

## **CAM Index - Amigaguide Version**

**COLLABORATORS**

	<i>TITLE :</i> CAM Index - Amigaguide Version		
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## Chapter 1

# CAM Index - Amigaguide Version

### 1.1 Disks 300 to 349

CAM #300 Utilités de Télécommunication

LHarc\_v1.0, PkaZip\_v0.91, VLT\_v4.226\_&\_Jr, xprzmodem.library\_v2.0

Unpack

CAM #301 Utilités domestiques

AIndex, ASimplex\_v1.5, hyperhelp, MRBackup\_v3.3d

Unpack

CAM #302 Utilités de Programmation

Arp\_Prog\_v1.3, dme\_v1.36, ILBMLib

Unpack

CAM #303 Langages

AssemTools, Icon\_v7.5

Unpack

CAM #304 Utilités Graphiques

Mandelbrot\_v1.1, Pyth, Slicer\_v1.0, TurMite

Unpack

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## CAM #305 Jeux divers

BallyIII, Dominoes!, Emporos, Flipper\_Plus, H-Ball, MirrorWars, Mosaic, Paranoids\_v1.0, Quattro, RevComp\_v1.2, YATC

Unpack

## CAM #306 Utilités Éducation

ForestFire\_v1.2, Gravity-Well, Orbit\_v1.2, RPSC, SpeakerTools\_v1.1, TraderPlus\_v1.0

Unpack

## CAM #307 Utilités de Télécommunication

Getty\_UUCico\_v1.00\_Beta, NetHandler\_src, VT100\_v2.9

Unpack

## CAM #308 Utilités Émulation

AFilter\_II, Brik\_v2.0, CrossDos\_Demo, IBM.script, Man\_v1.2, MR\_Man, pcdump, PC\_Patch\_II, treewalk, Use\_A000

Unpack

## CAM #309 Utilités Graphiques

PBM\_PLUS

Unpack

## CAM #310 Utilités de Programmation

ANice\_Day\_in\_The\_Maze, ColumnSet, debug\_v2.10, DevKit\_v1.2, Equates\_1.3, FMS, Icon2c\_v1.0, LCX.TXT, PDAux, rexxserdev.library\_v1.08, REXX\_4th, SGFF

Unpack

## CAM #311 Utilités diverses

Automata, HAMmm2, Morph\_2loct, NetWork, Snap!Plus, SoundConvert\_v1.1,  
Wipedemo\_v4.0, XColor\_v1.2, XHair, zow

Unpack

CAM #312 Émulation

AsxxxxAssembler

Unpack

CAM #313a&b Animations

FractalMovie, FractalSlides, Klide

Unpack disk A

Unpack disk B

CAM #314 Utilités graphiques

ANIMCreationTools, Apyro, IFF\_Cr\_v2.0, MakeShape, msizer, RGB\_exchange,  
RSL\_3D\_Look, stars, TMP\_to\_DP, View\_v1.8, WatchMan, Zhou\_v1.1

Unpack

CAM #315a&b Animations

Sentinel

Unpack disk A

Unpack disk B

CAM #316 Utilités domestiques

DF, EtaleFileReader, frag, Liner\_v1.32, LookFor\_v1.0, NewZap\_v3.20,  
Show\_Disk, Video\_Librarian, WB\_Res\_v1.1

Unpack

CAM #317a&b Utilités de Programmation

RCS, SKSH\_v1.2

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Unpack disk A

Unpack disk B

CAM #318 Musique DMCS

DPLAY

32 Deluxe Music Construction Set classic pieces:

1812Overture, adagio, Bach, Berceuse, Berserk, BMinuets, BPrelude,  
Etud.op10-12, Etud.op25-11, Etud.op25-12, Etude.op10-1, Etude.op10-5,  
Etude.op25-1, Etude.op25-2, Etude.op25-9, fugue.jsb, Gloria5, HAllegro,  
HGigue1, HoraStaccato, messiah12, moon.dmcs, op.post.Emaj,  
op.post.Emin, Prel.op28-16, Prelude\_II, RhapsodyInBlue, ronde,  
Toccc+Fugue, Waltz.op42, Waltz.op64-1, Waltz.op64-2.

Unpack

CAM #319a&b NewTek Demo Reel #3

Unpack disk A

Unpack disk B

CAM #320 Utilités Éducation

Alert, DiskSpeed\_v2.0, DumpDiff, Elements\_v1.2, HPIIc, MakeIcon,  
PLT\_v1.3, WBAssign

Unpack

CAM #321 Utilités domestiques

Calendar, GraphX, MultiSelect, NazCron\_v1.02, RoadRoute, VBR, WBShadow,  
With, WorldDataBank

Unpack

CAM #322 Utilités de Musique

MED\_v1.2, STReplay

Unpack

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## CAM #323 Utilités de Télécommunication

dnet\_v2.13, Remote

Unpack

## CAM #324 Utilités de programmation

A68K\_v2.6, AmigaLibraryManager\_v1.0, ArexxInterfaceLibrary\_v1.0, BLITTER.c, ColorReq, CPrint\_v1.3, FarPrint\_v1.3, Gone, rexxserdev.library\_v2.00, slide, Sweep, TAPriSKA

Unpack

## CAM #325 Utilités diverses

ARTM, ATOF\_v1.0, DiffDir\_v1.1, FastDisk\_II, FileIt, gcd, IconTools, keys, LabelPrint\_v3.0, MouseClock, OSK

Xicon\_v2.5

It's been more than three years since I originally wrote Xicon (July 1986), and until last year it was essentially the only program to provide a means of running a CLI command script from an icon. With Commodore's own IconX, it finally has some competition. The previous version of Xicon -- 2.01 -- has a number of features that are missing from IconX, but, equally well, IconX has a couple of very useful options that I had always wanted in Xicon but never could figure out a neat way to do. Spurred on by the example placed in front of me, I finally got my act together and put the missing features in. Xicon 2.5 does everything IconX does, and still has all its old features (including one or two -- like LOCDIR -- that are a bit redundant now). Binary only, Author: Pete Goodeve

Unpack

## CAM #326 Utilités de programmation

ARPTools, DateRequester, IntegrtdCComplerEnv\_v1.4, KFFT\_v1.1, MRARPFFile, requester.library\_v1.3, screenclip\_v1.0, Txt2Exe

