CAM Index - Amigaguide Version

	COLLABORATORS		
	TITLE : CAM Index - Amigaguide Version		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		January 7, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

CAM Index - Amigaguide Version

1.1 Graphics utilities

```
CAM #4 Utilite graphiques
```

```
MacPaint Viewer, ST-v-Amiga anim, Star anim, DPaintX - source, VAX -
raytracing
```

```
Unpack
```

```
CAM #6 Utilite graphiques
```

```
APaint - a paint package written in AmigaBasic.  Source included.
```

```
Unpack
```

```
CAM #46 Utilite graphiques
```

```
ARender - an unrestricted shareware Raytraching package with full
documentation and example files.
```

```
Unpack
```

```
CAM #93 Utilités Graphiques
```

```
C-Light, Chaos, MandelZoom, Hilbert, Video
```

```
Unpack
```

```
CAM #100 Utilités graphiques
```

```
CHAOS-KIT, dropcloth, FramSet, IfsDraw, Intro, morecolors, mot,
PALETTA, Planete, stars68
```

Unpack

CAM #159 Utilités Graphiques

Diamond_DEMO, Hermit, ICONLAB, julia, pointer animator, Vid3DFix

Unpack

CAM #174 Utilités graphiques

AmigaPlot_v1.3a, BezSurf, EW_v1.1, Friends, mazemaster, NewScreen,
peel, SlideShowConstructionSet, SSS, VideoVedi

Unpack

CAM #231 Utilités graphiques

Brownian, Capture, Display, Dither3, Dither4, Dither8, PlotXY, terrain,
URay_v1.0

Unpack

CAM #243 Utilités graphiques

Cloud, GIFfy2, QuickRayTrace_v1.5, Scriptor, TruncANIM, WipeDemo_v2.0

Unpack

CAM #245 Utilités graphiques

EW_v1.4, FastGro_v1.0, Fun_Paint, gaudy, GifToILBM, GIFfy2, graf,
IFF2Geo, Play, PlayBeep, PointerBeGone, rgbc, Scriptor_v1.2, Scroll,
Showiz_v2.0, tbar, UShow_v2.0, watcher2

Unpack

CAM #260 Utilités Graphiques

backdrop, BarsnTone, Bezier, DPS_v1.1, DropGFX_v1.0, HamBench_v1.0,
HERMiT_v1.2, IconToPointer, Plasma, PLT_v1.2, Scenery, ShAkEr,
SteelPulse, TitleGen_v1.6, Truchet

Unpack

CAM #263a&b Utilités Graphiques

Mandelbrot!_v1.0, MandelVroom_v2.0, Mandel_v1.3_rev#180

Unpack disk A

Unpack disk B

CAM #269 Utilités Graphiques

hpgl2ps, MelaniePaint_v.60, ShamView, XIP

Unpack

CAM #279 Utilités Graphiques

Bricks, CredScroll, HR136, MiniMiga

Unpack

CAM #284 Utilités Graphiques

AmigaPlot_v2.0, DkbTrace_v1.1, Tessalator_v1.0

Unpack

CAM #286 Utilités Graphiques

DFrame, glow, ImageLab_v2.2, Malrm, PxlScope, Sham_v3.0,
TalkerHack_v2.5, Vibra_v1.0, View_v1.7

Unpack

CAM #295 Utilités Graphiques

3D_Look, BlitDemons_v1.0, Clean_v1.01, Display_v3.29, DrawMap,
LabelPrint_v2.5, Morph, OxSound_v1.01, Sketcher, SuperView3.0

Unpack

CAM #304 Utilités Graphiques

Mandelbrot_v1.1, Pyth, Slicer_v1.0, TurMite

Unpack

CAM #309 Utilités Graphiques

PBM_PLUS

Unpack

CAM #314 Utiltés graphiques

ANIMCreationTools, Apyro, IFF_Cr_v2.0, MakeShape, msizer, RGB_exchange,
RSL_3D_Look, stars, TMP_to_DP, View_v1.8, WatchMan, Zhow_v1.1

Unpack

CAM #329 Utilités graphiques

MultiPlot, Show_v2.0, SlideMaster_v0.1

Unpack

CAM #334 Utilités graphiques

DkbAnim

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

fontmaker_v1.0

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

ifsdemo_v1.3

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

StripAnim_v1.1

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

The-Plot-Thickens

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

Unpack

CAM #344a&b Utilités graphiques

AmigaPlot_v2.0b

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

LPE_v1.0

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

LPtoPS_v22-DEC-89

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

underlining. Include c source, author: Allan Hetzel

plplot_v2.6

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

PLT_v1.3a

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

Post_v.02

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

Unpack disk A

Unpack disk B

CAM #346 Utilités graphiques

BezSurf_v2.0

Generates bezier surfaces of revolution. Will produce some amazing
pictures of wineglasses, doorknobs, or other objects one could turn on
a lathe. Includes the capacity to map IFF image files onto any surface
that it can draw. This is version 2.0, an update to version 1.0.
Changes include support for data file formats that can be translated to
input files for various 3D modeling programs, an increase in the number
of grey shades available, and the capability of modifying the endpoints
of segments. Source included. Author: Eric Davies

HamSharp_v1.5

This Amiga program converts GIF files to IFF files (using HAM if

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

MandelMountains_v1.1

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

Mostra

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

Unpack

CAM #353 Utilités graphiques

amgif_v2.0

This is AMGIF, version 2.0, an IFF to GIF encoder for the Amiga. It
will convert all standard Amiga graphics modes, including Ham, and
Extra-Halfbrite. Binary only Author: Steve Bennett

DirectAction_v2.01

DirectAction is an animator program for the AMiga. It has no
ray-tracing or 3-D capabilities, but you can create animations much as
a professional would do, editing one frame at a time (single cell
animation.) Each frame can have up to 100 objects, and each object can
be one of up to 500 shapes. Binary only Author: Peter Englebrite

drawmap_v2.0

A program for drawing representations of the Earth's surface. Can
generate flat maps, mercator maps, globe views and orbital views. This
is version 2.0, an update to version 1.0. Enhancements include
dropshadows, user text entry and placement, improved event processing
and better looking mouse pointers. Includes source. Author: Bryan
Brown

GIFtoRGB_v1.5

New Version 1.5 of GIF to RGB!! This contains Mark Podlipec's GIF to
TMP program, and Jeff Lobb's TMP to RGB program, which gives the
capability of converting from GIF images to Digiview RGB format. This
one doesn't require you to issue a STACK command!

