AminetPart

COLLABORATORS			
	TITLE : AminetPart		
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WRITTEN BY		August 13, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AminetPart

1.1   BASIC language related

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3DSolids.lha        dev/basic    4K 165*3DSolids - 3D Line Plotting System written ←
    in Amig
3D_Snow.lha         dev/basic  596K 314*Render your own 3D snow and water anims
ABdemos.lha         dev/basic  148K 762*Amiga Basic demos.
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AIDE.lha            dev/basic   74K 228*V2.13, an IDE for ACE
AIDEsrc.lha         dev/basic  348K 157*V2.13, ACE IDE (source)
algebra.lha         dev/basic    2K 165*Algebra and Geometry Program - AmigaBasic
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AmiBas.lha          dev/basic   16K 770*Miscellaneous AmigaBASIC programs.
amibl2src.lha       dev/basic   1.4M  11 New Blitzbasic2 Version Source
amiblitz2.2.lha     dev/basic   527K  11 New Blitzbasic2 Version with FPU etc
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Amiga_Lib.lha       dev/basic    4K 117*BOOPSI Library for Blitz2
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Amos2Blitz.lha      dev/basic   18K 177*V0.2b Convert Amos source structure to  ←
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AmosBlitz_src.lha   dev/basic   125K 127*AMOS and BLITZ sources for some tools &  ←
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BallMasterSrc.lha   dev/basic   48K  57*Source for BallMaster V1.2
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BlitzBoopsi.lha     dev/basic   119K 120*Boopsi examples for blitz
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JMildred_ScrMd.lha  dev/basic   147K  40*How to use Mildred+BBasic with AGA/RTG
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lucyplayDevBas.lha  dev/basic   57K  51*Using LucyPlay library from HBasic
manualcode.lha      dev/basic  323K 246*Manual Code From the Blitz Manual
Mapped.lha          dev/basic   95K  88*User friendly and flexible Map editor  ←
    program.
Marbles_Blitz.lha   dev/basic  326K 314*Real time 3D balls + 7 other files
MaVaTi_Blitz.lha    dev/basic  172K 277*Some intuition progs in Blitz Basic
mclk32BB.lha        dev/basic   14K 160*MemoryClock bar at the top of the screen
MEDFuncs.lha        dev/basic    5K 144*MEDFuncs - Functions for using the external  ←
    MED li
messages.lha        dev/basic   14K 132*Blitz2 Example of using system message  ←
    ports
MethodBBLib.lha     dev/basic   15K 251*An OOP library for bb2 V1.3
MethodBBLib.lha     dev/basic   17K 234*An OOP library for bb2 V1.4
Mildred.lha         dev/basic  1.4M 154*Chunkygraphics library v1.38 for Blitz  ←
    Basic 2
Mildred.lha         dev/basic  1.8M 140*Chunkygraphics library v1.50 for Blitz  ←
    Basic 2
Mildred.lha         dev/basic  4.4M 100*Chunkygraphics library v1.51 for Blitz  ←
    Basic 2
MildredLib.lha      dev/basic  110K 100*Just the Mildred.lha v1.51 lib & docs
Monopoly.lha        dev/basic   42K 165*Monopoly written in AmigaBASIC
MUIBB2Lamp.lha      dev/basic    4K 140*Example of using Lamp.mcc in Blitz
MUICusReqV1_2.lha   dev/basic   11K 129*V1.2 of: A VERY nice Replacment for  ←
    MUIRequest.
multisel.lha        dev/basic   32K 150*Multiple select listviews in Blitz2
Music_pref_src.lha  dev/basic    7K 240*Blitz source for Music selector
nap.lha             dev/basic   52K 245*V2.02, a preprocessor especially for ACE
nap_src.lha         dev/basic   49K 191*V2.03, a preprocessor especially for ACE (  ←
    source)
NChangeLibnum.lha   dev/basic   21K 157*Choose and search libnums
NCSource.lha        dev/basic   19K 208*Source in BB2 of wAZiT, PlubZ & PIV120
NetstatSource.lha   dev/basic   38K 205*Blitz Source for The Essential UK Online  ←
    Timer
NewChangeLibnu.lha  dev/basic   20K 157*Choose and search libnums
NewCommandSet.lha   dev/basic   41K 184*10 new Blitz Basic II libraries for hyper  ←
    fast and
NewCommandSet.lha   dev/basic  323K 144*NCS V1.80 - 21 new Blitz Basic II libs to  ←
    give it
NewCommandSet.lha   dev/basic  337K 138*NCS V1.90 - 24 new Blitz Basic II libs to  ←
    give it
NewFDConvert.lha    dev/basic   41K 157*Newer FDConvert for Blitz Basic
NewLibrarySet.lha   dev/basic   19K 185*6 new Blitz Basic II libraries for hyper  ←
    fast and
NewTED.lha          dev/basic   38K 323*Bug-fixed text editor for Blitz Basic 2
NIB1_00.lha         dev/basic   22K 144*Use newicons.library thru Blitz EASILY!