Unpack

## CAM #327 Jeux

FRENZY, JAR, MarbleSlide

Unpack

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## CAM #328 Utilités Éducation

AirFoil\_II, Graph, ScopeCalc\_v1.0, Stackup\_v2.0

Unpack

## CAM #329 Utilités graphiques

MultiPlot, Show\_v2.0, SlideMaster\_v0.1

Unpack

## CAM #330 Utilités domestiques

BankNote, Cal-Pal, MicroCosm\_v1.3, PennyWise

Unpack

## CAM #331 Utilités de Télécommunication

File\_Collector\_v1.04, Lhwarp\_v1.11, pkazip\_v1.0, select,  
VLT\_v4.428\_&\_Jr

Unpack

## CAM #332 Utilités de programmation

AmigaAsmPreprocessor\_v0.2, bind\_v1.2, DAsm\_v2.12, IPC\_nov89

Unpack

## CAM #333 Jeux

Lotto

Lotto is designed to replace your user group's old shoebox full of membership numbers and names and add some pizzaz to the process of drawing for doorprizes at club meetings. Includes source. Author: Mike Groshart

NameGame

A game based on a popular type of word skill puzzle contest generally sponsored by newspapers. Binary only. Author: Mike Savin, Gladstone Productions

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## Rubik

Translation to C of a Rubiks Cube solver program originally written in Basic by John Murphy. Includes versions to do an "unwrapped" 2D solution, and a more visual 3D solution. Version 0.0, includes source. Author: Roger Uzun

## SensoPro

You try to remember and mimic the sound/color sequence played by the computer. Each time you get it right, another sound/color is added to the sequence. Great practice in case you ever find yourself in a "Close Encounters of the Third Kind" experience. Binary only. Author: Peter Handel

## FallThruV1.0

FallThru is a relatively simple game to play, but you must plan your moves to get the lowest score. The game starts with eight numbered horizontal bars in the center of the screen. Each bar has four holes, randomly spaced. On the top of the bars are eight purple markers that you make FALLTHRU the holes in the bars. You first specify which of the bars you want moved, pressing return after making your selection. You are then asked for a direction, left or right. Press the 'L' or the 'R' key, then a RETURN. Lastly, you are prompted for how many times you want that bar to move in the direction specified. You may input a number from one to nine. If you feel that you would like to change your mind, type a zero and the prompt will go back to asking for which bar to move. After hitting a number from one to nine and a RETURN, the bar will move. If a marker passes over a hole, it will drop in. You must get all eight markers to drop past the eighth bar in the least amount of moves. You will then get a chance to try to beat your lowest score, or better yet, have a friend to try. Binary only, author: Stafford White

## Unpack

## CAM #334 Utilités graphiques

## DkbAnim

This program replaces the DumpToIFF post processor for the DKBTrace program. The old version worked perfectly well, but it created a different palette for each picture. If you are trying to make an animation, however, most animation making programs don't support different palettes on each frame. Include source, author: David Buck

## fontmaker\_v1.0

Fontconverter utility for Sculpt. Binary only, author: James Rice

## ifsdemo\_v1.3

IFSOUT graphically displays iterated function systems and allows the

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user to interactively create the affine functions that define such systems. An IFS can represent complex pictures very compactly. Simple IFSs can describe an infinite number of different and interesting fractal displays. Some of these pictures are reminiscent of plants, ferns, bushes, trees, snails, shells, sunsets and other natural objects, plus a number of other interesting patterns. Included with the program are a number of displays that the author and others have discovered. These are in a directory named coors. The demo-version does not have the ability to save functions, it also stores its transforms in binary form. Binary only, author: Glen Fullmer

#### StripAnim\_v1.1

This program will convert Photon Paint 2.0 ANIM files so that they can be run with the Director. Currently the Director is unable to deal with ANIMs that have imbedded CMAP chunks which allow for the palette to change during the ANIM. Provided that the ANIM does not actually require a changing colormap, this utility can be used to strip out the otherwise unnecessary CMAP chunks containing the frame-by-frame colormap information. Binary only, author: Unknown

#### The-Plot-Thickens

This program draws 3-D graphs either as wire frames or colored solids with hidden lines eliminated. It requires a minimum of 512K of memory. This is a shareware program by George Trepal.

#### Unpack

#### CAM #335 Utilités diverses

#### AlarmingClock

A simple alarm clock program with a very alarming "ring", particularly if you hook it up to your stereo and turn up the volume. Includes source. Author: Brian Neal

#### expansion

'expansion' prints a single screen of data for each item that was autoconfigured. Note we are concerned primarily with Board Size, Board Address, er\_Manufacturer, er\_InitDiagVec, and er\_Product. For most autoboot devices, the Board Size is 64K bytes and is located in the 0EXXXXXH expansion area (at least with 1.2 & 1.3. Include c source, author: Gregory B. Tibbs

#### fortune\_v2.04c

Fortune will randomly display a 'fortune' selected from the fortunes file (supplied). The 'fortunes' file is easily modified or added to by the user, using any text editor. Fortune provides color and speech by user option. Version 2.04c, includes source. Author: George Kerber

#### KEYBIZ

This little hack will make you think you have mice scurrying around in the back of your computer. Includes source. Author: Mark Schretlen

#### LeftyMouse

Swaps the functions of the left and right mouse buttons so that Lefties can use the mouse with their left hands. Includes source. Author: Rob Eisenhuth

#### MouseCoords

A small assembly utility which shows you the current position of the mouse pointer. Can be "jumped" to operate on any screen. Includes source in assembly. Author: Jonathan Potter

#### NAdr\_v1.0

Yes, another name and address program for the Amiga. I guess there are some things you just can't have enough of, and name and address programs must be one of those things. Binary only, author: Griff Jackson

#### NewLook\_v3.0

NewLook changes the design of Workbench gadgets. It streamlines the look of the screen. Double-click the program icon and the change is automatically made. This version of NewLook contains seven different styles. Binary only, author: David N. Junod

#### OHelp\_v2.0

The OHelp program is designed to be able to retrieve information on the CLI commands, and pretty much anything else the user wants to keep a file of help data covering. Include c source, author: John Wiederhirn

