

PC COMPILERS 99

Complete File Listing

32-bit C compiler

PATH: \COMPILER\32-bit C compiler for 386+ and m68k processors, D. Lindauer
CCDL130

3D-Visulan

PATH: \COMPILER\3D-Visulan is the first 3D rewrite-rule-based language, in which both programs and data are expressed by 3D-bitmaps. A few novel features make it powerful enough to construct 3D applications such as the Turing machine and the 3D Space-Invaders game
VL352

3D-Visulan Source Code

PATH: \COMPILER\3D-Visulan is the first 3D rewrite-rule-based language, in which both programs and data are expressed by 3D-bitmaps. A few novel features make it powerful enough to construct 3D applications such as the Turing machine and the 3D Space-Invaders game
VL352SRC

Ada Portable Simple Math Library

PATH: \COMPILER\This is a moderately simplified version of the Ada packages for primitive and transcendental math functions developed by the Numerics Rapporteur Group of the International Standards Organization (ISO) Working Group on Ada. The packages in this form were written by Vincent Broman in 1990; see the comments in the source files for copyright and distribution conditions.
GWUADA

Asic 5.0

PATH: \COMPILER\Similar to Qbasic, includes a compiler and .BAS/.ASI converter.
ASIC50

BASM!

PATH: \COMPILER\The BASIC to 80286 Assembly Language Compiler
BASM286

Bloodshed Dev-C

PATH: \COMPILER\Bloodshed Dev-C provides a free environment and compiler to create programs in written in C. All traditional C syntax is implemented, including record and enumerated data types; int, long, and floating-point data types; user type definition; and initializers for all data types. Both traditional and new function declaration are supported. The program includes a comprehensive library of functions, a setup creator, and online help.
BLDSHDDC

Bloodshed Dev-Pascal

PATH: \COMPILER\Bloodshed Dev-Pascal
DEVPASCA

C o-PASCAL

PATH: \COMPILER\Co-Pascal is an extension of the Pascal-S compiler (itself a subset of Pascal). Co-Pascal currently provides an environment for experimenting with concurrent programming. It's well suited for designing and testing algorithms, but it is not a full Pascal compiler (compiling to P-code) and lacks common features such as pointers and file I/O. The author includes the source code, encouraging further work on this project. .

COPASCAL

CCDL

PATH: \COMPILER\32-bit C compiler for DOS/DPMI

CCDL170S

ComPas

PATH: \COMPILER\ ""ComPas"" is a COMpiler from PAScal, designed for educational purposes. It makes visual the process of compilation and shows, how Your program text translates to equivalent execution code. The main aim of ""ComPas"" - to illustrate fundamental categories of high-level languages: variable, constant, typed constant, algorithmical structures, global and local variables etc."

COMPASS

Connective C++ compiler

PATH: \COMPILER\Connective C++ compiler

CCC-1010

DDS MICRO-C Compiler

PATH: \COMPILER\DDS MICRO-C is a tiny compiler for the 'C' language. It has been designed to be VERY portable, and can be moved between different processors and operating systems with little difficulty. MICRO-C should not be compared to other popular P.C. compilers, because it is intended for an entirely different purpose. They are, expensive, and dedicated to specific computer environments. MICRO-C is tiny (it can be made to run in less than 32K), and allows you to take it anywhere you want. The complete MICRO-C source package includes all source code and support files you need to port the compiler to any environment. The documentation contains detailed information on writing new code generators for other processors. We also have code generators and complete development packages available for a number of processor families, including: 68HC08, 6809, 68HC11, 68HC16, 8051/52, 8080/8085, 80x86 and 8096. See the included CATALOG file for more information. MICRO-C is also an excellent learning tool. Not only does the complete, well documented source code for the compiler and utilities give you the opportunity to explore and understand those programs, the source code for the library gives you information on all kinds of system programming, such as: - DOS and BIOS services - Video screen and windowing functions - Interrupt driven serial communications - Terminate and Stay Resident (TSR) - Lots MORE (Over 170 functions)

MC302PC1

Dev-C

PATH: \COMPILER\Free environment and compiler for the C language. Many features included.