IceFrac_v2.1

A fractal generator using the Diffusion Limited Aggregation algorithm,
as described in the book "The Beauty of Fractal Images". This is
version 2.1 and includes source. Author: Lars Clausen

RgbExchange

Turbo 1.1 and TurboF 1.1 Turbo Silver updated modules for
RGBExchange1.0 fixed a bug and added support of Severe Overscan to this
module. Targa v1.1 replacement conversion module for RGBExchange 1.0.
major bugs fixed in this module. Binary only Author: Troy Barlow

SI_v1.0

This is a very small IFF viewer. It can show any IFF picture, and can
do color cycling. Just click the left mouse button to move to the next
picture. by Ralph Ciper.

Unpack

CAM #374a&b Utilités graphiques

3DLibrary_v1.5

This library represents an attempt to provide the Amiga community with
a high speed, easy to use 3d display library for C programmers. The
library uses the transformation matrix method, which is the fastest
method I know of doing 3d transformations while still providing
relatively intuitive rotations. Integer arithmetic is used for speed.
Additionally, the data is stored in a format that will make it easy to
optimize the code in assembly language. I wrote the code for Aztec C
(5.0), but I haven't converted anything to assembly language yet, so
the current version should work with Lattice as well. Author: Steven
Ludtke

3-D_Master_DEMO_v00.01

DEMONSTRATION version of 3-D Master, a three-dimensional object
editing, modeling and ray-tracing program for the Amiga computer.
Binary only, author: Martin F. Staley

Author

This program will add a free form ASCII chunk to a IFF picture file.
The purpose for this chunk is so that the Author of the picture can put
his or her name, what the picture was made with, a name for the
picture, or anything else that they want. Binary only, author: David
Grothe

iff2ex

A program to convert IFF pictures to an executable. It can handle
NTSC/PAL, interlace and overscan. Version 1.0, binary only. Author:
Pieter van Leuven

MPath

MPath works by tracing the paths created by points on the complex plane
as a squaring function is applied to them. In detail, given a point on
the complex plane a + bi (where a is a number on the real axis and b is
a number on the imaginary axis) if you square this number you get
another complex number [(a + bi) $\star$ (a + bi) = a^c = a^ - b^2 and d =
2ab] which represents another point in the complex plane. Now numbers
being what they are, you might suspect that there is a relationship
between the locations of the two points and in fact there is. It is
not intuitively obvious however since it turns out that distance of the
first point from the second depends on where you start in the complex
plane. And if you continue the squaring process and plot the resulting
points strange patterns begin to emerge which look like swirling
galaxies or spiral whirls. Some points tend to shoot off quickly into
infinity whereas others tend to spiral back in to some central point.
The first screen in MPath shows a picture of the Mandelbrot set which
is essentially a plot of the stability of points subjected to this
squaring process. Points inside the set are very stable; points
outside the set are very unstable. Another fun TOY FOR YOUR AMIGA from
Peterson Enterprises!

PPShow

A "show" program for normal IFF ILBM files or ILBM files crunched with
PowerPacker. The decrunching is done automatically as the file is
read. Version 1.0, binary only. Author: Nico Francois

Roses

A program that draws sine roses. Implements an algorithm given in the
article "A Rose is a Rose ..." by Peter M. Maurer in American
Mathematical Monthly, Vol 94, No. 7, 1987, p 631. A sine rose is a
graph of the polar equation "r = sin(n$\star$d)" for various values of n and
d. Author: Carmen Artino

stillstore

A program designed for freelance, corporate, and broadcast television.
It loads and displays IFF images of any resolution interchangeably from
a list file or as inputted directly (I.E. random access). The user
may easily skip forward or backward one or more pictures in the list.
A "generic" display is always just a few seconds away. The program can
be used "on air" with no concern that a pull down menu will suddenly
appear in the viewable area. It also provides for a precise cue for
changing windows or screens. While the main purpose is to load "news
windows" of 1/4 screen size, StillStore can also handle full-sized and
overscanned images. Also includes slide show modes and a screen
positioning feature. Stillstore is written in the Director language
from the Right Answers Group. Version 1.2, binary only, source
available from authors. Author: R. J. (Dick) Bourne and Richard
Murray

Stitchery_v1.21

This shareware program loads in IFF images and creates charted patterns

from them for use in counted cross-stitch and other forms of
needlework. It requires one megabyte of memory to run, and works best
with a good high-resolution printer for printing the patterns. The
Stitchery was written with The Director the Projector is included.
Version 1.21. Author: Bradley W. Schenck

Turtle

A shared library of "turtle" functions for drawing in a RastPort.
Includes source in assembly and C. Author: Thomas Albers

Unpack disk A

Unpack disk B

CAM #395: Utilités graphique.

ABridge_v1.0

An interim solution to Anim-5 incompatability problems. Identifies the
origin of an Anim-5 file and modifies it to facilitate easy exchange
between AniMagic, Videoscape, Animation Station, DPaint III, Animation:
Editor(v1.11), The Director, SA4D, Movie2.0, Photon Paint 2.0 and Cel
Animator. Fully intuitionalized interface, full ARexx support
including a "Find ARexx" option if you start ARexx after running
ABridge. This is version 1.0, shareware, binary only. Author: Ron
Tarrant, Mythra-mations Animation and Software

ConvertAFM

Some utility for convert Adobe .AFM files to PPage .metric. Binary
only, author: Gordon Fecyk

mandelmountains_v2.0

A program that renders three-dimensional images of blowups of the
Mandelbrot set. Includes several example images. This is version 2.0,
an update to version 1.1. Shareware, binary only. Author: Mathias
Ortmann

Mostra_v1.02

Mostra a Universal IFF Viewer, version 1.02 is only fix bug bug in ARP
bindings. Binary only, author: Sebastiano Vigna

Ruler4

Opens a borderless WorkBench window in which is contained a ruler for
the purpose of aligning or constraining text; the default ruler is 30
characters with an 8 pixel scale and is intended to help prevent
entering too-long filenames. Includes C source, Author: Chad Netzer

TMPtoRGB_v1.7

The purpose of this program is to convert a TMP file to a RGB file that

Digi-View 4 will read. What this allows you to do is take any GIF and
convert it to any resolution you like, while preserving the image.
Binary only, author: Jeff Lobb Version 1.5: You don't need to change
the STACK size! Fixed a File Length Bug. Version 1.7: Changed the
CLI Output. It now runs faster!

