

## **CAM Index - Amigaguide Version**

<b>COLLABORATORS</b>
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## Chapter 1

# CAM Index - Amigaguide Version

### 1.1 Disks 500 to 549

CAM #500 Utilités divers

AngusCopy\_v2.0

A disk copy program with intuition user interface. Version 2.0, shareware, includes source in Modula II. Author: Andreas Gunser

battmem\_v1.1

Battmem is an editor for the battery backed RAM in the Amiga 3000. Battmem requires AmigaDOS 2.0 and an Amiga 3000. Currently there are four items that can be changed, SCSI controller ID, Synchronous SCSI, SCSI Timeout, and SCSI luns. Version 1.1 Fixed Enforcer hit Calling XCEXIT() instead of exit() saves a lot of space, since exit() pulls in a bunch of cleanup stuff Using \_main instead of DEFINE only, author: Doug Keller

Blankette

This screen blanker does ONLY screen blanking, and is very tiny. It will blank your screen after a preset time of inactivity, saving your screen phosphors during times when you are away from your computer. Author: Max Bithead

CheckFrag

CHECKFRAG will check your disk and report to you how badly fragmented it is. It works on hard disks or floppies, and can use either the OFS or the FFS system.

DiskFragReport\_v2.00

Disk Fragmentation reporting utility. Displays disk fragmentation for both floppy and hard disk devices. Does not attempt to change any data, just gives a report. Version 2.02, shareware, binary only. Author: Custom Services

Filesearch\_v1.036

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This program will search an AmigaDOS volume for a specified file/file pattern. Time saving for Hard Drive owners wanting to find a file/program quickly. Binary only, author: Matthew Crowd

#### LandScape

LandScape is a program to help design garden layouts! Firstly, ground objects (lawns/paths etc) are laid out, followed by a selection of plants. The program then draws an isometric '3D' projection from any viewpoint of approximately what the garden would look like in real life. Metric measurements only (sorry Americans). Version 1.0 Author: Steve Goddard

#### NewPop\_v3.0

NewPop is designed to solve a few problems at once. First it provides a simple way of starting another CLI at any time without having to load workbench or exit whatever program you may be using. Second it has a builtin screen saver mode that automatically turns off the Amiga display when there has been no input for a given period of time. Include c source, author: Loren J. Rittle

#### NoCare\_v1.5

This utility speeds up your windowing environment. The OpenWindow vector is patched. When someone tries to open a window in the workbench screen, the lower refreshbit in the nw\_Flags field is cleared. This way, only NOCAREREFRESH windows will be opened, resulting in faster window movements. Windows opened in customscreens are not affected. Include Assembler source, author: Raymond Hoving

#### nodelete\_v1.5a

NoDelete is especially intended to prevent the deletion of files by programs you are running (Omega was the one that inspired the program) without warning you. If a delete is called for, NoDelete will put up a requester telling you what is about to be deleted and allowing you to agree or to cancel the deletion.

#### Quick

A utility program specifically targeted at hard drive users to eliminate the frustration of launching programs on the Amiga. It eliminates the need to open Workbench windows and/or remember and type in long pathnames to executables. Version 1.0, binary only. Author: Greg Gorby

#### StopWatch\_v2.0

A stop watch application with the precision of one milli- second (variable), which scans the joystick button. Full multitasking capability and intuition interfacing, ARexx port for parameter and result handling, and supports all non-proportional WorkBench fonts. Written in Modula 2 and assembly language. Version 2.0, binary only. Author: Christian Danner

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## TIV\_v1.51

This is a shareware viewer I found on a local BBS. It's supposed to show animations, iffs, SHAMs, HAM-Es, and play 8SVX sound samples of any length. It also has hooks for a GIF viewer and MOVIE.

## WorldTime

WorldTime is a clock with a difference. It can show you the time in any city in the world, with 84 cities built in. Binary only, author: Jonathan Potter

## Unpack

## CAM #501 Jeux divers

## CrossWordPuzCreator\_v3.3

A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is version 3.3, includes source in M2Amiga Modula-2. Author: Jurgen Weinelt

## FastLife\_v1.0

A fast life program featuring an intuition interface, four screen sizes, 19 generations/second, and 153 patterns in text file format. Version 1.0, binary only. Author: Ron Charlton

## Mosaic

Mosaic is a game played with a set of 81 two-by-two tiles on a 24-by-24 playing area. The objective of the game is to place your tiles such that squares of the same pattern are connected as much as possible. Version 1.0, includes source. Author: Kirk Johnson and Loren J. Rittle

## ProjectileMotion\_v1.01

A Projectile Motion plotter. Plots the path of a projectile fired with a variable initial velocity and angle. Display can be scaled, and time can be accelerated. The program returns the distance traveled and the time it took. Version 1.01, includes source. Author: Chris Hopps

## Swish

A small simple screen hack that pushes the screen around using the view port, and simulates a floating motion. Binary only, source available from author. Author: Patrick Evans

## The\_Gallows

The Gallows is a Hangman type game with 3,150 words available in a file

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named GallowWords. Binary only, author: Joseph C. Rattz

#### Up&Down

The object of this game is to get four of your chips in a row (across, down, or diagonally) without letting your opponent get his chips in a row first. Binary only. Author: Jason Bauer

#### WordPuzzle

The object of this game is to find a word in a puzzle arrangement. There are three different variations of the game. Version 1.1, includes source in BASIC. Author: Russell Mason

#### Unpack

#### CAM #502a&b Langages

#### DICE\_v2.06

Dillon's Integrated C Enviroment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.15 (2.06B), an update to version 2.06.14 on Shareware, binary only. Author: Matthew Dillon

#### GNU\_DIFF\_v1.15

Version 1.15 has the following new features; please see below for details.

- L (+file-label) option
- u (+unified) option
- a and -m options for diff3

Most output styles can represent incomplete input lines. 'Text' is defined by ISO 8859. diff3 exit status 0 means success, 1 means overlaps, 2 means trouble. This version of diff provides all the features of BSD's diff. It has these additional features: An input file may end in a non-newline character. If so, its last line is called an incomplete line and is distinguished on output from a full line. In the default, -c, and -u output styles, an incomplete output line is followed by a diagnostic line that starts with \. With -n, an incomplete line is output without a trailing newline. Other output styles (-D, -e, -f) cannot represent an incomplete line, so they pretend that there was a newline, and -e and -f also print an error message. For example, suppose F and G are one-byte files that contain just 'f' and 'g', respectively. etc. written by Mike Haertel, David Hayes, Richard Stallman and Len Tower. Many bugs were fixed by Paul Eggert. The unified diff idea and format are from Wayne Davison.

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longpi

LONGPI is a program to calculate pi to any length, limited only by your computer's memory capacity. The program is run at the CLI using syntax longpi <#places>. An output file called ram:pi.out is created to collect the data, in addition to the CLI output on the screen. The program should work well with a mathcoprocessor. Include C source, author: Murphy Chesney

cc

a unix-like compiler driver for amiga lattice-c (that also filters out stupid messages!). Now works with SAS/C as well. Include c source, author: Miles Bader Modified by: Starbound Computing - David Lowrey, programmer

PCQ\_v1.2

PCQ Pascal is a simple Pascal compiler for the Amiga personal computer. It is freely distributable, which means that I retain the copyright to the compiler, the runtime library, the source of the compiler and runtime library, as well as this documentation. Version 1.2 (April 18, 1991) Fixed strlen and CreateTask() to work with 32-bit memory. Re-wrote the expression parsing and code generating routines completely. The routines now use registers much more effectively, and provide a good base for the separate peephole optimizer. AddafwTurboPascal features: you can now use type casts anywhere, even in address calculation. Thus you can now write something like Record Type(Pointer^).Field, which in version 1.1 was illegal. Changed the FOR statement significantly in order to make it more efficient, and more like Turbo. It boils down to two differences: OR loops no longer run a minimum of once (e.g. for i := 1 to 0 do .. will execute zero times), and the BY clause is gone. Added short circuit evaluations, automatic floating point conversions, Heap functions, Reset and Rewrite. You can now use any standard functions or operators in constant expressions. Changed the Read routines to comply with Standard Pascal and Turbo, in that any white space is skipped before reading integers and reals. It used to stop at EOLNs. Author: Patrick Quaid.

Unpack disk A

Unpack disk B

CAM #503a&b Fonts

21 Adobe type 1 fonts:

CarawayBold CascadeScript KuenstlerScript\_black KuenstlerScript\_medium  
KuenstlerScript\_TwoBold MediciScript NuptialScript Albatros Andromeda  
Ashley BODIDLYbold Diegol Dragonwick Eire KonanurKaps LowerEastSide  
Middleton Postscript ReynoldsCaps UpperEastSide UpperWestSide

10 Calamus converted for Pagestream fonts:

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BurlingtonOblique Calligraphy\_II CHANCERY CHICAGO FLASH Harlow Oakville  
OLYMPIA SouvenirMedium Western

ClearFonts

Topaz, PCfont and VTss Replacements Author: Glenn Eddy

Unpack disk A

Unpack disk B

CAM #504a&b Applications

hypertext

HT is a Hypertext program for the Amiga which allows you to have links in a text based document to graphics, sound, animation, music, other text, and even programs. The real docs are included in the Documentation directory, so look in there for more info on that sort of thing. Binary only, author: Dominic Giampaolo

Post\_v1.6

An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. This is version 1.6, an update to version 1.5. You can use POST with PPage to get faster printouts, or with programs such as Excellence. Changes include:

- Version defined as real number string in init.ps.
- Define ISOLatin1 encoding vector.
- New menu and error "kill".
- New error name string library entry.
- Pathbbox now meets level 2 spec.
- Allow Encoding length less than 256.
- Use .notdef for type 1 buildchar.
- Increase \$error dictionary size; move \$error to systemdict.
- Allow name operands to length operator.
- New operator cleardictstack.
- Change cvrs to correct spec.
- Bugs fixed: fast image positioning when ydir negative.

Author: Adrian Aylward

TextPlus3.0EN

A word processor for the Amiga, with both German and English versions. TextPlus enables you to write letters, books, programs etc. in a very easy and comfortable way. This version 3.0E include: V3.0E (07.04.1991)

- \* multiple windows
  - \* footnotes
-

- \* serial letters
- \* ARexx-port with 120 commands
- \* ANSI-compatible
- \* files crunched by PowerPacker can be loaded
- \* mapping of function keys
- \* menu for external applications or macros
- \* powerful block operations
- \* arbitrarily defined command-sequences may be sent to the printer via par: or prt:
- \* automatic saving in time intervals
- \* auto-overscan
- \* many bugs have been removed

Binary only, author: Martin Stepler

Unpack disk A

Unpack disk B

CAM #505a&b Programmation graphique

GrapicsGems

This package contains the most up-to-date versions of the C source files from the book "Graphics Gems" (Editor Andrew S. Glassner, Academic Press, 1990 ISBN 0-12-286165-5, 833 pgs.). All known bugs have been fixed, formatting problems have been corrected, and enhancements to some of the original Gems have been made. You are encouraged to submit bug fixes, skeleton programs, and the like to Craig Kolb (kolb@yale.edu). Andrew Glassner / Craig Kolb

Gwin\_v1.1

GWIN or Graphics WINDOW is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One line calls give you a custom screen (ten types available), menu items, requestors, text, circles, polygons, etc. GWIN is a two dimensional floating point graphics system with conversion between world and screen coordinates. GWIN includes built in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory, including a line/bar graph program, geographic mapping program, SPICE 2G.6 graphics post processor, and others. Extensive documentation is included. This is version 1.1, an update to version 1.0, recompiled to be compatible with MANX Aztec C Release 5. Author: Howard C. Anderson.

DKBTrace\_v2.11

DKBTrace is a ray tracer written completely in C. It is a photo-realistic 3-D object rendering shader, suitable for realizing the output of CAD programs or generally wasting LOTS of CPU time drawing pretty pictures. It features a command-line interface and reads plain text input files in an easy to use and understand "structured" scene

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description language. It writes output files in several popular 24-bit image formats, including DKB/QRT "Raw" and Truevision Targa-24 formats. DKBTrace supports spheres, planes, triangles, smooth (Phong) triangles, arbitrary quadric surfaces (spheres, ellipsoids, cones, cylinders, planes, paraboloids, hyperboloids, etc.) and quartic surfaces (which include tori, lemniscates, foliums, etc.) It also supports constructive solid geometry and composite objects, so a nearly infinite variety of object shapes can be produced from the several simpler geometric primitives. Lighting and shading models used are: diffuse, ambient, reflection, refraction and alpha (transmittance), and Phong specular highlighting. These combine with a rich set of procedural textures and atmospheric effects (fog) to make realistic and interesting looking scenes. The object coloration textures available are: checkers, marble, wood, Bozo, granite, agate, spotted, gradients, and image-mapping. Image-mapping allows the use of IFF (32 color and HAM), GIF (2-256 color), or 24-bit DKB/QRT "Raw" images. Several surface perturbing (or bump-mapping) textures such as waves, ripples, bumps, dents, and wrinkles are available for use in combination with the coloration textures to help make more natural-looking object textures. version 2.11 include many new features and bug fix. Include c source, author: David K. Buck

#### Ham\_e\_library

This is Black Belt's hame.library and renderhame.library, two standard Amigalibraries that allow you to access the HAME diplay modes. Author: Pete Patterson

#### Unpack disk A

#### Unpack disk B

#### CAM #506 Télécommunication

#### JrComm\_v1.02a

Shareware telecommunication program. JR-Comm 1.02a fixes three bugs in the initial 1.02 release. The primary bug fix deals with the broken Skypix mouse button. The other major bug was the line delay in ASCII send. The third was a minor bug fix for a non-functional actual time count in XMODEM downloads. Binary only, author: Jack Radigan

#### NComm\_v1.92

A communications program based on Comm version 1.34, by DJ James, with lots of very nice enhancements. Also includes several auxiliary programs such as AddCall, CallInfo, GenList, PbConvert, and ReadMail. This is version 1.92, an update to version 1.9. NComm 1.92 offers a lot of improvements over earlier versions. Features XPR protocol support, ANSI and VT100 emulations. This is "Giftware". Binary only. Author: DJ James, Daniel Bloch, Torkel Lodberg, et al.