DEVCI0

devpas12

PATH: \COMPILER\Free environment and compiler for the PPascal language. Includes a debugger and a setup creator. Compatible with TP 7.0 in some points

DEVPAS12

Eiffel 4.2

PATH: \COMPILER\Eiffel 4.2

MT_FUL~1

FirstBasic

PATH: \COMPILER\Offering DOS users an alternative to QBasic, FirstBasic provides a seat-of-the-pants compiler capable of speedy performance but lacking in memory-eating frills. Features include 80-bit floating-point BCD math, extended string space, and array capabilities. You give up mouse support and high-res graphics. User's notes consist of online, context-aware help and five sample programs to get you going. Owners of older PCs may find that FirstBasic offers all the BASIC they need--and at a low price.

FIRSTBAS

Frame animation compiler/engine

PATH: \COMPILER\Frame animation compiler/engine (FLIC)

EG121

Free HTTP/FTP Server with Perl Compiler

PATH: \COMPILER\Free HTTP/FTP Server with Proxy capability and Perl Compiler built in. Easy to set up and use and includes remote setup/admin via web browser.

SAMBAR4

GFA-BASIC for DOS

PATH: \COMPILER\GFA-BASIC MS-DOS 4.54

BASDOS_E

GFA-BASIC for Windows

PATH: \COMPILER\GFA-BASIC for Windows trial version.

BASWIN_E

Help Compiler

PATH: \COMPILER\These are the compilers needed to create HLP files if you don't have one of the major programming languages.

HC505

Help decompiler

PATH: \COMPILER\Help decompiler

HELPDC20

HELPDECO

PATH: \COMPILER\HELPDECO dissects HLP help files of Windows 3.0, 3.1, 3.11, and '95 and many MVB multi media viewer titles into all files required for a rebuild using the appropriate help compiler HC30, HC31, HCP, HCW, HCRTF, WMVC, MMVC or MVC: HPJ - help project file, use as parameter when calling help compiler MVP - multi media project file, parameter for multi media help compiler RTF - text file containing whole content of help file and all footnotes PH - phrases file (same as produced by help compiler) ICO - icon of help file if embedded BMP/WMF/SHG/MRB - embedded pictures in appropriate format Baggage - all baggage files contained in help file

HELPDC21

Hyper Maker HTML

PATH: \COMPILER\Hyper Maker HTML: HTML Compiler w/ free viewer

HM30

Irie Pascal for DOS 1.00

PATH: \COMPILER\Irie Pascal is a Standard (ISO/IEC 7185) Pascal compiler/interpreter which supports multiple operating system platforms (Win95/98/NT, DOS, OS/2, Linux, and FreeBSD). The compiler generates Irie Virtual Machine (IVM) executables, which are executed by the interpreter. IVM executables are portable (i.e. they can run on all supported operating system platforms).

IPD-100

Java Decompiler

PATH: \COMPILER\100% Java based Java Decompiler misc/ideatrap.exe 970921 3645996 The place to store your ideas (e.g., Research notes)

JASMINE1

Java Developers Kit

PATH: \COMPILER\Java Developers Kit

J2CLB2

Java Development Kit

PATH: \COMPILER\Sun describes this release of the Java Development Kit (JDK) as a bugfix release, but Java followers will spot many enhancements; most particularly, far better organized documentation. The HTML-organized files point you locally or to Sun's site for well-indexed links to answers for dozens of questions, and a summary of all the revisions to the JDK since the JDK 1.1 beta. Although there are no changes to the source API modules, there are new capabilities, such as signed applets, support for the compressed JAR file format, and inclusion of the JavaBeans component model. JDK 1.1 continues support for ""deprecated"" API compiler actions, for backwards compatibility with earlier JDKs. This free kit contains what you need to start programming in Java, from sample code to compiler."

JAVADK

Java Development Kit 1.1.5

PATH: \COMPILER\Java Development Kit 1.1.5

JDK115~1

Java Development Kit 1.2

PATH: \COMPILER\Java Development Kit 1.2

JDK12~1

LispMe 1.80

PATH: \COMPILER\LispMe 1.80 is a Lisp/Scheme compiler and

LISPME

Magic Assembler

PATH: \COMPILER\Magic Assembler, free assembly language compiler

ASM110BG

Miracle C Compiler

PATH: \COMPILER\The Miracle C Compiler runs on a 386 PC (or better) under MS-DOS, accepting a dialect of the C language and generating object code suitable for Microsoft or compatible linker. All of traditional (Kernighan & Ritchie) C syntax is implemented, including record (struct/union) and enumerated data types, int, long and floating point data types, user type definition, bit fields in structs, initializers for all data types. Both traditional and new (ANSI) function declaration is supported. There is a comprehensive library of functions.