Unpack

CAM #399a&b: Utilités graphiques

fbm.LZH

An Amiga port of the Fuzzy PixMap image manipulation library. This
package allows manipulation and conversion of a variety of color and
B&W image formats. Supported formats include Sun rasterfiles, GIF,IFF,
PCX, PBM bitmaps, "face" files, and FBM files. Also has input
converters for raw images, like DigiView files, and output converters
for PostScript and Diablo graphics. Besides doing format conversion,
some of the other image manipulation operations supported include
rectangular extraction, density and contrast changes, rotation,
quantization, halftone grayscaling, edge sharpening, and histograms.
Version 0.9, binary only. Author: Michael Mauldin; Amiga port by Kenn
Barry

PNM.LZH

Image conversion tools for many different formats. This file contains
8 tools which does content independent manipulations on any of the of
the other uploaded file formats. Example tools in this upload are,
crop a portable anymap concatenate portable anymaps, enlarge a portable
anymap, past a rectangle into a portable anymap. Binary only. Author:
Jef Poskanzer

PBM.LZH

Image converstion tools for many different formats. This file contains
19 tools to convert bitmap images. Some tools allow both reading and
writting of the formats. Example tools in this upload are, Sun Icon
files, Sun Raster Files X10 bitmap file, X11 bitmap file. Binary only,
Author: Jef Poskanzer

PGM.LZH

Image converstion tools for many different formats. This file contains
7 tools to convert grayscale images. Some tools allow both reading and
writting of the formats. Example tools in this upload are, raw
grayscale bytes, Encapsulated PostScript, PostScript "Image" Data.
Binary only, Author: Jef Poskanzer

PPM.LZH

Image conversion tools for many different formats. This file contains
10 tools to convert color images. Some tools allow both reading and
writting of the formats. Example tools in this upload are, color Sun
raster file, GIF, Amiga IFF ILBM, color X10 window dump file, color X11

window dump file. Binary only, Author: Jef Poskanzer

Unpack disk A

Unpack disk B

CAM #403: Utilités graphiques

BrainStorm

Brainstorm was written by Russell Caslis as part of a final project of
his Computer Science AP class. Brainstorm is a 3D IFF Animation and
Display System. Author indicates that IFF Bitmaps can be used the
program is not limited to just 3D applications. Binary only.

Chaos3D

These programs plot the Lorenz and Pickover strange attractors. These
are both complex 3D objects. You can control orientation and color
selection. These programs plot the Lorenz and Pickover strange
attractors. These are both 3D objects. You can control orientation
and color selection. Programs will use 68881 if installed. Plus...
if you have X-Specs 3D glasses, you can plot these figures in actual
3D. Must be seen to be apprdciated. Binary only, Author Michael Weib

HamLab_v1.0Demo

HamLab is an interactive program which converts images from foreign
file formats to Amiga HAM mode pictures. The HAM pictures can be
displayed (and panned on a "virtual screen" if necessary) and saved in
IFF format. Provides for GIF, Atari ST Spectrum 512, and MTV ray
tracer files. Uses 24-bit RGB for calculations. Binary only,
Author:J. E. Hanway

IFS_Files

A few new files (121) for use with Glen Fuller's excelent program
IFSout Some are new, some are modified, and most are converted from the
IBM Prog Fdesign. See future uploads for the conversion programs.
Author: Bruce D. Kives

Lila

This file will print out text files or lists of things on a Postscript
printer without having to first load the files into a word
processor/DTP program that supports Postscript. It can read the files
from disk and send them directory to a Postscript printer that has the
Courier font. Binary only, Author: Bertrand Gros of Switzerland

tiff2iff

That's it. This program can convert bi-level, 4-bit greyscale, and
8-bit greyscale images from TIFF to IFF. Binary only, Author: Doug
Teeter.

VediSrc

Another IFF-Show utility with lot of good things in it. Some really
new. Like SHAM, change the palette every scan-line but allows for
interlaced pictures. Builds copper list to do the job. Does not use
the 68000. Full IFF compatible, overscan with centering, all
resolution, and color modes of the Amiga are implemented (and even some
better mode) like BEAM. Source code included with IFF files modified
to read BEAM chunks in ILBM FORM. Really improves color capabilities
of the Amiga. DYNAMIC RES. Does not hog the Amiga. Done with copper.
Real 4096 colors. Author: Diego Perini

Zhow_v1.2

Another show program, this one can zoom an support lot of format.

1.1 Added ESC, timeout and (almost) blank screen during picture
       switches on demand from Matt Dillon, plus changed the option
       parsing.
1.1b Fixed a problem concerning "double" masks and hires in pictures
       with too many colors due to too much overscan. (Poor Amy gets
       upset when you ask her to show a HIRES HAM)

1.2 Added SPACE as an alternative to ESC, the loop mode and DEL to
       terminate a slideshow on request from Jamie Zawinski
       <teak.Berkeley.EDU!jwz>. The reason for this version being some
       1.5K bigger isn't that a lot of code was added but that I upgraded
       to Aztec 5.0 – compiling with 3.6a makes it just ~100 bytes bigger
       than 1.1b, but we're better safe than sorry, right?

Binary only, Author: Jonas Petersson

Unpack

CAM #413a & b: Utilités graphiques

Brush_4D

Converts IFF images into Sculpt 4D object format. Works with any IFF
image, including HAM & Extra Halfbrite. Convert brushes in full color,
with optional wrap, to 3D shapes. Also includes optimization routine.
Version 1.00, shareware, binary only. Author: Bruce Thomson

C-Light_v1.06

This ray tracing program was intended to be commercial, but the author
has recently decided to make it freely distributable. Binary only,
author: Ronald A. Peterson

IFFMaster_v1.0

IFFMaster is a Utility program that saves IFF and Raw Format Pictures
Also saves the pallete as binary or source file. Save sprites in 4 or
16 color. Binary only, author: Unknow