#### SerServer\_v2.20

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The newest version of SerServer (Version 2.20). A remote cli with with chat, command parsing, command history, message system etc. Binary only, author: Michael R. Mossman

Unpack

CAM #507 Jeux

golf

Hi-res, interlaced version of the solitaire game Golf with animation of card movement, sound, high score keeping, and other features. Shareware. Source code in C available with shareware fee. Author: Pat Clark

nestor

Hi-res interlaced solitaire game of Nestor features card-movement animation, sound, high score keeping and more. Shareware. Source code in C available with shareware fee. Author: Pat Clark

solitaire

Hi-res interlaced "regular" game of solitaire with card-movement animation, sound, high score keeping, and two variations: one, according to Hoyle, where you turn one card at a time and go thru the deck only once; and two, where you turn three cards at a time, and go through the deck as often as you wish. Shareware. Source code in C available with shareware fee. Author: Pat Clark

Spades\_v1.20

This is version 1.20 of Spades card game. It contains some strategy revisions, as well as the ability to move the screen to the background via a HIDE button in the titlebar. Include c source, author: Greg Stelmack

Up&Down

The object of this game is to get four of your chips in a row (across, down, or diagonally) without letting your opponent get his chips in a row first. Binary only. Author: Jason Bauer

Unpack

CAM #508 Projets Hardware

Accel

14MHZ Accelerator hardware project for the Amiga. Written by Livio Plos of Italy. No warranties. And this will definately void yours.

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## IO\_Expansion\_Board

This file contains documentation and updated software to run the hardware expansion described in the February '91 issue of Amazing Computing. The card permits you to add up to four parallel ports and four serial ports to your Amiga. Here is the software to drive those ports. Author: Dan Babcock

## IR\_RemoteCntrl\_AREXX\_beta

This is a hardware/software project to allow the Amiga to read an infrared remote control via the parallel port. Includes an ILBM of the schematic for a simple interface to the A1000 parallel port, some modifications are needed for other Amigas. The source code and executable for a reader program are included. For further functionality modifications to the source can be performed. Author: Ron Peterson

## lightpen\_v1.1

This file contains a handler (with source) for using a joystick port to attach a lightpen to your Amiga. It also has instructions for making your lightpen, in case you cannot find one that is Amiga compatible. Author: Andreas Klingler

## newmidi.iff.pp

Iff Schematic of midi interface for A2000

## Unpack

## CAM #509 Programmation

## apm

Llyod Zusman and Master Byte software's Arbitrary Precision Math Library has been "ported" to the Amiga (I say ported in quotes because I didn't do too much.) APL is a link time library with routines for handling simple math functions (+ - / \*) using number of arbitrary size (say integers with hundreds of digits). It is freely distributable as long as the license is followed (Gnu-style non-restricting restricting) Ported by: Sam Pigg

## ATS\_v2.0

Icon & c++ programs for the solution of systems of differential equations. Programs by Dennis J. Darland for the generation of c++ programs to solve a specified system of differential equations using long Taylor series. Automatic plots may be obtained if you have Maple. Author: Dennis J. Darland

## CShell\_v5.13

A csh like shell derived from Matt Dillon's shell, version 5.0. This is an update to version 5.0 Changes include many bug fixes and, some new features, Includes source for 5.10 Author: M.Dillon, S.Drew, C.Borreo, C.Dieni

#### DES

A quick Amiga port of Phillip Karn's freely distrib. DES encryption utilities for Unix machines The original author Phil Karn, ported by Sam Pigg with some small mods.

#### ENVhandler

ENV-handler is an AmigaDOS handler that manages Environment variables in memory. A single file is maintained for permanent variable retention. Replace your ENV: directory with an ENV: device. Binary only, author: Mike Ruble

#### RexxArpLibLibrary\_v3.0

This version of rexxarplib makes use of a lot of AmigaDOS 2.0 features and has various bugs fixed and a few other enhancements. Yet, it is smaller than previous versions because it is now completely compiled using SAS/C version 5.10a. Binary only, author: W.G.J. Langeveld

#### RexxExtraLibrary\_v1.2

Rexxextra.library is an ARexx external function library. It's purpose is to extend the string manipulation and mathematical capabilities of ARexx by defining new functions. Binary only, author: Dale W. Thompson

#### Unpack

#### CAM #510 Utilités

#### AIBB\_v3.0

This is version 3.0 of Amiga Intuition Based Benchmarks (AIBB), a benchmarking (system performance evaluation) utility for the Amiga. AIBB has been revised and changed in MANY ways. Support for FPU-evaluated tests, and additional tests have been added, as well as a general overhaul of the entire program. Binary only, author: LaMonte Koop

#### AssignX\_v1.1

A 2.0-only utility to create assignments when you get a "Please insert volume" requester. Also lets you cancel the request, forever. Installs by dropping into your WBStartup drawer. This is version 1.1, includes source. Binary only, author: Steve Tibbett

#### HidePointer

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This is a pointer blanker that is compatible with 2.0, and will cause the pointer to blank out after a set number of seconds. You can control it through the ToolTypes. Author: Ken Lowther

#### KeyMenu\_v1.04

An alternative to Intuition's method of menu selection via the keyboard. Uses one key to activate the menu for the currently active window, the cursor keys to move through the menu as you choose, and the return key to select the desired menu item or escape key to abort selection. Works with AmigaDOS 2.0 mouse accelerator and has option to blank Intuition's pointer. Changes in version 1.04

- added ability to configure the numeric pad keys unique to the Amiga 2000 keyboard.
- minor correction to ignore topedge specifications in menu definitions (as intuition does). includes assembly source.

Author: Ken Lowther

#### MemHandler\_v1.2

Mem-Handler is a handler that allows any area of system memory to be accessed like a file. As an added bonus MEM: will act like NULL: if no address/length is specified. All writes automatically succeed. Binary only, author: Michael Mournier

#### MemPriorityUtil\_v1.0

This is a small utility that will show you the priority of each region of memory that you have available. You can also change that priority if you do not like it. The most useful application for this program (and the reason I wrote it) is to set the 'Fast Memory' on an A500 to a lower priority than any 'expansion ram'. The reason for doing this is because 'Fast Memory' on the A500 is not fast at all. As a matter of fact, it is as slow as Chip Memory, but the custom chips can not access it. (The worst of both worlds!) Binary only, author: Brent Johnson

#### MyOwnMenu\_v1.32

With My Own Menu, you can set up programs to run, giving commands and other parameters to the programs by means of a script. Very powerful menuing system. Binary only, author: Marco Lusini

#### NewPop\_v4.0

This program is similar to (and based on) POPCLI. It will blank your screen after a preset time, or do it instantly if you move the mouse to one particular zone. It will also disable the blanking if you place the mouse pointer in a different zone. Of course, it will also get you a new CLI if you touch the Left-Amiga-ESC keys. NewPop v4.0 supports the following features:

- \* screen blanking with cute Q
  - \*X pattern display on blanked screen.
  - \* cli/command popper.
  - \* instant- and defeat-blanking via HOT KEYS and pointer position.
-

- \* titlebar CPU usage (actually # of task switches/second) monitor.
- \* titlebar SCSI I/O usage monitor.
- \* titlebar memory (graphics and fast) monitor.
- \* titlebar clock.
- \* joystick movements are detected and counted as 'input events'.
- \* lock/password to restore from a blanking.
- \* detects 2.0 and uses 2.0's System() call, if available.
- \* quite robust, due to extensive beta testing, with respects to different OS's and computer models. [this was not true with v3.2]
- \* fully configurable, in that:
  - you can turn off any feature you don't want.
  - you can set many parameters controlling how NewPop should act

e.g. NICENEWPOP NEWPOPLITE WEWANTWINDOWDRAG LOCK BACKDROPWINDOW  
 WIMPYCLOCK MAXSCSIUSAGE SCSIIMONWIDTH CPULOADMONWIDTH SCSTASKNAME  
 FONTNAME COMMAND PASSWORD MEMORYMONWIDTH GAPBETWEEN3 GAPBETWEEN2  
 GAPBETWEEN FONTSIZE STARTYOFFSET MAXTEXTWIDTH STARTXOFFSET WINDOWHEIGHT  
 TIMEOUT POPKEY BLANKERPRIORITY ULC LLC LRC URC INSTANTKEY DEFEATKEY all  
 control some aspect of NewPop. Include c source, author: Loren J.  
 Rittle

#### PointerX

PointerX - Spins the hands of any pointer that looks like the standard  
 2.0 Workbench Busy pointer. PointerX only runs under Kickstart 2.0.  
 This means it will spin not just the WB pointer, but your programs too  
 - If you use the right pointer. Include c source, author: Steve  
 Tibbett

#### PrepareROMS

This program will initialize the GELS system, then leave. You should  
 put it in your startup-sequence so that GELS is initialized at least  
 once after each boot. The reason you want this is to speed up certain  
 graphics calls, which go slow unless GELS has been initialized at least  
 once. (SetAPen(), WritePixel() is an example of this). Binary only,  
 author: Roger Uzun

#### SInDiCo\_v1.31

Size-Independent Disk Copier, include assembler source, author: Martin Rex

#### SPSTransfer\_v1.01

SPS-Tran is a transfer rate analysis program for the Amiga series of  
 computers, and allows the user to determine the maximum data transfer  
 rate for an AmigaDOS storage device, such as Hard Drives, Floppy  
 Drives, CD-ROMs, or Virtual Ram Drives. Binary only, author: Dave  
 Plummer

#### SuperDuper\_v1.0

SuperDuper is a disk copier/formatter that tries to be to diskWith  
 handling what Mostra is to IFF displaying: a fast, compact,  
 system-friendly tool which couples speed, features, and some bells and  
 whistles to make your life easier. SuperDuper, a disk is copied and  
 verified in about 99s. Without verify 70 secs. You can buffer a disk



in RAM in 36s, and then making a verified copy takes 67s, while a non-verified copy takes 37s. Binary only, author: Sebastiano Vigna

Unpack

CAM #511 Utilités diverses

Arq\_v1.61

Arq, is a little utility to improve the look and feel of system requesters under AmigaOS 2.0. Arq features a sound interface -- any appearing requester now may be accompanied by some user-definable sound. Binary only, authors: Martin Laubach, Peter Wlcek and René Hexel

AssignX\_v1.2

A 2.0-only utility to create assignments when you get a "Please insert volume" requester. Also lets you cancel the request, forever. Installs by dropping into your WBStartup drawer. This is version 1.2, an update to version 1.0. Includes source. Author: Steve Tibbett

ButExchange\_v1.0

An input handler to help left handed Amiga users. It reverses the function of the mouse buttons, so that the left button becomes the right and vice versa. Very small, uses only 168 bytes of memory. Version 1.0, includes source in assembler. Author: Preben Nielsen

INSTALL\_v1.0

Workbench oriented install command. Author: David Kinder source asm available from author.

kd\_freq.library\_v3.00

'kd\_freq.library' is a standard Amiga shared library. Its main function is to call up a file requester from any program so that the user can select a file. New features in release 3.00:

1. Sort by file name, date or size.
  2. Show/Hide files by their size, i.e. Size Wildcards.
  3. Extended Select across directories.
  4. String search. (looks for a string in text files)
  5. Buffered directories between calls.
  6. Delete Files.
  7. Amiga-Return deactivates a string gadget.
  8. Totally rewrote the programmer's calls and interface. However, backward compatibility is 100%.
  9. Rearranged many gadgets to fit more in and to make them look better.
  10. FR\_Bypass has changed a lot.
  11. Many, many bug fixes.
-

Binary only, author: Khalid Aldoseri

MouseXY\_v1.0

A small utility that opens a little window in which it shows the mouse coordinates and the color at that position. It can be moved from screen to screen and is able to show coordinates even when you are moving/resizing windows or moving Workbench icons. Version 1.0, includes source in assembler. Author: Preben Nielsen

PSX\_v1.1

A public screen manager for AmigaDOS 2.0. Lets you open, manipulate, and close public screens, set the global public screen bits, and provides a good example of using GadTools and ReadArgs. Version 1.1, an update to version 1.0. Includes source. Author: Steve Tibbett

Recolor\_v37.2

A fully configurable icon recoloring tool that can swap or shift the colors of selected icons and truncate the depth of the icon color map. Binary only. Author: Michael Sinz

Ruler\_v5.00

Ruler V5.00 is a small tool used in the measurement and constraintment of text. Originally conceived as a tool for insuring that filenames didn't exceed the Amiga's 30-character limit, it is nevertheless useful in any situation where the number of characters in a line needs to be counted. The original version of Ruler was written by Thad Floryan. Chad Netzer later modified Ruler and released version 4.0. My version is an enhancement of 4.0; Ruler now supports variable font sizes (for use under Kickstart 2.0), and can be placed on any screen. Author: Dave Schreiber

snap\_v1.61

Snap is the perfect tool for the lazy typer. Isn't it irritating when you look at something on the screen and think: "That is what I'm going to type."? What if you could just point at it and get the computer to type it for you? That's where Snap comes to the rescue. Another thing that irritates me is that I'm sitting in front of THE computer and still I must have pen and paper available to scribble down something from the screen that I know I will need later. Snap provides a solution to that problem also. Just frame it and Snap creates a window with a copy of the screen contents. Perfect for snapping text from later on. This is another idea borrowed from the computer scientists at Xerox Palo Alto Research Center (you know, the ones who invented the mouse, windows, icons and stuff like that). version 1.61 include some improvements and bugs fixe and 2.0 compatibility. Include source, author: Mikael Karlsson

TD\_v1.0

A program like TrackDisplay by Olaf Barthel. It monitors and displays the current track for each floppy disk connected to the Amiga. Version 1.0, includes source in assembler. Author: Preben Nielsen

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Unpack

CAM #512a&b Fontes (Pagestream)

25 AdobeType1 fonts

Carta, Cheq, Mesquite, Rudelsberg SchwarzWald, Sydney, Bauhaus-Bold, Bauhaus-Demi, Bauhaus-Heavy, Bauhaus-Light, Bauhaus-Medium, Century-Bold, Century-BoldItalic, Century-Book, Century-BookItalic, Century-Light, Century-LightItalic, Century-Ultra, Century-UltraItalic, Cottonwood, Fette Fraktur, Ironwood, Juniper, Lino Text, Lino-Script.

