point the feengine.dll updates its version at HKEY\_LOCAL\_MACHINE\SOFTWARE\Forensic Innovations\File Expander\Versions. A hexadecimal value of 0x01020304 translates to version 1.02.03.04. When the feengine.dll is instructed to scan for the \*.fel libraries, they are each loaded and they also update their binary version values under the same registry key.

Example:

HKEY_LOCAL_MACHINE\SOFTWARE\Forensic Innovations\File Expander\Versions		
Archive Library	REG_DWORD	0x01000002
Compound Files Library	REG_DWORD	0x01000002
Engine	REG_DWORD	0x01000002

When the libraries are instructed to Register, they populate the HKEY\_LOCAL\_MACHINE\SOFTWARE\Forensic Innovations\File Expander\Expanders\Names and HKEY\_LOCAL\_MACHINE\SOFTWARE\Forensic Innovations\File Expander\Expanders\Formats keys with the file formats that they support. The library names are linked to the actual \*.fel file names and the File Investigator file type index values are linked to the library names.

Example:

HKEY_LOCAL_MACHINE\SOFTWARE\Forensic Innovations\File Expander\Expanders\Names		
Archives	REG_SZ	archive.fel
Compound Files	REG_SZ	compound.fel
HKEY_LOCAL_MACHINE\SOFTWARE\Forensic Innovations\File Expander\Expanders\Formats		
12	REG_SZ	Archives
229	REG_SZ	Compound Files

When the libraries are instructed to enter and store the product registration key, they populate the HKEY\_LOCAL\_MACHINE\SOFTWARE\Forensic Innovations\File Expander\Expanders\Validation key with the registration key for the “Engine”

Example:

HKEY_LOCAL_MACHINE\SOFTWARE\Forensic Innovations\File Expander\Validation		
Engine	REG_SZ	RegistrationKey

## Sample Application

### File Expander File.NET for MS Visual Studio

These C# and managed C++ sample applications are designed for implementing the SDK to obtain the detailed information returned on each file. While the example source code includes a user interface and everything else needed to create a program, we will only be reviewing the most pertinent portions here. Due to the common .NET framework, this sample application can easily be ported to J# and Visual Basic.NET languages. Forensic Innovations, Inc. does not yet provide .NET sample applications in other programming languages. This sample application and the fiwrpnet.dll were built with Visual Studio.NET 2.0 (2005). The MSCORLIB.DLL and FEENGINE.DLL assemblies are required for both sample applications to build and run.

### Getting started

- Step 1: Copy/Unzip the archived files to a directory to work in.
- Step 2: Open fefilecs.csproj (or fefilecpp.vcproj) with MS Visual Studio
- Step 3: Check that the directory locations are all pointing to the same place that you put the source files in
- Step 4: Use the 'Build>Build fefilecs' (or fefilecpp) menu option to build the executable
- Step 5: Open a DOS Shell (Start >> All Programs >> Accessories >> Command Prompt)
- Step 6: Change to the directory that you previously put the source files in
- Step 7: Execute the program (>fefilecs.exe /H OR >fefilecpp.exe /H) to see the sample usage
- Step 8: Execute the program on a file (>fefilecs.exe fesdkxxxx.zip OR >fefilecpp.exe fesdkxxxx.zip) to see the results

The application is configured to display the help screen when no command line parameters are provided. Its primitive command line parameter handling always expects parameters, and returns an error when no parameters are provided. This is as designed. Here are some examples of the output you will see. These examples are from the fefilecpp sample application, but the fefilecs sample application output is identical.

### Sample Output

```
>fefilecpp.exe /H
```

```
File Expander File CPP for Windows.NET 98SE/Me/NT/200x/XP/Vista   Ver 1.00
Copyright (C) 2008 Forensic Innovations, Inc.; ALL RIGHTS RESERVED

Summary:      This utility is included in the File Expander SDK as an
               example application.  It can be used to analyze a single file
               and display details about that file.  It may not be distributed
               to non-File Expander SDK owners.

Usage:        FEFILECPP.EXE [drive:path]filename [options]

               FEFILECPP.EXE [options]

Options:
```

## File Expander Software Development Kit

```
/E      Extract the object(s) found.
/H      Display this help screen.
/D<path> Provide the destination path to expand files to. (ex: /DC:\temp)
/K<key> Provide a registration key to prevent the nag screen. (ex: /kKey)
/L      Display lists of the file formats supported by File Expander.
/O<number> Display information/extract the specified object. (by index #)
/P      Pause the display for each screen.
/W<path> Provide the working folder to find FIEngine.FID & FEEngine files.
```

If you do not yet have a valid registration key, then you will see a nag screen (pictured to the right) for the first file that feengine.dll is requested to process. If an application keeps the feengine.dll loaded and sends multiple file process requests, then the nag screen only appears for the first file process request.



As a first test, try running the sample program on the fesdkxxxx.zip archive file that you downloaded from us. You will see much of the information that this SDK provides, and you can extract the objects by adding the /E/D<path> parameters.

```
>fefilecpp.exe fesdk100.zip
```

```
File Expander File CPP for Windows.NET 98SE/Me/NT/200x/XP/Vista    Ver 1.00
Copyright (C) 2008 Forensic Innovations, Inc.; ALL RIGHTS RESERVED

GetFileInfo:
  Input File-----] c:\data\robware\source\bu\fesdk100b1.zip
  File Format ID-----] 12
  Total Objects-----] 37
  Filtered Objects-----] 37
  Data Object Names----] unzip32.dll
                        fefilecpp.vcproj
                        changes.txt
                        fefilecpp.exe
                        file_id.diz
                        readme.txt
                        fiwrpnet.dll
                        fefilecpp.cpp
                        archive.fel
                        compound.fel
                        feengine.dll
                        FIEngine.fid

GetObjectInfo:
  Input File-----] c:\data\robware\source\bu\fesdk100b1.zip

  Object #-----] 0
  Object Name-----] Local File Header #0
```

# File Expander Software Development Kit

```
Object Attributes----] FileHeader, ObjectHeader
Offset-----] 0x00000000 + 0 bits
Information Offset---] 0x00000000 + 0 bits
Uncompressed Size----] 0x00000029 + 0 bits
Storage Condition----] Consecutive
Expansion Support----] Copy

Object #-----] 1
Object Name-----] unzip32.dll
Object Attributes----] ObjectData, ObjectIsFile
Offset-----] 0x00000029 + 0 bits
Information Offset---] 0x00000000 + 0 bits
Uncompressed Size----] 0x00019000 + 0 bits
Compressed Size-----] 0x0000baea + 0 bits
Storage Condition----] Consecutive
Compression Algorithm] PKWare
Expansion Support----] Compression, Copy

.
.
.

Object #-----] 24
Object Name-----] Central Directory Structure #0
Object Attributes----] Index, ObjectData
Offset-----] 0x0005472b + 0 bits
Information Offset---] 0x00000000 + 0 bits
Uncompressed Size----] 0x00000039 + 0 bits
Storage Condition----] Consecutive
Expansion Support----] Copy

.
.
.

Object #-----] 36
Object Name-----] End of Central Directory Record
Object Attributes----] FileFooter
Offset-----] 0x000549e3 + 0 bits
Information Offset---] 0x00000000 + 0 bits
Uncompressed Size----] 0x00000016 + 0 bits
Storage Condition----] Consecutive
Expansion Support----] Copy

StopFile() returned: EndOfList (31)
```

Next, take a look at a list of all of the file formats supported, and lists of some flag values provided to help classify each file.

>fefilecpp.exe /L/P

```

File Expander File CPP for Windows.NET 98SE/Me/NT/200x/XP/Vista Ver 1.00
Copyright (C) 2008 Forensic Innovations, Inc.; ALL RIGHTS RESERVED

pFEWrap->FormatContent Flag Values:      pFEWrap->FormatStorage Flag Values:
Flag      Type
-----
0 N/A
1 Video
2 Database
4 Database Hybrid
8 Document
10 Font
20 Game Data
40 Graphic Image
80 Graphic Metafile
100 Hypertext
200 Personal/User Data
400 Icon
800 Library of Functions
1000 Macro/Script
2000 Program Data
4000 Program Executable
8000 Raw Printer Data
10000 ROM/RAM Image
20000 Shortcut/Link
40000 Sound/Audio
80000 Sound Metafile
100000 Source Code
200000 Spreadsheet
400000 Template
800000 Text
1000000 Text Hybrid
2000000 Virtual Environment
4000000 Malicious/Virus

pFEWrap->FormatStorage Flag Values:
Flag Type
-----
0 N/A
1 Cabinet/Archive
2 Binary
4 Bitmap/Raster
8 Digital Audio
10 Music Notes
20 Text
40 Translated
80 Vector
100 Floating Header

pFEWrap->FormatPlatform Flag Values:
Flag Type
-----
0 N/A
1 Commodore Amiga
2 IBM OS/2
4 IBM PC Compatible
8 Apple Macintosh
10 MS Windows 3.x
20 MS Windows 95/98/Me/NT/2000/XP
40 MS/PC DOS
80 Sun OS
100 UNIX
200 Atari
400 Apple II
800 MS Windows CE/Pocket PC
1000 Palm OS
2000 Alpha (64 bit)
4000 Linux

pFEWrap->FormatName Formats Supported:
Index File Format Name                               Ver. Added Updated
-----
0 Unidentified                                     0.00.00.00 0.00.00.00
  File Extension(s):      .*
  Platform(s):            N/A (0x00)
  Storage Method(s):      N/A (0x00)
  Content Type(s):        N/A (0x00)

12 PK Zip Archive                                   1.00.00.01 1.00.00.01
  File Extension(s):      .ZIP, .JAR, .WMZ
  MIME Label(s):          application/zip,
                          application/x-zip-compressed,
                          application/x-compressed,
                          application/x-zip
  Platform(s):            IBM OS/2 (0x2),
                          IBM PC Compatible (0x4),
                          Apple Macintosh (0x8),
                          MS Windows 3.x (0x10),
                          MS Windows 95/98/Me/NT/2000/XP (0x20),
                          MS/PC DOS (0x40)
  Storage Method(s):      Cabinet/Archive (0x1),

```

## File Expander Software Development Kit

```

Content Type(s):      Binary (0x2)
File Expander Library: archive.fel

111 MS Excel Worksheet/Add-In/Template          1.00.00.01 1.00.01.00
File Extension(s):   .XLS, .XLA, .XLT, .XLB, .WWS
MIME Label(s):       application/vnd.ms-excel,
                    application/x-excel,
                    application/x-xlt,
                    application/x-msexcel

Platform(s):         IBM PC Compatible (0x4),
                    MS Windows 3.x (0x10),
                    MS Windows 95/98/Me/NT/2000/XP (0x20)

Storage Method(s):  Binary (0x2)
Content Type(s):     Personal/User Data (0x200),
                    Spreadsheet (0x200000),
                    Text (0x800000)

File Expander Library: compound.fel
.
.
.

KEY:  ?, *, n = File Extension wildcards indicate a space or word that can
        be any character and a space that can be 0-9.

110 File Formats Supported
```

Finally, when you have decided to purchase the product registration key, enter it and instruct the application to store it to the Windows Registry. The actual key is emailed to you once your payment is confirmed.

```
>fefilecpp.exe /Kregistrationkey
```

## The Source Code

### .NET Wrapper Library

The fiwrpnet.dll assembly provides the following enumeration and flag values.