MACF2IBMF_v1.0

This program will convert Macintosh PostScript type 1 and 3 fonts to
the IBM PostScript type 1 and 3 format. Version 2.0 of PageStream can
use IBM PostScript type 1 fonts but not the type 3 fonts. Binary only,
author: Gary Knight

niff_v2.01

Niff -- IFF Chunk Dump Utility Niff will allow you to dump any IFF
file. The chunks that Niff understands will be dumped as named fields.
The chunks that it dosen't understand, or is inherently binary (such as
BODY chunks) will be dumped as HEX- Ascii. Niff is useful as an aid to
debugging IFF files, or for probing into unknown IFF formats. Runs
totally from the CLI. Binary only, author: F. Mitchell

sMOVIE

A smooth scrolling text displayer, useful for creating video titles,
slide show intros, etc. Includes source. Author: Martin Round

dkbtrace_v2.01

version 2.01 of the DKBTrace ray tracing program. This is ray tracer
is amoung the very best available. It does IFF picture mapping,
marble, wood, water, fog textures and much more! It even includes a
program to convert Sculpt- 3D objects to DKB format. Include C
sources, Author: David K. Buck

Unpack disk A

Unpack disk B

CAM #436a&b: PostScript

Post_v1.3

Version 1.3 of popular postscript interpreter. Include C sources,
author: Adrian Aylward
 V1.3 27-Oct-90
 LaserJet driver added.
 Interface fixes: Menus no longer ghost after startup file error and
 restart, pause status is now retained over a restart, printer
 preferences page size is now handled correctly, no longer crashes
 if arp.library is missing.
 Bugs fixed: IBM binary eexec sections beginning with white space,
 funny characters in error message command names, hints with stems of
 negative width, font character cache sizing, tune baseline alignment
 and flex, eexec lines ending in CR (not CRLF), aload packed arrays,
 zero length charstrings, font character cache hash chains.

4 Adobe type 1 fonts:

Courier Helvetica NewCenturySchlbk-Bold Times-Bold.

Unpack disk A

Unpack disk B

CAM #450a&b: Utilités graphiques mathématique.

AmigaPlot_v2.1a

Upgraded version of Amiga Plot written by Joe Martin. APlot is a 3D
mathmatical function plotter. Aplot was written to allow the user a
artistic approach to Analytical Geometry and Trigonometry. Program
updated to work with AmigaDos 2.0.

ZPlot

Graphs formulas based on 4-D complex number planes. ZPlot currently
supports the Mandelbrot set, Julia sets, and Phoenix curves, with over
500 mapping variations. The math functions supported include sin(z),
sinh(z), z^z, e^z, z^n, sqrt(z), cos(z), cosh(z), tan(z), tanh(z),
log(z), ln(z) and n^z. Version 1.3d, binary only Author: Terry Gintz

CPlot_v1.0

Graphs linear functions in two dimensions, similiar to a Mandelbrot
plot. You start with a linear function like 10sin(x**2+y**2) and CPlot
treats each point on the screen as an X-Y coordinate, color-scaling it
according to its magnitude for a preset range of inputs. Includes some
very nice sample creations. Version 1.0, binary only. Author: Terry
Gintz

FractalLab_v1.0

Investigate the realm of fractals and allow your imagination to run
wild. Virtually an unlimited number of these self-similar curves can
be created with FractalLab. Includes several interesting samples.
Version 1.0, binary only Author: Terry Gintz

juliaA

With this program, which uses the Julia set for plotting, you can make
plots that can be loaded into an animation program and create
animations of the plots. Include C sources, author: Mike Danielsen

Unpack disk A

Unpack disk B

CAM #452: Utilités graphiques.

GIFMachine_v2.104

A program that will convert CompuServe GIF image files into IFF SHAM
and 24bit ILBMs. It offers a number of extra options like dithering,

horizontal and vertical flip, as well as automatic border removal.
Requires KickStart version 2.0 or greater to run. Version 2.104,
includes source. Author: Christopher Wichura

PopArt

Intuition based image data generator and animator. Includes source.
Author: Phlip

TextualTDDD

You all know what TDDD stands for: 3DTextual TDDD is a file format
that I have devised that contains all Data Description. TDDD files
describe both cells and objects, and are based on the IFF file
specification. If you had the ability to read and write these files
manually or under the control of another program, you could experiment
with lotsl of graphics techniques and then have Turbo Silver 3.0 or SV
(or Imagine, hopefully soon) render the stills and animations for you!
(almost all.. keep reading) of the information within the TDDD file,
but is in a straight-ASCII text format. These TTDDD files can be
edited with any text editor or can be created by a program written in
any language that can output ASCII text (C, ARexx, BASIC, etc.). The
flexibility that this allows is extraordinary! The programs I have
created to handle TTDDD files are called "ReadTDDD" and "WriteTDDD".
The former creates a TTDDD file from a TDDD file, and the latter does
the reverse. Both programs are simply filters; i.e. they read one
format and write the other. Binary only, author: Glenn M. Lewis

TitlePageJr

This product is a severely limited _SHAREWARE_ version of our
commercial package, Title Page. IT IS NOT TITLE PAGE!!!! (Just TO get
things straight!) Although it can't do any of the fancy effects or
controlled embossed backgrounds that the commercial package can, you
will find that Title Page Jr. is a very capable titler with many of
the features that other commercial titlers have. Author: Robert
Salesas

Unpack

CAM #460: Utilités Graphiques

3DPlot_v2.0

3DPlot allows the user to plot a 3D function of the type Z=F(X,Y). The
user has control over rotation, scaling, position, screen resolution,
colors, etc. The program is controlled through an input window and
pull-down menus. Include C sources, author: Randy Finch

PCX2IFF

This little utility was written as the request of another BBS caller
who wanted to be able to view IBM .PCX type graphic files on his Amiga.
He uploaded the source to an IBM .PCX viewer which I used to determine
the format of PCX files in order to be able to write this. I was going

to write a PCX viewer, but decided it would be better to be able to convert PCX files to IFF so more could be done with them then just viewing Include C sources, author: David Godshall

Qrt_to_IFF24

Converts QRT 24bit image files (put out by DKBTrace and QRT) into C= Amiga IFF 24 ILBM file without byterun compression. Works with any resolution QRT/DKB file. Include C sources, author: Viet Ho

Quantizer

FLCLQ color quantizer which converts 24 bit true color images into 256, or less, color images. Uses a fairly sophisticated algorithm, mixing median-cut, popularity, and a custom algorithm. Includes a version for Amiga's with a math coprocessor. Version 1.0, shareware, binary only. Author: Christophe Labouisse and Frederic Louguet

Wrap_v1.32

A program to wrap a Sculpt-Animate 4D image around a sphere or cylinder. You can even use reliefed surfaces to construct planetary objects or other textured shapes. Version 1.32, shareware, binary only. Author: Martin Koistinen