MIRACLE

Moon Rock

PATH: \COMPILER\MoonRock is a BASIC-like language with several extensions. Produces small and tight executables. Includes compiler, ArrowSoft assembler, documentation and sample programs. Continuing development by the author - Rowan Crowe at fidonet 3:635/727, or internet:

rowan@jelly.freeway.DIALix.oz.au -- This version is FREEWARE --

MROCK16E

MOONROCK COMPILER PUBLIC DOMAIN SOURCE RELEASE

PATH: \COMPILER\This is a MoonRock compiler source code release, free for personal use. There is no charge for this source. If you are looking for the latest *compiler release* of MoonRock, the filename is typically MOONxxx.ZIP, where xxx is the version.
MRSRC017

Multi Patch Compiler/Processor

PATH: \COMPILER\Multi Patch Compiler/Processor' was developed to make direct data changes to various files on disk, i.e. to make amendments to saved games files, as oppose to using a save game editor. 'Multi Patch Processor' patches the files listed in 'filename.MPC', using various patching techniques. The real breakthrough is having one processor, and many much smaller distributable compiled '*.MPC' files, so making the chore of editing Hex addresses directly in programs a thing of the past.
MPC110

OXCC C Compiler v1.434

PATH: \COMPILER\OXCC is a multipass, interpreting C compiler with several language extensions. It generates an Architecture Neutral Format (ANF) output and comes with a couple of example back ends. Programmers are expected to write additional back ends for their specific needs.
OXCC1434

Perl Builder 1.0

PATH: \COMPILER\Perl Builder is a complete integrated development environment (IDE) for Perl. Key features include a visual editor/debugger which is similar to products like Visual Basic and Delphi. The CGI Wizard lets both novices and experienced programmers create powerful scripts visually, without writing code. CGI simulation lets you run/debug/test scripts on the Windows 95/NT desktop--without the need for a webserver. Output such as dynamic HTML and automated email messages can be examined visually, right in the IDE.
PERLBU~1

Personal C Compiler

PATH: \COMPILER\Personal C Compiler
PCC12C

PilotFORTH 0.5.7

PATH: \COMPILER\PilotFORTH 0.5.7 is a 16-bit on-board native-code ANSI-subset Forth compiler for the 3Com PalmPilot/IBM WorkPad series of handheld PDAs. It is intended to comply with the ANSI standard for Forth.
FORTH

Pizza

PATH: \COMPILER\Pizza compiles programs to ordinary Java Byte Code, and interfaces with existing Java code, retaining the broad compatibility of Java. Used to be known as EspressoGrinder. Pizza is an extension of Java with three important new features. Parametric polymorphism: Although superficially similar to C++'s templates, this implementation is based on the Hindley/Milner typing systems of ML and Haskell. First-class functions: Similar to the blocks of Smalltalk, functions and procedures may be passed as parameters, stored in variables and returned from methods. Class cases and pattern matching: Pizza includes support for visitor-style patterns directly in the language, allowing much more expressive and readable code. And after you've upgraded to Pizza, you can continue to use all of the old Java libraries as well as your own past code! Pizza is implemented on top of the Java development kit (other Java-compatible virtual machines will also work). The Pizza compiler pc is a straight replacement for Sun's Java compiler javac. When compiling .java files, pc works just like javac, except that it's 2-3 times faster.
PIZZAD~1

PocketC

PATH: \COMPILER\PocketC is a PalmPilot-based C compiler that compiles MemoPad records into an efficient and quick bytecode that can be sent to your computer and shared (Requires OS 2.0).