#### Enumerators and Flags

```
namespace ForensicInnovations
{
    namespace FileExpander
    {
        // Enums
        // Enum values used with all functions
        public __value enum ErrorReturnCodes
        {
            Success = 0,
            Failure,
            FileNotFound,
            StringNotFound,
            ObjectsNotFound,
            CreateFileFailed,
            EndOfFile,
            CreateDirectoryFailed = 20,
            FormatNotSupported = 21,
            BadOrEmptyParameter = 22,
            BadRegistrationKey = 23,
            LibraryInterfaceMissing = 24,
            LibraryVersionOld = 25,
            StopCommandUsed = 26,
            ReadingFileFailed = 27,
            LoadingLibraryFailed = 28,
            AccessingRegistryFailed = 29,
            WrongFormatID = 30,
            EndOfList = 31,
            FileCorrupted = 32,
            UnknownObject = 33,
            WritingFileFailed = 34,
            AccessingMemory = 35,
            BadObjectOffset = 36,
            WrongObjectSize = 37,
            DecompressingFileFailed = 38
        };

        // Enum values used with feGetString() for Type
        public __value enum GetStringOptions
        {
            Content = 1,
            Storage,
            Platform,
            Error = 20
        };

        // Flag values used with feStartEngine() for Instructions
        [FlagsAttribute]
        public __value enum StartEngineFlags
        {
            All = 0,
            RegisterDLL = 0x01 << 0,
            ScanFELibraries = 0x01 << 1,
            EnterRegistrationKey = 0x01 << 2,
            StoreRegistrationKey = 0x01 << 3,
            ReplaceWorkingDirectory = 0x01 << 5
        }
    }
}
```

```

};

// Flag values used with feGetFileInfo() for FileFieldsRequested
[FlagsAttribute]
public __value enum FileFieldsRequestFlags
{
    All                = 0,
    FileFormatID      = 0x01 << 0,
    TotalObjects      = 0x01 << 1,
    FilteredObjects   = 0x01 << 2,
    ObjectNames       = 0x01 << 3,
    ObjectsExpandable = 0x01 << 6,
    UncompressedSize  = 0x01 << 7,
    ResetDebugLog     = 0x01 << 10,
    UseDebugLog       = 0x01 << 11
};

// Flag values used with feGetObjectInfo() for ObjectFieldsRequested
[FlagsAttribute]
public __value enum ObjectFieldsRequestFlags
{
    All                = 0,
    FileFormatID      = 0x01 << 0,
    AbsoluteIndex     = 0x01 << 1,
    ObjectName        = 0x01 << 3,
    TranslationAlgorithm = 0x01 << 4,
    CompressionAlgorithm = 0x01 << 5,
    EncryptionAlgorithm = 0x01 << 6,
    ExpansionSupport   = 0x01 << 8,
    AttributeFilter    = 0x01 << 13,
    ObjectSize         = 0x01 << 18,
    ObjectSizeCompressed = 0x01 << 19,
    CRC                = 0x01 << 21,
    Path               = 0x01 << 23,
    ObjectOffset       = 0x01 << 24,
    ObjectInformationOffset = 0x01 << 25,
    Storage            = 0x01 << 26,
    UseDebugLog       = 0x01 << 28
};

// Flag values used with feGetObjectInfo() for ExpansionInstructions
[FlagsAttribute]
public __value enum ObjectExpansionFlags
{
    None                = 0,
    ExpandToFile        = 0x01 << 0,
    CopyWithoutExpansion = 0x01 << 1,
    CopyIfExpansionFails = 0x01 << 2
};

// Enum values used with feGetObjectInfo() for TranslationAlgorithm
public __value enum ObjectTranslationAlgorithms
{
    None                = 0,
    Unknown,
    MIME,
    CB64,
    UUencode
};

```

## File Expander Software Development Kit

```
// Enum values used with feGetObjectInfo() for CompressionAlgorithm
public __value enum ObjectCompressionAlgorithms
{
    None                = 0,
    Unknown,
    PKWare,
    WinZip,
    Tokenizing,
    Deflate64,
    BZIP2,
    IBMTerse,
    IBMLZ77z,
    WavPack,
    PPMdvl,
    zlib
};

// Enum values used with feGetObjectInfo() for EncryptionAlgorithm
public __value enum ObjectEncryptionAlgorithms
{
    None                = 0,
    Unknown,
    PKWare,
    WinZipAES
};

// Flag values used with feGetObjectInfo() for ExpansionSupport
[FlagsAttribute]
public __value enum ExpansionSupportFlags
{
    None                = 0,
    Translation         = 0x01 << 0,
    Compression         = 0x01 << 1,
    Encryption          = 0x01 << 2,
    Copy                = 0x01 << 3
};

// Flag values used with feGetObjectInfo() for ObjectAttributes
[FlagsAttribute]
public __value enum ObjectAttributeFlags
{
    None                = 0,
    FileHeader          = 0x01 << 0, //0x0001
    Index               = 0x01 << 1, //0x0002
    ObjectHeader        = 0x01 << 2, //0x0004
    ObjectData          = 0x01 << 3, //0x0008
    ObjectFooter        = 0x01 << 4, //0x0010
    FileFooter          = 0x01 << 5, //0x0020
    ObjectIsFile        = 0x01 << 6, //0x0040
    UnknownObject       = 0x01 << 7, //0x0080
};

// Flag values used with feGetObjectInfo() for ObjectStorageCondition
[FlagsAttribute]
public __value enum ObjectStorageConditionFlags
{
    Unknown              = 0,
    Consecutive          = 0x01 << 0,
    Fragmented          = 0x01 << 1,
    Incomplete          = 0x01 << 2, // Deleted & over written
    Corrupted           = 0x01 << 4
};
```

```

// Flag values used with feGetFormatInfo() for FieldsRequested
[FlagsAttribute]
public __value enum FormatFieldsRequestFlags
{
    All                = 0,
    Name               = 0x01 << 0,
    Extensions         = 0x01 << 1,
    MIME               = 0x01 << 2,
    Platform           = 0x01 << 3,
    Storage            = 0x01 << 4,
    Content            = 0x01 << 5,
    VersionAdded       = 0x01 << 6,
    VersionUpdated     = 0x01 << 7,
    AttributeFilterFlags = 0x01 << 8,
    AlgorithmFlags     = 0x01 << 9,
    UseDebugLog        = 0x01 << 12,
    LibraryFilename    = 0x01 << 13
};
};// namespace FileExpander
};// namespace ForensicInnovations

```

The following public members are used to configure the fiwrnnet.dll assembly and access the results.

### ***Public Member Variables***

```

namespace ForensicInnovations
{
    namespace FileExpander
    {
        public __gc class Engine
        {
        public:
            // Engine Instructions (Set before calling feStartEngine)
            String *      EngineRegistrationKey;
            String *      EngineWorkingDirectory;

            // File Instructions (Set before calling feGetFileInfo)
            String *      FullPath;
            String *      SearchFilespec;

            ObjectAttributeFlags  AttributeFilter;
            unsigned __int64      FormatAttributeFilter;
            FileFieldsRequestFlags FileFieldsRequested;

            // File Results (Check after calling feGetFileInfo)
            unsigned long      FileFormatID;
            unsigned long      FileTotalObjects;
            unsigned long      FileFilteredObjects;
            String *           FileObjectNames __gc[];
            unsigned long      FileObjectsExpandable;
            unsigned __int64   FileUncompressedSize;

            // Object Instructions (Set before calling feGetObjectInfo)
            ObjectFieldsRequestFlags ObjectFieldsRequested;
            unsigned long      ObjectIndexStart;
            unsigned long      ObjectIndexStop;
            ObjectExpansionFlags ObjectExpansionInstructions;
            String *           ObjectExpandToPath;
            String *           ObjectExpandToFilespec;

            // Object Results (Check after calling feGetObjectInfo)
            unsigned long      ObjectAbsoluteIndex;
        };
    };
}

```

```

String *                               ObjectName;
ObjectTranslationAlgorithms             ObjectTranslationAlgorithm;
ObjectCompressionAlgorithms            ObjectCompressionAlgorithm;
ObjectEncryptionAlgorithms              ObjectEncryptionAlgorithm;
ExpansionSupportFlags                   ObjectExpansionSupport;
ObjectAttributeFlags                   ObjectAttributes;
unsigned __int64                         ObjectSize;
unsigned long                           ObjectSizeBitsAdded;
unsigned __int64                         ObjectSizeCompressed;
unsigned long                           ObjectSizeCompressedBitsAdded;
unsigned long                           ObjectCRC;
String *                               ObjectPath;
unsigned __int64                         ObjectOffset;
unsigned long                           ObjectOffsetBitsAdded;
unsigned __int64                         ObjectInfoOffset;
unsigned long                           ObjectInfoOffsetBitsAdded;
ObjectStorageConditionFlags             ObjectStorageCondition;

// Format Results (Check after calling feGetFormatInfo)
// Fields obtained from the File Investigator database
FormatFieldsRequestFlags                FormatFieldsRequested;
String *                               FormatName;
String *                               FormatExtensions __gc[];
String *                               FormatMIMEs __gc[];
unsigned long                           FormatPlatform;
unsigned long                           FormatStorage;
unsigned long                           FormatContent;

// FEEngine specific fields
String *                               FormatLibraryFilename;
unsigned long                           FormatVersionAdded;
unsigned long                           FormatVersionUpdated;
}; // public __gc class Engine
}; // namespace FileExpander
}; // namespace ForensicInnovations

```

### Method Declarations

```

namespace ForensicInnovations
{
    namespace FileExpander
    {
        public __gc class Engine
        {
        public:
            // Methods
            ErrorReturnCodes StartEngine(StartEngineFlags Instructions);
            ErrorReturnCodes GetFileInfo(String * InputFilename,
                long InputFileFormatID);
            ErrorReturnCodes GetObjectInfo(String * InputFilename,
                long InputFileFormatID);
            ErrorReturnCodes GetFormatInfo(long InputFileFormatID);
            String * GetString(GetStringOptions Type, long StringID,
                ErrorReturnCodes Error);
            ErrorReturnCodes StopFile();

            Engine();
        }; // public __gc class Engine
    }; // namespace FileExpander
}; // namespace ForensicInnovations

```

## Command Order

Definition to simplify nomenclature

```
C#
using FE = ForensicInnovations.FileExpander;
```

```
Managed C++
#define FE ForensicInnovations::FileExpander
```

Get a pointer to a copy of the File Expander Engine Class

```
C#
FE.Engine FEWrap = new FE.Engine();
```

```
Managed C++
FE::Engine^ pFEWrap = gcnew FE::Engine;
```

### One Time Tasks

These are tasks that you only need to perform once after you copy the File Expander files to a folder to start using them, or when you update one or more of the files. You will want to perform this step with just `ReplaceWorkingDirectory` every time you load the library if you are going to use the `FEDebug.log` option.

Fill in the Engine input values - located in the example `ProcessCommandLine()`

```
C#
String RegistrationKey;

RegistrationKey = "The Key You Buy" // Differs from the sample application
FEWrap.EngineRegistrationKey = String.Copy(RegistrationKey);
```

```
Managed C++
String ^ RegistrationKey;

RegistrationKey = "The Key You Buy" // Differs from the sample application
pFEWrap->EngineRegistrationKey = String::Copy(RegistrationKey);
```

Fill in the request flags for starting the Engine - located in the example `StartFEEngine()`

```
C#
FE.StartEngineFlags StartEngineInstructions;

StartEngineInstructions =
    (FE.StartEngineFlags) (int)
    (FE.StartEngineFlags.RegisterDLL | // After installation of a new version
    FE.StartEngineFlags.ScanFELibraries | // When adding/updating *.FEL libraries
    FE.StartEngineFlags.EnterRegistrationKey |
    FE.StartEngineFlags.StoreRegistrationKey | // Store key in Registry
    FE.StartEngineFlags.ReplaceWorkingDirectory);
```

## Managed C++

```
FE::StartEngineFlags StartEngineInstructions;

StartEngineInstructions = (FE::StartEngineFlags) (int)
    (FE::StartEngineFlags::RegisterDLL | // After installation of a new version
    FE::StartEngineFlags::ScanFELibraries | // When adding/updating *.FEL libraries
    FE::StartEngineFlags::EnterRegistrationKey |
    FE::StartEngineFlags::StoreRegistrationKey | // Store key in Registry
    FE::StartEngineFlags::ReplaceWorkingDirectory);
```

Call the StartEngine method - located in the example StartFEEngine()

## C#

```
FE.ErrorReturnCodes Return = FEWrap.StartEngine(StartEngineInstructions);
```

## Managed C++

```
FE::ErrorReturnCodes Return = pFEWrap->StartEngine(StartEngineInstructions);
```

Check that the library version is current - located in the example StartFEEngine()

## C#

```
long llTemp = 0L;

RegistryKey rkVersions = Registry.LocalMachine.OpenSubKey("Software\\Forensic
    Innovations\\File Expander\\Versions");
if (rkVersions != null)
{
    String valueEngine = rkVersions.GetValue("Engine").ToString();
    llTemp = Convert.ToInt64(valueEngine);
    if (llTemp/16777216*100 + (llTemp%16777216/65536)<100)// 100=v1.00; 102=v1.02
    {
        Console.WriteLine("\r\nERROR: The FEEngine.DLL is too old! Please install a
            newer version.\r\n");
        Return = FE.ErrorReturnCodes.LibraryVersionOld;
    }
}
else Return = FE.ErrorReturnCodes.AccessingRegistryFailed;
```

## Managed C++

```
long long llTemp = 0L;

RegistryKey ^ rkVersions = Registry::LocalMachine->OpenSubKey("Software\\Forensic
    Innovations\\File Expander\\Versions");
if (rkVersions)
{
    String ^ valueEngine = rkVersions->GetValue("Engine")->ToString();
    llTemp = Convert::ToInt64(valueEngine);
    if (llTemp/16777216*100+(llTemp%16777216/65536) < 100)// 100=v1.00, 102=v1.02
    {
        Console::Write("\r\nERROR: The FEEngine.DLL is too old! Please install a
            newer version.\r\n");
        Return = FE::ErrorReturnCodes::LibraryVersionOld;
    }
}
else Return = FE::ErrorReturnCodes::AccessingRegistryFailed;
```

**Summarize Each File**

This step only needs to be performed when you want a summary of a file's contents.

