

Ferocious File Conversion - Use of Wildcards in Filenames

Since version 1.0.6, Ferocious permits the use of wildcards ('*') in filenames to facilitate the processing of multiple files.

Rules governing wildcards in filename specifications

Wildcards are represented by the character '*'

Filenames are divided into the following components:

<directory name><filename>.<file extension>

<filename> is distinguished from **<directory name>** by the last *separator* ('\' in Windows)

1. Processing of input filename specifier:

- Wildcards in the directory name component are stripped from the directory name and ignored
- Each wildcard found in the filename component will match anything
- The presence of 1 or more wildcards in the file extension component will be interpreted as "all file types"

2. Processing of output filename specifier:

- Wildcards in the directory name component are stripped from the directory name and ignored
- The presence of one or more wildcards in the output filename component will result in the input filename component being used in the output filename component
- Any text between the last '*' and the last '.' of the output filename component will be appended to the output filename component as a *suffix*
- The presence of 1 or more wildcards in the file extension component will be interpreted as "use the same extension as input file"
- If there are no wildcards in the output filename specifier, but there are wildcards in the input filename specifier, then the input filename component will be substituted for the output filename component, and no *suffix* will be applied.

Interpretation of input file specification – examples:

Input Filespec	Interpretation	Multi-file Operation?
*	All files in current path	yes
*.wav	All wav files in current path	yes
e	file called e in current path	no
e*	All files starting with e in current path	yes
e:	A file called ' e: ' (invalid in Windows)	no
e:\	A file called ' e:\ ' (invalid in Windows)	no
e:*	All files in the root of e:\ drive	yes
e:*.wav	All wav files in the root of e:\ drive	yes
e:*.*	All files in the root of e:\ drive	yes
e:\wave_files\foo.wav	A file called foo.wav in the folder e:\wave_files	no
e:\wave_files\foo*.wav	All wav files called foo<something>.wav in the directory e:\wave_files	yes
e:\wave_files*bar.wav	All wav files called <something>bar.wav in the directory e:\wave_files	yes
e:\wave_files\foo*.*	All files called foo<something>.<some extension> in directory e:\wave_files	yes
e:\wave_files*bar.*	All files called <something>bar.<some extension> in directory e:\wave_files	yes
e:\wave_files\foo	A file called foo in directory e:\wave_files	no
e:\wave_files\foo\	A file called foo\ in directory e:\wave_files (INVALID In Windows)	no
e:\wave_files\foo*	All files in the directory e:\wave_files\foo	yes
e:\wave_files\foo*.*	All files in the directory e:\wave_files\foo	yes
e:\wave_files\foo*.w*	All files in the directory e:\wave_files\foo	yes
e:\wave_files\foo*.wav	All wav files in the directory e:\wave_files\foo	yes
e:\wave_files\foo\foo*.wav	All wav files called foo<something>.wav in the directory e:\wave_files\foo	yes
e:\wave_files\foo*bar.wav	All wav files called <something>bar.wav in the directory e:\wave_files\foo	yes
e:\wave_files\foo*bar.*	All files called <something>bar.<some extension> in the directory e:\wave_files\foo	yes
e:\wave_files\foo*foo*.*bar.wav	All wav files called <something>foo<something>.<something>bar.wav in the directory e:\wave_files\foo	yes

Behaviour as a result of output file specification – examples:

Output Filespec	Behaviour when Input FileSpec has Wildcard	Behaviour when Input FileSpec doesn't have Wildcard
e:\converted_files\foo.flac	output to file <original name>.flac in the directory e:\converted_files	Literally output to file e:\converted_files\foo.flac
e:\converted_files\foo.*	output to file <original name>.<original extension> in the directory e:\converted_files	Literally output to file e:\converted_files\foo.* (INVALID In Windows)
e:\converted_files*.flac	output to file <original name>.flac in the directory e:\converted_files	Literally output to file e:\converted_files*.flac (INVALID In Windows)
e:\converted_files*bar.flac	output to file <original name>bar.flac in the directory e:\converted_files	Literally output to file e:\converted_files*bar.flac (INVALID In Windows)
e:\converted_files\foo*bar.flac	output to file <original name>bar.flac in the directory e:\converted_files	Literally output to file e:\converted_files\foo*bar.flac (INVALID In Windows)