Unpack

CAM #471 Utilités graphique

Blox

Geometric primitive in perspective mouse oriented paint program, include Hi_Soft Basic source, author: Jim Charlsen

Convert_v1.6

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, any std IFF file, Dynamic HiRes, SHAM, ARZ0, ARZ1, AHAM, Sculpt raw RGB, GIF, QRT, DKB, 1/2 bright, Digi+Photon paint HAM, Targa, HAM-E reg mode, HAM-E ham mode, RGB8, and RGBN. It can scale images up or down as well. This is free support software for our HAM-E product. v1r6 - Fixed bug causing crashes if memory allocation failed - Intergerized scaling for approximately 7x speed improvement v1r5 - Fixed bug in loading 24 bit files that appeared in v1r4 - Added load of IBM (yech!) Dpaint "LBM" files - Added load of IBM DPaint non-LBM files (recent DPaint versions) - Added "shuffle" features to convert from and to X-Spex compatible 3-d interleaved images v1r4 - Added support for 18 bit IFF "ScanLab" files - Added Support for Black Belt paint UPB8 (UnPackedBrush-8) brushes v1r3 - Added HAM-E ham and reg mode single and multi field loaders v1r2 - Added ability to read one type of targa file ("Opticks" generated) v1r1 - Fixed bug in loading RGB8 and RGN files in v1r0 - Added scaling options (-px, -py, -%x, -%y) Binary only, author: Pete Patterson

CopperBars

A simple but pretty demo of some rolling copper bars. Author:
Jonathan Potter

CopperMaster

This program allows you to easily create your own custom copper lists
for the Workbench screen. Author: Jonathan Potter

GIFMachine_v2.104

GIFMachine is a program that converts pictures stored in the CompuServe
GIF (Graphics Interchange Format) format into IFF SHAM format. This is
version 2.104, an update to version 2.96. It fixes a bug in the
StripBorder() routine which could cause the system to crash (it
actually appears to be more a bug in SAS 5.10's conditional code
creation). I also reduced the amount of static memory declared by 1k.
Also moved some of the declarations in giftosham.c to largearrays.c to
avoid the 'too much global data' warning. Include C source, author:
Christopher A. Wichura

IFF2ANSI_v0.1

Turns any two-color low-res IFF picture into ANSI text that can be
displayed on any ANSI compatible terminal. This is version 0.1,
includes source in assembly. Author: Carnivore/BeerMacht

ImageLab_v2.4

ImageLab is a program which may be used to explore many common image
processing operation, from simple averaging to Fast Fourier Transforms
(FFT's). ImageLab makes use of the Amiga's blitter to perform fast
operations where possible. Binary only, author: Gary Milliorn

Sculpt_It

Programs to create objects for use in Sculpt 4D. Includes Brush_4D to
convert IFF brushes to objects in full color with HAM and EHB support
and wrap to various shapes (update version), Fractal_4d to create
fractal mountains with various coloring from brush, checkers or based
on altitude, and Spiral_4d to create a variety of objects based around
tubes and helixes. Binary only. Author: Bruce Thomson

ShadowMaker

Demo version of an Intuition based Font shadow generator. In seconds
you can convert your favorite fonts into color fonts with professional
video shadows built right in. This demo version is missing the
characters 'w', 'x', 'y', and 'z'. Binary only. Author: Stephen
Lebans

Unpack

CAM #473a&b Desktop publishing (PageStream)

Prodraw_Clips

Group of Professional Clip art for PRODRAW, PPAGE or any other page
layout program for the Amiga which will support structured clip art.
CLIPS! is shareware.

Fonts_Adobe_type1

BalletEngraved, BEJAMINCAPS, BlackForest, ClassicaHeavy,
ClassicaItalic, ClassicaRoman, CartWright, Faustus, Flintstone,
HORSTCAPS, InkaBod, JUDAS, LEECAPS, LeftyCasual, Manzanita, Mazama
Plain, Medici, MiamiNights, Muriel, ParkHaven, PixieFont, Playbill,
Polo-SemiScript, Rhyolite Vertical, RichardMurray, RoostHeavy,
SaintFrancis, SansSerif, Sharktooth, Style, ToulouseLautrec,
WindsorDemi, ZaleskiCaps.

Unpack disk A

Unpack disk B

CAM #488 Utilités Programmation

Bool_Parser

A recursive descent boolean expression parser and recursive descent
boolean expression parser & truth table generator. Include C sources,
author: Patrick Martin

csh_v5.0

A csh like shell derived from Matt Dillon's shell, version 5.0. This
is an update to version 4.02a. Changes include bug fixes, preservation
of file protection bits by cp, some new commands, and reformatted
documentation. Version 5.0. Includes source. Author: M.Dillon,
S.Drew, C.Borreo, C.Dieni

FDStub_v0.6a

The C to ASM interface generator, useful for creating stub (link-time)
libraries (like amiga.lib). Author: Bruce Mackey

MakeMenu_v1.0

This package aims to facilitate the design and coding of Intuition Menu
structures. It consists of two programs, the actual MakeMenu program,
which creates a C code file from a simple menu description file, and a
TestMenu program, which, when linked with the compiled output of
MakeMenu, enables you to view the menu without having to build a
complete application around it. Include C source, author: Hans Jansen

modengine_v1.0

Modular event processing shell for Intuition, Include C source, author:
David N. Junod

reslib

How to create an Amiga shareable library in SAS C

TCL_alpha2

Port of Tool Command Language, a simple textual language intended
primarily for issuing commands to interactive programs such as text
editors, debuggers, illustrators, shells, etc. It has a simple syntax
and is programmable so TCL users can write command procedures to
provide more powerful commands than those in the built in set. Alpha 2
version, binary only. Author: Dr. John Ousterhout, Amiga port by
Hackercorp Timer few functions to allow you to wait inside your C
programs. Author: Timm Martin

ZZ-Pointer

few functions to allow you to use the ZZ sleepy pointer used in SID.
Author: Timm Martin

Unpack

CAM #491 Utilités graphiques

HamLab_v1.1_Demo

Demo version of an expandable image format conversion utility.
Converts GIF, TIFF, PBMPLUS, Spectrum 512, MTV, QRT, SPC, DKBTrace and
Sun images into HAM and SHAM. Images can be scaled, dithered, color
corrected, and cropped. This demo version is limited to processing
images of 512 by 512 pixels or less. Version 1.1, shareware, binary
only. Author: J. Edward Hanway

MandAnim_v1.2

A Mandelbrot Animation program that allows you to easily generate
series of lo-res/16-color pictures. Features full mouse and/or
keyboard operation, zooms, auto-save, high (+cheat) speed, iconization,
preview, ease, etc. The generated pictures all remember their
positions and settings so they can be reloaded. This is version 1.2,
an update to version 1.1. Binary only. Author: Ekke Verheul.