#### PathAssign\_v1.1

This is a program which increases the flexibility of the AmigaDOS system. The basic idea is to replace the old standard assignments with new which can read from a several different (i.e. a path) of directories. This operation is totaly transparent to the user and to normal programs. Binary only, author: Anders Lindgren

#### PopUpMenu\_v2.42

A small program that makes it possible for you to use pop-up-menus with any program that uses standard intuition menus. Version 2.42, includes source. Author: Martin Adrian

#### Print-Handler\_v1.1

A custom PRT: driver which offers easy single sheet support as well as limited data spooling. Version 1.1, includes source. Author: Olaf Barthel

#### QView\_v1.1b

A very small file view program (only 3K) written in assembly language, but with most of the features of its larger cousins. Version 1.1, shareware, binary only. Author: Lyman Epp

#### ReplaceGadgets\_v1.21

ReplaceGadgets changes the system gadgets of your Amiga. Every window or screen in the system will be updated, and the programs called subsequently will use the new shapes. Beware of the fact that SIMPLE\_REFRESH windows will get updated with a move, SMART\_REFRESH windows with a size, and SUPER\_BITMAP windows (or SMART\_REFRESH windows without sizing features) will never get updated. Include c source, author: Sebastiano Vigna

#### StarBlanker\_v1.0

A screen blanker that replaces your display with a randomly chosen animated starfield. Version 1.00, includes source in Modula-2. Author: Chris Bailey

#### Switcher\_v1.0

Switcher's job is to provide you with a list of the current screens existing on the system and then allow you to select which screen you want to switch to. Binary only, author: Khalid Aldoseri

#### talkey

The talking keyboard program (TalKey) will speak any keys and or words that the user types while operating in a CLI window. Binary only, author: Unknown

#### wc

WC calculate the WindChill factor of temperature. Binary only, author: Charles Conlow

#### Unpack

#### CAM #336 Utilités diverses

#### Ash

A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.0, binary only. Author: Steve Koren

#### Back\_&\_UnBack

Back and UnBack are a pair of raw utility programs that I wrote to make

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using Matt Dillon's BackUp/Restore program safer and faster to use. These programs essentially replace the AmigaDos Copy command when saving (and restoring) the large backup files to floppy disk. Include c source, author: Stephen Vermeulen

#### BreakUp

This little utility is for the express purpose of taking a large TEXT file and breaking it up into smaller, more manageable files. There are a couple of limitations. One is memory (of course). The other is that the newly created files are output to the -current directory-. I usually use this by placing 'bu' in my C: directory, the file that need to be broken up goes on a disk in DF1: and then I CD to RAM: to do the actual process. Include c source, author: Brian Jackson

#### Devstat

Assembly code example of locating and listing information about all mounted devices. Includes source. Author: Fabrice Lienhardt

#### ELAPSED

This program allows one to easily compute the elapsed time needed to execute any command or series of commands. Binary only, author: Ned Kelly

#### GMC\_v4.0

A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Version 4.0, binary only. Author: Gotz Muller

#### KillReq\_v1.0

A small program which disables Intuition's AutoRequest function. In particular, this prevents AmigaDOS from putting up system requesters, which is useful if you are operating your Amiga remotely and can't use the mouse to click CANCEL. Unlike similar utilities which affect only a single CLI, KillReq disables ALL requesters. This is version 1.0 and includes C source. Author: Eddy Carroll

#### mackie\_v1.4

A versatile cli/macro-key initiator based on POPCLI with a unique method of "screen-blanking". I won't say more, just try it! This is version 1.4, an update to version 1.3. Includes fixes to work with latest WShell and the new 'never' keyword. Includes source. Author: Tomas Rokicki

#### SF\_v2.0

SF searches for files or directories into any AmigaDOS legal device. The searching is done starting from the device's root directory and going down into its subdirectories. The searching process also look for items into archive files generated by various compressing tools.

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Archive files ending with a .ARC, .LHZ, .ZIP and .ZOO extension are currently supported. To use this program, you need ARP.library 1.3 (rev. 39.1) or higher in your LIBS: directory. Binary only, author: Andrea Suatoni

splitter

Split is a utility to allow large files to be split up into a group of smaller files. The main use for Split is in the area of telecommunications. The names of the output files are the same as the input file except for a period and a letter appended to the end of the input file name. The SIZE of the output files is 10000-100000 bytes. To re-assemble the files, use the AmigaDOS function, Join. (Note: Split writes to the current directory, but it can read from a different disk and/or directory.) Binary only, author: Ray D. Ward

Unpack

CAM #337 Utilités diverses

Fenster\_v2.0

A program which can operate on windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. This is version 2.0, an update to version 1.0. Includes source. Author: Roger Fischlin

FileMaster\_v1.11

A file editor like NewZap or FedUp, which allows you to manipulate bytes of a file. You may also change the file size or execute a patch. Version 1.11, includes source. Author: Roger Fischlin

Helper\_v.07

Helper is a small utility to ease the transition to using the CLI, or even to speed up certain functions if you're a CLI pro. Helper allows you to define up to 12 help keys which are available to your CLI window. Along with the ability to set up any command to execute at the touch of a button, you may also specify that a file requester (ala ARP (AmigaDOS Replacement Project) to select any file parameters required by a command. Include source in Modula, author: Mike Cargal

lire\_v2.1

This is the second version of my minimal text reader, that reads text files and nothing more. It is a few bytes shorter. Some bugs have been fixed. It lost a few peculiarities (no copper listnow) but it gained a few additional features. (i) the cursor indicates the location in the text and allows you to directly jump anywhere you want to go, instead of flipping pages. (ii) more color features. The text is displayed in a 4-color window opened in a custom screen. The background is in color 1 and the text is normally printed in color 2, except for the lines beginning with codes 3] or 4], which are printed in color 3 or 4 respectively. Can be useful for highlighting titles,

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as shown above; this is commonly used throughout JUMPDISK. Binary only, author: Charles VASSALLO

makefastmem\_v1.0

MakeFastMem is a little program that changes a chunk of ChipRAM to FastRAM. At least the OS is fooled to believe that. The reason for doing this is because some people (programmers) believes that they MUST ask for FastRAM, and believe that the user always has that. That is really stupid, and has caused problems for a number of people with 1 Mb ChipRAM for example. Include source in assembler, author: Erik Lundevall