10 PagestreamFonts

Architect, BABY TEETH, FREEHAND, Futura XBold, Kibo-Sans, MegaStarSerif, Old English, REVUED, SEGMENT, Tyme Unsl Ital.

Unpack disk A

Unpack disk B

CAM #513 Jeux

Drop

A little workbench hack. Try it out for a surprise! binary only, author: Greg Jarman

Family\_Sol

A preliminary version of the Authors "Family Solitair" card game. A standard game of Solitair with options for multiple players, sound etc. Binary only. Author: Errol Wallingford

Humartia

An arcade game where each player controls a jet and must destroy the opponents jet, which is accomplished when a jet has been hit 75 by either missiles or air mines. Binary only. Author: Jason Bauer

Husker Du

Very addictive block game, you have to pile diferrent color block in 8 columns. binary only, author: Stephen Ross

Imperium\_v1.66

Strategic, "RISK" style game for up to four players. Based in the ancient times of Rome, Athens, Alexandria and Carthago. Binary only, shareware (\$10), Manx-C source available from the author. English

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version 1.66E and German version 1.79D. Update to version 1.50E.  
Author: Roland Richter

#### Interferon

Interferon is a game, basically a variation on Tetris, but you must match up colors to destroy the "bugs" on the screen. It uses 16 colors and has sounds. Binary only, author: Gary Milliorn

#### LordOfHosts

A strategy game for two players based on a board game called "Shogun". Features include flexible mouse/joystick controls, undo and redo of up to 500 preceding steps, fully intuitionized user interface. Version 1.0, complete source code, precompiled include files and debugger files included. Author: Tim Pietzcker

#### maze\_v1.0

Very simple maze game, 12 levels. Binary only, author: Dave Browder

#### yatc\_v1.00

This is another Tetris Clone. I wrote this program as an Artificial Intelligence Project, and so naturally it plays itself. It also lets you play and will give you hints where you can move the current piece or will actually move the piece there for you (if you like to cheat). But really it would be good to sharpen your Tetris skills or to see which of the moves that the computer suggests you would follow, and which you wouldn't etc. etc. etc. The program is task friendly (IE it doesn't take too much CPU time) and it adjusts to your environment screen resolution. It will use nice fonts if it sees that you have them. It uses the 3D look for the board and the pieces, and a bunch of extra stuff that I hope ya'll will like. Binary only, Author: Aaron Hightower

#### Unpack

#### CAM #514a&b Utilités de programmation

#### PPB\_2.05

PPB is two things:

1. PPB is a Full-Featured Paint Program.
2. PPB is an Image Editor/GUI Design Tool.

The Features of PPB are:

1. A palette of 2 to 64 colors.
  2. 8 resolutions: 4 NTSC, 4 PAL.
  3. Source code generators for Images, Gadgets, Windows, and Screens.
  4. 3 Language choices: Assembler, C, and Basic.
  5. C source code is ANSI compatible.
-

6. C source code is configurable for Lattice 5.04/SAS 5.10, or Other. Other includes most Publicly Distributable compilers and the Manx compiler.
7. 2 Bitmaps enabling either a spare type 'screen', or editing 2 pic files simultaneously.

Binary only, Author: T.C. DeVeau

sregexp.library\_v9.0

'sregexp.library' is a run time library of routines for doing wildcard pattern matching and wildcard path matching. It accepts a slight extension of the AmigaDOS wildcard syntax, including a not operator, and character sets. It has routines to test if a string matches a wildcard expression, and for scanning through all matches to a wildcarded AmigaDOS path. There are two nifty features to the path matching routines: '.../' means recursively scan all subdirectories, and may come anywhere in the path; and wildcards are allowed in the volume node part of the path! (DH?: would match all your hard drive partitions.) Include source, author: Jon Spencer

TplEdit\_v1.00\_alpha

A gadtools template editor. It is able to generate nearly standalone C source code. The program will only run under OS 2.0, Kickstart 37.73 or higher. This is version 1.00 Alpha. Includes source. Author: Matt Dillon

CITAS\_v2.0

Convert ILBM To Assembler Source. CITAS allows one to easily put graphics into his/her own programs. CITAS takes a standard IFF ILBM image file and converts it into either assembler or 'C' source code. Designed for blitter image control, all of the necessary labels are generated, along with color map information, mask generation, and other options. This is version 2.0, shareware, binary only. Author: Max Bithead

GadgetED\_v2.3

A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. Also comes with "PatchGE", a program for converting the original format of GadgetED binaries to be loadable by this and future versions. Version 2.3, an update to version 2.0, includes source. Author: Jan van den Baard

line+fill

Here's the line and polygon drawing routines. The best and the worst are here.... Compilation by Richard Jones

sind\_v3.03

SIND allows you to peek into the Amiga Operating System ("OS") and take snapshots of the current status. This is especially useful for programmers, who must make certain that their programs free all of the

resources they utilize when the user exits. You can also analyze what a particular program is doing to the OS. Binary only, Author: Mike BERRO

#### ToolLib\_v8.1

A shared library containing 45 useful functions for all kinds of programs. There are functions for ports, sorting, gadgets, memory, string, directory and file handling, etc. Version 8.1, an update to version 7.6, includes source. Author: Jan van den Baard

#### Unpack disk A

#### Unpack disk B

#### CAM #515 Télécommunication

#### BackTalk\_v1.40

A general purpose TTY-type telecommunications program for the Amiga version 1.4 include many improvements. Binary only, Authors: Steve Ahlstrom and Don Curtis

#### Cryptor\_v1.0

A program that encrypts and decrypts data (files). It uses a mathematical algorithm with password key protection. Has both English and German versions and documentation. This is version 1.0, binary only. Author: Thomas Schossow

#### lhsfx\_v1.1

Self Extracting Archive Creator, faster and better compression than lharc but no hierarchical support, Binary only, Author: Mike Kennedy

#### LZ\_v1.80

LZ is currently the fastest .LZH utility for the Amiga. No other available Amiga archiver even comes close to LZ's legendary performance for either compressing or decompressing. LZ 1.80 can achieve peak compression speeds of up to three times those of LZ 0.91. Binary only, Author: Jonathan Forbes

#### MiniTerm

MiniTerm is a small terminal(7k) written entirely in C, and can be used to base your own custom made terminals. includes source. Author: Raja Vallee-Rai

#### NewSer

Serial device for use with I/O Expansion Board project. includes source. Author: Mike Mossman

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niftyterm\_v1.2

NiftyTerm is an h19/VT102/VT52 emulator for the Amiga. It was originally designed to be used with DNet, but it has been expanded so that it may be used as a normal terminal emulator. Niftyterm was designed to be a good emulation of these terminals, as well as being fairly small and fast. Version 1.2, an update to version 1.0. Binary only, source available from authors. Author: Christopher Newman, Todd Williamson

Unpack

CAM #516a&b Musique

15 soundtracker modules

1989-anumber, altego, calm moments, dumber bumber, flameg, freeguitar, hispeed, hits-90, ENDLESS, made, minoan war, moongate, not-just-any-trip, Stardust, werweru.

Unpack disk A

Unpack disk B

CAM #517a&b Utilités traitement de texte

CheckPrt

A small program for checking the presence of a parallel printer from within a script file. Binary only. Author: Tom Kroener

FontManipulatorForDtp\_v2

This package contains a number of programs that are useful for manipulating for fonts for DTP on the Amiga. It is especially useful in conjunction with Professional Page, but may be useful with other packages too. It can create bitmapped fonts from PostScript fonts using my PostScript interpreter library "post.library". It can create metric files for use with PPage and either PostScript or Compugraphic fonts. It can create or change the encoding of a PPage Compugraphic font. It also makes it possible to use the PPage Article Editor, or most other editors, with a different character set. Programs contained  
mkbmap V1.2 Creates Amiga bitmapped fonts from PostScript fonts  
mkmetric V1.1 Creates PPage .metric files from Adobe .afm files  
mkatc V1.0 Creates PPage Compugraphic font .atc encoding files  
remfont V1.0 Removes a bitmapped font from memory - so it can be changed. Includes source. Author: Adrian Aylward

VFont\_v2.0

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The vFont Package is a font rendering system that will extend the Amiga so that it will be able to utilize vectorized outline fonts. binary only. Author: Michael Jansson

#### LLabel\_v1.0

A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself. Features include variable linefeeds (in 1/216 inch steps), a very exactly setting of the label length and freely configurable printer codes. Version 1.0, binary only. Author: Stefan Berendes.

#### PPrint\_v1.10

A printing utility, designed for all those who slowly but surely become frustrated with programmers who think that they can do a form feed better than their printer can. This one relies on the printer itself to do the formatting, and on the program to send the settings. Features include a full icon driven user interface, the ability to convert tabs to any size, and the ability to save a number of standard settings. Version 1.10, includes source. Author: Marc Jackisch

#### Uedit\_v2.6e

A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. This is version 2.6e, an update to version 2.6c. Binary only. Author: Rick Stiles

#### Unpack disk A

#### Unpack disk B

### CAM #518 Utilités graphiques

#### Aequipot\_v1.06

A program that renders multicolor pictures using an algorithm based on electrostatic effects. Renders in low-res and high-res, and in two speed/quality modes. Includes both PAL and NTSC versions of the program. English and German docs. This is version 1.06, includes source in PCQ, freeware. Author: Juergen Matern

#### AnimationBridge

This program convert anim file from/to dpaintIII, Animagic, Animation Station & Director/Movie 2.0. Arexx support, Binary only. Author: Ron Tarrant

#### Convert\_v2.2

Convert many amiga file format, IBM Dpaint and targa 16&32 pictures to 24 bits IFF with scaling capability etc. version 2.2 include many bugs fixes and new format support. Binary only. Author: Pete Patterson

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## FractalPro\_v4.0\_Demo

This demo is designed to show you how fantastic HAM fractal images are with up to 256 colors and to demonstrate the motion sequencing capabilities you can control with FractalPro 4.0. You can make Mandelbrot and Julia Sets and try some Up or Down image sequences. You can also do some zooming in on Mandelbrot and Julia Set images. Once you've seen how terrific these pictures are compared to other Mandelbrot programs, it'll be hard to live with those simple 16 and 32 color displays! And the image sequencing capabilities are the most advanced of any fractal software on any computer. This demo does operate at FULL SPEED! Author: Daniel Wolf

## ImConEd\_v1.1

ImConEd is a program to edit your Imagine.config file with. I assure you that if you don't know what an Imagine.config file is, this program is NOT for you. Sure, you can use a text editor to change the settings in your Imagine.config file, but ImConEd is easier, and more fun. Binary only. Author: Sheldon Arnst

## MakeAnim

Here's an update to the ANIM standard compressor which now supports DCTV resolution images and ANIMs with varying colormaps. Binary only. Author: Keith Doyle

## PPM\_Utills

Here are a few programs to help your work with the PBMplus convertor toolkit. - 24toPPM converts 24bit IFFs to PPM format (portable pixmap). - PPMto24 converts PPM to 24bit IFFs - PPMprev gives a quick HAM preview of a PPM file stretched to the current screen size, even if its only say a 2x2 pixel picture :-). All these executables are pure and can be made resident. Current limitations; The PPMto24 only writes non-compressed pictures, so these might take up a fair amount of disk space. Only the binary (not the ASCII) PPM format is supported. The Amiga PBM utilities are compiled to produce this format by default, so that's no real problem. Binary only Author: Albert-Jan Brouwer