Fill in the GetFileInfo input values - located in the example ProcessCommandLine()

C#

```
String File;
String WorkingFolder = "";

File = "c:\\fitest\\fesdk100b2.zip"; // Differs from the sample application
WorkingFolder = "c:\\fitest\\"; // Differs from the sample application

FEWrap.FullPath = String.Copy(File);
FEWrap.EngineWorkingDirectory = String.Copy(WorkingFolder);
```

Managed C++

```
String ^ File;
String ^ WorkingFolder;

File = "c:\\fitest\\fesdk100b2.zip"; // Differs from the sample application
WorkingFolder = "c:\\fitest\\"; // Differs from the sample application

pFEWrap->FullPath = String::Copy(File);
pFEWrap->EngineWorkingDirectory = String::Copy(WorkingFolder);
```

Fill in the GetFileInfo request flags - located in the example ShowFileInfo()

C#

```
String SearchFilespec = "*.*";

FEWrap.SearchFilespec = String.Copy(SearchFilespec);
FEWrap.AttributeFilter = (FE.ObjectAttributeFlags) (int)
    (FE.ObjectAttributeFlags.FileHeader |
    FE.ObjectAttributeFlags.Index |
    FE.ObjectAttributeFlags.ObjectIsFile |
    FE.ObjectAttributeFlags.ObjectHeader |
    FE.ObjectAttributeFlags.ObjectData |
    FE.ObjectAttributeFlags.ObjectFooter |
    FE.ObjectAttributeFlags.FileFooter |
    FE.ObjectAttributeFlags.UnknownObject);
FEWrap.FileFieldsRequested = (FE.FileFieldsRequestFlags) (int)
    (FE.FileFieldsRequestFlags.AlgorithmsSupported |
    FE.FileFieldsRequestFlags.AlgorithmsUsed |
    FE.FileFieldsRequestFlags.FileFormatID |
    FE.FileFieldsRequestFlags.FilteredObjects |
    FE.FileFieldsRequestFlags.ObjectNames |
    FE.FileFieldsRequestFlags.ObjectsExpandable |
    FE.FileFieldsRequestFlags.TotalObjects |
    FE.FileFieldsRequestFlags.UncompressedSize |
    FE.FileFieldsRequestFlags.UseDebugLog);
```

## Managed C++

```
String ^ SearchFilespec = " *.* ";

pFEWrap->SearchFilespec = String::Copy(SearchFilespec);
pFEWrap->AttributeFilter = (FE::ObjectAttributeFlags) (int)
    (FE::ObjectAttributeFlags::FileHeader |
    FE::ObjectAttributeFlags::Index |
    FE::ObjectAttributeFlags::ObjectIsFile |
    FE::ObjectAttributeFlags::ObjectHeader |
    FE::ObjectAttributeFlags::ObjectData |
    FE::ObjectAttributeFlags::ObjectFooter |
    FE::ObjectAttributeFlags::FileFooter |
    FE::ObjectAttributeFlags::UnknownObject |
    FE::ObjectAttributeFlags::PrependedData |
    FE::ObjectAttributeFlags::AppendedData |
    FE::ObjectAttributeFlags::SlackSpace |
    FE::ObjectAttributeFlags::ObjectIsFolder);
pFEWrap->FileFieldsRequested = (FE::FileFieldsRequestFlags) (int)
    (FE::FileFieldsRequestFlags::AlgorithmsSupported |
    FE::FileFieldsRequestFlags::AlgorithmsUsed |
    FE::FileFieldsRequestFlags::FileFormatID |
    FE::FileFieldsRequestFlags::FilteredObjects |
    FE::FileFieldsRequestFlags::ObjectNames |
    FE::FileFieldsRequestFlags::ObjectsExpandable |
    FE::FileFieldsRequestFlags::TotalObjects |
    FE::FileFieldsRequestFlags::UncompressedSize |
    FE::FileFieldsRequestFlags::UseDebugLog);
```

Call the GetFileInfo() method - located in the example ShowFileInfo()

## C#

```
FE.ErrorReturnCodes Return Result = FEWrap.GetFileInfo(FEWrap.FullPath, 0);
// Use 0L (Unknown) index unless you are sure of the file format
```

## Managed C++

```
FE::ErrorReturnCodes Result = pFEWrap->GetFileInfo(pFEWrap->FullPath, 0L);
// Use 0L (Unknown) index unless you are sure of the file format
```

Display the results from the GetFileInfo() method - located in the example ShowFileInfo()

## C#

```
Console.WriteLine(" File Format ID-----] {0}\r\n", FEWrap.FileFormatID.ToString());
Console.WriteLine(" Total Objects-----] {0}\r\n",
    FEWrap.FileTotalObjects.ToString());
Console.WriteLine(" Filtered Objects-----] {0}\r\n",
    FEWrap.FileFilteredObjects.ToString());
if (FEWrap.FileObjectNames != null) {
    Console.WriteLine(" Data Object Names----]");
    for (int counter=0; counter < FEWrap.FileObjectNames.Length; counter++) {
        if (counter > 0)
            Console.WriteLine("\r\n          ");
        Console.WriteLine(" {0}", FEWrap.FileObjectNames[counter]);
    }
    Console.WriteLine("\r\n");
}
```

**Managed C++**

```

Console::Write("  File Format ID-----] {0}\r\n",
    pFEWrap->FileFormatID.ToString());
Console::Write("  Total Objects-----] {0}\r\n",
    pFEWrap->FileTotalObjects.ToString());
Console::Write("  Filtered Objects-----] {0}\r\n",
    pFEWrap->FileFilteredObjects.ToString());
if (pFEWrap->FileObjectNames) {
    Console::Write("  Data Object Names----]");
    for (int counter=0; counter < pFEWrap->FileObjectNames->Length; counter++) {
        if (counter > 0)
            Console::Write("\r\n                               ");
        Console::Write(" {0}", pFEWrap->FileObjectNames[counter]);
    }
    Console::Write("\r\n");
}
}

```

**Process Each Object**

This step must be performed for each object that you would like to process in the file.

Fill in the GetObjectInfo input values - located in the example ProcessCommandLine()

**C#**

```

String    File;
String    WorkingFolder;
String    ExpandToPath;

File = "c:\\fitest\\fesdk100b2.zip";           // Differs from the sample application
WorkingFolder = "c:\\fitest\\";               // Differs from the sample application
ExpandToPath = "c:\\fitest\\expand\\";        // Differs from the sample application

FEWrap.FullPath = String.Copy(File);
FEWrap.EngineWorkingDirectory = String.Copy(WorkingFolder);
FEWrap.ObjectExpandToPath = String.Copy(ExpandToPath);

```

**Managed C++**

```

String ^ File;
String ^ WorkingFolder;
String ^ ExpandToPath;

File = "c:\\fitest\\fesdk100b2.zip";           // Differs from the sample application
WorkingFolder = "c:\\fitest\\";               // Differs from the sample application
ExpandToPath = "c:\\fitest\\expand\\";        // Differs from the sample application

pFEWrap->FullPath = String::Copy(File);
pFEWrap->EngineWorkingDirectory = String::Copy(WorkingFolder);
pFEWrap->ObjectExpandToPath = String::Copy(ExpandToPath);

```

Fill in the GetObjectInfo request flags - located in the example ShowObjectInfo()

```

C#
String      SearchFilespec      = "*. *";

FEWrap.SearchFilespec  = String.Copy(SearchFilespec);
FEWrap.AttributeFilter = (FE.ObjectAttributeFlags) (int)
    (FE.ObjectAttributeFlags.FileHeader |
    FE.ObjectAttributeFlags.Index |
    FE.ObjectAttributeFlags.ObjectHeader |
    FE.ObjectAttributeFlags.ObjectData |
    FE.ObjectAttributeFlags.ObjectFooter |
    FE.ObjectAttributeFlags.FileFooter |
    FE.ObjectAttributeFlags.ObjectIsFile |
    FE.ObjectAttributeFlags.UnknownObject);
FEWrap.ObjectFieldsRequested = (FE.ObjectFieldsRequestFlags) (int)
    (FE.ObjectFieldsRequestFlags.AbsoluteIndex |
    FE.ObjectFieldsRequestFlags.AttributeFilter |
    FE.ObjectFieldsRequestFlags.CompressionAlgorithm |
    FE.ObjectFieldsRequestFlags.CRC |
    FE.ObjectFieldsRequestFlags.EncryptionAlgorithm |
    FE.ObjectFieldsRequestFlags.ExpansionSupport |
    FE.ObjectFieldsRequestFlags.FileAttributes |
    FE.ObjectFieldsRequestFlags.FileFormatID |
    FE.ObjectFieldsRequestFlags.FormatAttributeFilter |
    FE.ObjectFieldsRequestFlags.ObjectInformationOffset |
    FE.ObjectFieldsRequestFlags.ObjectName |
    FE.ObjectFieldsRequestFlags.Path |
    FE.ObjectFieldsRequestFlags.ObjectOffset |
    FE.ObjectFieldsRequestFlags.ObjectSize |
    FE.ObjectFieldsRequestFlags.ObjectSizeCompressed |
    FE.ObjectFieldsRequestFlags.Storage |
    FE.ObjectFieldsRequestFlags.TranslationAlgorithm |
    FE.ObjectFieldsRequestFlags.UseDebugLog);
FEWrap.ObjectExpansionInstructions = (FE.ObjectExpansionFlags) (int)
    (FE.ObjectExpansionFlags.CopyIfExpansionFails |
    FE.ObjectExpansionFlags.CopyWithoutExpansion |
    FE.ObjectExpansionFlags.ExpandToFile);
if (FEWrap.ObjectExpandToPath == "")
    FEWrap.ObjectExpandToPath = "C:\\temp";
FEWrap.ObjectExpandToFilespec = "%filename%-%index%-0x%offset%-%opath%-%object%";

```

## Managed C++

```

String ^ SearchFilespec = " *.* ";
pFEWrap->SearchFilespec = String::Copy(SearchFilespec);
pFEWrap->AttributeFilter = (FE::ObjectAttributeFlags) (int)
    (FE::ObjectAttributeFlags::FileHeader |
    FE::ObjectAttributeFlags::Index |
    FE::ObjectAttributeFlags::ObjectIsFile |
    FE::ObjectAttributeFlags::ObjectHeader |
    FE::ObjectAttributeFlags::ObjectData |
    FE::ObjectAttributeFlags::ObjectFooter |
    FE::ObjectAttributeFlags::FileFooter |
    FE::ObjectAttributeFlags::UnknownObject);
pFEWrap->ObjectFieldsRequested = (FE::ObjectFieldsRequestFlags) (int)
    (FE::ObjectFieldsRequestFlags::AbsoluteIndex |
    FE::ObjectFieldsRequestFlags::AttributeFilter |
    FE::ObjectFieldsRequestFlags::CompressionAlgorithm |
    FE::ObjectFieldsRequestFlags::EncryptionAlgorithm |
    FE::ObjectFieldsRequestFlags::ExpansionSupport |
    FE::ObjectFieldsRequestFlags::FileAttributes |
    FE::ObjectFieldsRequestFlags::FileFormatID |
    FE::ObjectFieldsRequestFlags::FormatAttributeFilter |
    FE::ObjectFieldsRequestFlags::ObjectFormatID |
    FE::ObjectFieldsRequestFlags::ObjectInformationOffset |
    FE::ObjectFieldsRequestFlags::ObjectName |
    FE::ObjectFieldsRequestFlags::Path |
    FE::ObjectFieldsRequestFlags::ObjectOffset |
    FE::ObjectFieldsRequestFlags::ObjectSize |
    FE::ObjectFieldsRequestFlags::ObjectSizeCompressed |
    FE::ObjectFieldsRequestFlags::Storage |
    FE::ObjectFieldsRequestFlags::TranslationAlgorithm |
    FE::ObjectFieldsRequestFlags::UseDebugLog);
pFEWrap->ObjectExpansionInstructions = (FE::ObjectExpansionFlags) (int)
    (FE::ObjectExpansionFlags::CopyIfExpansionFails |
    FE::ObjectExpansionFlags::CopyWithoutExpansion |
    FE::ObjectExpansionFlags::ExpandToFile);
pFEWrap->ObjectExpandToFilespec = "%filename%-%#index%-0x%offset%-%opath%-%object%";