NoIconPos

This program clears the position info of any of your icons to allow WorkBench to pick a reasonable place for the icon again. Useful for disk and drawer icons where Snapshot rewrites the icon and the window information. Written in Modula-2, another demo for M2Amiga, showing the simplicity of programming with this Modula-2 compiler. Author: Markus. Schaub

Patch2090\_v1.0

Patch2090 will fix the problems that the CBM 2090 and 2090A controllers have when heavy DMA activity is present, i.e. when the display is hi-res, and 4-bit planes (16 colors) while reading from Fast Filing System (FFS) partitions. This problem is very evident with SCSI drives. Binary only, author: Khalid Aldoseri

same\_v1.0

This is a little utility I whipped together for my own use, but I figured that maybe other people would have a use for it as well, so here it is. What it does is take two sorted input files and return those lines that are identical in both files, not counting case (i.e. both strings are converted to upper case before comparison). Include c source, author: Daniel Zenchelsky

silence

The program SILENCE will run as its own task and prevent the floppy drives from clicking if there are no disks present. This is done by halting the trackdisk.device task associated with the drive when the DOS file system has detected a lack of a disk. Disks are detected by examining the disk change status. This status is altered only when the heads are stepped. Since stepping clicks the heads, there must be a quieter way. Fortunately, it is possible, on most floppy drives, to step towards smaller track numbers when at track 0. This will change the latch but will not physically move the heads since the disk knows not to step out of bounds. In theory, this works. Binary only, author: Edward Lappin

SlowDown

This program was written to slow down the Amiga. The original purpose of this program was to permit mentally handicapped users to play games

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that multi-task properly. Include source in Modula, author: Robert Salesas

#### SuperMenu\_v1.51

An information display system you can use to quickly and easily display text files (and sections of text files) with the press of a button. Version 1.51, shareware, binary only. Author: Paul Thomas Miller

#### WBScript

WBscript lets you place scripts into project icons. When you double-click the icon, the script is executed from a console device (CLI) of your choice which has a current directory of the icon's location, or a directory named in the project icon. In this way, when you write your scripts, you do not even have to supply path names to files and the script will still always find them. Binary only, author: Howard Harrison

#### Xoper\_v2.2

Very comprehensive program to monitor and control system activity. Monitor cpu, memory usage, ports, interrupts, devices. Close windows, screens, show loaded fonts or last Guru code number. Clean up memory, flush unused libraries, devices, fonts. etc. and a whole bunch more! Spawns its own process. A very handy background task to have loaded. This is version 2.2, an update to version 2.0. Changes include mostly bug fixes and some minor enhancements. Assembly source included. Author: Werner Gunther

#### Unpack

#### CAM #338 Musique

14 self-playing music pieces:

Commando, CrystalHammer, Deadlock, Echoing, Fusiad, Music-001, Music-003, Music-006, Music-007, Music-012, Samba, spacetravelling, UnitA, wow. Warning some pieces are 2.0 incompatible.

#### Unpack

#### CAM #339 Utilités de programmation

#### 3d\_Library\_src\_v1.0

This library represents an attempt to provide the Amiga community with a high speed, easy to use 3d display library for C programmers. The library uses the transformation matrix method, which is the fastest method I know to do 3d transformations while still providing relatively intuitive rotations. Integer arithmetic is used for speed. Additionally, the data is stored in a format that will make it easy to optimize the code in assembly language. I wrote the code for Aztec C,

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but I haven't converted anything to assembly language yet, so the current version should work with Lattice as well. I haven't tested it, but I don't believe I did anything that is compiler dependent. The library provides what I consider relatively high speed 3d displays. It can rotate and draw roughly 500 lines/second. Once I've converted the rotation code to optimized assembly, I expect the time required for the calculation portion of the display to be reduced by at least a factor of 4. With the Amiga's graphics coprocessor, filled polygons can be drawn almost (perhaps 70-80%) as fast as the lines. Since a number of the parameters used in the library are application specific, the 'library' is actually a C source file that you include in your program. This is done primarily for speed. If some of the parameters were variables rather than #defines, the library would run significantly slower. The code is relatively small, and it seems unlikely that more than one 3d application would be active at one time, so C source seems to me to be a reasonable way to go. If anyone has a better idea for future versions, I'd love to hear it. Author: Steven Ludtke

#### DispMod\_v0.11

One of the series of ROBBS (Rexx Object Building Block System) modules by Larry Phillips. DispMod is a display module that only understands ARexx messages. It allows, under program control, the display of text and the acceptance of keyboard data. Version 0.11, includes source. Author: Larry Phillips

#### FReq

A general purpose file requester, which was designed to be easy to use and fast, with a built-in ARexx port allowing you to use it from ARexx scripts or applications with ARexx ports. Version 1.0, binary only. Author: Jeffrey D. Wahaus

#### KLib\_v1.0

'kd\_freq.library' is a standard Amiga library that has three functions: FReq(), Path() and PatMatch(). FReq() calls my file requester (FR) so that any program can use it. The FR is totally reentrant, and you can have multiple programs calling it simultaenously. Path() simply returns the full path to a file or directory. PatMatch() implements AmigaDOS style wildcard pattern matching. Binary only, author: Khalid Aldoseri

#### M2Lib

Modula-2 object code to Exec loadable library procedure. Include Modula source, Author: Tim Coffey

#### requester.library\_v1.5

The dissidents file requester library. This is version 1.5, Binary only. Author: Jeff Glatt, Dissidents Software

#### screenshare.library\_v1.21

A library and support programs that enable applications to open up windows on other applications' custom screens. For example, your

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editor may want to open a window on your terminal emulator's screen so you can compose a message while still being able to see the contents of the terminal's screen. Both applications must cooperate for the screen sharing to work. Version 1.21, includes source for interface portions. Author: Willy Langeveld

#### SerMod

The first module implemented as part of ROBBS (Rexx Object Building Block System); SerMod, the serial module. Full source code will not be presented, but will be available on a Transactor disk. We will look at some of the code that illustrates the principles of the ARexx interface to this module, and show complete syntax for the commands it will recognize. Author: Larry Phillips

#### xspecs.library\_v0

Included here is an Amiga disk library of XSpecs functions, named xspecs.library (what else). Any programmer using a language which is able to access Amiga libraries now has available 24 different XSpecs functions which allow easy initialization of an XSpecs three dimensional view and easy drawing and sprite movement within this view. XSpecs library does all the hard work of vertical blank programming and of three dimensional projection into left eye and right eye views which are then switched in synchronization with the XSpecs lenses. XSpecs.library is freely distributable in the public domain. Included here is version 0. If there is enough interest, future versions will be developed to add additional functions and fix any bugs (what bugs). Binary only, author: Richard Horne

#### ZeroMung

Some programs currently available make use of the following condition in most Amiga computers: \*0 == 0L This dependence should be interpreted as a BUG. If a program, or a piece of hardware happens to put a non-zero value into location zero, odd things may begin to occur inside programs depending on this anomaly. Noticed symptoms include: - drastic slowing of program execution - improper execution of minor areas of a program - major inabilities to function properly. Binary only, author: John D. Gerlach, Jr.