## Shazam\_v1.1

This program (source included) is a quick and dirty picture viewer for Dynamic HiRes images created with MACRO PAINT, the 4096 color high resolution paint program from Lake Forest Logic. Author: Lake Forest Logic

## TIV\_v1.51

TIV is a very complete general purpose IFF viewer. It combines an ILBM picture viewer, ANIM Op5 animation player, and 8SVX sampled sound player all in one hopefuy convenient program. TIV can be run from CI or from WorkBench, with many different options available in either environment. Binary only Author: Thomas Krehbiel

## View\_v2.0

View is a program that allows you to view all ANIM opcode 5 or 6 animations and all ILBM IFF format pictures. You can also view RGB Raw (Sculpt), or Pro RGB files. This viewer program is freely re-distributable. This means that you may distribute it to anyone, or anywhere that you so desire providing that this unaltered file, and the original unmodified program are distributed together. Binary only  
Author: Michael W. Hartmann

Unpack

CAM #519a&b Musique MIDI

K1-II\_Librarian\_v4.8

An editor program for the Kawai K1-II synthesizer. Includes a bankloader for single-patches and multi-patches, a single-patch editor, a multi-patch editor, and support for the effect-session and K1 controllers. Version 4.8, binary only. Author: Andreas Jung

MED\_v3.10

MED is a music editor that can be used to compose music for demos/games etc. It can be used as a stand-alone music program as well. The features include built-in sample editor, synthetic sound editor, MIDI support (up to 16 tracks), and options to read/write NoiseTracker modules. Included are routines that allow programmers to easily incorporate music made with MED in their programs. This is version 3.10, an update to version 3.00. Binary only. Author: Teijo Kinnunen

MIDI\_Playground\_v1.0

A small, useful utility for sending any MIDI data back and forth between an Amiga and a MIDI instrument. Helpful for learning about MIDI, writing/debugging MIDI software, figuring out your instrument's system-exclusive implementation, and more. Very versatile. Version 1.0, includes source. Author: Daniel J. Barrett

Casio\_FZ-1

Here is CASIO, a primitive program to download 16-bit voices from the Casio FZ-1 synthesizer to the Amiga computer. includes source.  
Author: Karl Lehenbauer

Experiment\_IV\_v1.8

ExperimentIV is a small module player for soundtracker/noisetracker type modules. It is system-friendly, and should work on any amiga, play at the right speed on a PAL or NTSC amiga indifferently, and multitask with communication programs. Right now, it has been tested on a 500, a 2000 and a 3000 without a hitch. It also features a very simple interface, and can be used from workbench. includes source.  
Author: Marc Espie

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## FZIFF

This program includes source and executable for the program FZIFF, a program for converting 16-bit samples downloaded from a Casio FZ-1 synthesizer to the IFF 8SVX sample format on the Amiga. includes source. Author:Karl Lehenbauer

## MIDImeter\_v1.0

This program will read any MIDI event (on any channel) and display the corresponding bar on the screen just like a Graphic Equalizer. Binary only. Author: Antonello Biancalana

## MidiTools

A group of several different utility programs for those who run a Midi system. Update to version on disk 159. Includes three new programs, two of which are synthesizer editors, and compatibility with AmigaDOS 2.0. Binary only. Author: Jack Deckard

## OktalizerUtils

Expand is a little program to use with the oktalyzer eight channel music program. When you were making a piece of music using 5 channels, and wanted to add another melody or drumtrack, and all of your 5 channels were used up then you just had to leave something out. But now there's expand, just save your song, type Expand <song> <newsong>, with the number of the channels you want to expand, and you can continue, with more channels available. Convert can be used to convert soundtracker (32 channel versions!!!!) modules to oktalyzer modules. I couldn't figure out how eight-channel sounds were stored in oktalyzer, so when you convert the module, you have to set the playmode right for all the samples (playmode will be 4-channel for all of the converted samples). Binary only. Author: W. Boumans

## ProTracker\_v1.1a

A music editor like MED with more features, system friendly but no-multitask etc. Binary only. Author: Amiga Freelancers

## SampleRipper\_v1.0

Sample Ripper, v1.0, allows you to take a 31 instrument Noisetracker/Soundtracker module, or MED module saved into ST-NT format and "separate" the sound samples from the module. This is very useful for someone who wants to write music in one of the mentioned programs but has a limited sample library or worse yet, none. Binary only. Author:Rob Lizak Jr.

## ur

UR is a replacement sampler/player for the Universal Remote by Jamie Mueller. Binary only. Author: Greg Cunningham

## WaveMaker\_v1.2

WaveMaker is intended to give beginning music and physics students a

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"hands on" feel for how complex waves are made by adding a harmonic series of sine waves. A fundamental and up to seven harmonics are available. The resulting waveform can be displayed on the screen or played on the audio device using the keyboard like a piano. A game mode is also provided. Version 1.2, an update to version 1.1, with several bugs fixed, more efficient code, and a new display option. Includes source. Author: Thomas Meyer

ZSound\_v1.20

ZSound enables you to play any SoundTracker (15 and 31 instruments) and NoiseTracker music modules. It can be used as a stand-alone module player, or it can be used as part of a larger multimedia presentation. It was designed to be flexible and polite. It will not hog your memory, and can be customized in many different ways to conform to your needs and hardware. Binary only. Author: Gregg M. Giles

Unpack disk A

Unpack disk B

CAM #520 Jeux

1945

shoot'em up game built using Accolade's Shoot'Em Up Construction Kit. You are the pilot of a WWII U.S. Navy P-38 Lightning. This fighter has been specially modified with more armour and weapons to assist you on your dangerous mission against the Japanese Navy and Air Force. You have a squadron of 5 airplanes at your command, and another squadron flown by another pilot is also available. Your mission: DESTROY the Japanese armada! Binary only. Author: John Wong/PinPoint Graphics

Desert\_Storm

shoot'em up game built using Accolade's Shoot'Em Up Construction Kit. Binary only. Author: Carmen Rizzolo

MissileCmd\_v2

A fast Missile Command game written in assembly. Features include using a hires interlaced screen, time based events for correct operation on any speed Amiga, multitasking friendly, and sound effects. This is version 2, an update to the version 1, with bug fixes and enhancements. Binary only. Author: Max Bithead

TurboMCP

A "TRON" like cycle race game for up to four players. Version 13.76, an update version, includes source in assembly. Author: Jorg Sixt

Unpack

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CAM #521 Utilités domestiques

ami-check\_v2.0

An easy to use, intuitive, friendly checkbook program. Allows you to enter your checks in a very natural style, giving you a running balance as you do so. Options include reconciling your checkbook, starting new registers with outstanding checks only, printing all, cleared, outstanding, or selected entries, and more. Version 2.0, shareware, binary only, requires AmigaDOS 2.0. Author: Jeff Hoag

BizCalc\_v1.1

BizCalc est une version très améliorée de MortCalc, publié dans la collection Fred Fish (disque n° 385). Je lui ai donné un nouveau nom parce que des utilisateurs croyaient que mon programme ne calcule que des hypothèques, alors qu'il calcule tout genre de prêt, personnel ou hypothécaire. Voici donc BizCalc, le calculateur de prêts à tout faire! Binaire seulement, auteur: Michel Laliberté

Chi-Square

A program to calculate the Chi-Square statistic and p value from a data file. Include source in Basic, Author: C. Niederberger

ICalc\_v1.0

An expression calculator that works with real and complex numbers, has arbitrarily-named variables and user-defined functions, startup files and more. Version 1.0, includes source. Author: Martin Scott

InputLock

An input handler to help Amiga users who have cats other pets (or children) that mess with the Amiga as soon as it is left for a second. It installs an input handler which lets you lock the keyboard and mouse by pressing a few buttons. Very small, uses only 190 bytes of memory. Version 1.0, includes source in assembler. Author: Preben Nielsen F: MachIII\_v3.2 A "mouse accelerator" program that also includes hotkeys, features of sun mouse, clicktofront, popcli, title bar clock with a bbs online charge accumulator, Arexx support and much more. Updates for Workbench 2.0 have been added along with many fixes and new features. This is version 3.1, an update to version 3.0. Binary only. Author: Brian Moats and Polyglot software

MSClock\_v1.3

A clock utility, which displays memory, date, time and online time (if connected to another computer via modem) in the titlebar of the WorkBench screen. This is version 1.3, includes source. Author: Martin Stepler

ProMouse\_v1.20

This is a small utility YES, this is another mouse accelerator but

unlike most others this one is Proportional. That is, this mouse acc. goes farther as you go faster (or is that goes faster as you move farther?). From what I understand this is the way the Mac mouse is and is more natural. includes source in modula. Author: Robert Kozak

Stats\_v2.0

A program to calculate common statistics results from a data file. Include source in Basic. Author:

Stockchart\_v2.18

Stock Market Technical Analysis Program Binary only, author: David A. Wizda

Unpack

CAM #522 Utilités diverses

AvailMem\_v1.12

AvailMem is a free memory counter that displays the amount of free memory, and the largest free memory block, in bytes (as opposed to kilobytes). includes source, author: Dave Schreiber

ccd\_v2.0

ccd is an attempt to have the equivalent to M\*-DOS ncd (Norton's cd). This smart utility is most precious for hard disk users: it allows to cd to a directory without having to specify the whole path. includes source, author: Cedric BEUST

CpuBlit\_v1.0

CpuBlit makes your 68020/68030-equipped Amiga scroll text about twice as fast as before. includes source, author: Eddy Carroll

DisKey\_v2.1

A sector oriented disk monitor with lots of useful features like disassembler, user-friendly ASCII- and hex editing facility, and extensive search options. Useful for salvaging data from damaged disks, or for learning about the inner workings of AmigaDOS. Supports req.library, and external diassembler libraries. Can be iconified to conserve memory. Comes bundled with German and English documentation and a multilingual user interface. On NTSC machines, DisKey will be forced to interlace mode, although it will grateful open a noninterlaced display whenever possible. The version on this disk is 2.1, shareware, binary only. Author: Angela Schmid

DU\_v1.02

This utility is based upon the Unix utility of the same name. It prints out the size of the contents of the given directory. includes

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source, author: Dave Schreiber

#### NilHandler

Here's a new "NIL:" handler that does what the fake DOS NIL: should. It has a real message port and handles many packets (including filelocks). This handler even works with "Copy DH0: NEWNIL: ALL". binary only. Author: Brian Gontowski

#### PWKeys\_v1.0

An input handler that allows you to manipulate windows and screens by pressing keys on the keyboard. It currently lets you perform 17 different functions. Includes an interactive program to define hotkeys. Very small, uses only 1124 bytes of memory. Version 1.0, includes source in assembler. Author: Preben Nielsen

#### SCSIMounter\_v0.9

Removable media partition mounter for Kickstart 2.0 or higher. SCSIMounter allows you to mount and unmount partitions without rebooting the machine. It sports a nice 2.0-style point-and-click user interface that makes handling removable media a piece of cake. Binary only, Author: Martin A. Blatter

#### Virt\_alpha

A VIRTUAL DEVICE DRIVER FOR THE AMIG or "THE POOR MANS FLOPTICAL", includes source, Author: Anselm Hook

#### Unpack

#### CAM #523a&b Utilités éducation

##### Automata

Automata is an extremely versatile, cellular automaton simulation. Virtually every aspect of the simulation can be altered, saved, and later recalled. Also supplies many powerful editing functions (such as patterns, rotations, reflections, etc) for creating and modifying cell configurations. Additional features include editable icons, an immense variety of rules from which to choose, "music" which changes as the cell configuration changes and methods to speed execution from 3 to 60 (or more) generations per second. Binary only. Author: Jerry Mack

##### DeafLab\_v1.7

DeafLab is designed to act as a hand signing interface for the Deaf community. It allows a deaf person to understand in handsigns what someone is saying who doesn't know the hand signs themselves. You would be surprised to know how many in the deaf community can read signs perfectly, but have trouble with letters. Binary only. Author: Gary A. Creighton

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## Ephemer

A program which calculates the positions of the sun, moon, and planets for any date and any place. Includes source in HiSoft BASIC. Author: Yvon Alemany

## MoleWt\_v1.01

MoleWt is a molecular weight calculator. The program accepts a chemical formula and returns the molecular weight. This is version 1.01, binary only. Author: John Kennan

## Spright\_v1.2

Spright is a sprite making utility. Simple or attached sprites can be saved to a file ready to be added to your program. The colors used with the sprite(s) will also be saved. Version 1.2, binary only. Author: Todd Neumiller

## TLPatch\_v1.0

A utility to allow corrections in pronunciation for programs that use the Translate() function. It allows you to extract the exception table from the translator.library, use a text editor to edit the table, and then restore it back into the library. Version 1.0, includes source. Author: Richard Sheppard

## Drawmap\_v2.25d

A program for drawing representations of the Earth's surface. This version includes a completely rewritten user interface and some new functions. Version 2.25d, an update to version 2.0. Includes source. Authors: Bryan Brown & Ulrich Denker

## Molec3D

An interactive 3D solid modelling program for molecules. Produces a graphic, three dimensional representation of molecules, based on 3D coordinates data from geometry optimization programs, X-ray measurements, or any other source. Can handle up to 500 atoms at a time. Requires 1Mb or more of memory. Version 1.022, binary only. Author: Stefan Abrecht

