1 Program 24swap

1.1 Purpose

Swap byte pairs and/or quadruples on the files listed.

1.2 Usage

The command line format for program 24swap is as follows:

24swap [options] file ...

1.3 Options

-q Operate quietly (i.e., suppress output to the screen).

-pattern pat 'pat' determines the pattern of 2 and 4 byte swaps. Each element is of the form 2xN or 4xN, where N is the number of bytes to swap as pairs (for 2x) or as quadruples (for 4x). For 2x, N must be divisible by 2; for 4x, N must be divisible by 4. The whole pattern is made up of elements separated by colons, as in '-pattern 4x39984:2x0'. If bytes are left over after the pattern is used up, the pattern starts over. However, if a byte count N is zero, as in the example, then it means to continue until the end of the file.

1.4 Notes

- A default pattern can be stored in the Unix environment variable

  AFNI_24SWAP_PATTERN.

  If no -pattern option is given, the default will be used. If there is no default, then nothing will be done.

- If there are bytes 'left over' at the end of the file, they are written out unswapped. This will happen if the file is an odd number of bytes long.

- If you just want to swap pairs, see program 2swap. For quadruples only, see program 4swap.

- This program will overwrite the input file! You might want to test it first.

1.5 Example

24swap -pat 4x8:2x0 fred

If fred contains	'abcdabcdabcdabcdabcd'	on input,
then fred has	'dcbadcbabadcbadcbadc'	on output.