#### Unpack

### CAM #340 Utilités de télécommunication

#### APB\_v1.1

APB is a modem dialer and phone book. The program will work with any modem as a modem configuration editing and re-initializing screen is provided. The phone book is a handy way to store large amounts of numbers and dial them individually or in succession. The phone book also allows for manual entry of phone numbers to dial, it iconifies yet allows you to control the modem while in shrunk mode as well as monitoring the modem for any incoming signals (like a ring) when you are not dialing a number. The Concert Dial feature re-dials a busy

number as fast as your modem allows, continuing to re-dial until a busy signal is no longer recieved. APB also has a limited format print-out capability to give you a paper printout of your phone book. Binary only, author: Jeff Hoag

ftek

This is the the source and executable for FTEK. FTEK is very similar to FTERM but it also has TEK4014 emulation in it. Of course FTEK is mainly hacked on original code from FTERM and the tek module from "tek" which is a VT100 hack to include 4014 stuff (by my professor no less!).

JModem\_v1.0

JMODEM File Transfer Protocol, Amiga Version 1.0 Based on original implementation version 1.20 by Richard B. Johnson for IBM PC compatibles. Amiga port made by Kenneth Osterberg, released into public domain June 10, 1989. Include c source.

lharc\_v1.10

Lharc is an archive program such as Arc and Zoo. It can store several files in one archive in a compressed form which is generally more efficent than that used by Arc and Zoo. It also supplies all of the archive handling capabilities that an archive program should have. In particular it is able to store an entire directory tree with one single command. This enables you, for example, to store an entire floppy-disk with a single command creating an archive which is usually shorter than those prodeded by Warp or even LhWarp (see the -r switch). Another important feature of Lharc is its ability to preserve the file attributes (see the -a switch) Its only weakness is compression speed: Zoo 2.0, for example, is faster, but if compression efficiency is more important for you than compression time you'll surely appreciate this program. (anyway decompression is much faster than compression). Binary only, author: Paolo Zibetti

Lhwarp\_v1.21

A program which will read tracks directly from your floppy disk, compress them using adaptive huffman encoding, and output them to a file. The resulting file can be used by lhwarp to reconstruct an image of the original disk. This is version 1.21, an update to version 1.20. Binary only. Author: Jonathan Forbes

Lightning\_Dial!

Lightning Dial! is a program that I wrote to help a friend win one of those radio call-in contests. The purpose of the program is to quickly dial a phone number and wait just long enough for you to hear if the phone is busy or if it rings. In the case that it is busy, the program will hang up and re-dial. If the phone rings, it is your responsibility to first pick up the reciever of the phone (you do have one don't you?) and then click on the HOLD gadget to stop the program from re-dialing. You can then talk to the person (the D.J.) on the other end and hopefully win the contest. Include c source, author: David R. Stromberger.

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## LZ\_Sources

This article by H.Okumura explains various algorithms of Data Compression. The article, originally uploaded in his workshop, is posted here with his permission. Also includes three C programs illustrating lzari, lzss and lzhuf methods uploaded with permission of their authors. These are the compression schemes currently being investigated by Japanese hobbieist programmers. -Kenjiro Okubo. There are five files in this package: readme package summary compress.txt the compression paper by Haruhiko Okumura lzari.c C source for lzari compression, by Haruhiko Okumura lzhuf.c C source for lzhuf compression, by Haruyasu Yoshizaki, comments translated into English by Haruhiko Okumura lzss.c C source for lzss compression by Haruhiko Okumura

## pkazip\_v1.01

PKAZip is the PKWare ZIP tool for the Amiga. PKWare's MS-DOS product line includes:

PKZIP - The FAST data compressor!  
PKUNZIP - The FAST data decompressor!  
PKZFIND - A tool to locate files in directories or ZIP files!  
STUPENDOS - A directory utility which provides access to MS-DOS files as well as ZIP files!

PKAZip is all of these tools and more! It provides the Amiga user with a fully-Intuitionized tool written specifically for the Amiga. PKAZip provides COMPLETE support for the Amiga's file system while retaining compatibility with PKWare's PKZIP and PKUNZIP tools. PKAZip provides functions to create, examine, extract, test, modify, display and print files which are in the ZIP compressed format. PKAZip provides additional functions which support ZIP creation and extraction. It provides full support for recursive copy and delete to allow you to copy or delete any or all files in one or more directories and subdirectories. PKAZip will create directories as needed to support the copy operation and ZIP file creation. Binary only, author: Dennis Hoffman

## undo\_v1.0

undo is a simple shell for arc, zoo, and lharc. If you use undo you will not have to remember which archive format the file was in. Include c source, author: Jamie C. Mueller

## XprKermit\_v1.5

An Amiga shared library which provides Kermit file transfer capability to any XPR-compatible communications program. Supports version 2.0 of the XPR Protocol specification. Version 1.5, includes source. Author: Marco Papa, Stephen Walton

## xprquickb\_alpha

The XprQuickB shared library supports an external file transfer protocol (XPR) for Amiga programs such as VLT and A-Talk III. It supports the Quick B protocol developed and used by CompuServe

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Incorporated as an enhancement of their B protocol. Generally, Quick B protocol file transfers are significantly faster than transfers with older protocols. Includes source. Author: The Software Distillery

Unpack

CAM #341a&b Amiga UUCP

uucp\_v1.03d

An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.03D, an update to version 1.00. Includes source. Author: Various, major enhancements by Matt Dillon