POCKETC

PowerBASIC 3.2 for DOS

PATH: \COMPILER\ "If you've never used PowerBASIC, you're in for a wonderful surprise. If you have used previous versions, you'll discover a whole new level of functionality never before available in Basic: A Built-in Assembler; Pointer variables (both code and data); Unsigned byte, word, and dword variables; Currency variables with user-defined precision; Bit operations along with implied bit arrays; Unions; and much more. Simply put, we believe that PowerBASIC 3.2 is the most robust development language available. Of the many new features in PowerBASIC 3.2, there are a few that we just can't resist pointing out. Features that will truly enhance your programming efforts: Instant TSRs! Yes, you can actually create a TSR instantly. Never before has it been so easy to create a POPUP program! With PowerBASIC 3.2, it takes just five lines of code to create a working TSR. Even better, a 600K TSR can ""pop down"" to occupy just 4K of memory when it's not in use. Your POPUP programs will use EMS or even virtual memory on disk to store the remaining memory image. You can use any stimulus to activate a TSR, even a message from a foreground program. And with PowerBASIC, two-way communication between multiple TSRs is no longer a dream, it's reality. Built-in Assembler! For the first time, you can write Assembler code and intermix it line-by-line with your PowerBASIC code! Reference PowerBASIC variables, labels, and procedures directly by name, and even debug at the CPU register level in the expanded environment. Opcodes like MOV AX, ABCD% are now supported directly. Of course, you can still link industry-standard .OBJ's as well as libraries, if that is your preference. New Data Types! Unsigned integers (byte/word/dword), fixed length strings, even both user-defined TYPES and UNIONS. These complement our 64-bit integers, extended floats, currency variables with user-defined precision, BCD floats, and flex strings. Code and Data Pointers! True pointer variables for the first time in any Basic! Data pointers allow you to access any location in memory as any type of data you require. Code pointers allow you to call a Sub, Function, or Subroutine without the need to know the name. Memory like an elephant! Memory problems are a thing of the past! Use EMS, XMS, even virtual memory on disk, to ensure that you can compile any size real mode program. Plus, with PowerBASIC's new standalone debugger, you can debug much larger programs as well. Communications Options! Full support for COM1, COM2, COM3, COM4, even using any of the non-standard IRQ lines and port addresses. Communication speeds up to 115200 Baud. Control DTR after the port is closed. Even mask errors, or flush data when one occurs. Supports 16550 UART FIFO's to eliminate data errors. Now, PowerBASIC communications are under your absolute control!"

TRYPB32

PowerBASIC Developer Kit for Windows

PATH: \COMPILER\ "Thank you for trying the PowerBASIC Developer Kit for Windows Demo. PBDK is fully compatible with PowerBASIC 3.1 or later: IDE, debugger, and other add-ons. With its 350+ functions you have complete and powerful access to the most advanced features of MS Windows. But, you'll find you can create exciting programs using as few as a dozen of them. As a special bonus, we're including a complete copy of the Symantec Resource Toolkit (SRT), a \$199 value, absolutely free of charge! The SRT will allow you to visually design Dialog Boxes, Menus, Icons, and Bitmaps interactively! Programming for Windows just doesn't get any easier than this. Of course, full documentation for the Resource Toolkit is also provided in the form of a Windows Help File. To execute the PBDK demo, just click on the ""PBDK 2.0 Demo"" Icon in the ""PBDK 2.0 Demo"" group. For your convenience, we have included the source code to this demo in the file DKDEMO.BAS on the disk. Just examine it to see how easy it really is to turn your DOS source code into a Windows application using the PBDK. PBDK 2.0 Features * Access to Windows Memory Blocks for Data Storage * Access to all of Windows Graphics primitives, including Arcs, Circles, Lines, and More * Access to over 350 Windows API calls * Color Bitmaps (BMP), including 16 & 256 colors * Common Dialogs and Message Box Support * Complete Online Context-sensitive Windows Help * Create and Use Custom Controls, such as Buttons, Scroll Bars, Tab Orders, and More * DDE support, Create a DDE Server, Client, or Both * Execute other Applications, even Windows Apps * Multiple Document Interface (MDI) Support * True Pre-emptive Multi-tasking * True Type Fonts, including all Special Effects like Bold, Italics, Resizing, and More * Use Standard Windows Resource Files * User your Existing PowerBASIC Source Code and Libraries * User's