NIB1_10.lha         dev/basic   29K 129*Full system for using NewIcons in Blitz
ObjManip.lha        dev/basic  207K 326*IFF Brushes, BlitzII shapes, AMOS Bobs+  ←
    Icons, .inf
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OnlineTimer.lha     dev/basic    19K 113*Timer for serial port Carrier Detection
openurl_bb.lha      dev/basic    10K 164*Blitz BASIC files for openurl.library
OptmRemap.lha       dev/basic     4K 207*Optimized palette re-mapping code
orionircsrc.lha     dev/basic   346K 156*An Blitz Basic IRC Client SOURCE
OrpheusV1_0.lha     dev/basic    40K 140*AGA copper creator for BlitzBasic2
outline.lha         dev/basic    17K 150*Blitz2 example of using bullet.library
OutTakesSRC.lha     dev/basic    82K 108*BB2 source of a bad ass demo
PacketPointSrc.lha  dev/basic    28K 109*Source code for Packet-Point (BlitzBasic)
Painter.lha         dev/basic    68K 257*Paint program for Shapes (BB2)
PaletteRemap.lha    dev/basic     3K 208*Blitz Palette Re-map example
Play.lha            dev/basic    12K 215*An easy example how to play trackers in bb2
Player614BB2.lha    dev/basic     9K 204*Play Player61 modules in BB2
PlaySidDevBas.lha   dev/basic    37K  83*Using PlaySid library from HBasic
pmDevBas.lha        dev/basic   122K  83*Using PopUpMenu library from HBasic
pmDevBas.lha        dev/basic   112K  54*Using PopUpMenu library from HBasic
polydraw.lha        dev/basic    27K 165*Polydraw - Make polygons in AmigaBASIC
PowerAGA.lha        dev/basic     6K  88*Power BASIC AGA 256 col 24 bit extension
PPCbwb111.lha       dev/basic   256K 208*Bywater BASIC interpreter 1.11, powerUP (TM ←
    )
Prefs2000.lha       dev/basic    19K 150*Cool preferences system for Blitz users!
pseudo3d.lha        dev/basic   382K 166*Pseudo-3d engine done in BlitzBasic2
Pupit.lha           dev/basic    27K 170*Use powerpacker library in Blitz
PureBasic.lha       dev/basic   695K 113*V1.20 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   585K 105*V1.30 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   710K  95*V1.40 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   773K  79*V1.50 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   572K  73*V1.60 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   557K  55*V2.00 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   560K  33*V2.32 - Brand new powerful programming  ←
    langage. Su
PureBasicU1.40.lha  dev/basic   413K  97*V1.40 - Update file for PureBasic  ←
    registered users
PureBasicU1.43.lha  dev/basic    74K  89*V1.43 - Update from 1.40 to 1.43 (For  ←
    registered u
PureBasicUpd.lha    dev/basic   496K  33*V2.32b - Update for registered users (from  ←
    any 2.x
PureBasic_Upd.lha   dev/basic   640K  79*V1.50 - Update for registered users (from  ←
    V1.xx to
PureBasic_Upd.lha   dev/basic   523K  73*V1.60 - Update for registered users (from  ←
    V1.xx to
PureBasic_Upd2.lha  dev/basic   661K  34*V2.32 - Update for registered users (from  ←
    any vers
PureBas_Up2.00.lha  dev/basic   537K  55*V2.00 - Update for registered users (from  ←
    V1.xx to
QuickLib.lha        dev/basic     2K 210*A lib for Blitz Basic 2
QuickLib.lha        dev/basic     7K 205*The new version of the QuickLib (1.21)
RainCreator.lha     dev/basic    42K 263*A rainbow-Creator for BB2
ReadDirs.lha        dev/basic     1K 183*Blitz Directory Reading Example
REDHelpFix1.lha     dev/basic   176K 152*Adds missing descriptions to BB2 online  ←
    help
RenderDevBas.lha    dev/basic    11K  48*Using Render library from HBasic
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reorder.lha         dev/basic   24K 303*Sorts Amos or HiSoft programs.(v1.1)
RIBlitzLibs.lha     dev/basic   23K 397*v3.1 of the SUPERB Blitz2 libs
RIBlitzLibs.lha     dev/basic  234K 365*Latest version of RIBlitzLibs (bugfixed)
RI_MapEditor.lha    dev/basic   55K 397*A feature-packed map editor from RI
SampleStuff.lha     dev/basic    5K 165*Save samples Blitz function
SaveWave.lha        dev/basic    5K 131*Save sample to .wav file
ScrollText.lha      dev/basic   46K  74*Simple scrolling text routine
SDSTCPLib.lha       dev/basic   34K  81*SDS TCP/IP Library
ShapeConverter.lha  dev/basic   28K 123*A tool to convert IFF-images to shapes
ShapeCr.lha         dev/basic   61K 229*A shape creator for bb2 (ITALIAN)
ShapeGen.lha        dev/basic   33K 258*New version including a Show-Shapes option  ←
   (V1.2)
ShapeGen_upd.lha    dev/basic   35K 203*A BlitzBasic2 shapes creator. Update from  ←
   v1.2 to
ShapesFix.lha       dev/basic   18K  72*Replacement for buggy shapes commands
ShpMkrSRC.lha       dev/basic    3K 407*Source for new ShapeMaker for Blitz BAAIC  ←
   2!