Unpack disk A

Unpack disk B

CAM #342a&b Utilités programmation

CC\_v2.0

Here it is: a Unix "cc"-like driver for Lattice C 5.X! I wrote this program because I got fed up with Lattice's "lc" driver program, especially when trying to convert makefiles (for MicroEMACS) to use lc instead of the universal "cc" type driver. NOTE: "tmskludge" is GONE! The program now requires Arp.library to run, but you should all have Arp anyway. It should be available almost anywhere. Besides the removal of tmskludge, new improvements include easier configurability (?), slightly more Unix-like syntax, base-relative code support, and more! The cc program is now "pure" so that it may be made resident. Binary only, author: Tyger Mohrtech Software

cpp

This is a copy of the Decus cpp, ported to the Amiga. This cpp is more powerful and complete than either of the built in cpp's in Manx or Lattice C. Includes source. Author: Martin Minow, Olaf Seibert

cshell\_v4.0

Shell provides a convient AmigaDos alternative command interface. All its commands are internal and thus does not rely on the c: commands for any functionality. Major features include:

- command line editing
  - shell & Amigados search path support
  - simple history
  - redirection of any command
  - piping
-

- aliases
- variables & variable handling (embedded variables)
- file name expansion via conventional wild carding ('?', '\*' and more)
- conditionals (if/else ect..)
- source files (w/ gotos and labels)
- many built in commands to speed things up

Include c source, authors: Carlo Borreo & Cesare Dieni

#### GnuGrep\_v1.5

The grep program from the GNU project. Replaces grep fgrep, egrep, and bmgrep. Currently does not expand Amiga style wildcards, so if you wish to scan multiple files you will need to use it with a shell that does this for you. This is version 1.5, an update to version 1.3. Includes source. Author: Many (see README file)

#### IChing

Ancient Chinese fortune telling program. Yin yang of one's destiny on any subject. The ancient technique uses yarrow sticks. Americanized version uses coins. This version uses a random number generator of my own design. It kind of defeats the use of this program if you use it every day but it's up to you. Think about a problem or situation you want to determine the out-come to and use this program to see the pre-destiny for that problem. Include c source, author: Christopher Paul Scott.

#### make

Public domain make from mod.sources, Volume 7, number 91. It has been cleaned up, Manx'ified, and some new features added, by Steve Walton. Includes source. Author: "caret@fairlight.OZ"

#### Patch\_v1.0

Two independent ports of the very useful Unix utility "patch", which applies context diffs to text files to automatically update them. Includes source. Author: Larry Wall

#### RM

You wanted to delete a couple of files, and one tiny extra space crept in. The result -- "delete t: #?", was devastating. A week's work is gone. That's where rm comes in. Instead of immediately deleting the files, they will be moved to some trash directory. When you are sure everything is OK (after some minutes when everything has settled), you can empty it (at my place this automatically happens once a day -- files older than 24 hours are then erased). Include assembler sources, author: Martin J. Laubach

#### Yacc\_v1.0a

This is a port of Berkeley Yacc for the Amiga. This Yacc has been made as compatible as possible with the AT&T Yacc, and is completely public

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domain. Note that it is NOT the so-called Decus Yacc, which is/was simply a repackaging of the proprietary AT&T Yacc. Amiga version 1.0a, includes source. Author: Bob Corbett, Amiga port by Eric Green

Unpack disk A

Unpack disk B

CAM #343a&b Éducation

DistantSun\_demo\_v3.0

This Distant Suns Demo can be run as an automated demo if you run Xit ds\_play or as an interactive demo by double clicking ds\_demo. This should be installed on a stripped down workbench or on a hard disk. Requires 1mb to operate. This is a fully functional copy of Distant Suns locked into the year 1988. Author: Virtual Reality Laboratories, Inc.

Elements\_v1.2

Very nice interactive display of the the Periodic Table of Elements. Can display a large amount of pertinent data about a selected element along with a good deal of general and miscellaneous info. Author: Paul Thomas Miller

FishTank

"FishTank" is a program that simulates an aquarium. It was written entirely in object-oriented JForth (version 2.0). The intent of the program is to provide a visually pleasing and relatively accurate simulation of tropical fish in a home aquarium. While the behavior of tropical fish is very much more complex than the behavior displayed by my simulated fish, their survival characteristics are at least similar. "FishTank" could be used as a humane way of testing out various combinations of fish and water conditions by those planning (or just daydreaming about) a real aquarium. This program makes extensive use of the Amiga's animation system. The screen is a double-buffered HAM-mode screen, and the fish are all "AnimObs". Although I probably do not use the AnimObs to their fullest advantage, they do work in a reliable and consistent manner. Binary only, author: Harriet Lurie

OrbitX

OrbitX is a program that lets you explore the behavior of orbiting objects. It can be used simply to watch the delicate motion of the objects, or to generate drawings which can be saved for use with other Amiga programs. This document will explain some of the theory behind what is going on when you run orbitX, as well as serve as a general guide to using the program. Binary only, author: Harriet Lurie

States\_v2.0

The USA states capitals educational game quiz graphics Cando stack. The default game setup is ONE player, STUDY mode with MAP on. Change



the setup through the titlebar menu or use the listed keyboard equivalents. While in STUDY mode, the player will see the correct answer if he makes a mistake. In TEST mode, he does not. The map is a visual scoreboard. Each player can see which states he has "conquered" by entering the correct capital. Player One's states are red, Player Two's are green. The game moves more quickly with the map off. This game is part of an educational package under development by Artistic Solutions. Shareware

Unpack disk A

Unpack disk B

CAM #344a&b Utilités graphiques

AmigaPlot\_v2.0b

Amiga Plot is a three dimensional mathematical function plotter. It takes a function, derived by the user, parses it into a partially compiled form and then calculates coordinates to be placed in the xyz system. AmigaPlot use hidden line removal based on a principle known as the painters algorithm. Each time AmigaPlot goes to the screen it places a filled polygon. Starting from the most distant part of the plot it is constantly placing filled polygons in front of other polygons there by covering the hidden portions of the plot. Many aspects of the plot are user variable so that almost any combination of rotations, perspectives, and parameters for any function can produce infinite results. AmigaPlot is not intended for statistical analysis and the precision of the plot or its scale are not guaranteed. The use of color in the plot can produce very pleasing effects especially when a feathered pallet is used. The idea of AmigaPlot is to provide an artistic approach to the sometimes dry subjects of Analytical Geometry and Trigonometry. Binary only, author: Joe Martin