## Unpack disk A

## Unpack disk B

## CAM #524 Utilités 2.0

## AutoActivate\_v1.08

A commodity which activates the window under the mouse- pointer when pressing any key. Requires AmigaOS 2.0. This is version 1.08. Includes german version and source in C. Author: Stefan Sticht

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**Back&Front\_v1.03**

Sends a window to back or brings it to front with defined actions. For example put a window in front by double-clicking in it and send it back with the middle mouse button. Any keyboard or mouse event can be trapped. Number of required actions can be changed (double-click vs triple-click). Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.03. Includes german version and source. Author: Stefan Stich

**CenterScreen\_v1.05**

A commodity which centers the frontmost screen horizontally on hotkey. Useful if you normally operate with overscan screens and an old program opens a normal size screen. Requires AmigaOS 2.0. This is version 1.05. Includes german version and source in C. Author: Stefan Sticht

**ChangeColors\_v1.03**

A new palette tool to change the colors of the workbench or any other public screen. The feature of this tool is its font independence; it uses the font of the screen on which it opens, instead of insisting on topaz 8. Looks really great if you use any other font than topaz on your workbench screen. This is version 1.03. Includes german version. Binary only. Author: Stefan Sticht

**fancyBlanker\_v1.1**

A utility for blanking the screen after a defined period of no action. Shows a multicolor Amiga checkmark. This is version 1.1, binary only, requires AmigaDOS 2.0. Author: Markus Stoll

**LeftyMouse\_v1.04**

Yet another LeftyMouse, this one implemented as a commodity. Swaps the left and right mousebutton for lefties. Requires AmigaOS 2.0. This is version 1.04. Includes german version and source in C. Author: Stefan Sticht

**MouseAccel\_v1.01**

Yet another mouse accelerator, this one implemented as a commodity. If you find the built-in accelerator too slow, try this one. Requires AmigaOS 2.0. This is version 1.01. Includes german version and source in C. Author: Stefan Sticht

**MouseBlanker\_v1.13**

Blanks the mouse pointer after a defined timeout or if you press any key. Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.13. Includes german version and source in C. Author: Stefan Sticht

**NewShellCX\_v1.05**

An "open shell on hotkey" commodity (like PopCLI). Requires AmigaOS

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2.0. This is version 1.05. Includes german version and source in C.  
Author: Stefan Sticht

showme

ShowMe is an ARexx script designed to be run under WorkBench 2.0. It will show you just about any kind of file just by you dropping it into a window on the WorkBench. This includes pictures, sounds, executables, archives, animations, etc. You name it. The file doesn't even need not have an icon to be dropped in the window. Author: Robert Kesterson

Spliner

A screen blanker that draws beautiful splines. No longer do you need a screen blanker that's just a boring black. This is a 2.0 (only) Commodity, written by Sebastiano Vigna, based upon code from Tom Rokicki's Mackie. Binary only. Authors: Tom Rokicki & Sebastiano Vigna

TurboLayers\_v0.9

Permet l'affichage du contenu des fenêtres pendant le déplacement, comme le NEXT. Cette distribution provient d'un BBS et ne contient pas de documentation. Fonctionne en 2.0 overscan seulement. Binaire seulement, auteur: Christian A. Weber

WindowShuffle\_v1.05

Activates and brings to front next or previous window with hotkeys. Hotkeys can be changed. Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.05. Includes german version and source in C. Author: Stefan Sticht

Unpack

CAM #525a&b Animations "Eric Schwartz"

Anti-Lemmin

Another great, humorous, animation from Eric Schwartz. This one was obviously inspired by the Lemmings game. Lasts a full two minutes and ten seconds. Requires at least 2 Mb of memory. Author: Eric Schwartz

ShuttleCock

Yet another animation from Eric Schwartz. Eric wanted to see if he could still do an animation that required less than 1 MB to run. Released May 1991. Author: Eric Schwartz

TheDatingGame

A very well done animation by Eric Schwartz. This is Eric's biggest animation project to date. The animation lasts nearly 4 minutes and

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requires 3 MB of RAM to run. Flip the Frog has all kinds of trouble getting to the house of his girlfriend, Clarisse Cat. This cartoon animation follows the style of the short theatrical cartoons of earlier days. The animation unpacks to two floppies. Shareware. Author: Eric Schwartz

Vietnam\_Conflict

Another AErotoon animation from Eric Schwartz

Unpack disk A

Unpack disk B

CAM #526 Utilités domestiques

bBaseII

A simple database program using an intuition interface. Stores, sorts, and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, and best of all, it's really easy to use. Binary only. Author: Robert Bromley

DirectoryAssistance

Directory Assistance. Great new telephone directory program for the Amiga. Features 2.0 look. Looks amazing! Binary only, author: Pierre Fortin and Patrick Lalonde

InventoryManager\_v1.3

I-MAN, the Inventory-MANager, is an easy to use home inventory program. The program is amigaized with many pull down menus, gadgets, and buttons. Keyboard equivalents have been added, where useful, and these keyboard equivalents are mainly in the information entry screens. Binary only, author: Jim Bryan

LoanCalc\_v1.4

Keyboard and mouse driven mortgage utility. Although similar programs exist, this one is unique in that it is designed to track 'Open' mortgages that allow any size payment to be made at any time, as well as providing a printed amortization table for fixed mortgages with monthly, semi-monthly, bi-weekly and weekly payment schedules. This is version 1.4, an update to version 1.2. Binary only. Author: Robert Bromley

NLCalc

A calculator program that uses the NL 3D look (see NLDaemon). It will open on any screen at the touch of a function key. Version 3.1.2, includes source. Author: Davide Cervone

Pauky\_v1.2demo

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Demo version of an English to German (and vice versa) word translation trainer. Version 1.2, binary only. Author: David Wetzel

sqlldb\_v1.0alpha

SQL dababase with arexx support. Not all datatypes in standard, Indexes, ORDER BY in SELECT query (All features associated with multiple concurrent users, Views, Primary and foreign keys, Domains and UNION, INTERSECT, etc) , are not yet implemented in alpha version Binary only. Author: Kyle Saunders

Unpack

CAM #527a&b Objets Imagine etc.

aircar

The following is an object that was created using Imagine, the object is modeled after the Moller 400 in the Jan issue of Popular Mechanics This object is set up with color and all attributes that were from the picture of the real thing. Great looking in Scan Line mode Rendering

33 objets "Imagine" convertis du formats NFF

Apple BatWing F15e Frog Glasses Phone plant Robot Runway shuttle tire Voyager wheel Balloon Callipers cobra crypt dragon espresso gothic H2O hang jaws lamp1 lamp2 matchbox Mirror\_Ball RoboHand Robot stpauls temple watch x29

imagine.compendium

Article with GREAT tips for using Imagine from Impulse.

Unpack disk A

Unpack disk B

CAM #528 Jeux divers

BallBench

This is something of a screen hack - and something of a game. You use it either way. Author: Api Rimpilainen & Nicole Graveley

Klondike

A single player card game. Version 1.1c, binary only. Shareware. Author: Peter Wiseman

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## perky

Hi-res interlaced Letter-dice spelling game. Make as many words as you can in three minutes. 1-12 players. 2.0 and A3000 compatible. Sound disabled for 512k machines. For best appearance, requires Helvetica/18 and /15 to be installed in fonts: directory. High score maintenance. Very little flicker. Works very nicely with de-interlaced monitors. Source code available with shareware fee. Binary only. Author: Pat Clark

## TheEnigmaMachine

Some have said that enigma is an interactive animation object, others say it is a puzzle to solve, others say it is a toy like a Rubik's cube. One theory is that it is a programmable state machine for mad advertising executives. Until the details are discovered it is up to do with it what you can. Binary only. Author: Martin C Kees

## WordsearchGenerator\_v1.0

This is an automated wordsearch generator. Words orientations can be limited to any subset of the eight primary directions and the puzzle can be rotated or flipped. It has a spartan but functional user interface highlighted by the req.library. The system default font under WB 2.0 is supported for the puzzle display window. Version 1.0, includes source in C. Author: Craig Lever

## YatZ\_v1.0

One player Yatzee game. This program was written to take up little memory and to multitask nicely. Version 1.0, includes source in C. Author: Greg Pringle

## Unpack

## CAM #529a&amp;b Langages

## A68k\_v2.71

This is v2.71 of Charlie Gibbs' 680x0 assembler, A68k. The archive contains the source files, documentation, and executable. There is no linker included, see Blink in EZAsm\_v1.5, includes source in C. Author: Charlie Gibbs

## BMake\_v1.1

BMake is a programming utility used to automate the process of recompiling multiple interdependent source files into an output file, called the goal. The rules for making the goal are explicitly stated in an input file called the Makefile, and implicitly determined from builtin inference rules. Normally, the Makefile for a goal is written so that the only thing that needs to be done to recompile newly modified source files is to run the Make program. includes source in C. Author: Ben Eng

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## Bref\_v2.0

A cross reference program for AmigaBASIC code. Generates a list of the BASIC code with lines sequentially numbered, plus a table showing all variables and labels used in the code, and the line numbers where they were used. This is version 2.0, an update to version 1.0. This is a major revision, including a new intuition interface. Includes source. Author: Dick Taylor

## DICE\_v2.06.29

Dillon's Integrated C Environment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.29, an update to version 2.06.15. Includes bug fixes and experimental dynamic object module loading support. Shareware, binary only. Author: Matthew Dillon

## EZAsm\_v1.5

Combines parts of "C" with 68000 assembly language. The resulting code is optimized as much as possible. Now bundled with A68k and Blink for a complete programming environment. New "c.lib" functions and more. This is version 1.5, an update to version 1.31. Includes example source and executable files. Binary only. Author: Joe Siebenmann

## offset

This little arexx program shows the offset of a function in its library, or vice versa. It can mix offsets and function names and show all functions with a certain string in them. It was inspired by a little utility called lvo. Author: E. Lundevall

## OMDS

SAS C 5.10a comes with a program called OMD, which is capable of disassembling object files created by the SAS C compiler. The only drawback is that OMD prepares a "worthless" pretty listing of the disassembly which is not suitable for use with an assembler. The process of converting the output of OMD to source code by hand is tedious and prone to human error, especially if a large number of files need to be converted. This program will assist greatly in the conversion process. includes source in C. Author: Mike Schwartz

## rexxview

RexxView is a CLI utility that monitors the REXX port. Information is listed to a file describing each message received by REXX. By Martin Kees

## Unpack disk A

## Unpack disk B

CAM #530a&b Utilités diverses

AMenu\_v1.3

AMenu is a complete reprogrammed version of Darin Johnson's 'MyMenu v1.0' from 'Fish Disk 225'. Its purpose is to attach extra menus to the workbench menus and execute commands when selected. includes source in C. Author: Anthony Thyssen

BBFormat

A floppy disk formatter for diskettes with hard errors. Bad media areas are mapped out so AmigaDOS will not use them. Presently not intuitionized, runs from CLI only. Version 5/7/91, includes source. Author: David Varley

ButExchange\_v1.1

An input handler to help left handed Amiga users. It reverses the function of the mouse buttons, so that the left button becomes the right and vice versa. Very small, uses only 168 bytes of memory. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

COMP&COPYD

COPYD: "CopyDirectory" Updates or freshens a directory. COMP: "File Creation Date Comparer" Determines precedence of two file's creation dates. Useful for scripts. Binary only, author: Mike Berro.

CPalette\_v1.1

A palette adjusting program that can be brought up on just about any screen, including HAM and EHB. Version 1.1, includes source in assembly. Author: Craig Lever

CSH\_v5.15

CSH provides a convenient AmigaDos alternative command interface. All its commands are internal and do not rely on c: for any functionality. Some major features include: command line editing, simple history, piping, aliases with arguments, variables & variable handling, file name expansion via wild carding, conditionals, source files, file name completion, MUCH MORE! This program was first introduced by Matt Dillon. Later versions have come from Steve Drew, Carlo Borreo, and now the last several from U. Dominik Mueller. They are all replacements for the Amiga shell, with added features. This one contains several enhancements and LOTS of bug fixes. includes source in C.