ShpShow.lha         dev/basic   16K 264*Shape viewer for BB2
shuttle.lha         dev/basic    0K 165*Shuttle – AmigaBasic
SocketFuncs.lha     dev/basic   12K 120*Fix Blitz problems with bsdsocket.library
SOpt.lha            dev/basic   72K 228*V2.28, *THE* SuperOptimizer for ACE
StatsFuncs.lha      dev/basic   41K 145*Big update, much easier to find stuff.
StatsFuncs.lha      dev/basic   47K 141*Even more Blitz statements & functions!
strcmp.lha          dev/basic    1K 107*[Blitz2] C style string compare functions
Stripper.lha        dev/basic   10K 209*Strips commands from Blitz's Deflibs etc
STRPortLib.lha      dev/basic    4K 186*New Hardware-commands for BlitzBasicII
STRPortLib.lha      dev/basic    5K  45*STRPortLib V1.2  BB2 hardware commands
SuperOptV1.lha      dev/basic   40K 316*ACE V2.35/2.37 compatible 'super' peephole  ←
   optimiz
SuperOptV1_42.lha   dev/basic   58K 287*ACE V2.35/2.37 compatible 'super' peephole  ←
   optimiz
SuperTED.lha        dev/basic   28K 324*SuperTED TextEditor For Blitz2 (WB2+)
SuperTED224.lha     dev/basic   33K 276*Fixed BUM10 version of the Blitz2 Editor
TagListLib11.lha    dev/basic    4K 289*Blitz 2 TagList library, v1.1, bugfixes
TCP_to_Blitz.lha    dev/basic  167K 252*Write AmiTCP applications with Blitz Basic  ←
   2
TCP_to_Blitz.lha    dev/basic  167K 224*Write AmiTCP applications with Blitz Basic  ←
   2 V1.1
TextView.lha        dev/basic    4K 183*Blitz Text reader in a window
tjernobyl.lha       dev/basic  1.2M 204*Tjernobyl – halfway game
tk_dpaint.lha       dev/basic  137K 169*Large paint program (bb2 source/executable)
tk_JumpAndFly.lha   dev/basic   37K 166*Jump'n Fly engine done in BlitzBasic2
Transparent.lha     dev/basic    2K  93*Invisible Window demo code
tritonblitz.lha     dev/basic   90K 248*Blitz2-Triton-conversion, better libs &  ←
   docs (ger/
tritonblitz_21.lha  dev/basic   47K 298*Makes it possible to use TRITON in Blitz2
ubbinstall.lha      dev/basic    3K 147*Fixed install script for Blitz 2 (from  ←
   Ultimate Bl
ubbinstall.lha      dev/basic   10K 139*Fixed install script for Blitz 2 (from  ←
   Ultimate Bl
UDP_Chat.lha        dev/basic   68K 183*UDPfuncsV2.0 for Blitz-good for Net games
UDP_Chat.lha        dev/basic  114K 144*UDPfuncsV2.4 for Blitz-good for Net games
UDP_Chat.lha        dev/basic  120K 137*UDPfuncsV2.5 for Blitz-good for Net games
UDP_Chat.lha        dev/basic  172K 107*UDPfuncsV2.7 for Blitz-good for Net games
viewfsrc.lha        dev/basic   23K 166*Viewfonts 2 Blitz 2 source.
VS_Includes.lha     dev/basic   25K 382*VS Include files for Blitz2 (6/10/94)
VS_Includes.lha     dev/basic   26K 368*VS Include files for Blitz2 (16/1/95)
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Watch2_0.lha          dev/basic   40K 228*Cool clock for your Workbench
winborder.lha         dev/basic    2K 128*Blitz2 Calculate window border sizes (VP)
XDat2Cat.lha          dev/basic   46K 215*V2.0 - Data2Catalog for Blitz
XprExample.lha        dev/basic    7K 378*How to use XPR libs from Blitz Basic
X_Dat2Cat.lha         dev/basic   32K 227*V1.0 - Data2Catalog for Blitz
Zbb2ClipBoard.lha  dev/basic    2K 224*Routines to read/write strings in clipboard ←
    using
Zbb2ShowHide_T.lha dev/basic    2K 224*MUI Show/Hide example, rewritten using  ←
    Blitz2 TagL
ZClipBoard.lha        dev/basic    2K 224*Routines to read/write strings in clipboard ←
    using
Zoneed.lha            dev/basic   57K  89*Defines Zones for use with Blitz Basic Zone ←
    comman
ZShowHideTL.lha       dev/basic    2K 224*MUI Show/Hide example, rewritten using  ←
    Blitz2 TagL
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