LPE\_v1.0

LaTeX Picture Editor is a graphical editor for producing "pictures" for the LaTeX system, which may be imported by LaTeX. You can draw boxes, dashed boxes, lines, vectors, circles, boxes with centered text, and plain text. Binary only. Author: Joerg Geissler

LPtoPS\_v22-DEC-89

lptops converts normal text files into PostScript for printing on the Apple LaserWriter, or any other PostScript-compatible printing device. It supports selection of a variety of fonts at arbitrary point sizes, margin specification, portrait and landscape page orientation, automatic page numbering, page outlining, and multi-column printing. It can also handle overstruck text used by many document formatters for underlining. Include c source, author: Allan Hetzel

plplot\_v2.6

A library of C functions useful for scientific plotting on the Amiga. The library is Lattice C compatible. Contour plotting, three

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dimensional plotting, axis redefinition, log-log plotting and multiple subpages are a few of Plplot's features. The plots can be displayed on a monitor or sent to a graphics file for subsequent printing. This is version 2.6, and update to version 1.00. This version includes a greatly improved intuition interface, preferences support for hardcopy, several new device drivers, and the capability of adding additional device drivers easily. Includes source. Author: Tony Richardson

#### PLT\_v1.3a

PLT: is a file-handler that emulates a plotter by accepting HP-GL commands, creating a raster image, and then dumping it to any Preferences supported graphics printer. The current resolution set with preferences is used, allowing PLT: to make full use of a printer's capability. PLT: accepts virtually all of the standard HP-GL commands, including scaling and text. The commands that were not implemented are those which are generally contained in an extended graphics cartridge, such as: circles, arcs, filled regions, etc. Version 1.3a includes new features and bug fix, binary only, authors: Rich Champeaux & Jim Miller

#### Post\_v.02

"Post" is a software based PostScript interpreter, presently running on the Amiga. The source code (not include in this distribution) is written in C, and should be fairly portable to other machines. It supports the full Adobe language, with only minor variations. Author: Adrian Aylward

#### Unpack disk A

#### Unpack disk B

#### CAM #345 Utilités diverses

#### CmdSweep\_v1.0

CmdSweep executes a given command in every subdirectory under the specified starting directory including the starting directory. It can also be used to execute the command for every matching file encountered in the directory tree. If the current directory is the desired starting directory, then it may be specified by coding the argument as "". Includes source. Author: Bill DuPree

#### DEdit\_v2.01

DEdit is a Disk Editor that will edit sectors on any disk device that uses 512 byte sectors I've used it with my Floppy drives, RAD:, and my hard drive using the FastFileSystem. Binary only, author: Mike Ruble

#### Find\_v3.9c

Searches a directory and its subdirectories for the pattern. Binary only, author: Cedric BEUST

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## FixIcons\_v1.2

A program to scan through all files in a given volume or directory, looking for project icons and changing their default tools according to instructions given in a script file. Version 1.2, includes source. Author: Lars Clausen

## IconJ\_&amp;\_AtatJ\_v1.0

IconJ significantly enhances the IconX program, and is 100% compatible. It allows scripts to be executed by double-clicking the script's icon. Abilities include joining the script with the icon file itself, or calling it from any directory or disk, executing either AmigaDOS or ARexx scripts, outputting to any file or device, running interactive scripts and scripts that contain conditionals, and creating relative console windows. Includes a utility called AtatJ which attaches or detaches a script to/from an icon file. Version 1.0, includes source in JForth. Author: Rich Franzen

## QuickHelp\_v1.2

A utility that helps you make and display your own help files for commands. Disk space usage is minimized by using PowerPacker to crunch the help files. Version 1.2, binary only. Author: Jorrit Tyberghein

## snap\_v1.4

A tool for clipping text or graphics from the screen, using the clipboard device. Snap finds out character coordinates automatically, handles different fonts, keymaps, accented characters, and more. Version 1.4, an update to version 1.3. Includes source. Author: Mikael Karlsson

## trackutils

Two utilities that deal with disk tracks. TCopy copies one or more tracks from one disk to another, and is useful for copying part of a floppy disk into RAD: during bootup. TFile creates a dummy file which "marks" a specified range of tracks, preventing AmigaDOS from using them and allowing them to be used for raw trackdisk data. Includes C source. Author: Eddy Carroll

## zap\_v2.04

## Unpack

## CAM #346 Utilités graphiques

## BezSurf\_v2.0

Generates bezier surfaces of revolution. Will produce some amazing pictures of wineglasses, doorknobs, or other objects one could turn on a lathe. Includes the capacity to map IFF image files onto any surface that it can draw. This is version 2.0, an update to version 1.0. Changes include support for data file formats that can be translated to

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input files for various 3D modeling programs, an increase in the number of grey shades available, and the capability of modifying the endpoints of segments. Source included. Author: Eric Davies

#### HamSharp\_v1.5

This Amiga program converts GIF files to IFF files (using HAM if required). It takes a while to run (typically 3 minutes) but produces HAM images with few colour errors. It is also useful for showing full PAL pictures when used in conjunction with PAL-capable IFF viewers. Include c source, author: Ken C.M. Lau

#### MandelMountains\_v1.1

A program that renders three-dimensional images of blowups of the Mandelbrot set. Includes several example images. Version 1.1, shareware, binary only. Author: Mathias Ortmann

#### Mostra

A very versatile program to display IFF ILBM files. Features realtime unpacking scroll, smart analysis of any IFF file, total control over display modes, simple slideshow processing, pattern matching, and a dozen other options. Only 14K. This is version 1.0, and adds SHAM, double buffering, faster decompression, color cycling, TeXdocs, startup files for easy customizing, and complete WorkBench support through ToolTypes and Style icons. Binary only. Author: Sebastiano Vigna

#### Unpack

#### CAM #347a&b Images Ray Trace

#### 8ball

This image uses a wide selection of Silver's features. Author: James M. Shook

#### Ball

Turbo Silver picture of ball on a staircase. Author: James M. Shook

#### COLUMNS

A Ray-traced still called "COLUMNS©", Greek temple columns. Software: TurboSilver\_SV. Author: Stephen Menzies