EGS\_Clk\_v1.0

Here is a simple no-nonsense 2.0 specific clock program. This program is nice in that: It's really small < 4.8kB, It will automatically position itself in the upper right-hand corner of the workbench window,

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even using overscan, It correctly handles non-Topaz default screen faults for people like me who use 11 point or greater fonts. Binary only, author: Eric G. Suchanek

#### FreeCopy\_v1.4

FreeCopy is unlike most copiers in that it does not actually copy disks. It removes the protection so disks can easily be backed up with almost any program, and in some cases be installed on your hard drive. Version 1.4, binary only. Author: Greg Pringle

#### HERMiT\_v1.3

Here is a new version of HERMiT. This time HERMiT will also open a CLI on top of your Front Screen and will save your Front Window's Pointer in a system-configuration file. It will also provide C code for the Front Window's as well as the Preferences' Pointer. The old features are of course still here: Saving of Front Screens, Cycling of Front Screens and Saving of the Fonts of Front Screens. Binary only, author: A. G. Kartsatos J InputLock\_v1.1 An input handler to help Amiga users who have cats other pets (or children) that mess with the Amiga as soon as it is left for a second. It installs an input handler which lets you lock the keyboard and mouse by pressing a few buttons. Very small, uses only 190 bytes of memory. This is version 1.1, an update to version 1.0. Includes source in assembler. Author: Preben Nielsen

#### ScreenMod\_v1.0

Allows you to modify most of the parameters of any screen structure in memory, including colors and viewmodes. Useful for PAL programs which open their screens low. Has a companion program to automate changes later on. This is version 1.0, includes source. Author: Syd Bolton

#### wIconify\_v3.8

A program, and number of companion utilities, that allow you to iconify windows on any screen, including custom screens. Iconified windows become small icons on the bottom of the screen, and they can be opened again by double-clicking them. Also allows any screen to become a shared, WorkBench-like screen, and gives you the ability to create new screens specifically for this purpose. Each window can have its own custom icon. There is a programmers interface to allow programs to control their own icons. Version 3.8, includes source. Author: Davide Cervone

#### WorldTime\_v1.1

This clock can show the time and date in 84 cities around the world, all on the screen at once. You make settings to indicate the correct time where you are, and afterward, this clock can show you the correct time just about anywhere in the world. This version include c source and some changes Author: Jonathan Potter

#### ZoomDaemon\_v2.1.3



Adds a "zoom" gadget to every window that can be resized. Pressing this gadget makes the window as large as possible or as small as possible, or brings it back to its normal size. Version 2.1.3, include source. Author: Davide Cervone

Unpack disk A

Unpack disk B

CAM #531 Utilités traitement de textes

ByeLSE

This is a system to replace lse with TTX. It will automatically load all error files into TTX and position to the first error in the first file. It will handle include files in different directories. The following functions are provided: Next error, Previous error, Same error again, First error, Last error, Display SAS error file, and Quit, which writes all changed files and exits. Author: JL Moulton

conv

This program will convert Type1 PS fonts to their uncompressed form so that they can be downloaded to PS printers using a type3 font downloading program. Includes source. Author: M. Zellers

dme\_v1.45

This is the latest version of Matt Dillons powerful text editor. Very powerful, features a complete AREXX interface. Includes source. Author: Matt Dillons

FindDoc

FindDoc is a set of C programs and ARexx macros which allow you to quickly locate any AutoDoc function entry or structure name. You can place the cursor on the name to be looked up, or alternatively have string requester ask for the name of the entry, and it will open a TurboText window containing the definition of that entry. Author: David Joiner

FontCacheX

FontCacheX - a program that will cache the results of calls to the diskfont.library's AvailFonts() call, meaning that any program that shows you a list of fonts won't have to read it more than once (such as running "Font" under 2.0), and usually all programs will share the same resident cached font list. binary only. Author: Steve Tibbett

Less\_v1.4Z

Less is an Ascii text pager with the following features:

- Compatible with WB 1.3 and 2.0 on any Amiga

- Handles NTSC, PAL, overscan, etc. screens
- Works with pipes (with a consenting shell or pipe: device)
- Permits multiple file selection, CLI or Workbench
- Forward & backward movement in a variety of ways
- Powerful searches, using regular expression patterns
- Handles alternative fonts -Handles international Ascii characters
- Handles boldface, underline, etc. in ANSI or Unix nroff style
- Customizable, using environment or command options
- Residentable

Less is still the only pager I know of on the Amiga that handles pipes and multiple file selection. To me, these two features are essential in a pager. If your shell supports pipes and expands wildcards (I use Steve Koren's outstanding SKsh), you can write things like 'ls | less' or 'less \*.readme'. This is a revision of a port (by Bob Leivian) of version 73 of the "Less" pager from Unix. Includes source.

#### LSETTX

LSETTX enables you to use TurboText as the editor that the SAS/C compiler will talk to when it encounters an error during a compile.  
Author: Steve Tibbett

#### postdj

This will print a postscript file to a DeskJet printer. It is Eric Kennedy's revision of Adrian Aylward's POSTLJ. It will allow you to solve the infamous offset problem if you use PPage. Just save the postscript file to disk and use this to print it. You need POST.LIBRARY, some decent postscript fonts and, of course, plenty of RAM: Includes source. Author: Eric Kennedy

#### SelectDoc\_v1.9

SelectDoc is an add-on utility (tool) for TurboText, which presents you with a list of documents. Using a GUI and scrolling list, you can choose a document, which will be brought to the front of the screen and made active. SelectDoc will only run under version 2.0 or greater of AmigaDOS. binary only. Author: Stan Ziel

#### SuperSpell

SuperSpell, the global, real-time spelling checker! SuperSpell installs an input handler, and runs invisibly in the background. Anything you type into any window will have its spelling checked. Only words greater than 4 letters long are checked. binary only. Author: Jonathan Potter

#### TapeCover\_v1.0

TapeCover prints out those little paper inserts for cassette tape cases. It lets you enter the name of the songs, and the title of each side. It should work on any printer that can print in that semi-condensed mode. Version 1.0, includes source in C. Author: Greg Pringle

#### TTX\_Crunch

Programme Arexx qui permet de charger ou produire avec TurboText des textes compressé avec PowerPacker. Auteur: David Dunn

Unpack

CAM #532 Utilités diverses

ClockTick

ClockTick - A simple hack that makes any busy pointer that matches the Kickstart 2.0 clock pointer and moves its hands. It also notices the busy pointer from 1.2 and 1.3 Kickstart/Workbench and will change it into the 2.0 style clock. ClockTick exits after it is installed. It does not add a task to the system. 72 bytes of chip ram used, 900 byte of public. includes source in asm, Author: Michael Sinz

DriveOptimizer\_v1.0

This program will optimize floppy disks, hard disks, and ram disks (i.e. RAD). It is designed to provide for the safest optimization of your disks It moves one disk block at a time to ensure this. So it will be slower than other optimizers which usually move whole tracks at a time. One Meg should take about six minutes to optimize on a hard disk that uses a Supra WordSync. binary only. Author: Tim Stotelmeyer

LateSCSIMount

LateSCSIMount was written to mount my SyQuest drive if no cartridge was in the drive when I rebooted, or if the system booted up before the SyQuest cartridge spun up. It works by scanning the SCSI units and mounting any partitions found that aren't already mounted. It mounts them using the partition information stored in the RigidDiskBlock area of the hard drive, so your controller must support Direct SCSI commands as well as the RDB standard. GVP, Microbotics, and Commodore all support these, so it should work with these. You will have to check your hard drive's manual or technical assistance to see if these are supported. You will also have to know the name of your SCSI device (if it is not "scsi.device".) binary only. Author: Sean Riddle

NLDaemon

NLDaemon Implements a "New Look" in Amiga programs, by using 3D-like gadgets. Converts standard intuition window gadgets into 3D versions. Version 1.4.3, includes source. Author: Davide Cervone

PicSaver\_v1.1

A small utility that allows you cut rectangular portions of any screen and store them on disk as IFF ILBM files. Also allows easy saving of windows and entire screens to disk. This is version 1.1, an update to version 1.0. Includes source in assembler. Author: Preben Nielsen

Popper\_v1.21\_&\_tools

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Système de pop-up menus détachables, Incluant un groupe d'utilitaire du style desktop accessories (MAC), supporte des équivalents clavier étendus à deux lettres, une interface fenêtre permet de créer ou modifier ces DA's et vous permet beaucoup de flexibilité comme par ex: définition de paramètres etc. Les DA's s'attachent à tous les menus, Le tout fonctionne en 1.3 et 2.0. Binaire seulement, documentation en français, auteur: Pierre Baillargeon

#### PWKeys\_v2.0

An input handler that allows you to manipulate windows and screens by pressing keys on the keyboard. It currently lets you perform 25 different functions. Features include mouse blanking, screen blanking, mouse acceleration, "sun mouse", mouse/keyboard locking, and an interactive program to define hotkeys and other settings. This is version 2.0, an update to version 1.0. Includes source in assembler. Author: Preben Nielsen

#### Request

Opens the OS 2.0 autorequester from script files. Title, text, gadgets and publicscreen of the requester can be changed by commandline options. This is version 1.00. Includes source in C. Author: Stefan Sticht

#### Script\_v1.1

SCRIPT: is an AmigaDOS device handler that makes a script of another device's I/O similar to the UNIX command script. SCRIPT: is much more flexible, however, because it can script any AmigaDOS device (including itself!) and direct the script file to any other AmigaDOS device (except itself). Binary only, author: Richard Rogers

#### Signal

Two programs designed to make it easy to write shell scripts that must be synchronized with the operation of another, in order to avoid disk thrashing for example. Includes source. Author: Davide Cervone

#### snap\_v1.62

This patch updates Snap from version 1.61 to version 1.62. Version 1.62 fixes a problem with the parsing of qualifiers. Author: Mikael Karlsson

#### sWindows

A program that allows you to use the title of a window to specify the screen on which the window will appear. This provides a method of opening CON: and RAW: windows on screens other than the WorkBench, for example. Includes source. Author: Davide Cervone

#### ToolManager\_v1.4

ToolManager is a management utility for tools under the 2.0 Workbench. You can add your own programs to the Tools menu or add a special

Application Icon to the Workbench. The programs can be started by selecting their entries in the Tools menu and any selected icon from the Workbench will be the startup parameters for the program. You can also start a program by dropping an icon on the Application Icon or by double-clicking the icon. Last but not least you can start a program with a keyboard short cut.

BEWARE: This program makes heavily use of the new 2.0 functions, so its completely useless to all people who are still forced to use 1.3 :-)

New features since 1.3:

- Keyboard short cuts for tools.
- AppIcons for tools.
- Menu item can be switched off.
- Configuration file format completely changed (hopefully the last time)
- CLI commandline parsing is now done by ReadArgs().
- Status & edit window updated to new features.
- Safety check before program shutdown added.
- Menu item "Open TM Window" only appears, if the program icon is disabled
- WB startup method changed. Now supports project icons.
- several internal changes.

Unpack

CAM #533a&b Fonts Adobe Type 1 (Pagestream)

28 Fonts Adobe Type 1,

Poster, Caps & Fantasy. Aarcover, ArchiText, CALIGULA, Carrick Caps, Chili Pepper, Civitype, CracklingFire, CRILLEE, DAVYSRIBBONS, FarquharsonFree, fleurons, GOUDYMEDIEVAL, GRAPHICLIGHT, GreenCap, GRIFFIN DINGBATS, Heidelberg, HELENA, INKWELL, Kinigstein Kaps, Koch Roman, Livia, Logger, Mazama Regular, ParisMetro, Rothman, Showboat, Starburst, Tribeca, VarahCaps.

Unpack disk A

Unpack disk B

CAM #534 Utilités de programmation

AutoRev\_v1.1r

A little utility to make it easy to update program-headers ran from the CLI. Requires AmigaDos 2.0. This is Version 1.1r. Source included.  
Author: Jan van den Baard

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## ENV-handler\_v2.5

The Environment Variable handler is an AmigaDOS handler that manages all variables in memory instead of in separate files on disk. The way that Commodore implemented environment variables requires you to create a separate directory somewhere on your disk and create files with the name of your variables. I always thought that this was STUPID and a waste of disk space. So I (finally) wrote ENV-handler to store all variables in a single file that you can specify in its MountList entry. When you Mount ENV: the handler will read this file (if it exists) and set up its own variable list. Each time a variable is updated, added, renamed, or deleted the file will be updated so that variables will become permanent until you delete them. CHANGES:

V2.5 05/21/91 - MWR - Added support for sub-directories. cleaned up some code to make a little faster.  
V2.0 05/04/91 - MWR - Re-coded in assembler to reduce size and increase speed. fixed a bug found when creating or writing to variables.  
V1.3 05/02/91 - MWR - Removed ' (temp)' tag on temporary variables. I decided it wasn't necessary.  
V1.1 04/23/91 - MWR - Added support for temp variables. Stomped on bug found when using type.  
V1.0 04/21/91 - MWR - New program. Binary only, Author: Mike Ruble

## FifoLib\_v3.1

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.1, an update to version 2. Includes some source. Author: Matt Dillon

## Ham\_e\_Library\_v3.0

HAM-E support libraries. The arc contains examples in C and BASIC for programmers; for users, these libraries are required to operate programs such as SpectaColor for the HAM-E, Progressive Peripherals "3-D Professional" ray tracer, and son on. Author: BlackBelt

## NoFragLib

These routines are extracted and updated from my "tool.library" which is a shared library last released on FISH 475. I stopped developing this library because OS 2.0 has made it for 99% obsolete. The only routines usefull where the memory routines which are now in the "nofrag.library". The routines in the "nofrag.library" are NOT compatible with the ones from the "tool.library". Include source, Author: Jan van den Baard

## SANA\_II

General release of the SANA-II, Standard Amiga Network Architecture (try 2), device driver specification. Author: Raymond S. Brand  
"Commodore-Amiga"

## SetCCOPTS\_v1.0

Lets you easily deal with the MANX 'CCOPTS' environment variable. You can store settings to disk. Has a complete intuition interface. This is version 1.00, binary only. Author: Stephan Flother

## sman\_v1.1

'Sman' is a manual type aid for looking up documentation on a subject. It can search Amiga AutoDoc files, or scan DME.refs in particular, but can also search the doc files for any other program you have. This is version 1.1, which fixes a rather serious bug in the first release that would cause it to overlook valid references. Include source. Author: Jon Spencer

## sregex.library\_v1.1

'sregex.library' is a run time library of routines for doing wildcard pattern matching and wildcard path matching. It accepts a slight extension of the AmigaDOS wildcard syntax, including a not operator, and character sets. Include source, Author: Jon Spencer

## vmalloc\_v1.2

Virtual Memory library V0.0 (The virtuosity is V0.0. The code is v1.2) by David Le Blanc. Functions in this library are designed for efficient use of a large number of memory allocation within or without memory constraints.