```

Call the `GetObjectInfo()` method - located in the example `ShowObjectInfo()`

#### C#

```
FEWrap.ObjectIndexStart = 0;
FEWrap.ObjectIndexStop = 0;
// Note: You can process more than 1 object at a time by increasing pFEWrap-
>ObjectIndexStop more than pFEWrap->ObjectIndexStart, but only information about
the last processed object are returned. The advantage is to expand/extract
multiple objects faster in a single pass.

do {
    String InputFile = FEWrap.FullPath;
    Result = FEWrap.GetObjectInfo(InputFile, 0);
    // Use 0 (Unknown) index unless you are sure of the file format
    pFEWrap->ObjectIndexStart++;
    pFEWrap->ObjectIndexStop++;
} while ((LocalValues.Exit == 0) && ((Result == FE.ErrorReturnCodes.Success) ||
    (Result == FE.ErrorReturnCodes.CreateFileFailed) ||
    (Result == FE.ErrorReturnCodes.Failure) ||
    (Result == FE.ErrorReturnCodes.UnknownObject) ||
    (Result == FE.ErrorReturnCodes.WritingFileFailed) ||
    (Result == FE.ErrorReturnCodes.WrongFormatID) ||
    (Result == FE.ErrorReturnCodes.BadObjectOffset) ||
    (Result == FE.ErrorReturnCodes.DecompressingFileFailed) ||
    (Result == FE.ErrorReturnCodes.WrongObjectSize)));
```

#### Managed C++

```
pFEWrap->ObjectIndexStart = 0L;
pFEWrap->ObjectIndexStop = 0L;
// Note: You can process more than 1 object at a time by increasing pFEWrap-
>ObjectIndexStop more than pFEWrap->ObjectIndexStart, but only information about
the last processed object are returned. The advantage is to expand/extract
multiple objects faster in a single pass.

do {
    String ^ InputFile = pFEWrap->FullPath;
    Result = pFEWrap->GetObjectInfo(InputFile, 0L);
    // Use 0L (Unknown) index unless you are sure of the file format
    pFEWrap->ObjectIndexStart++;
    pFEWrap->ObjectIndexStop++;
} while ((!LocalValues->Exit) && ((Result == FE::ErrorReturnCodes::Success) ||
    (Result == FE::ErrorReturnCodes::CreateFileFailed) ||
    (Result == FE::ErrorReturnCodes::Failure) ||
    (Result == FE::ErrorReturnCodes::UnknownObject) ||
    (Result == FE::ErrorReturnCodes::WritingFileFailed) ||
    (Result == FE::ErrorReturnCodes::WrongFormatID) ||
    (Result == FE::ErrorReturnCodes::BadObjectOffset) ||
    (Result == FE::ErrorReturnCodes::DecompressingFileFailed) ||
    (Result == FE::ErrorReturnCodes::WrongObjectSize)));
```

Display the results from the `GetObjectInfo()` method - located in the example `ShowObjectInfo()`

You will need to either make a copy of the results on each pass of the `Do` loop, or display these results right after the data is returned for each object.

C#

```

Console.WriteLine(" Object #-----] {0,-6:G}\r\n", FEWrap.ObjectAbsoluteIndex);
Console.WriteLine(" Object Name-----] {0}\r\n", FEWrap.ObjectName);
if ((FEWrap.ObjectPath != null) && (FEWrap.ObjectPath.Length != 0L))
    Console.WriteLine(" Object Path-----] {0}\r\n", FEWrap.ObjectPath);
Console.WriteLine(" Object Attributes----] {0:F}\r\n", FEWrap.ObjectAttributes);
Console.WriteLine(" Offset-----] 0x{0,8} + {1,1:D} bits\r\n",
    FEWrap.ObjectOffset.ToString("x8"), FEWrap.ObjectOffsetBitsAdded);
Console.WriteLine(" Information Offset---] 0x{0,8} + {1,1:D} bits\r\n",
    FEWrap.ObjectInfoOffset.ToString("x8"), FEWrap.ObjectInfoOffsetBitsAdded);
Console.WriteLine(" Uncompressed Size----] 0x{0,8} + {1,1:D} bits\r\n",
    FEWrap.ObjectSize.ToString("x8"), FEWrap.ObjectSizeBitsAdded);
Console.WriteLine(" Compressed Size-----] 0x{0,8} + {1,1:D} bits\r\n",
    FEWrap.ObjectSizeCompressed.ToString("x8"),
    FEWrap.ObjectSizeCompressedBitsAdded);
Console.WriteLine(" Storage Condition----] {0:F}\r\n", FEWrap.ObjectStorageCondition);
Console.WriteLine(" Translation Algorithm] {0:F}\r\n",
    FEWrap.ObjectTranslationAlgorithm);
Console.WriteLine(" Compression Algorithm] {0:F}\r\n",
    FEWrap.ObjectCompressionAlgorithm);
Console.WriteLine(" Encryption Algorithm-] {0:F}\r\n",
    FEWrap.ObjectEncryptionAlgorithm);
Console.WriteLine(" Expansion Support----] {0:F}\r\n", FEWrap.ObjectExpansionSupport);
Console.WriteLine(" CRC-----] 0x{0,8}\r\n",
    FEWrap.ObjectCRC.ToString("x8"));

```

Managed C++

```

Console::Write(" Object #-----] {0,-6:G}\r\n",
    pFEWrap->ObjectAbsoluteIndex);
Console::Write(" Object Name-----] {0}\r\n",
    pFEWrap->ObjectName);
if ((pFEWrap->ObjectPath) && (pFEWrap->ObjectPath->Length != 0L))
    Console::Write(" Object Path-----] {0}\r\n", pFEWrap->ObjectPath);
Console::Write(" Object Attributes----] {0:F}\r\n", pFEWrap->ObjectAttributes);
Console::Write(" Offset-----] 0x{0,8} + {1,1:D} bits\r\n",
    pFEWrap->ObjectOffset.ToString("x8"), pFEWrap->ObjectOffsetBitsAdded);
Console::Write(" Information Offset---] 0x{0,8} + {1,1:D} bits\r\n",
    pFEWrap->ObjectInfoOffset.ToString("x8"), pFEWrap->ObjectInfoOffsetBitsAdded);
Console::Write(" Uncompressed Size----] 0x{0,8} + {1,1:D} bits\r\n",
    pFEWrap->ObjectSize.ToString("x8"), pFEWrap->ObjectSizeBitsAdded);
Console::Write(" Compressed Size-----] 0x{0,8} + {1,1:D} bits\r\n",
    pFEWrap->ObjectSizeCompressed.ToString("x8"),
    pFEWrap->ObjectSizeCompressedBitsAdded);
Console::Write(" Format ID-----] {0}\r\n", pFEWrap->ObjectFormatID);
Console::Write(" Storage Condition----] {0:F}\r\n",
    pFEWrap->ObjectStorageCondition);
Console::Write(" Translation Algorithm] {0:F}\r\n",
    pFEWrap->ObjectTranslationAlgorithm);
Console::Write(" Compression Algorithm] {0:F}\r\n",
    pFEWrap->ObjectCompressionAlgorithm);
Console::Write(" Encryption Algorithm-] {0:F}\r\n",
    pFEWrap->ObjectEncryptionAlgorithm);
Console::Write(" Expansion Support----] {0:F}\r\n",
    pFEWrap->ObjectExpansionSupport);
Console::Write(" CRC-----] 0x{0,8}\r\n",
    pFEWrap->ObjectCRC.ToString("x8"));

```

**Halt All Processing**

If you want to stop the processing of all files, in a multitasking/multithreaded environment, you can call StopFile(). Each of the affected thread calls will then return in a controlled manner, with the error result indicating that the file processing was stopped.

Call the StopFile() method - located in the example main()

```
C#
    FEWrap.StopFile();

Managed C++
    pFEWrap->StopFile();
```

**File Format Details**

This step can be performed when you want detailed information about a file format.

Fill in the GetFormatInfo request flags - located in the example ShowLists()

```
C#
    FEWrap.FormatFieldsRequested = (FE.FormatFieldsRequestFlags) (int)
        (FE.FormatFieldsRequestFlags.Content |
         FE.FormatFieldsRequestFlags.Extensions |
         FE.FormatFieldsRequestFlags.MIME |
         FE.FormatFieldsRequestFlags.Name |
         FE.FormatFieldsRequestFlags.Platform |
         FE.FormatFieldsRequestFlags.Storage |
         FE.FormatFieldsRequestFlags.LibraryFilename |
         FE.FormatFieldsRequestFlags.VersionAdded |
         FE.FormatFieldsRequestFlags.VersionUpdated);

Managed C++
    pFEWrap->FormatFieldsRequested = (FE::FormatFieldsRequestFlags) (int)
        (FE::FormatFieldsRequestFlags::Content |
         FE::FormatFieldsRequestFlags::Extensions |
         FE::FormatFieldsRequestFlags::MIME |
         FE::FormatFieldsRequestFlags::Name |
         FE::FormatFieldsRequestFlags::Platform |
         FE::FormatFieldsRequestFlags::Storage |
         FE::FormatFieldsRequestFlags::LibraryFilename |
         FE::FormatFieldsRequestFlags::VersionAdded |
         FE::FormatFieldsRequestFlags::VersionUpdated);
```

Call the GetFormatInfo() method - located in the example ShowLists()

```
C#
    int formatID = 12; // The File Investigator ID for PK Zip archive
    FE.ErrorReturnCodes Result = FEWrap.GetFormatInfo(formatID);

Managed C++
    int formatID = 12; // The File Investigator ID for PK Zip archive
    FE::ErrorReturnCodes Result = pFEWrap->GetFormatInfo(formatID);
```

Display the results from the GetFormatInfo() method - located in the example ShowLists()

```

C#
int         iUseComma;

Console.WriteLine("{0,5} {1,-51}\r\n", stringID, FEWrap.FormatName);
Console.WriteLine("{0,1}.{1,2:D2}.{2,2:D2}.{3,2:D2}\r\n",
    FEWrap.FormatVersionAdded/16777216,
    (FEWrap.FormatVersionAdded%16777216)/65536,
    (FEWrap.FormatVersionAdded%65536)/256,
    FEWrap.FormatVersionAdded%256);
Console.WriteLine("{0,1}.{1,2:D2}.{2,2:D2}.{3,2:D2}\r\n",
    FEWrap.FormatVersionUpdated/16777216,
    (FEWrap.FormatVersionUpdated%16777216)/65536,
    (FEWrap.FormatVersionUpdated%65536)/256,
    FEWrap.FormatVersionUpdated%256);
if ((FEWrap.FormatExtensions != null) && (FEWrap.FormatExtensions.Length > 0)) {
    Console.WriteLine("        File Extension(s):        ");
    for (iCounter=0; iCounter < FEWrap.FormatExtensions.Length; iCounter++) {
        if (iCounter > 0) Console.WriteLine(", ");
        Console.WriteLine("{0}", FEWrap.FormatExtensions[iCounter]);
    }
    Console.WriteLine("\r\n");
}
if ((FEWrap.FormatMIMES != null) && (FEWrap.FormatMIMES.Length > 0)) {
    Console.WriteLine("        MIME Label(s):        ");
    iUseComma=0;
    for (iCounter=0; iCounter < FEWrap.FormatMIMES.Length; iCounter++) {
        if (iCounter > 0) Console.WriteLine(",\r\n");
        Console.WriteLine(FEWrap.FormatMIMES[iCounter]);
    }
    Console.WriteLine("\r\n");
}
Console.WriteLine("        Platform(s):        ");
iUseComma=0;
if (FEWrap.FormatPlatform == 0)
    Console.WriteLine("{0} (0x00)", FEWrap.GetString(FE.GetStringOptions.Platform, 0,
        Error));
else for (iCounter = 0; (iCounter < 32) && (Error == FE.ErrorReturnCodes.Success);
    iCounter++) {
    uint    uiCounter = (uint) (1 << iCounter);
    if ((FEWrap.FormatPlatform & uiCounter) > 0) {
        if (iUseComma > 0) Console.WriteLine(",\r\n");
        Console.WriteLine("{0} (0x{1:X})",
            FEWrap.GetString(FE.GetStringOptions.Platform, iCounter + 1, Error),
            uiCounter);
        iUseComma++;
    }
}
Console.WriteLine("\r\n");
Console.WriteLine("        Storage Method(s):        ");
iUseComma=0;
if (FEWrap.FormatStorage == 0)
    Console.WriteLine("{0} (0x00)", FEWrap.GetString(FE.GetStringOptions.Storage, 0,
        Error));
else for (iCounter = 0; (iCounter < 32) && (Error == FE.ErrorReturnCodes.Success);
    iCounter++) {
    uint uiCounter = (uint)(1 << iCounter);
    if ((FEWrap.FormatStorage & uiCounter) > 0) {
        if (iUseComma > 0) Console.WriteLine(",\r\n");
        Console.WriteLine("{0} (0x{1:X})", FEWrap.GetString(FE.GetStringOptions.Storage,
            iCounter + 1, Error), uiCounter);
        iUseComma++;
    }
}