#### Combat\_inegal

Sculpt Ray trace picture of a combat of Q-tips vs Scorpion. Author: R. Forcier

#### FACE

A mask modeled and rendered in Impulse's TurboSilver\_SV (Solid model mode with 3D wood texture). Author: Stephen Menzies

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Hole.HAM

HOLE IN THE WALL was raytraced with Turbo Silver features a Medieval land as seen through a gaping hole in a massive brick wall. This picture has a great Fantasy Land look to it. Author: Richard Nichol

homage

Nuclear Mystical Portrait of Salvador Dali, appearing over the Calm of Port Ligot, among his Elements". Software: Turbo Silver. Author: Louis Markoya

Le\_repos

Sculpt Ray trace picture of stylized bug on a stylized flower. Author: R. Forcier

LITERAIN

Literain on a pond, in a close-up view with some rock. Software: TurboSilver\_SV (in solid model mode:28min w/ GVP 030/882). Author: Stephen Menzies

MerciGDominguez

Sculpt Ray trace picture of stylized crab looking on a mirror ball. Author: R. Forcier

Monument

Another surrealistic Dali oriented picture. Software: Turbo Silver. Author: Louis Markoya

Protection

Sculpt Ray trace picture of stylized crab and stilized scorpion on a checkerboard. Author: R. Forcier

Qualite

Sculpt Ray trace picture of a glass sphere ceramic object on a checkerboard. Author: R. Forcier

RTLou

Louis Markoya psychedelic autoportrait. Software: Turbo Silver. Author: Louis Markoya

silver.escher

This IFF painting is from an Animation sequence-in-progress and represent an excellent example of Turbo Silver's powerful reflection and refraction options. The single object is surrounded by six "mirrors" and reflected to infinity. Each painting takes approx three hours to create on an A2000 with GVP 030 card at 30 Mhz. Escher.BLDG object from Antic's Architectural Design object disk. Converted to

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TurboSilver object via InterChange by Syndesis. Author: John Rauh

#### Splash

The image was inspired by a well-known high-speed photograph of a splash of milk taken by the pioneering scientific photographer Harold Edgerton. The original photograph was taken in a small fraction of a second...the ray-trace took a bit longer. Software: Turbo Silver. Author: James M. Shook

#### Study

Study with flies and rhinoceros horns for "Hommage a Dali". Software: Turbo Silver. Author: Louis Markoya

#### TurboFan

The separate 3D elements in this scene were created in Sculpt 3D and converted to Silver format with InterChange from Syndesis. Several IFF texture maps were used to create the textures on the objects in the scene. In addition, Silver's built-in 'disturbed' texture was used for the tubular object. The parameters for the texture were arrived at through trial and error. I also adjusted the object's filter settings to make it semi-transparent. The objects have a high specular value with a low hardness setting. This produces soft, diffused highlights. Two light sources with ambient light were used. The main light source was slightly yellow and the second light source (creating the highlights in the lower left) was given a bluish cast. Author: James M. Shook

#### Unpack disk A

#### Unpack disk B

#### CAM #348 Jeux divers

##### BBChampion\_v3.21

This is BootBlockChampionIII, a very nicely done program that allows you to load, save, and analyze any bootblock. This is version 3.21, an update to version 3.1. New features include checks for five different LAMER viruses and some other enhancements. Binary only. Author: Roger Fischlin

##### chatterbox\_v1.0

Have the Amiga play IFF audio sample files when events occur. Chatterbox allows one to load and play sounds on the occurrence of several detectable events, such as disk insertion and deletion, calling the DisplayBeep function, a time interval elapsing, preferences changing, activation and deactivation of Chatterbox's window, and eventually, other events as well. In order that it not eat up your precious "chip" RAM, chatterbox uses your "fast" RAM (if you have any) to cache the loaded sounds, only copying them to chip RAM when it's to play them. There are a maximum of 32 sounds that may be defined for

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each type of event that Chatterbox can play sounds for, although hard disk users may have many more sounds triggered by timer events (more on this later). Include c source, author:Karl Lehenbauer

ob

Obsess-O-Matic is a real-time puzzle game like Tetrix where the object is to fit the falling pieces together to form complete horizontal rows. Features such as burning, exploding, and invisible pieces enhance game play. Other features such as a puzzle piece editor are included in the version available directly from the author. This is version 1.0, shareware, binary only. Author: Wayne Phillips

Rocket

Another program in the long tradition of screen hacks. This one zeroes in on your mouse pointer. Binary only. Author: Lars Clausen

RollOn\_v1.1

A "Soko-Ban" like shareware game, submitted by the author. Includes both English and German versions, a level editor, and digitized sounds. This is version 1.1, binary only. Author: Tobias Eckert

SnowFall

Another program in the long tradition of screen hacks for the amiga. Watch the snow fall, get blown around by the wind, and collect in realistic heaps. Includes source. Author: Lars Clausen

Unpack

CAM #349 Jeux

CapitalGain\_v1.0

A simple game of buy it low and sell it high based on the stock market. You have one year to make your fortune and you can buy and sell as many times as you want. The game ends 1. At the end of the year. 2. When some one makes a billion dollars. There is also a save game option that lets you pick up where you left off. Authors: JERRY ADDLESTON AND P.K. WHEELER

ChinaChallenge

A game similar to Shanghai or Mahjong. The goal is to remove all parts of the pile, the so called Dragon, step by step. This dragon is composed of 120 different game pieces. You can always find four pieces displaying the same picture or chinese symbols. Binary only. Author: Dirk Hoffmann

Conquest\_v.93

A war game similiar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are

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virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game. Be prepared to defend yourself and take what is yours! Author: W. Michael Bryant

Dicey!

Yet another Yathzee Game. Authors: Bill Mullen & Mike Monastero

RevComp\_v2.0

Plays the classical reversi game on an 8 x 8 square field. Version 2.0, an update to version 1.2. Includes source in assembly language. Author: Marc Fischlin

TriviaTest

Trivia Game. The object is to get as many points as possible in 5 questions. Before each question, you are given the category and then you must choose to bet 1/4, 1/2 or all of your points. Authors: Bill Mullen & Mike Monastero

Unpack

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