

AminetPart

COLLABORATORS

	<i>TITLE :</i> AminetPart		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 2, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AminetPart

1.1 BASIC language related

Click name to unpack, description to read the readme or get help

File	Dir	Size	Age	Description
AceImage.lha	dev/basic	77K	7	A .lib for BOBs and images
AEP.lha	dev/basic	51K	7	The 'ACE Enhancer Project'
AGT_SGrabber.lha	dev/basic	32K	7	Amiga Game Tools - Shape Grabber V1.0
AIDE.lha	dev/basic	74K	7	V2.13, an IDE for ACE
dbview2_ace105.lha	dev/basic	28K	8	DBase file access for ACE
fontconv.lha	dev/basic	7K	7	Include an intuition font to a Blitz Basic program ↩
ShapeCr.lha	dev/basic	61K	7	A shape creator for bb2 (ITALIAN)
SOpt.lha	dev/basic	72K	7	V2.28, *THE* SuperOptimizer for ACE
TCP_to_Blitz.lha	dev/basic	167K	2	Write AmiTCP applications with Blitz Basic ↩
2 V1.1				
Watch2_0.lha	dev/basic	40K	7	Cool clock for your Workbench
X_Dat2Cat.lha	dev/basic	32K	5	V1.0 - Data2Catalog for Blitz
Zbb2Clipboard.lha	dev/basic	2K	3	Routines to read/write strings in clipboard ↩
using				
Zbb2ShowHide_T.lha	dev/basic	2K	3	MUI Show/Hide example, rewritten using ↩
Blitz2 TagL				
ZClipboard.lha	dev/basic	2K	2	Routines to read/write strings in clipboard ↩
using				
ZShowHideTL.lha	dev/basic	2K	2	MUI Show/Hide example, rewritten using ↩
Blitz2 TagL				