Guide and Reference Guide * Windows Clipboard Support * Windows DLL Support * Windows Multimedia Support, including .WAV and Midi files * Windows Printer Driver Support"
TRYPBDK2

PowerBASIC DLL Compiler

PATH: \COMPILER\Fast code is yours NOW with the new PowerBASIC DLL Compiler! Don't port to C or assembler, and don't struggle with translators. With PB/DLL you have it all, and you have it today! Don't abandon your Basic code... just accelerate it! o Blazing compilation (over 600,000 lines per minute) o Create fast machine-code EXEs and DLLs o 32-bit performance from a 16-bit DLL (32-bit opcodes used internally) o Create one DLL that is accessible from 16-bit and 32-bit code o Export forwarding (call any 16-bit DLL from any 32-bit code) Here you'll find benchmarks, demos, press releases, even a white paper for a full technical overview. Compare the performance of PB/DLL on your own personal computer. You'll soon see how it accelerates most all of your computational code, and protects it from de-compilers as well. You'll even find source to this entire demo program. Please try the benchmarks yourself. And read the white paper carefully. Even print a hard copy for later. But whatever you do, don't miss out on this chance to improve performance and protect your code. Use Visual Basic for what it does best -- user interface and forms design. Use PowerBASIC for what it does best -- number crunching, calculations, all of your mission-critical code. Link this duo for the ultimate programming team! Once you finish the demo, I think you'll find that PB/DLL is quite a bargain. For just \$149, you'll get performance, protection, and industry-standard machine code DLL's. DLL's compatible with VB3, VB4, C++, FoxPro... virtually any application running in Microsoft Windows. You can order by phone or fax -- you can mail the order form -- you can even email us directly. But whatever the method, order your PowerBASIC DLL Compiler with confidence -- it includes a 30-day, unconditional, money-back guarantee. With terms like that, how can you possibly lose? PowerBASIC DLL Compiler... the perfect complement to Visual Basic! Regards, Robert S. Zale President
PBDLLDMO

REXX compiler

PATH: \COMPILER\REXX compiler for NT/95
W32REXX

Rigal

PATH: \COMPILER\Rigal (compiler) programming language v1.50
RIGAL141

SiteWriter PLUS HTML Editor/Compiler

PATH: \COMPILER\"SiteWriter PLUS 3.0 is a HTML Editor with integrated Macrocompiler. Macros are placeholders in your HTML documents, which will be replaced by corresponding text on update. Tired of typing the same HTML code again and again? Insert a Macro and leave the rest to SiteWriter. Update is performed automatically, you don't even recognise working with a compiler, but you still gain the advantages of a compiler. You can define Macros in several languages. If you change the layout, it gets updated in all languages automatically. SiteWriter PLUS 3.0 is distinguished by common HTML Editors with multilingual Macros and an incremental Editor with very fast Syntaxcoloring. Compare it. A 100 kByte HTML file is loaded and colored on a Pentium 100MHz in unbeatable 3 seconds. Macros are recursive, i.e. a Macro may contain another Macro. Furthermore, you can apply special formatting to Macros. Of course, SiteWriter has also a comfortable intelligent Editor, which will excite you. The Editor inserts Tags automatically as soon as you type in the initials. Navigate just by a keystroke from one Tagattribute to the next. SiteWriter features so called ""Magic keys"", those are the ALT+Arrow keys. You will jump from one Tagattribute to the next with ALT+left/right arrow key. ALT+Up/Down will alter the Parameter. You will be amazed how easy and fast you edit HTML Sites in the future."
SW30

SLDC51

PATH: \COMPILER\The SLDC51 is 'C' cross compiler for 8051 which runs on DOS. It supports a subset of ANSI 'C' with many 8051 specific extensions. It also includes a Source Level Debugger - to simulate the 8051 micro-controller on PC. It allows the user to debug through his / her 'C' program on the PC without actually requiring the target hardware.

SLDC5141

Small-c:PC

PATH: \COMPILER\Small-c:PC is a compiler that runs under PC-DOS on the IBM Personal Computer (PC). The source input to the compiler is written in small-c, a subset of the C programming language. The compiler outputs symbolic assembly language code that can be assembled on the PC using the ASM or MASM assembler programs available from IBM.