```

```

    }
}
Console.WriteLine("\r\n");
Console.WriteLine("          Content Type(s):          ");
iUseComma=0;
if (FEWrap.FormatContent == 0)
    Console.WriteLine("{0} (0x00)", FEWrap.GetString(FE.GetStringOptions.Content, 0,
        Error));
else for (iCounter = 0; (iCounter < 32) && (Error == FE.ErrorReturnCodes.Success);
    iCounter++) {
    uint uiCounter = (uint)(1 << iCounter);
    if ((FEWrap.FormatContent & uiCounter) > 0) {
        if (iUseComma > 0) Console.WriteLine(",\r\n");
        Console.WriteLine("{0} (0x{1:X})", FEWrap.GetString(FE.GetStringOptions.Content,
            iCounter + 1, Error), uiCounter);
        iUseComma++;
    }
}
Console.WriteLine("\r\n");
if ((FEWrap.FormatLibraryFilename != null) &&
    (FEWrap.FormatLibraryFilename.Length > 0))
    Console.WriteLine("          File Expander Library: {0}\r\n",
        FEWrap.FormatLibraryFilename);

```

### Managed C++

```

int    iUseComma; // counter to decide where to place commas in a list

Console::Write("{0,5} {1,-51}\r\n", stringID, pFEWrap->FormatName);
Console::Write("          Version Added:
    {0,1}. {1,2:D2}. {2,2:D2}. {3,2:D2}\r\n",
    pFEWrap->FormatVersionAdded/16777216,
    (pFEWrap->FormatVersionAdded%16777216)/65536,
    (pFEWrap->FormatVersionAdded%65536)/256,
    pFEWrap->FormatVersionAdded%256);
Console::Write("          Version Updated:
    {0,1}. {1,2:D2}. {2,2:D2}. {3,2:D2}\r\n",
    pFEWrap->FormatVersionUpdated/16777216,
    (pFEWrap->FormatVersionUpdated%16777216)/65536,
    (pFEWrap->FormatVersionUpdated%65536)/256,
    pFEWrap->FormatVersionUpdated%256);
if ((pFEWrap->FormatExtensions) && (pFEWrap->FormatExtensions->Length > 0)) {
    Console::Write("          File Extension(s):          ");
    for (iCounter=0; iCounter < pFEWrap->FormatExtensions->Length; iCounter++) {
        if (iCounter > 0) Console::Write(", ");
        Console::Write(".{0}", pFEWrap->FormatExtensions[iCounter]);
    }
    Console::Write("\r\n");
}
if ((pFEWrap->FormatMIMES) && (pFEWrap->FormatMIMES->Length > 0)) {
    Console::Write("          MIME Label(s):          ");
    iUseComma=0;
    for (iCounter=0; iCounter < pFEWrap->FormatMIMES->Length; iCounter++) {
        if (iCounter > 0) Console::Write(",\r\n");
        Console::Write(pFEWrap->FormatMIMES[iCounter]);
    }
    Console::Write("\r\n");
}
Console::Write("          Platform(s):          ");
iUseComma=0;
if (pFEWrap->FormatPlatform == 0)
    Console::Write("{0} (0x00)", pFEWrap->GetString(FE::GetStringOptions::Platform,
        0, Error));
else for (iCounter=0; (iCounter < 32) && (Error == FE::ErrorReturnCodes::Success);

```

## File Expander Software Development Kit

```
iCounter++)
if (pFEWrap->FormatPlatform & (1<<iCounter)) {
    if (iUseComma) Console::Write(",\r\n");
    Console::Write("{0} (0x{1:X})",
        pFEWrap->GetString(FE::GetStringOptions::Platform, iCounter+1, Error),
        1<<iCounter);
    iUseComma++;
}
Console::Write("\r\n");
Console::Write("        Storage Method(s):        ");
iUseComma=0;
if (pFEWrap->FormatStorage == 0)
    Console::Write("{0} (0x00)", pFEWrap->GetString(FE::GetStringOptions::Storage,
        0, Error));
else for (iCounter=0; (iCounter < 32) && (Error == FE::ErrorReturnCodes::Success);
    iCounter++)
    if (pFEWrap->FormatStorage & (1<<iCounter)) {
        if (iUseComma) Console::Write(",\r\n");
        Console::Write("{0} (0x{1:X})",
            pFEWrap->GetString(FE::GetStringOptions::Storage, iCounter+1, Error),
            1<<iCounter);
        iUseComma++;
    }
Console::Write("\r\n");
Console::Write("        Content Type(s):        ");
iUseComma=0;
if (pFEWrap->FormatContent == 0)
    Console::Write("{0} (0x00)", pFEWrap->GetString(FE::GetStringOptions::Content,
        0, Error));
else for (iCounter=0; (iCounter < 32) && (Error == FE::ErrorReturnCodes::Success);
    iCounter++)
    if (pFEWrap->FormatContent & (1<<iCounter)) {
        if (iUseComma) Console::Write(",\r\n");
        Console::Write("{0} (0x{1:X})",
            pFEWrap->GetString(FE::GetStringOptions::Content, iCounter+1, Error),
            1<<iCounter);
        iUseComma++;
    }
Console::Write("\r\n");
if ((pFEWrap->FormatAttributeFilterFlags) &&
    (pFEWrap->FormatAttributeFilterFlags->Length > 0)) {
    Console::Write("        Attribute Filter Flags: ");
    for (iCounter=0; iCounter < pFEWrap->FormatAttributeFilterFlags->Length;
        iCounter++) {
        if (iCounter > 0) Console::Write(",\r\n");
        Console::Write("{0} (0x{1:X})",
            pFEWrap->FormatAttributeFilterFlags[iCounter], 1<<iCounter);
    }
    Console::Write("\r\n");
}
if ((pFEWrap->FormatLibraryFilename) &&
    (pFEWrap->FormatLibraryFilename->Length > 0))
    Console::Write("        File Expander Library: {0}\r\n",
        pFEWrap->FormatLibraryFilename);
```

## Appendix A: File Formats Supported

The list of supported file formats for File Expander is 110 entries and over 2,600 for File Investigator. We are gradually adding the file formats to File Expander that are already supported in File Investigator. These lists are very long and updated more often than this manual. The File Expander formats list is provided here, but we no longer include the File Investigator list here. You can find the latest lists at <http://www.ForensicInnovations.com/formats.html>.

Description	File Extensions	Library	Modified	Index
Corel ClipArt ScrapBook	SRB, SRI	compound	1.00.00	2203
Crystal Report	RPT	compound	1.00.00	1020
Draw Native Drawing (Compress+Preview)	ZMF	archive	1.00.00	2137
Family Tree Database	FTW, FBK	compound	1.00.00	1359
Family Tree System File	BIN	compound	1.00.00	1970
Flash Movie	FLA	compound	1.00.00	727
FlashPix Bitmap	FPX, CPX, FMP	compound	1.00.00	740
InstallShield Log File	ILG	compound	1.00.00	1024
Java Archive	JAR, ZIP, BASE, MZP	archive	1.00.00	1432
JungUm Office Document	GUL	compound	1.00.00	2510
Karbon Document	KARBON	archive	1.00.00	2475
KChart Document	CHRT	archive	1.00.00	2476
KFormula Document	KFO	archive	1.00.00	2477
Kivio Document	FLW	archive	1.00.00	2478
Kontour Document	KON	archive	1.00.00	2479
KPresenter Document	KPR, KPT	archive	1.00.00	2480
KSpread Document	KSP	archive	1.00.00	2481
KWord Document / Template	KWD, KWT	archive	1.00.00	2482
Link Notebook File	LNB, ANB	compound	1.00.00	1238
Mozilla Browser Extension Package	XPI	archive	1.00.00	2511
MS Access Database Project	ADP	compound	1.00.00	483
MS Access Database Template (Open XML)	ACCDT	archive	1.00.00	2396
MS Access Database Wiz. Template	MDZ	compound	1.00.00	327
MS Access Report / Snapshot	RPT, SNP	compound	1.00.00	1521
MS ActiveMovie Graph File	GRF	compound	1.00.00	769
MS Agent/Assistant Character	ACS, ACG, ACF	compound	1.00.00	1207
MS ClipArt Gallery	CAG	compound	1.00.00	328
MS Data Transformation Services	DTS	compound	1.00.00	2194
MS Developer Studio Workspace Options	OPT	compound	1.00.00	914
MS Excel Graph	GRA	compound	1.00.00	768
MS Excel Spreadsheet (Open XML)	XLSX, XLSM, XLAM, XLTX	archive	1.00.00	2209
MS Excel Worksheet/Add-In/Template	XLS, XLA, XLT, XLB, WWS	compound	1.00.00	111
MS Management Console	MSC	compound	1.00.00	2199
MS Network Shortcut	MCC	compound	1.00.00	237
MS Office Binder Doc/Temp./Wiz.	OBD, OBT, OBZ	compound	1.00.00	326
MS Office Data (OLE2)	OBD, PPT, DOC, XLS	compound	1.00.00	274
MS Office Data (Open XML)	XLSX, DOCX, PPTX, XLSM, DOCM, PPTM, ???X	archive	1.00.00	2207
MS Outlook Message	MSG	compound	1.00.00	148
MS Outlook Send/Receive Settings	SRS	compound	1.00.00	2204
MS Outlook Template	OFT	compound	1.00.00	909
MS Picture It! Multilayer Picture	MIX	compound	1.00.00	1358
MS Pictures	PCS	compound	1.00.00	329
MS PipeLine Component File	PCF	compound	1.00.00	1464

## File Expander Software Development Kit

MS PowerPoint Presentation (Open XML)	PPTX, PPTM, POTX	archive	1.00.00	2210
MS PowerPoint Slides/Add-on	PPT, PPA, POT, PPS	compound	1.00.00	164
MS PowerPoint Wizard	PWZ	compound	1.00.00	985
MS Project File	MPP	compound	1.00.00	348
MS Publisher Document	PUB	compound	1.00.00	1356
MS Publisher Job Submission Pub.	JSP	compound	1.00.00	127
MS Speech Recognition Engine Articles	ART	compound	1.00.00	2198
MS Visio Document/Drawing/Shapes/Templ	VSD, VSS, VST	compound	1.00.00	1130
MS Visual Basic Active Document	VBD	compound	1.00.00	1357
MS Visual Studio Macro	VSMACRO, VSMACROS	compound	1.00.00	2197
MS Visual Studio Solution User Options	SUO	compound	1.00.00	2195
MS Windows Color Scheme	SCM	compound	1.00.00	2202
MS Windows Installer Wizard	MSI, MST, DAT, MSM, WID, WIM	compound	1.00.00	1211
MS Windows Movie Maker Project	MSWMM	compound	1.00.00	2200
MS Windows Upgrade Patch	MSP	compound	1.00.00	1361
MS Word Document (Open XML)	DOCX, DOCM, DOTX, DOTM	archive	1.00.00	2208
MS Word for Windows Document	DOC, DOT, WIZ, WZS, WRI, WBK	compound	1.00.00	229
MS Works Document	WPS, WWP	compound	1.00.00	134
MS Works Portfolio	WSB	compound	1.00.00	1140
MS Works Wizard	WWD	compound	1.00.00	2392
MS Write / Word Backup	WRI, WBK, TMP, DOC	compound	1.00.00	1136
Norton Virus Definitions (compressed)	.	archive	1.00.00	935
OpenDocument Chart	ODC	archive	1.00.00	2488
OpenDocument Chart Template	OTC	archive	1.00.00	2489
OpenDocument Formula	ODF	archive	1.00.00	2490
OpenDocument Formula Template	OTF	archive	1.00.00	2491
OpenDocument Graphics	ODG	archive	1.00.00	2492
OpenDocument Graphics Template	OTG	archive	1.00.00	2493
OpenDocument Image	ODI	archive	1.00.00	2494
OpenDocument Image Template	OTI	archive	1.00.00	2495
OpenDocument Presentation	ODP	archive	1.00.00	2496
OpenDocument Presentation Template	OTP	archive	1.00.00	2497
OpenDocument Spreadsheet	ODS	archive	1.00.00	2498
OpenDocument Spreadsheet Template	OTS	archive	1.00.00	2499
OpenDocument Text	ODT	archive	1.00.00	2500
OpenDocument Text Master	OTM	archive	1.00.00	2501
OpenDocument Text Template	OTT	archive	1.00.00	2502
OpenDocument Text Web	OTH	archive	1.00.00	2503
PageMaker 6.5 Document	P65	compound	1.00.00	2196
PhotoImpact Graphic Image	UFO	compound	1.00.00	2205
PK Zip Archive	ZIP, JAR, WMZ	archive	1.00.00	12
PK Zip Archive Split File	CA1, CA2, CA3, CA4, CA5, CA6, CA7, CAn	archive	1.00.00	1272
PSpice Capture Design/Library/Symbols	DSN, DBK, OLB, OBK	compound	1.00.00	331
Quatro Pro File	CLP, QPW	compound	1.00.00	155
RealLegal Binder Document	PEX	archive	1.00.00	1802
ReSOF Compressed Archive	SOF	archive	1.00.00	1636
Sonic Skin	SKN	archive	1.00.00	2389
Thumbs Plus Database	DB, TDB	compound	1.00.00	1089
WordPerfect Document	DOC, WP, WKB, WPD, WPT, WP#	compound	1.00.00	157
WordPerfect Document Template	WPX	compound	1.00.00	1360
WordPerfect Graphic Image	WPG	compound	1.00.00	160
Workshare DeltaView File	WDF	compound	1.00.00	1255

## Appendix B: Interface Methods

### ***GetFileInfo***

Extracts summary information about a file.

