Comparer is files compare application which uses Total Commander's WDX plugins.

Download version 1.0.10.0 Download extended pack

Extended pack offers:

- Comparer GUI version,
- ComparerCmd command line version,
- Office2007 content plugin for MS Office 2007 files,
- SVGwdx content plugin for SVG images,
- xPDFSearch content plugin for PDF files (special thanks to **Lefteous**),

Description

The purpose of Comparer is quick properties comparison. All of the existing files compare applications offer viewing files content but not some files types properties. So I wrote a tool where the main feature is Total Commander's content plugins usage. I can easily "take two files" (or only one) and view their properties like: ID3 tags, resolutions or EXE headers. The only effort to take is to find nice plugin and add to application.

Features

- possibility to export viewed details to CSV, HTML or Image files (BMP, JPG, PNG);
- additional image headers can be added to exported files;
- possibility to use external HTML and CSS files for better details export;
- external comparing applications can be configured on separate tab;
- thumbnails support for various file types (thanks to WLX plugins);
- view modes: either all details view or differences only;
- debug mode (view empty) allows to see plugins' names for which information cannot be extracted;
- drag'n'drop support for adding new plugins drop WDX file into proper area and you will get files extensions suggestion (if plugin supports it);

Screenshots



Requirements

- .NET 2.0 framework Download
- WDX plugins (information) <u>Download 1</u> <u>Download 2</u>
- WLX plugins (thumbnails) <u>Download 1</u> <u>Download 2</u>

Please remember that Total Commander is not needed for proper **Comparer** work. Although it might be recommended to install it for internal configuration of some plugins.

Known issues

FileDesc.wdx plugin seems to crash Comparer completely (I can't find the way to prevent that other than skipping this plugin). Please remember about it while adding WDX files manualy!