## Unpack

## CAM #535a&amp;b Animations

## Amy Does Schwab

Here's a short looping animation starring Amy the Squirrel which represents my small tribute to that Amiga animation pioneer, Leo "Bols Ewhac" Schwab. It was created with the Disney Animation Studio (major parts of which were programmed by Leo), DeluxePaint 3, and Animation Station. In case nobody guessed, it is a 'slight' parody of Leo's famous "Dream goes berserk" Videoscape anim. I hope he likes it. Author: Eric 'Scawz Richter' Schwartz

## Camouflage

A new Eric Schwartz Aerotoon animation. This one is a bit different as DeluxePaint, Scenery Generator, Sculpt 4D Jr., and the Art Department were used along with MovieSetter to create this animation. Eric is a master in this form of humorous animation.

## CAT

This is an incomplete pencil test of an animated scene with a cat, soon to be combined with my Screaming Mouse animation as part of a short piece done using Disney's Animation Studio software (short meaning as much as I can squeeze onto one disk!). Author: Glenn ?

Mouse

This is my first attempt at a Disney Animation Studio piece. It's just in pencil test stage right now & is only a short scene of a mouse doing a wild "take" then exiting. Author: Glenn ?

Silencio8\_Anim

Traditional character animation. "be SILENT in library areas" from Mexico, Author: Alejandro Garza González

trampolino

VideoScape animation. Author: Unknown.

Unpack disk A

Unpack disk B

CAM #536 Utilités diverses

AmiDock\_v1.3

AmiDock is an Amiga version of the NeXT's Dock facility. It will open up a small window on your WorkBench full of little IFF brushes. Each brush represents an application, like an ICON, but it's a brush. Click on the brush and your application will start. This is version 1.3, an update to version 1.2.4. Shareware, binary only. Author: Gary Knight

DiskRepair\_v1.0

DiskRepair is made for removing the most common errors quickly. Only those directories or files are repaired which are still present. Binary only, Author: P.Röhrich

FastDisk\_v1.9

FastDisk is a high-performance disk optimizing tool which decreases access time for files and directories. This is achieved by creating a disk with an optimized sector layout, including linear directory layout, .info and small file precedence and minimized track-boundary crossing for data blocks. Binary only, Author: Torsten Stolpmann

Imploder\_v4.0

The Imploder allows you to reduce the size of executable files while having them retain their full functionality. There are other "crunchers" or "packers" available for the Amiga, but none are as mindful of the complexities of your Amiga system as the Imploder

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(IMHO). In addition to this, its algorithms are more efficient, both in terms of speed, and size reduction. Binary only, Authors: Albert-Jan Brouwer Peter Struijk Paul van der Valk & Erwin Zwart

#### PolySiliCon

A centralized Shell Command Interface with visible scrollable History and mouse access. Allows multiple shells to be controlled from a single command/history window. Commands can be re-executed with a mouse click. A group of commands for a project may be loaded into the history from a file for easy access. Compatible with both 1.3 and 2.0 AmigaDOS. ShareWare, binary only. Author: Pete Goodeve.

#### PowerpackerPatcher\_v1.0

Powerpacker patcher is a small tool that patches the DOS library so that PowerPacker datafiles will start acting as if they were "normal" files. Sample use of PP would be to crunch all your .info files. They will still retain their functionality as long as PP is installed, and WB will never know the difference. Icons are useful, but take up a lot of valuable disk space. You may also use any text viewer or editor you desire directly on Powerpacker files! Version 1.0, shareware, includes source. Author: Michael Berg

#### PPDecrunch\_v1.0

PPDecrunch allows you to decrunch PowerPacked data files to STDOUT. What does that mean, you say? Why not use the plain old Decrunch program provided with PowerPacker? Well, by sending output to STDOUT, PPDecrunch can allow you to view PowerPacked files with SOME programs that otherwise cannot decrunch PowerPacked files by themselves. These programs MUST be able to accept input from STDIN. For example, LESS and MORE are capable of doing this. This comes in especially handy for remote shells and BBS'es, as most text readers except MORE open their own window, therefore they cannot display on the remote screen. Include source, Author: Darren Ewaniuk

#### QDCopy\_v1.0

QDCopy is a file copier geared to one floppy drive systems. It allows you to copy multiple files at one time with a minimum of disk swaps. It also allows you to copy to multiple destination disks, so when one destination disk is full QDCopy will ask for a new one and continue on with the copy. QDCopy will duplicate the comment and protection bits for files it copies. Include source, Author: Darren Ewaniuk

#### SysInfo\_v2.22

A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Version 2.22, an update to version 1.98. Binary only. Author: Nic Wilson

#### Viewdir

Allows reading the current directory by commanding VIEWDIR "". Displays a listing of the specified directory with the total bytes at

the bottom and the description of the file types next to each file. Also includes a "version string" to allow a DOS 2.0 VERSION command to read. This is version 2.1 an update version. Assembler source included. Author: Jim Butterfield

Unpack

CAM #537a&b Clip Art & Borders (iff bitmap)

59 clips in 11 category: Animals, Food, Music, Nature, Holiday, Misc, Ornaments, People, Signs, Sports, Transportation. 7 borders Hi-res.

Unpack disk A

Unpack disk B

CAM #538 Utilités domestique

CDStore\_v1.6

CDStore1.6! Compact Disk Database/Record tracker. 3D Interface, completely mouse driven. Has many features including Print/Preview with different print formats. If you have a large library of CDs... This will help keep track of what you have! Enjoy! binary only. Author: John Lullie

GearCalc

A bicycle gear ratio calculator. Version 2.0, binary only. Author: Ed Bacon

PicBase\_v0.36

PicBase: An IFF Picture DataBase Program V0.36. Fully functional (such as it is) shareware. Requires 2.0 or Arp. Includes a sample data file, although the sample images are not included. Binary only, author: Mike Berro

RoadRoute\_v1.7

A program that determines from a user modifiable data base, the shortest and fastest routes between two cities. Includes a coarse and a detailed data set and a program, RoadScan, for examining the contents of large RoadRoute data files. This is version 1.7. Includes source. Author: Jim Butterfield

VideoStore\_v1.2

VideoStore1.2! Video/Movie Database-Tracker! Has many features as well as Print/Preview screen with different printing formats. This program is almost the same as "CDStore" but dedicated to storing

Movie/Video info. binary only. Author: John Lullie

WBfed\_v0.91

Beta version 0.91 of a 2.0 font editor (color fonts too). Requires 2.04 of the OS. Very capable and good looking font editor. Binary only. Shareware by Patrick Clark

Unpack

CAM #539a&b Soundtracker modules & player

EdPlayer\_v1.0

Totally, 100% multitasking- and user-friendly Automatically distinguishes between NoiseTracker and MED modules Supports MED 3.10 with Synthesized instruments and MIDI capability Can re-route a MED MOD's MIDI into Bill Barton's midi.library. Useful! Intuition interface looks like a REAL CD player (NOT like IntuiTracker) with 16-color panel, lots of buttons, and a full-featured LED display. "Online" help feature describes any button in case you don't read DOCs. Amazingly powerful and useful kd\_freq.library file requesters! Great for scripts: \*\*\*\* AREXX PORT \*\*\*\* with full set of commands. Can be controlled from CLI scripts even if you DON'T have ARExx! Can Iconify and/or "hide" to save memory and CPU time. Also PAL/NTSC fix. Option to AUTOMATICALLY detect song loop and Stop or START FADING OUT. Programmable: Unlimited songs from unlimited directories and disks. Works great under WB 1.3, and should work great under WB 2.0 also. NOT a clone of anything. This program is UNIQUE! And it's FREE! WOW!! binary only. Author: Ed Mackey

13 soundtracker modules:

blue3, cap'n'power, field-goal, FREUDIAN, Ingame, Jupellup, proces iii, quantum, rsi-gsc, sleezy bar blues, storm.., tonalec, We'reTheDevils.

Unpack disk A

Unpack disk B

CAM #540 Jeux de table

Connex\_4

A "connect-4" type game. This is version 4.0, an update to version 3.8. Shareware, binary only. Author: Adrian Millett

Dominos

The standard game of dominos with 6-6 set. The computer will provide quite a challenge to any skilled player. Version 1.0, includes source

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in Basic. Author: Russell Mason

#### EternalRome

A historical strategy game, that in spite of its high complexity is fast and easy to play. Fully mouse controlled with a fine zoomable map of the Roman empire (overscan and interlaced options). The simulation delivers many historical insights because of its accuracy (may be used for educational purposes) and is a challenging and entertaining game for two or more players (also interesting for solitary studies). Version 1.0 (tryware). Binary only. Author: Sven Hartrumpf

#### FlipIt

Possibly the strongest Reversi/Othello type game available. Shareware, binary only. Author: Adrian Millett

#### Klondike\_v1.8

A shareware solitaire game, known widely as Klondike. The rules can be varied, and there are five different ways of working through the deck. Also includes a palette requester to fine tune the colors to your liking and a save-setup function that remembers how all the options are set. This is version 1.8, binary only. Author: Gaylan Wallis

#### Solitaire

Yet another solitaire game. Nicely done with good graphics and sound. Shareware. Author: Pat Clark

#### Wanda

This little program turns your workbench into a fish tank! binary only. Author: Paul Leach

#### Unpack

#### CAM #541a&b Langages

##### bm2detach\_v1.02

BM2Detach allows Benchmark Modula-2 programs to run in the background (without using RUN). The process is detached from the CLI, but the CLI window remains open until the process exits. BM2Detach replaces your existing existing System.OBM at link time. (I don't recommend overwriting your original--there may be a time when you \_don't\_ want your program to detach from the CLI.) complete source code, assembled binaries, docs Author: Avant-Garde Software and Leon Frenkel

##### M2Pascal

A simple Modula-2 to Pascal translator. You can write simple programs on your Amiga using one of the available Modula-2 compilers, and then use this translator to generate Pascal source for export to other

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systems with Pascal compilers. Version 1.0, includes source in Modula-2. Author: Greg Mumm

MCAsm

Assembler 68000. Binary only, Author: LT liljetoft

OakLisp

A straight port of the OAKLISP system to the Amiga. OAKLISP is a Scheme-like LISP with an object-oriented base. An R3RS Scheme environment is included in the package. Source is included. Author: Kevin Lang, Barak Pearlmuter, ported by Mike Meyer

PCQ\_v1.2b

An update to PCQ 1.2. This is only a partial distribution and includes just the compiler main pass, the documentation, and a ReadMe file. You need the distribution from disk 1.2 to use this material. This update is version 1.2b. Author: Patrick Quaid

Synworks

A graphics oriented environment for design, training and test of neural networks. The enclosed version is public domain and supports only three network models. Not all options are available but this version provides the most important features to allow users to decide if neural networks are an appropriate solution for their problems. Binary only. Author: Michael Kaiser

Unpack disk A

Unpack disk B

CAM #542 Utilités graphiques

ADAM\_v0.22

ADAM allows DCTV owners to easily create animations from Imagine, LightWave, and VistaPro. It's a bounded CanDo deck that requires IFFTODCTV, MAKEANIM, and any SHOW program of your choice. Run in the background and convert frames as they are completed. Once last frame is done, an animation is made via MakeAnim. Binary only. Author: Daniel J. McCoy

Aequipot\_v1.15

A program that renders multicolor pictures using an algorithm based on electrostatic effects. Renders in low-res, in high-res, and in two speed/quality modes. Includes both PAL and NTSC versions, English and German docs. This is version 1.15, an update to version 1.06 on disk 474. Now supports saving pictures in IFF-ILBM format and animation rendering via script files. Freeware, includes source in PCQ. Author: Juergen Matern

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## Convert\_v2.7

This is "convert", a program that reads various image formats and writes "vanilla" 24 bit IFF (no "CLUT" chunks or other esoterica). It can read ASDG's 24 bit IFF; std 24 bit IFF; many other IFF files; Dynamic HiRes; SHAM; ARZ0; ARZ1; AHAM; Sculpt raw RGB; 1/2 bright; HAM; Many Targa iamge types; HAM-E REG and HAME modes; RGB8; RGBN; more. It can scale images very well, also - this is support s/w for the HAM-E system. Version 2.7 Binary only, Author: Pete Patterson

## flit\_v1.0

This program will convert Autodesk Animator .FLI animations to IFF format. The .FLI animations are made on IBM and clones. Binary only, Author: John Bickers

## MI\_M2I

This is Mirror Image's answer to Soft Logik's faulty and sometimes unreliable Mac to IBM Type 1 converter. Completey Intuition based with batch conversion options and the ability to create files using POST's full PostScript naming conventions. Very fast! No typing! This is PD software from Mirror Image: no user fee required. Binary only, Author: Gary Brusanowski

## Render24\_v1.01

This program's only purpose is to convert 24-bit IFF (Deep ILBMs) into one of several different formats. Output formats supported currently include: 16-color greyscale, 16- or 32-colors, HAM-E 256-color greyscale, HAM-E 256-color register mode, HAM-E 262,144-color HAM mode. Fast, easy to use, with animation support. By Thomas Krehbiel

## X1\_v1.0\_Demo

Demo version of a single bit-plane cel animation generator. Uses an onion-skin display to rough in an animation sequence. Has a large ARexx command set, multiple precision bezier curves and splines, scalable and rotatable polygons, brush support with blitter logic, turtle graphics and macro key definitions. Requires req.library (Fox/Dawson). Non-saving demo version, binary only. Author: Martin C. Kees

## Unpack

## CAM #543a&amp;b Jeux d'arcade

## DownhillChallenge&gt;OS1.3

Downhill Challenge is a arcade game where you control a skier who has five chances to complete the course before being disqualified. The longer you stay up the faster you will ski and the more points you accumulate. Game is Freely Distributable. Binary only, Author: David

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Alves

Gunslinger

shootem up game using the Accolade's Shoot'Em Up Construction Kit.  
Author: Unknow

LlamaTron

A fast action, highly addictive, arcade-type game from the UK. Similar to Robotron. Great sounds! Requires PAL mode to run properly (but well worth that hassle!). Non-multitask.