**ErrorReturnCodes** **GetFileInfo**(String \* InputFilename, long InputFileFormatID)

<b>Routine</b>	<b>Compatibility</b>
<b>GetFileInfo</b>	MS C#, MS Visual C++ (managed)

### **Return Value**

An error value is returned to indicate whether the method executed successfully. An enum value of Success (0) indicates that the method executed successfully. See ErrorReturnCodes in Appendix C, for a list of other possible error return codes.

### **Parameters**

#### *InputFilename*

The full path and filename of a file to be analyzed.

#### *InputFileFormatID*

Description Database index value that indicates the file format that the specified file is believed to be. If unknown, this parameter may be assigned the value zero (0L). See Appendix A for a list of possible index values.

### **Public Input Variables**

#### *AttributeFilter*

An object type flag filter assigned before calling GetFileInfo, to specify what types of objects to include in the analysis. (ex: FE::ObjectAttributeFlags::ObjectData) See ObjectAttributeFlags in Appendix C, for a list of other possible flag values.

#### *FileFieldsRequested*

A flag value used to determine what information fields are populated when the method returns. (ex: FE::FileFieldsRequestFlags::TotalObjects) See FileFieldsRequestFlags in Appendix C, for a list of other possible flag values.

#### *SearchFilespec*

A filename string filter assigned before calling GetFileInfo, in order to filter which object names are included in the analysis. (ex: "\*.\*)"

## Public Output Variables

### *FileFilteredObjects*

A total of all of the objects that passed through the specified filter in the analyzed file.

### *FileFormatID*

Description Database index value that indicates the database entry verified to be the correct file format for the file analyzed. See Appendix A for a list of possible index values.

### *FileObjectNames*

A list of the object names that passed through the specified filter in the analyzed file.

### *FileTotalObjects*

A total of all of the objects found in the analyzed file.

### *FileUncompressedSize;*

The total uncompressed size, in bytes, for all objects found in the file

## Remarks

The GetFileInfo function analyzes a file in order to confirm/identify what type of file it is and extract summary information about the objects that it contains.

## GetFormatInfo

Queries the Description Database for details about a specific file format.

### ErrorReturnCodes GetFormatInfo(long InputFileFormatID)

Routine	Compatibility
GetFormatInfo	MS C#, MS Visual C++ (managed)

## Return Value

An error value is returned to indicate whether the method executed successfully. An enum value of Success (0) indicates that the method executed successfully. See ErrorReturnCodes in Appendix C, for a list of other possible error return codes.

## Parameters

### *InputFileFormatID*

Description Database index value that indicates the database entry requested. See Appendix A for a list of possible index values.

## Public Input Variable

### *FormatFieldsRequested*

A flag value used to determine what information fields are populated when the method returns. (ex: FE::FormatFieldsRequestFlags::Name) See FormatFieldsRequestFlags in Appendix C, for a list of other possible flag values.

## Public Output Variables

### *FormatContent*

A flag value used to determine what types of content can be found in the file format type. See ContentFlags in Appendix C, for a list of possible flag values.

### *FormatExtensions*

A list of the valid file extensions that can be used in a filename for files of the analyzed file format type. These are typically the file extensions that will allow applications to open and use the file correctly.

### *FormatLibraryFilename*

A string value that identifies which File Expander library was used to identify and analyze the file. (ex: archive.fel)

### *FormatMIMEs*

A list of the valid MIME types that can be used to identify files of the analyzed file format type in email and web page documents.

### *FormatName*

A string value, obtained from the Description Database, that provides a short descriptive name for the file format. See Appendix A for a list of possible name/description values.

### *FormatPlatform*

A flag value used to determine what platform(s)/operating system(s) the file format type is typically found on. See PlatformFlags in Appendix C, for a list of possible flag values.

### *FormatStorage*

A flag value used to determine what storage methods are used in the file format type. See StorageFlags in Appendix C, for a list of possible flag values.

### *FormatVersionAdded*

A number value that contains the version of File Expander that the file format was initially added in. This is a 32bit value in which each 8 bits specify a part of the version. (ex: 0x01020304 = version 01.02.03.04)

*FormatVersionUpdated*

A number value that contains the version of File Expander that the file format was last updated in. This is a 32bit value in which each 8 bits specify a part of the version. (ex: 0x01020304 = version 01.02.03.04)

**Remarks**

The GetFormatInfo method queries a database entry structure from the Descriptions Database in order to obtain a detailed description of the specified type of file.

***GetObjectInfo***

Extracts objects and information about the object in a file.

**ErrorReturnCodes GetObjectInfo(String \* InputFilename, long InputFileFormatID)**

<b>Routine</b>	<b>Compatibility</b>
<b>GetObjectInfo</b>	MS C#, MS Visual C++ (managed)

**Return Value**

An error value is returned to indicate whether the method executed successfully. An enum value of Success (0) indicates that the method executed successfully. See ErrorReturnCodes in Appendix C, for a list of other possible error return codes.

**Parameters***InputFilename*

The full path and filename of a file to be analyzed.

*InputFileFormatID*

Description Database index value that indicates the file format that the specified file is believed to be. If unknown, this parameter may be assigned the value zero (0L). See Appendix A for a list of possible index values.

**Public Input Variables***AttributeFilter*

An object type flag filter assigned before calling GetObjectInfo, to specify what types of objects to include in the analysis. (ex: FE::ObjectAttributeFlags::ObjectData) See ObjectAttributeFlags in Appendix C, for a list of other possible flag values.

### *ObjectExpandToFilespec*

A string value that specifies how to create the filename for each new file created from expanding an object. (ex: "%filename% -#%index% -0x%offset% -%opath% -%object%")

Variables available:

%filename%	Filename of the original file being analyzed.
%index%	Zero based index value of the object within the parent file.
%object%	Object name.
%offset%	Hexadecimal byte offset of the object within the parent file.
%opath%	Object's path within the parent file. This includes any hierarchal relationship between objects.

### *ObjectExpandToPath*

A string value that specifies where to create the file(s) that the object(s) is/are expanded into. (ex: "c:\temp")

### *ObjectExpansionInstructions*

A flag value used to determine what whether to expand each object to a file. (ex: FE::ObjectExpansionFlags::ExpandToFile) See ObjectExpansionFlags in Appendix C, for a list of other possible flag values.

### *ObjectFieldsRequested*

A flag value used to determine what information fields are populated when the method returns. (ex: FE::ObjectFieldsRequestFlags::ObjectName) See ObjectFieldsRequestFlags in Appendix C, for a list of other possible flag values.

### *ObjectIndexStart*

A zero based object index number value that specifies which object to start processing from the specified file. All prior objects in the file will be ignored.

### *ObjectIndexStop*

A zero based object index number value that specifies the last object to process in the specified file. This value must be equal to or greater that the value provided in ObjectIndexStart. When the two index values are equal, only one object will be processed. When ObjectIndexStop is greater that ObjectIndexStart, then multiple objects will be processed, and optionally expanded to files, but the information fields returns will only contain information about the last object processed. All remaining objects in the file will be ignored.

### *SearchFilespec*

A filename string filter assigned before calling GetObjectInfo, in order to filter which object names are included in the analysis. (ex: "\*.\*)" )

## Public Output Variables

### *ObjectAbsoluteIndex*

A zero based index value that indicates how many objects appeared in the file before the object being reported on, regardless of any filters used.

### *ObjectCompressionAlgorithm*

An enumeration value that represents what compression algorithm is being used to store the object in the parent file. It is assumed that the object is not using any compression algorithm unless otherwise indicated in this field. (ex: PKWare)

Possible values for type ObjectCompressionAlgorithms:

None (0x00)	The object is not using any compression algorithm.
Unknown (0x01)	The compression algorithm could not be discovered.
PKWare (0x02)	PKWare is being used to store the object in the file.
WinZip (0x03)	WinZip is being used to store the object in the file.
Tokenizing (0x04)	Tokenizing is being used to store the object in the file.
Deflate64 (0x05)	Deflate64 is being used to store the object in the file.
BZIP2 (0x06)	BZIP2 is being used to store the object in the file.
IBMTerse (0x07)	IBMTerse is being used to store the object in the file.
IBMLZ77z (0x08)	IBMLZ77z is being used to store the object in the file.
WavPack (0x09)	WavPack is being used to store the object in the file.
PPMdvI (0x0A)	PPMdvI is being used to store the object in the file.
zlib (0x0B)	zlib is being used to store the object in the file.

### *ObjectCRC*

A cyclic redundancy code calculated to be used in comparing the content of multiple objects.

### *ObjectEncryptionAlgorithm*

An enumeration value that represents what encryption algorithm is being used to store the object in the parent file. It is assumed that the object is not using any encryption algorithm unless otherwise indicated in this field. (ex: WinZipAES)

Possible values for type ObjectEncryptionAlgorithms:

None (0x00)	The object is not using any encryption algorithm.
Unknown (0x01)	The encryption algorithm could not be discovered.
PKWare (0x02)	PKWare is being used to store the object in the file.
WinZipAES (0x03)	WinZipAES is being used to store the object in the file.

*ObjectExpansionSupport*

A flag value that indicates what methods of expansion the File Expander Engine is capable of using on the object in the parent file. It is assumed that the object can at least be copied (as is) unless the Copy flag is not present. If other fields indicate that the object is compressed, translated and/or encrypted, but that support doesn't appear in this field, then the object can only be copied as is. (ex: Compression)

Possible values for type ExpansionSupportFlags:

None (0x00)	The object cannot be copied, translated, unencrypted nor uncompressed.
Translation	The object can be translated.
Compression	The object can be uncompressed.
Encryption	The object can be unencrypted.
Copy	The object can be copied as is.

*ObjectInfoOffset*

A zero based number value that represents how many bytes preceded the start of a block of information about the object in the parent file.

*ObjectInfoOffsetBitsAdded*

A zero based number value that represents how many bits need to be added to the number of bytes in ObjectInfoOffset to represent the actual bit location of the start of the information in the parent file.

*ObjectName*

A string value containing the name of the object that passed through the specified filter in the analyzed file. If the object is an archived file, then this will be the archived file's original filename.

*ObjectOffset*

A zero based number value that represents how many bytes preceded the start of the object in the parent file.

*ObjectOffsetBitsAdded*

A zero based number value that represents how many bits need to be added to the number of bytes in ObjectOffset to represent the actual bit location of the start of the object in the parent file.

*ObjectPath*

A string value containing the path/hierarchy of the object that passed through the specified filter in the analyzed file. If the object is an archived file, then this will be the archived file's original path. Otherwise, this will indicate the hierarchal relationship between this object and other objects located in the parent file.

*ObjectSize*

A zero based number value that represents how many bytes are required to store the object in a new file, once the object is uncompressed, unencrypted, translated or simply copied.

