

QDubs - a fast duplicate file finder

1. Introduction

With every new scenery you download, new texture files are stored on your disk, many of which are equal. It is not really necessary to keep them all and I always wanted to do some cleaning up. However, I never found the tools, to do this conveniently.

The de-duplicators I know off are slow, some need hours to find all duplicates. And I do not know of any de-duplicator, which safely copies files to a main texture directory of a flightsim installation and does some backup in parallel, so that hand work is reduced to a minimum.

Therefore I tried to write some software with two targets in mind:

- a - to be faster than the other de-duplicators I know of
- b - to do as much cleaning as possible automatically.

2. QDubs

QDubs is the first result of this attempt. It solves problem (a) - it is fast. Although it compares by file contents, results are there within a few minutes.

Example: in my flightsim directory there are

- ♦ 62476 files in total
- ♦ 30013 bmp files
- ♦ 1476 duplicate bmp files (name and contents)

I tried two pieces of freeware which I downloaded from the internet.

- ✓ software (1) needed 210 minutes - basically unusable
- ✓ software (2) needed 22 minutes - much better, although not 100% comparable, because this software searches by extension and contents and allows for different file names.
- ✓ **QDubs needs just below 3 minutes to identify these files and write their names and locations to a plain text file.**

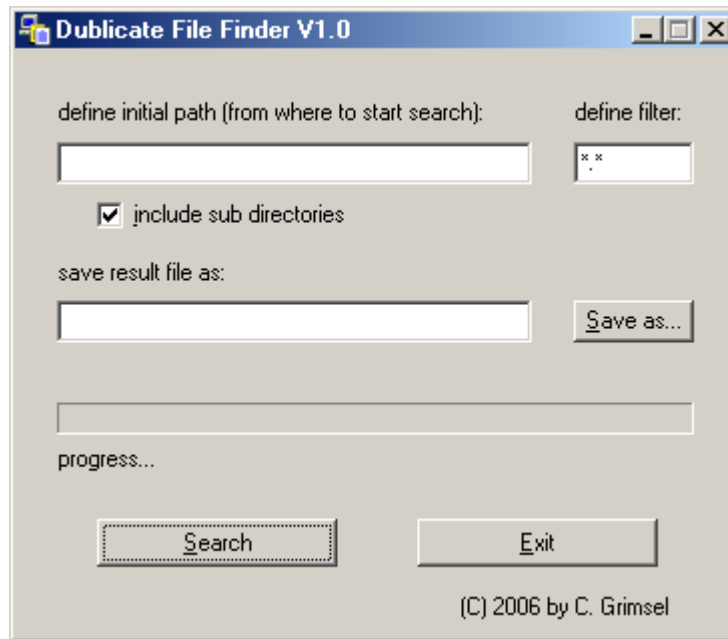
I must admit, QDubs is still very simplistic. No flexible configuration, no multi-disk / multi-directory search, no include/exclude a.s.o. It just compares files of one extension (or all files) starting from one location (if wanted including all sub-directories). Comparison is by name and contents only.

The rest (including solution of problem (b)) still has to come - time permitting.

3. How to use QDubs

QDubs consists of one EXE. There is basically no installation, except for extracting the files to a directory and creating a link as needed.

Start the program and you will see the following dialog:



define initial path

here you have to enter where the search is about to start - e.g.

C:\
D:\Flightsim

define filter

which files do you want to compare - e.g.

. (all files)
*.bmp (Bitmap files only)

include sub directories

decide whether you just want to search one directory (unchecked) or one directory including all subdirectories (checked). Including them is the default.

save result file as

the name and location of the text file, QDubs will create to store the results. Enter the path and name or use the "Save as..." button.

The result file will consist of

- ✓ one line with the file size in bytes, the file name and the checksum value and then
- ✓ one line per duplicate with the full file name (including path)

Search

initiates the search

Exit

leaves the dialog

4. Disclaimer and legal stuff

QDubs is freeware for private or non-commercial use. The copyright stays with the author.

QDubs has been written in the hope to create something useful. But the author cannot guarantee, that it is. If you use it, you do so entirely at your own risk. QDubs uses a CRC checksum to decide whether files are equal. To the author's knowledge it is possible to create two different files with identical checksums. The final decision, what you do with a QDubs result - whether you delete or move files - is entirely up to you. If you delete files without having a backup and later find out, that you still need them - tough! **NEVER** work without backups!

Or in other words:

The program is provided on an "as is" basis. The author disclaims all warranties, either expressed or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose. The user bears all risks as to the quality and performance of the program or any results derived with help of or calculated by the program.

The author will not be liable for any direct, indirect, special, incidental or consequential damages, including but not limited to any loss of data, loss of profits, or lost savings arising out of the use or inability to use the program.

QDubs may be distributed freely provided the EXE file and the accompanying documentation are kept together unaltered and no money is asked for it.

QDubs may not be reverse engineered, decompiled or modified in any way.

Nobody is allowed to add the program to commercial distributions, to make money with the program or to use the program for professional purposes without the author's previous written consent.

5. Contact

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