MEGABALL2.0\_rel2

MegaBall version 2.0, including a few board files (3 bank of 50 levels). This version is announcement of a levels editor. These files can be loaded by pressing ALT-L at the main title screen: REMEMBER this; it's not in the DOCs binary only. Author: Ed Mackey

Nebula

A GREAT smooth scrolling action filled game from Austex, an Australian group of programmers. Save the moon Uropa from destruction from the intelligent but greedy race of droids called Kapones. Include source,  
Author: Colin Adams

Unpack disk A

Unpack disk B

CAM #544a&b Éducation

CELLS

A cellular automata experimentation lab, based on the rules described in the Computer Recreations column of the Scientific American, January 1990. Version 1.3. Source included. Author: Davide Cervone

Cross\_v4.1

A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is version 4.1, an update to version 3.3. Major new features are several new printer drivers including "generic" and "LaTeX", and many minor improvements. Includes source in M2Amiga Modula-2. Author: Jurgen Weinelt

RPN\_v1.0

An emulation of an Hewlett-Packard pocket computer on your screen. Version 1.00, includes source (SAS-C). Author: Maurizio Loreti

4D Navigator

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Move around inside a four dimensional sphere. Keyboard control of direction and rotation in any direction. Another program by Jerry Hedden of PAUG.

buttons

Two pictures (Buttons.pic, Other.pic) that contain many different images that can be cut out and used as image buttons in various interactive authoring programs. All in hires-interlace. All embossed style. Two images of each button; one unselected (up), one selected (down). Includes arrows (three sizes), home, disks, stop, radio, help, checkmark, sliders, more.

Chemesthetics\_v2.06

Chemesthetics is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. Chemesthetics has an Intuition user interface, can save pictures as IFF files, and has many example files. This is version 2.06, an update to version 2.00. Includes source in C. Author: Joerg Fenin / Metalworx

Loom\_v1.0

Simulation of an eight harness loom. Supports 15 colors for warp and weft threads. Scalable display. Patterns created can be printed in draft format or saved as IFF files. Version 1.00, binary only. Author: Martin C. Kees

Tesseract

Rotate a four dimensional cube around on your screen, around any of the 4 axes. By Jerry Hedden of PAUG, also author of MandelPAUG. Source included.

Unpack disk A

Unpack disk B

CAM #545a&b Utilités de programmation

bezier\_v0.0001

Bezier Curve Fitting Routine for XY data pairs

HitMe

HitMe is a utility that, in conjunction with Enforcer, greatly eases the search for offending code that caused Enforcer "hits". This software is copyrighted by SAS Institute

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## IncRev\_v1.03rel3

A small program for a makefile or an lmkfile, to update revision numbers after each successful compile process. This is version 1.03, includes source in C. Author: Joerg Fenin / Metalworx

## PowerVisor\_v1.0

This is PowerVisor, a powerful machinelanguage level debugger for the serious Amiga programmer. Include source, AREXX support, 1.3/2.0 comp. author: Jorrit Tyberghein

## BMake\_v1.4

A GNU Make subset. Includes pattern rules, conditionals, "include", function calls, etc. This is Version 1.4, with source. Author: Ben Eng

## Convert\_v1.1

Converts an object file to a C source which can be inserted with '#include' in your own programs. Version 1.0, includes source. Author: Frank Enderle

## Fmon\_v1.8

A multi purpose tool for hacking around in your Amiga, repairing disks, tracing/debugging programs and other useful things. Includes assembler, disassembler, absolute loader, raw disk access routines and much more. Contains PAL and NTSC version. Can be made resident. Version 1.8, includes source. Author: Michael Schroeder

## RexxHS

ARexx host article (and executable) written by Eric Giguere to be published in AmigaWorld Tech Journal but dropped at the last minute. LOTS of good stuff here!

## SerLib\_v3.0

A shared library providing easy access to any serial device. Allows both synchronous and asynchronous access to the port. With support code for Lattice, Manx and Oberon. Includes examples in both C and Oberon (with source) and docs in ASCII, DVI, and PostScript. Shareware. Author: Garry Glendown, Oberon-interface by Frank Schummertz

## SimSmart\_v2.10

SIMSMART is a general-purpose utility that prints the program source code of almost any language, so that (for example) the keywords are boldened and underlined, and the comments are italicized. These features are adjustable by the user, to suit individual taste. Tabbing is also adjustable. Output to printer, screen, or file. Author: D. A. Simon

## SRFFT

An implementation of integer real fft computation source code.

T3E

Converts any text file to an executable. The resulting program will only have a minimum of bytes appended (94 bytes for hunk structure and display-program). The text file is not limited by the size. Freeware, with source in C. Author: Garry Glendown

TrackDOS\_v1.08

A program that allows easy transfer of data between DOS, memory and trackdisk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and trackdisk.device means data stored on a disk not accessible with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. This is version 1.08, an update to 1.04. Binary only. Author: Nic Wilson

Unpack disk A

Unpack disk B

CAM #546a&b Images "Ray tracing"

EXPLODED\_GARDEN

Very nice Imagine rendering of a garden scene...called Exploded Garden. Rendering by Stephen Menzies.

MirrorRoom

Room with MirrorWindows Image rendered with Imagine, light & shadow example 320x512 HAM (PAL interlace) Author: Juha Kallioinen

park

Image rendered with Imagine, brush 24 bits mapping example. Author: Mark Thompson

Semi-Tractor

This is a picture of Semi-Tractor Imagine object. Author: Jim McInnis

SPIRAL

Room with SpiralStaircase picture rendered with Imagine. Author: Alan Price

STATION

This is a fun picture of my almost completed space station object.

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There is slightly more detail than what you see here: you can actually go "into" an airlock and see little features. The actual interior is not built, though, and I don't think I'm going to do it without a very good reason. The diamond stars were very simple objects, NOT generated by Imagine's star density command. Author: Steve Worley

Bowling

Ray trace bowling picture by Richard Nichol

AlienChessboard

This "alien" chessboard scene was created on an accelerated Amiga computer and rendered in 2.75 hours in 352x470 HAM resolution using 12-bit color. Author: Udo Schuermann

CastleRoom

This view of a room in a castle was created on an accelerated Amiga computer and rendered in 5.5 hours in 352x470 HAM resolution using 12-bitcolor. Author: Udo Schuermann

HourGlass

HourGlass is my first publicly released rendering using Imagine from Impulse. All the objects in the scene were created by myself. Rendering time for this Hi Res Ham picture was \$:59:08 (h:mm:ss). Author: Michael W. McCormick

SunRoom

This was rendered by Imagine v1.1. Author: John Zollinger

Tardis

Here is a picture of the TARDIS object, It's 320x400 HAM. Author: Daryl Bartley

TRAIN

This is a rendering of Glenn Lewis' steam train object. Took a couple of hours to set up (mostly for the smoke). It's a boring scene that I set up just so I could see what the train looks like. It's fun! Steve Worley

TRIPLANE

This is a picture of a triplane. Author: Steve Worley

Unpack disk A

Unpack disk B

CAM #547a&b Objets "Imagine"

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human

This is a detail editor object of a human-shaped figure. Author: M. Gibson

Plug&Outlet

Here's an electrical outlet and matching plug object for Imagine. Author: Carmen Rizzolo.

robot-cop

This is Mike Halvorson's Robot Cop object.

rocket

My rocket bank is from 1950's or so. You can see one just like it in the movie scrooged when Bill Murry visits himself as a child. I left the object unmerged and grouped so you can change it around. If you want to just select everything and join. There are no moving parts so it dosent matter. Author: Rob Borsari

Semi-Tractor

Here is an object I had originally modeled with Modeler-3D for VideoScope. It was transferred to Imagine with Interchange and enhanced with more parts and attributes. Author: Jim McInnis

SPACE\_STATION

This is my space station object. Use it in good health. You'll probably need loads of RAM (well, maybe 2 Meg) to render it. The station is made of about 40 grouped objects, and totals about 300K. Author: Steve Worley

WebbObjects

Misc Imagine objects. Authors: Steven Webb & Jessie Watson

WebbObjects2

Just some Legos that I made. Author: Steven Webb

Baloons

8 dirigeable balloon, brush mapping and detailed gondola included.

STEAMENGINE

This steam engine is a replica of the locomotive in use at Disneyland, Anaheim, CA. Author: Glenn M. Lewis

Unpack disk A

Unpack disk B

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CAM #548a&b Objets et matériel didactique pour "Imagine"

Enterprise\_Classic

Star Trek Enterprise object.

ImagineTutorial

-Form\_tutorial

This is a complete tutorial describing the use of the Forms Editor in Imagine. It provides a general overview of the editor as well as descriptions of all of the menu options and some complete step-by-step examples. by Steven Worley

-Imagine\_Compndium\_vC edited by Sandy Antunes

-Brushmap tutorial

This is a complete tutorial describing how to map brush in Imagine.

-Detail tutorial

This is a complete tutorial describing the use of the Detail Editor in Imagine.

-Texture tutorial

This is a complete tutorial describing how to use texture in Imagine.

Simpsons

Simpsons object.

TARDIS

Here is an object of the TARDIS from Dr. Who. Author: Daryl T. Bartley

TRANSPORT

This is an Imagine object of a hypersonic transport. Very curvy and NASA prototype looking. Author: Steve Worley

Afga\_outline

Agfa fonts Turbo Silver objects.

BrushMap

4 24 bit repeatable brush map for Imagine 1.1. grass, lattice, sidewalk & Wave Author: Steve Worley

Imagine\_from\_LightwaveObj

The following objects were created using LightWave and converted using a beta-test version of the new LightWave converter module for

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InterChange. They have been converted to TS 3.0 format and should work with Imagine. Let me know how well they converted. One object, the reels for the audio tape deck, would not even convert. You are free to redistribute the objects if you include this file with them. audio.reel.to.reel, fan, fan.blades, gun, hubble.telescope, magic.marker, movie.light, movie.light.stand, rocket synth.kybd, toy.plane, toy.plane.prop, toy.train.car, toy.train.engine, zenith.star.laser. Author: Mark Thompson.

#### Misc

SPACE SHIP, sword, etc objects from different authors.

#### TRIPLANE

This is the Imagine object of the triplane. The propeller and wheels and such are grouped objects, to animating them should be easy. Author: Steve Worley

#### TronTank

This is the both famed & dreaded TRON TANK! object. Author: Steven Webb

#### Vista\_objects

Two TURBO SILVER/IMAGINE OBJECTS of a portion of a valley from the VISTA DEM(digital elevation model) landscape of El Capitan in Yosemite valley in California.

#### Unpack disk A

#### Unpack disk B

#### CAM #549a&b Langages

#### HCC\_v1.1

Amiga port of Sozobon, Limited's C Compiler, version 2.0. Can completely compile itself, supports 32 bit ints, and optimizer can 'registerize' variables. Includes compiler, optimizer, tool for creating interface code for Amiga system calls, startup code, C library, include files, and library routines that work with Motorola FFP format. Uses assembler A68k, linker BLink, and provided run-time shared C library CClib.library. Includes source. Author: Sozobon, Limited. Amiga port, bug fixes and enhancements by Detlef Wuerkner

#### M2P\_v1.0

Modula-2 Preprocessor. Author: Dennis Brueni

#### CHIP8

CHIP8 is a programming language popularised by the RCA COSMAC VIP,

DREAM 6800, and ETI-660 hobby computers. It is one step up from machine code (actual hex codes), yet allows the creation of some very simple, very small games. Version 1.1, includes assembly source and some demo games. Author: Paul Hayter

EdinburghStandardML

SML is an interpreter for Edinburgh Standard ML, a functional language with higher order functions, polymorphic typing, abstract data types and much more features. `_Short_` documentation included. SML was ported to Amiga by Fred Bayer runs on any Amiga from 500-3000 and needs 1MByte contiguous RAM. Optimized version for 68020/030/881/882 included.

Kamin

Various interpreters from the book "Programming Languages, An Interpreter-Based Approach", by Samuel N. Kamin. This distribution includes lisp, apl, scheme, sasl, clu, prolog, and smalltalk interpreters, automatically translated from Pascal to C using p2c. Includes C and Pascal source. Author: Samuel Kamin

Unpack disk A

Unpack disk B

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