*ObjectSizeBitsAdded*

A zero based number value that represents how many bits need to be added to the number of bytes in ObjectSize to represent the actual size in bits of the object.

*ObjectSizeCompressed*

A zero based number value that represents how many bytes the object is using in the parent file, if that size is different from the uncompressed, unencrypted translated size provided in ObjectSize. If the compressed size is no different, then this variable is set to zero.

*ObjectSizeCompressedBitsAdded*

A zero based number value that represents how many bits need to be added to the number of bytes in ObjectSizeCompressed to represent the actual size in bits of the object.

*ObjectStorageCondition*

A flag value that represents what condition(s) the object is in, while stored in the parent file. It is assumed that the object is not fragmented, incomplete nor corrupted and is completely contained within the file being analyzed, unless otherwise indicated in this field. (ex: Consecutive)

Possible values for type ObjectStorageConditionFlags:

Unknown (0x00)	The condition of the object could not be discovered.
Consecutive (0x01)	All blocks of the object are stored consecutively (one right after the other) within the file
Fragmented (0x02)	One or more of the object's blocks is/are not stored consecutively within the file being analyzed. A fragmented block may be located later in the file or closer to the beginning of the file, depending on the ability of the parent file's file format to cope with fragmented data blocks.
Incomplete (0x04)	One or more of the object's blocks is/are missing due to deletion and/or corruption in the parent file being analyzed.
SpanFiles (0x08)	One or more of the object's blocks is/are located in one or more different parent file(s).
Corrupted (0x10)	One or more of the object's blocks is/are corrupted.

### *ObjectTranslationAlgorithm*

An enumeration value that represents what translation algorithm is being used to store the object in the parent file. It is assumed that the object is not using any translation algorithm unless otherwise indicated in this field. (ex: MIME)

Possible values for type ObjectTranslationAlgorithms:

None (0x00)	The object is not using any translation algorithm.
Unknown (0x01)	The translation algorithm could not be discovered.
MIME (0x02)	MIME is being used to store the object in the file.
CB64 (0x03)	CB64 is being used to store the object in the file.
UUencode (0x04)	UUencode is being used to store the object in the file.

## Remarks

The GetFileInfo function analyzes a file in order to confirm/identify what type of file it is and extract summary information about the objects that it contains.

## GetString

Queries a string value from the Description Database.

**String \* Engine::GetString(GetStringOptions Type, long StringID, ErrorReturnCodes Error)**

Routine	Compatibility
GetString	MS C#, MS Visual C++ (managed)

## Return Value

A String variable containing the requested string value, or NULL if the string is not available.

## Parameters

*Type – type: GetStringOptions*

Content (0x01)	The type of contents in a file (ex: Video, Database, Document, Font, Graphic Image, Personal/User Data, Macro/Script, Program Executable, Sound, Text, ...)
Storage (0x02)	The type of storage used in the file (ex: Archive, Binary, Bitmap, Digital Audio, Music Notes, Text, Translated, Vector, Floating Header)
Platform (0x03)	The operating system(s) that the type of file is typically found on (ex: Amiga, IBM PC, Apple Macintosh, MS Windows, Sun OS, UNIX, Atari, Palm OS, Linux, ...)
Error (0x14)	An error string related to a specific error return code.

*StringID*

Address of the index value for a string identifier.

*Error*

An error value is returned to indicate whether the method executed successfully. An enum value of Success (0) indicates that the method executed successfully. See *ErrorReturnCodes* in Appendix C, for a list of other possible error return codes.

**Remarks**

The GetString function queries a string value from the Descriptions Database in order to better represent the metadata and Description Database information obtained for the analyzed file.

***StartEngine***

Initializes the FE Engine library.

**ErrorReturnCodes StartEngine(StartEngineFlags Instructions)**

<b>Routine</b>	<b>Compatibility</b>
<b>StartEngine</b>	MS C#, MS Visual C++ (managed)

**Return Value**

An error value is returned to indicate whether the method executed successfully. An enum value of Success (0) indicates that the method executed successfully. See *ErrorReturnCodes* in Appendix C, for a list of other possible error return codes.

**Parameters**

*Instructions* – type: *StartEngineFlags*

- All (0x00) All of the steps below are executed.
- RegisterDLL (0x01) Write the version information, for the feengine.dll, to the MS Windows Registry. This step is only necessary when first installing or updating the feengine.dll.
- ScanFELibraries (0x02) Search for File Expander Libraries (\*.fel), located in the current working directory, and record their file formats supported into the MS Windows Registry.
- EnterRegistrationKey (0x04) Read the EngineRegistrationKey string, and disable the nag screen.
- StoreRegistrationKey (0x08) Record the EngineRegistrationKey string into the MS Windows Registry for permanent use.

PreLoadLibraries (0x10)	Future feature – load all of the *.fel libraries into memory and don't unload them until the feengine.dll is unloaded. Otherwise the *.fel libraries are only loaded when they are needed and then promptly unloaded. This feature will be implemented to provide higher efficiency.
ReplaceWorkingDirectory (0x11)	Read the EngineWorkingDirectory string for the location to save the FIDebug.log file and find the FIEngine.fid database as well as all of the *.fel libraries. If you change the current working directory to this same directory before you load feengine.dll or load feengine.dll directly from an executable, then you probably won't need to use this flag for anything other than the FIDebug.log.

## Remarks

The StartEngine method initializes the feengine.dll library as well as all of the recorded \*.fel libraries, and must be the first function called.

## StopFile

Halts the processing of all files currently being processed for the FE Engine.

### ErrorReturnCodes StopFile()

Routine	Compatibility
StopFile	MS C#, MS Visual C++ (managed)

## Return Value

An error value is returned to indicate whether the method executed successfully. An enum value of Success (0) indicates that the method executed successfully. See ErrorReturnCodes in Appendix C, for a list of other possible error return codes.

## Remarks

The StopFile function instructs the library to halt all file processing currently in process. This is useful when running in a multitasking environment.

## Appendix C: Public Types

All of these types are defined in the `ForensicInnovations::FileExpander` namespace.

### ErrorReturnCodes

Used as method return values throughout File Expander

```
public __value enum ErrorReturnCodes {
    Success                = 0,
    Failure                = 1,
    FileNotFound           = 2,
    StringNotFound         = 3,
    ObjectsNotFound        = 4,
    CreateFileFailed       = 5,
    EndOfFile              = 6,
    CreateDirectoryFailed  = 20,
    FormatNotSupported     = 21,
    BadOrEmptyParameter   = 22,
    BadRegistrationKey     = 23,
    LibraryInterfaceMissing = 24,
    LibraryVersionOld      = 25,
    StopCommandUsed       = 26,
    ReadingFileFailed      = 27,
    LoadingLibraryFailed   = 28,
    AccessingRegistryFailed = 29,
    WrongFormatID          = 30,
    EndOfList              = 31,
    FileCorrupted          = 32,
    UnknownObject          = 33,
    WritingFileFailed      = 34,
    AccessingMemory        = 35,
    BadObjectOffset        = 36,
    WrongObjectSize        = 37,
    DecompressingFileFailed = 38};
```

### GetStringOptions

Used with `GetString()` to specify the string type to retrieve

```
public __value enum GetStringOptions {
    Content                = 1,
    Storage                = 2,
    Platform               = 3,
    Error                  = 20};
```

## StartEngineFlags

Used with StartEngine() to specify the steps to perform

```
[FlagsAttribute] public __value enum StartEngineFlags {
    All                = 0,
    RegisterDLL        = 0x01 << 0,
    ScanFELibraries   = 0x01 << 1,
    EnterRegistrationKey = 0x01 << 2,
    StoreRegistrationKey = 0x01 << 3,
    ReplaceWorkingDirectory = 0x01 << 5};
```

## FileFieldsRequestFlags

Used with GetFileInfo() for FileFieldsRequested to specify the fields to populate

```
[FlagsAttribute] public __value enum FileFieldsRequestFlags {
    All                = 0,
    FileFormatID       = 0x01 << 0,
    TotalObjects        = 0x01 << 1,
    FilteredObjects     = 0x01 << 2,
    ObjectNames         = 0x01 << 3,
    ObjectsExpandable   = 0x01 << 6,
    UncompressedSize    = 0x01 << 7,
    ResetDebugLog       = 0x01 << 10,
    UseDebugLog         = 0x01 << 11};
```

## ObjectFieldsRequestFlags

Used with GetObjectInfo() for ObjectFieldsRequested to specify the fields to populate

```
[FlagsAttribute] public __value enum ObjectFieldsRequestFlags {
    All                = 0,
    FileFormatID       = 0x01 << 0,
    AbsoluteIndex       = 0x01 << 1,
    ObjectName          = 0x01 << 3,
    TranslationAlgorithm = 0x01 << 4,
    CompressionAlgorithm = 0x01 << 5,
    EncryptionAlgorithm = 0x01 << 6,
    ExpansionSupport     = 0x01 << 8,
    AttributeFilter      = 0x01 << 13,
    FormatAttributeFilter = 0x01 << 14,
    ObjectSize          = 0x01 << 18,
    ObjectSizeCompressed = 0x01 << 19,
    CRC                 = 0x01 << 21,
    Path                = 0x01 << 23,
    ObjectOffset        = 0x01 << 24,
    ObjectInformationOffset = 0x01 << 25,
    Storage              = 0x01 << 26,
    UseDebugLog         = 0x01 << 28};
```

## ObjectExpansionFlags

Used with GetObjectInfo() for ExpansionInstructions to specify how to expand an object

```
[FlagsAttribute] public __value enum ObjectExpansionFlags {
    None                = 0,
    ExpandToFile        = 0x01 << 0,
    CopyWithoutExpansion = 0x01 << 1,
    CopyIfExpansionFails = 0x01 << 2};
```

## ObjectTranslationAlgorithms

Used with GetObjectInfo() for TranslationAlgorithm to describe how an object is translated

```
public __value enum ObjectTranslationAlgorithms {
    None                = 0,
    Unknown             = 1,
    MIME                = 2,
    CB64                = 3,
    UUencode            = 4};
```

## ObjectCompressionAlgorithms

Used with GetObjectInfo() for CompressionAlgorithm to describe how an object is compressed

```
public __value enum ObjectCompressionAlgorithms {
    None                = 0,
    Unknown             = 1,
    PKWare              = 2,
    WinZip              = 3,
    Tokenizing          = 4,
    Deflate64           = 5,
    BZIP2               = 6,
    IBMTerse            = 7,
    IBMLZ77z            = 8,
    WavPack             = 9,
    PPMdvI              = 10,
    Zlib                = 11};
```

## ObjectEncryptionAlgorithms

Used with GetObjectInfo() for EncryptionAlgorithm to describe how an object is encrypted

```
public __value enum ObjectEncryptionAlgorithms {
    None                = 0,
    Unknown             = 1,
    PKWare              = 2,
    WinZipAES           = 3};
```

## ExpansionSupportFlags

Used with GetObjectInfo() for ExpansionSupport to describe expansion options the File Expander Engine offers for the object

```
[FlagsAttribute] public __value enum ExpansionSupportFlags {
    None                = 0,
    Translation         = 0x01 << 0,
    Compression         = 0x01 << 1,
    Encryption          = 0x01 << 2,
    Copy                = 0x01 << 3};
```

## ObjectAttributeFlags

Used with GetObjectInfo() for ObjectAttributes to configure the object type filter

```
[FlagsAttribute] public __value enum ObjectAttributeFlags {
    None                = 0,
    FileHeader          = 0x01 << 0, //0x0001
    Index               = 0x01 << 1, //0x0002
    ObjectHeader        = 0x01 << 2, //0x0004
    ObjectData          = 0x01 << 3, //0x0008
    ObjectFooter        = 0x01 << 4, //0x0010
    FileFooter          = 0x01 << 5, //0x0020
    UnknownObject       = 0x01 << 7, //0x0080
```

## ObjectStorageConditionFlags

Used with GetObjectInfo() for ObjectStorageCondition to describe the state of the object in the parent file

```
[FlagsAttribute] public __value enum ObjectStorageConditionFlags {
    Unknown             = 0,
    Consecutive         = 0x01 << 0,
    Fragmented          = 0x01 << 1,
    Incomplete          = 0x01 << 2, // Deleted & part over written
    SpanFiles           = 0x01 << 3,
    Corrupted           = 0x01 << 4};
```