CCOMPILE

SNiFF+

PATH: \COMPILER\SNiFF+ is an object-oriented software development environment that lets developers mix and match platforms, compilers, debuggers, editors, and programming languages. It gives you an open, extensible and scalable cross-platform programming environment for C, C++, FORTRAN, Java™, and CORBA IDL. Tailored for large multi-developer projects, SNiFF+ has powerful code browsing and cross-referencing features, filtering techniques, an integrated documentation editor, interfaces to a wide range of debuggers, and the ability to work with version-control systems such as GNU RCS, PVCS, and ClearCase.

SNiFF_~1

Sphinx C-- Compiler v1.04a

PATH: \COMPILER\Sphinx C-- Compiler v1.04a

SCC

Sphinx C-- Work Bench for DOS

PATH: \COMPILER\Sphinx C-- Work Bench for DOS

SCWBDA

Sphinx C-- Work Bench for Windows v2.0

PATH: \COMPILER\Sphinx C-- Work Bench for Windows v2.0

SCWBW

Standard Pascal compiler/interpreter

PATH: \COMPILER\Irie Pascal is a Standard (ISO/IEC 7185) Pascal compiler/interpreter which supports multiple operating system platforms (Win95/98/NT, DOS, OS/2, Linux, and FreeBSD). The compiler generates Irie Virtual Machine (IVM) executables, which are executed by the interpreter. IVM executables are portable (i.e. they can run on all supported operating system

IPW-100

TMT 32-bit Pascal Compiler

PATH: \COMPILER\Free TMT 32-bit Pascal Compiler, max 1.5Mb code+data+heap

TMTP200D

TSR Basic

PATH: \COMPILER\Terminate and Stay Resident Basic Interpreter

TSRBASIC

Turbo Pascal COmpiler

PATH: \COMPILER\Editor-compiler in Turbo Pascal. Freeware

DEVPAS10

TurboBAT Batch File Compiler

PATH: \COMPILER\TurboBAT Batch File Compiler, Foley Hi-Tech Systems

TBT324

WComp 2.01

PATH: \COMPILER\WComp 2.01 The Ultimate File Analyzer _ Recognition £ 531 formats, 65 compilers, + 1900 estensions! 33 Com/Exe Compressors/Scramblers 65 programs (exe/com makers) _ Universal Shell! Universal Scan! Exe-decompressor,MOD & Viewer shell ...and ALL WHAT YOU WANT!! _ Three Levels of Scan! CRC£32 _ Statistics on hd's file! _ Rename Mode!

WCOMP201

WebCompiler 98

PATH: \COMPILER\"WebCompiler 98 is an HTML compiler that can turn a set of HTML pages and associated graphics and other support material into a standalone executable or .exe file which may then be distributed to other users on floppy disk, CD or via e-mail etc. No installation is required by the end user who can run the presentation direct from the supplied medium, and therefore no deinstallation is required either. WebCompiler's ""Clean-Screen-Mode"" is also ideal for producing kiosk-style applications. Uses include online books, tutorials, catalogs, price lists, technical information, image catalogs and so on. The level of HTML support is similar to IE4, including animation, Dynamic HTML, cascading style sheets, Javascript, VBScript etc. Internal searching facilities make it easy for users to find the information they want, and users can bookmark material of interest using the ""favorites"" facility. Access to the underlying HTML can optionally be prevented to preserve the author's intellectual property. Pages can also be secured using a system of Userids and Passwords which enables the sale of information, images etc. WebCompiler requires Internet Explorer 4 or above installed on both the compiling and viewing systems."

WC98

XSCompiler

PATH: \COMPILER\XSCompiler: Generate protected mode 32bit code

XS36098B

ZBASIC

PATH: \COMPILER\ZBASIC

ZDEMO

ZBasic-PC/386 compiler for DOS

PATH: \COMPILER\This is the Windows version of the popular ZBasic-PC/386 compiler for DOS. It provides an easy solution for producing Windows versions of your ZB-DOS programs, as well as OS/2 programs through the ZB-OS/2 compiler.

ZBWDEMO

zcc

PATH: \COMPILER\Here is a free Z80 development package for Unix or DOS consisting of a C compiler, a peephole optimiser, an assembler and a relocating linker.

ZCC096

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