Mostra_v1.04

Mostra will view almost anything that can be shown on your Amiga
screen. This update contains several improvements, though few new
features. It no longer crashes when given too many bitplanes to read
the keyboard handling is improved, the priority handling has been
improved, a copper-list problem with SHAM has been fixed, and two
locking features have been added. Author: Sebastiano Vigna

OFF2TTDDD

OFF2TTDDD converts, as the name implies, three dimensional objects from

DEC's OFF format to the Textual Three Dimensional Data Description used
by Glenn Lewis' TTDDD program. The TTDDD program may then be used to
translate OFF2TTDDD's output to the binary format that is used by
Impulse's Turbo Silver and Imagine raytracing and animation software.
Binary only, author: Udo Schuermann

PicToANSI

Converts a one bit plane 320x200 IFF picture to a file that displays
the picture on any ANSI compatible terminal. Binary only, source
available from author. Author: Patrick Evans

PictureEditor_v1.12

An "object-oriented" paint program that allows you to create, modify,
load, and save hierarchical structured picture objects. Version 1.12,
shareware, binary only. Author: Hans W. Stremlau

SMan

A Mandelbrot generation program. Uses the mouse to select regions
within borders of the Mandelbrot set to zoom up to magnifications of
10**19. Includes math coprocessor support and options to save images
as an IFF file. Shows example of assembly programming of extended
precision for the 68881. Includes source. Author: David McKinstry

SuperView_v3.1

Here is THE best IFF viewer available for the Amiga! This is SuperView
version 3.1 by David Grothe. SuperView supports IFF ILBMs, anims,
BMHDs, SHAM, and SLOP. It also recognizes the ANNOuncement and AUTHor
chunks. Written entirely in assembly language, this program is pure
code (so it can be made RESIDENT), and is by far the smallest and
fastest of the IFF viewers. Great for DCTV users too! Give it a try.

Unpack

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 ISBM 0-12-286165-5, 833 pgs.). All known bugs
have been fixed, formatting problems have been corrected, and
enchancements 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
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 #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

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_Utils

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 producethis 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 #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

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

Xl_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 #559a&b Utilitaires Graphiques

2View_v1.11

2View is a ILBM picture viewer for use under Workbench 2.0. It
supports all standard Amiga graphics modes, ARexx, and both the CLI and
Workbench. A list of files to display can be used, or each filename
can be given individually. Each picture that is displayed can be shown
for a specified amount of time, or until the user clicks on the left
mouse button. Version 1.11, includes source. Author: Dave Schreiber

AKA

AKA is a video titling utility that allows you to use postscript fonts
as your text source. Contained within are 2 programs, AKA1 and AKA2.
Both programs take a single bitplane image, rendered larger screen,
then reduce it. Both programs take the two colors in the single
bitplane image and create a spread between them to the anti-aliased

image in. By Patrick Sheffield

amigrasp_v1.0d

AmiGRASP is an Amiga version of the GRASP graphics programming language
for writing and playing .GL animation files on the IBM-PC. This
version is said to support about 63% of the commands in the full IBM
version of the language. Author:Ko Kian Beng of Maylasia

DAAM_v1.0

DCTV Automated Animation Maker for Imagine, Animation JourneyMan
andLightWave Cando stack by Daniel J. McCoy

Dpatch4

Dpatch replaces values within the code for Deluxe Paint 4.0 and 3.25.
These values control the screen sizes. By editing a configuration file
you can run DPaint with any screen size. Binary only, author: Colin
Bell

gifmachine_v2.137

A program that will convert CompuServe GIF image files into IFF SHAM
and 24bit ILBMs. It offers a number of extra options like dithering,
horizontal and vertical flip, as well as automatic border removal.
Requires KickStart version 2.0 or greater to run. This is version
2.137, an update to version 2.116. Includes source. Author:
Christopher Wichura

HiXL8R_v0.9C

Color IFF to ANSI converter. Binary only, author: KAP of Deja Vu

Lyap

This is a program to create Vista DEM's of Lyapunov space. Please see
the article in September 1991's Scientific American Mathematical
Recreations for a detailed explaination of Lyapunov Space. Source is
included as well as an example IFF HAM image. Both 68030/68881 and
68000 executables are included. Program placed in the Public Domain by
Virtual Reality Laboratories, Inc.

Rename_v1.1

A Must for all you Lightwave 3D users. This script renames up to 90
Lightwave 3D saved files to recognizable Framestores Saves wear and
tear on your machine and your head !

TAPDemo

Tumble Axis Processor is a Sculpt utility with several functions,
including automatically aligning a path's tumble axes so that an object
following that path will always face the direction of travel, and
production of an easy to read data list containing the location of each
node and the orientation of each of its tumble axes. This is a fully
functional version except that it will not function on paths with more

than 15 nodes. Binary only. Author: Martin Koistinen

TurboGIF_v1.0

Demo version of a very fast GIF viewer, that is three to fifteen times
faster than similar programs. Currently TurboGIF produces very high
resolution black and white images only. Makes an excellent "GIF
previewer" to decide if a particular GIF is worth spending the time
converting with one of the other converters. Shareware, version 1.0,
binary only. Author: Steve Borden

FFEX

Another program for fractals. Lots of features. Uses an interesting
algorithm for extra speed. Source includes modules for reading/writing
ILBM pictures, and for using the ARP filerequester in modula. Version
4.0. Author: Robert Brandner

FreePaint_RV_35_ZETA

A freely redistributable painting program, much like the popular DPaint
program. Version 35z, binary only. Author: Stefan G. Boldorf

Ly_Gen

VERY nice program to generate Lyapunov Equation graphics to the Amiga.
I have used it with no problem (and a nice speedup) with my AdSpeed, am
unsure about other accel.'s. Try this, it at least complements the
Julia & Mandy sets.

MonoHAM_v0.85

This program will convert 24 bit colour IFF to 8 bit (256 shade)
greyscale, viewable on all Amigas without any additional hardware.