## FormatFieldsRequestFlags

Used with GetFormatInfo() for FieldsRequested to specify which fields to populate

```
[FlagsAttribute] public __value enum FormatFieldsRequestFlags {
    All                 = 0,
    Name                = 0x01 << 0,
    Extensions          = 0x01 << 1,
    MIME                = 0x01 << 2,
    Platform            = 0x01 << 3,
    Storage              = 0x01 << 4,
    Content              = 0x01 << 5,
    VersionAdded        = 0x01 << 6,
    VersionUpdated      = 0x01 << 7,
    UseDebugLog         = 0x01 << 12,
    LibraryFilename     = 0x01 << 13};
```

## Appendix D: Public Variables

All of these variables are defined in the ForensicInnovations::FileExpander namespace, Engine class.

```
public __gc class Engine {public:
```

### StartEngine() Input Fields

FE Engine Instructions set before calling StartEngine()

```
String * EngineRegistrationKey;
```

A 15 character registration key that prevents the nag dialog

```
String * EngineWorkingDirectory;
```

The directory that contains the FEEngine.dll, FIWrpNET.dll, FIEngine.FID & \*.fel files

### GetFileInfo() Input Fields

File instructions, set before calling GetFileInfo()

```
ObjectAttributeFlags AttributeFilter;
```

Flag(s) that specify the types of objects to filter for. See ObjectAttributeFlags in Appendix C for possible values. (Used for GetFileInfo & GetObjectInfo)

```
FileFieldsRequestFlags FileFieldsRequested;
```

Flag(s) that specify the File Information fields to be populated by GetFileInfo(). See FileFieldsRequestFlags in Appendix C for possible values.

```
String * FullPath;
```

Path+Filename of the file to analyze (Used for GetFileInfo & GetObjectInfo)

```
String * SearchFilespec;
```

Path+Filespec of the object(s) within the parent file (Used for GetFileInfo & GetObjectInfo; Default: \*.\*; ex: \testdir\\*.\*)

### GetFileInfo() Output Fields

File results, available after calling GetFileInfo()

```
unsigned long FileFilteredObjects;
```

Number of objects, in the file, that passed through the specified filter

```
unsigned long FileFormatID;
```

File Investigator File Description index number (Used for GetFileInfo & GetObjectInfo). The default value is 0L, before calling GetFileInfo, but this field can be assigned a value to expedite the file format verification stage. See Appendix A for index values to use.

```
String * FileObjectNames __gc[];
```

List of all object names that passed through the filter

```
unsigned long FileObjectsExpandable;
    Number of objects found, that are expandable by the File Expander Engine

unsigned long FileTotalObjects;
    Total number of objects found in the file

unsigned __int64 FileUncompressedSize;
    Total uncompressed size, in bytes, for all objects found in the file
```

## GetObjectInfo() Input Fields

Object instructions, set before calling GetObjectInfo()

```
String * ObjectExpandToFilespec;
    A string value that specifies how to create the filename for each new file created from
    expanding an object. (ex: "%filename% -#%index% -0x%offset% -%opath% -%object%")
```

Variables available:

%filename%	Filename of the original file being analyzed.
%index%	Zero based index value of the object within the parent file.
%object%	Object name.
%offset%	Hexadecimal byte offset of the object within the parent file.
%opath%	Object's path within the parent file. This includes any hierarchal relationship between objects.

```
String * ObjectExpandToPath;
    A string value that specifies where to create the file(s) that the object(s) is/are expanded
    into. (ex: "c:\temp")
```

```
ObjectExpansionFlags ObjectExpansionInstructions;
    A flag value used to determine what whether to expand each object to a file. (ex:
    FE::ObjectExpansionFlags::ExpandToFile) See ObjectExpansionFlags in Appendix C,
    for a list of other possible flag values.
```

```
ObjectFieldsRequestFlags ObjectFieldsRequested;
    A flag value used to determine what information fields are populated when the method
    returns. (ex: FE::ObjectFieldsRequestFlags::ObjectName) See
    ObjectFieldsRequestFlags in Appendix C, for a list of other possible flag values.
```

```
unsigned long ObjectIndexStart;
    A zero based object index number value that specifies which object to start processing
    from the specified file. All prior objects in the file will be ignored.
```

```
unsigned long ObjectIndexStop;
    A zero based object index that specifies the last object to process in the specified file.
    This value must be equal to or greater that the value provided in ObjectIndexStart. When
    ObjectIndexStop is greater that ObjectIndexStart, then multiple objects will be processed,
    and optionally expanded to files, but the information fields returned will only contain
    information about the last object processed.
```

## GetObjectInfo() Output Fields

Object results, available after calling GetObjectInfo()

`unsigned long ObjectAbsoluteIndex;`

A zero based index value that indicates how many objects appeared in the file before the object being reported on, regardless of any filters used.

`ObjectAttributeFlags ObjectAttributes;`

A flag value that provides the object attributes used to describe the current object. (ex: ObjectData) See ObjectAttributeFlags in Appendix C, for possible values used.

`ObjectCompressionAlgorithms ObjectCompressionAlgorithm;`

An enumeration value that represents what compression algorithm is being used to store the object in the parent file. It is assumed that the object is not using any compression algorithm unless otherwise indicated in this field. (ex: PKWare)

Possible values for type ObjectCompressionAlgorithms:

None (0x00)	The object is not using any compression algorithm.
Unknown (0x01)	The compression algorithm could not be discovered.
PKWare (0x02)	PKWare is being used to store the object in the file.
WinZip (0x03)	WinZip is being used to store the object in the file.
Tokenizing (0x04)	Tokenizing is being used to store the object in the file.
Deflate64 (0x05)	Deflate64 is being used to store the object in the file.
BZIP2 (0x06)	BZIP2 is being used to store the object in the file.
IBMterse (0x07)	IBMterse is being used to store the object in the file.
IBMLZ77z (0x08)	IBMLZ77z is being used to store the object in the file.
WavPack (0x09)	WavPack is being used to store the object in the file.
PPMdV1 (0x0A)	PPMdV1 is being used to store the object in the file.
zlib (0x0B)	zlib is being used to store the object in the file.

`unsigned long ObjectCRC;`

A cyclic redundancy code calculated to be used in comparing the content of multiple objects.

`ObjectEncryptionAlgorithms ObjectEncryptionAlgorithm;`

An enumeration value that represents what encryption algorithm is being used to store the object in the parent file. It is assumed that the object is not using any encryption algorithm unless otherwise indicated in this field. (ex: WinZipAES)

Possible values for type ObjectEncryptionAlgorithms:

None (0x00)	The object is not using any encryption algorithm.
Unknown (0x01)	The encryption algorithm could not be discovered.
PKWare (0x02)	PKWare is being used to store the object in the file.
WinZipAES (0x03)	WinZipAES is being used to store the object in the file.

`ExpansionSupportFlags ObjectExpansionSupport;`

A flag value that indicates what methods of expansion the File Expander Engine is capable of using on the object in the parent file. It is assumed that the object can at least be copied (as is) unless the Copy flag is not present. If other fields indicate that the object is compressed, translated and/or encrypted, but that support doesn't appear in this field, then the object can only be copied as is. (ex: Compression)

Possible values for type `ExpansionSupportFlags`:

None (0x00)	The object cannot be copied, translated, unencrypted nor uncompressed.
Translation (0x01)	The object can be translated.
Compression (0x02)	The object can be uncompressed.
Encryption (0x04)	The object can be unencrypted.
Copy (0x05)	The object can be copied as is.

`unsigned __int64 ObjectInfoOffset;`

A zero based number value that represents how many bytes preceded the start of a block of information about the object in the parent file.

`unsigned long ObjectInfoOffsetBitsAdded;`

A zero based number value that represents how many bits need to be added to the number of bytes in `ObjectInfoOffset` to represent the actual bit location of the start of the information in the parent file.

`String * ObjectName;`

A zero based index value that indicates how many objects appeared in the file before the object being reported on, regardless of any filters used.

`unsigned __int64 ObjectOffset;`

A zero based number value that represents how many bytes preceded the start of the object in the parent file.

`unsigned long ObjectOffsetBitsAdded;`

Bits A zero based number value that represents how many bits need to be added to the number of bytes in `ObjectOffset` to represent the actual bit location of the start of the object in the parent file.

`String * ObjectPath;`

A string value containing the path/hierarchy of the object that passed through the specified filter in the analyzed file. If the object is an archived file, then this will be the archived file's original path. Otherwise, this will indicate the hierarchal relationship between this object and other objects located in the parent file.

`unsigned __int64 ObjectSize;`

A zero based number value that represents how many bytes are required to store the object in a new file, once the object is uncompressed, unencrypted, translated or simply copied.

`unsigned long ObjectSizeBitsAdded;`

A zero based number value that represents how many bits need to be added to the number of bytes in `ObjectSize` to represent the actual size in bits of the object.

`unsigned __int64 ObjectSizeCompressed;`

A zero based number value that represents how many bytes the object is using in the parent file, if that size is different from the uncompressed, unencrypted translated size provided in `ObjectSize`. If the compressed size is no different, then this variable is set to zero.

`unsigned long ObjectSizeCompressedBitsAdded;`

A zero based number value that represents how many bits need to be added to the number of bytes in `ObjectSizeCompressed` to represent the actual size in bits of the object.

`ObjectStorageConditionFlags ObjectStorageCondition;`

A flag value that represents what condition(s) the object is in, while stored in the parent file. It is assumed that the object is not fragmented, incomplete nor corrupted and is completely contained within the file being analyzed, unless otherwise indicated in this field. (ex: Consecutive)

Possible values for type `ObjectStorageConditionFlags`:

Unknown (0x00)	The condition of the object could not be discovered.
Consecutive (0x01)	All blocks of the object are stored consecutively (one right after the other) within the file
Fragmented (0x02)	One or more of the object's blocks is/are not stored consecutively within the file being analyzed. A fragmented block may be located later in the file or closer to the beginning of the file, depending on the ability of the parent file's file format to cope with fragmented data blocks.
Incomplete (0x04)	One or more of the object's blocks is/are missing due to deletion and/or corruption in the parent file being analyzed.
SpanFiles (0x08)	One or more of the object's blocks is/are located in one or more different parent file(s).
Corrupted (0x10)	One or more of the object's blocks is/are corrupted and may contain partial or no valid data relating to the object.

`ObjectTranslationAlgorithms ObjectTranslationAlgorithm;`

An enumeration value that represents what translation algorithm is being used to store the object in the parent file. It is assumed that the object is not using any translation algorithm unless otherwise indicated in this field. (ex: MIME)

Possible values for type `ObjectTranslationAlgorithms`:

None (0x00)	The object is not using any translation algorithm.
Unknown (0x01)	The translation algorithm could not be discovered.
MIME (0x02)	MIME is being used to store the object in the file.
CB64 (0x03)	CB64 is being used to store the object in the file.
UUencode (0x04)	UUencode is being used to store the object in the file.

## GetFormatInfo() Input Fields

Format instructions, set before calling GetFormatInfo()

`FormatFieldsRequestFlags FormatFieldsRequested;`

A flag value used to determine what information fields are populated when the method returns. See `FormatFieldsRequestFlags` in Appendix C, for a list of possible flag values.

## GetFormatInfo() Output Fields

Format results, available after calling GetFormatInfo()

`unsigned long FormatContent;`

A flag value used to determine what types of content can be found in the file format type. See `ContentFlags` in Appendix C, for a list of possible flag values.

`String * FormatExtensions __gc[];`

A list of the valid file extensions that can be used in a filename for files of the analyzed file format type. These are typically the file extensions that will allow applications to open and use the file correctly.

`String * FormatLibraryFilename;`

A flag value used to determine what types of content can be found in the file format type. See `ContentFlags` in Appendix C, for a list of possible flag values.

`String * FormatMIMES __gc[];`

A list of the valid MIME types that can be used to identify files of the analyzed file format type in email and web page documents.

`String * FormatName;`

A string value, obtained from the Description Database, that provides a short descriptive name for the file format. See Appendix A for a list of possible name/description values.

`unsigned long FormatPlatform;`

A flag value used to determine what platform(s)/operating system(s) the file format type is typically found on. See `PlatformFlags` in Appendix C, for a list of possible flag values.

`unsigned long FormatStorage;`

A flag value used to determine what storage methods are used in the file format type. See `StorageFlags` in Appendix C, for a list of possible flag values.

`unsigned long FormatVersionAdded;`

A number value that contains the version of File Expander that the file format was initially added in. This is a 32bit value in which each 8 bits specify a part of the version. (ex: 0x01020304 = version 01.02.03.04)

`unsigned long FormatVersionUpdated;`

A number value that contains the version of File Expander that the file format was last updated in. This is a 32bit value in which each 8 bits specify a part of the version. (ex: 0x01020304 = version 01.02.03.04)