PictSaver_v2.0

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 2.0, an update to
'PicSaver' version 1.0. Includes source in assembler. Author: Preben
Nielsen

PPAnim_v1.0a

An anim player for normal IFF ANIM opt 5 (DPaint III,...) files or ANIM
files crunched with PowerPacker. The decrunching is done automatically
as the file is read. Features many command line options, palette
change during animation, full overscan PAL/NTSC support and yet it is
only 7K. Compatible with AmigaDOS 2.0. Some new 2.0 features (Asl
requester) supported. Version 1.0a, an update to version 1.0. Binary
only. Author: Nico François

PPShow_v1.2a

A "show" program for normal IFF ILBM files or ILBM files crunched with
PowerPacker. The decrunching is done automatically as the file is

read. Version 1.2a, update to version 1.2, binary only. Author: Nico
François

PReader_v5.1

An all purpose reader that displays text, pictures, sounds, and
animations, all of which may be uncompressed or compressed with a
companion compression program (not included). Text can include
embedded static or animated illustrations and sounds. Version 5.1,
freeware, binary only. Author: Chas A. Wyndham

Unpack disk A

Unpack disk B

CAM #564a&b Utilités graphiques et sons

24BitTools

Three conversion programs to manipulate 24-bit images. IFF24To8
converts 24-bit IFF images to 8-bit IFF images, Pro2BMP converts 24-bit
3D-Professional format images into 24-bit ".BMP" files that Microsoft
Windows can understand, and Pro2IFF converts 24-bit 3D-Professional
format images into the more useful 24-bit IFF format. Includes source.
Author: Dallas Hodgson

AUG_JPEG

This is pretty much a direct compilation of Tom Lane's Free JPEG
Working Group's August distribution of JPEG source code. Only a couple
of minor changes were made to the source to fix some areas that the
compiler choked on. Author: Tom Krehbiel

Automa_Lab

Play God over your own universe. With AutomaLab you control the
microphysics of a discrete world of cellular automata. This
two-dimensional land is an array of 192 by 180 cells displayed as
pixels on the Amiga screen. Each cell can be alive or empty, with
evolution occurring in discrete time steps. Empty cells are black,
newborn ones are yellow, older living ones are red, and cells that have
just died are magenta. Author: Michael Creutz

igensurf_v1.0

igensurf is a program to generate a TTDDD description of a functional
surface. The TTDDD description can then be converted to Imagine object
files with the WriteTDDD utility written by Glenn Lewis.

rgs_II

This may be the last version of RGS ever, (it is 11 months old at
that!) RGS - the Realtime Graphical Synth program usues additive
synthesis to create an audio sample from its spectrogram while you draw
it! Lots of old features remain from the previous upload, and some new

stuff besides Note: works just swell under 2.0, fine under 1.2 and 1.3
also! Read the copious docs!

wasp_v1.21

Converts pictures from GIF and IFF format to IFF format. Author:
Steven Reiz

AGraph_v1.0

A-Graph is an Amiga program to draw Bar, Line, Area and Pie charts, for
reports or presentations, in a user-friendly way. " Author: Dave
Smith

GIF_view_v0.2

GIF images viewer by Lorenzo Musto

IFFBeep_v2.0

IFFBeep is a simple program that replaces the screen flash code of
DisplayBeep() with a program that will play any IFF 8SVX sound file
when a call is made to this function. IFFBeep can also play different
sounds when a disk is inserted/removed from a drive. Author: Paul
Wilkinson.

MandelJourney_0.8

MandelJourney calculates MandelBrot pictures (What a surprise :-) ..).
It does this in a fast and (IMHO) easy way which makes it fun to
explore the MandelBrot set. MandelJourney has been created to make the
FPU performance visible in a easily understandable way. With this
program, you're prepared for the MC68040 and check its speed (I'm still
WAITING for a close encounter of the fortieth kind :-(..). by
Christian Schneider

RTAP_v1.0

RTAP is a very simple ANIM 5 player. It should work with any animation
file, as long as it is a correct ANIM 5 FORM. The main property of
RTAP is that it doesn't need the animation to be in ram. The animation
will be loaded while playing it. By Sebastiano Vigna

TurboTitle_v0.80

A program created for the purpose of subtitling Japanese animation
films and to create a standard Amiga subtitle format. Is perfectly
suited for subtitling any foreign film. Version 0.80, an update to
version 0.71 on disk. Shareware, binary only. Author: Robert Jenks

Unpack disk A

Unpack disk B

CAM #580a&b Utilités graphiques

AGraph_v2.0

A complete upgrade to V1.0. If you liked AGraph, and even if you
didn't, have a look at this new version. I've incorporated a lot of
ideas from users of V1

AM

Algorithmic music generator. Produces MIDI output via Bill Barton's
midi.library. This is version 1.1. Requires OS 2.0. Includes source.
Author: Michael Balzer

Apfelkiste

"Apfelkiste" is yet another mandelbrot program, but very fast and
simple to use. It has special assembly routines for fixpoint
calculation. Includes versions for 1.3 and 2.0, 68000 and 68030 each.
Full source (C/Assembler) included. Author: Michael Bvhnisch

DynaMate_v0.5

DynaMate is a program that shows all sizes of Dynamic-Hires pictures.
Large ones can be scrolled with mouse.

FixIFF_DPI

To aid users who are having problems importing IFF files into PPage,
ASDG wrote this little utility to zap the DPI chunk in IFF ILBM files.
it simply changes "DPI " into "DPI1". by The guys at ASDG.

HDFView_v3.01

A viewer for HDF (National Center for Supercomputing Applications data
format) image files. Include c source. Requires OS 2.04. Also has
Ham-E mode.

hdf_utilities

Some utility programs for use with HDF files. Includes: hdfls hdfcomp
paltohdf r24hdf8

jpeg2dctv_v0.5

This is a quick and dirty program to decompress JPEG compressed images
into a DCTV display buffer. It takes about one minute to decompress a
730 x 482 x 24 bit image to a full DCTV screen on an Amiga 3000 with
'jpeg2dctv', and about 40 seconds with 'jpeg2dctv.030'. by Benjamin
Reich

jpegScripts

These are AmigaDOS scripts to make AUGJPEG's PPMto24, 24toPPM, CJPEG,
DJPEG commands more efficient. Uses the ram disk to make the tmp.ppm
file.

MACROMAKER_v1.0

Version 1 of MacroMaker a automated Arexx script writer for the Art
Department Pro Program. MacroMaker opens a screen and the user selects
gadget that writes the arexx script to a window allowing the user to
see what is written. This is a shareware version and if you send in
the shareware fee the author will send you a enhanced version with
features like Firecracker support, Color seperation...ect.

MegaView_v1.1b

Megaview is a shareware GIF(tm) viewer for use with DCTV. A GIF viewer
that was both fast and small. Lots of future enhancements planned.
Shareware by Justin McCormick

MidiKeyboard_v1.0

A program that makes it possible to play MIDI keyboards connected to
the Amiga with a MIDI interface via mouse or computer keyboard. It is
possible to control up to 16 notes independently with the computer
keyboard. Requires Bill Barton's "midi.library", V2.0 or higher. This
is version 1.0. Binary only. Author: J|rgen Zimmermann

Oct_JPEG

This is the Oct. 91 release of the JPEG conversion utilities.
Includes CJPEG, DJPEG, PPMto24, and 24toPPM to convert and rescale 24
bit artwork to a number of formats, including TIFF, GIF, and all
resolutions of the IFF standard. Also does the reverse conversions.

TRexx_v1.05

TREXX, Video Toaster ARexx Script Writer. Most of TRexx is pretty
straightforward: You click on things and Toaster ARexx commands are
generated. These commands are invisible but their English equivalent
is displayed in a list on left side of the screen. This list is
scrollable and editable. By Keith Williams

Wasp_v1.23

Converts pictures from GIF and IFF format to IFF format. v1.23: ppm
p5 input added, Unix makefile by Steven Reiz

Unpack disk A

Unpack disk B

CAM #609a&b Utilités graphiques

AutoRay

AutoRay is a conversion program which will translate an AutoCad DXF
file (and maybe other DXF files) into a Sculpt 3D or 4D script file.
Author: Mark D. Turner

Contour4D

Creates colored, altitude mapped objects for Sculpt 4D. Two IFF
brushes are used; one to supply the color for the object and a second
which, by its color intensity, gives an altitude for the object at that
point. Objects are optimised so that large areas of one color and
height become a single larger set of faces. Objects are output in
Sculpt '.scene' format. Works with ordinary, HAM or Extra-Halfbrite
brushes. Any palette colors can be omitted from conversion and all
palette colors can be of different textures. Full Intuition interface.
Version 1.5, shareware, binary only. Author: Bruce Thomson

ElectronWorld_v2.01

Electron World is a cellular machine. It uses a ->field of 108 by 58
->cells, that is processed through many ->steps. Author: Stefan
Zeiger

IFFWizard_v1.10

IFFWizard shows all chunks of an IFF file together with a short
description and the chunk lenght. It knows over 170 Chunk- and
Type-IDs and descends recursively into FORM-, LIST-, CAT- and
PROP-chunks. This distribution also contains a companion file with a
list of all chunk- and type-IDs known by IFFWizard. This is version
1.10. Freeware. Source in C included. Author: Stefan Zeiger

MandelSquare_v1.3

Yet another program to generate images from the Mandelbrot set,
different from most implementations in that it runs only under AmigaOS
2.x, requires an '020/'030/'040 CPU and a numerical coprocessor. The
calculation routines were written in '881 assembly language for maximum
speed and precision. Also included is a 'movie mode' which allows
generation of long camera zooms to spots in the Mandelbrot set. The
resulting animations can be saved in ANIM-opt-5 format, allowing to
replay them using 'MandelSquare' or standard animation software.
Version 1.3, includes source in 'C' and assembly language. Author:
Olaf 'Olsen' Barthe

TIV_v1.6c

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. Version 1.6c include New Features and Bug Fixes. Binary
only Author: Thomas Krehbiel

Tree4D_v1.5

Creates 3D branching trees for Sculpt 4D complete with leaves. Many
aspects of the shape and design of the trees are modifiable, including
color and detail level. Objects are output in Sculpt '.scene' format.
Full Intuition interface. This is version 1.5, shareware, binary only.
Author: Bruce Thomson

TurboLife_v2.01

A quite comfortable implementation of the cellular automation "Life".
Version 2.01. Update to version 0.60 from Wizard-Works1. Shareware
US$ 10. Binary only. Author: Stefan Zeiger

VaporPaint

VAPOR PAINT the 6-d paint/animation program is really hard to describe
in six lines! Basically it records your drawing gestures and tweens
them into 24 bit frames, (or 8-bit for B&W) with motion blur... Very
hard to use (sez me, the author) but YOU ASKED FOR IT! Things can be
done in vapor paint that are impossible any other way. Author: J H H
Lowengard

Unpack disk A

Unpack disk B

CAM #643a&b Utilités graphiques

2View_v1.50

2View is an ILBM picture viewer for use under Workbench 2.0. It
supports all standard Amiga graphics modes, SHAM, MacroPaint-style
dynamic hires, color cycling, ARexx, and both the CLI and Workbench. A
list of files to display can be given, or each filename can be
specified individually. Each picture can be shown for a specified
period of time or until the user clicks the left mouse button. Version
1.50, an upgrade to version 1.11. Includes source. Author: Dave
Schreiber

AnimFader_v1.0

AnimFader is a small utility to fade screens in and out. Author:
Andreas Ackermann

AniMan_v2.1

AniMan combines Amiga animation, speech synthesis, and voice
recognition, to provide you with an animated talking head that will run
any Amiga program by voice command. Ask for an Amiga program by name,
and AniMan will oblige. If AniMan becomes impatient, you may be
insulted. AniMan will also recite poetry if you ask nicely. This is
Version 2.1 of AniMan, which requires only 512K chip memory and
supports both the Perfect Sound 3 or Sound Master (Sound Magic) audio
digitizers. AniMan is like nothing you've ever seen before. Binary
only. Author: Richard Horne

filmview_v1.0

This is a viewer for filmstrips created with Imagemaster, Imagemaster
F/c, or Image Professional. The archive contains one sample filmstrip
for the curious. Filmstrips are a great way to show off the animation

uses of our image manipulation software.

FreePaint_v37eta

A freely redistributable painting program, much like the popular DPaint
program. Version 37eta, an update to version 35z. Binary only.
Author: Stefan G. Boldorf and Bjorn-Eric Trost

jpeg2dctv_v0.2

A program to decompress JPEG compressed images into a DCTV display.
You will need a screen grab program since this does not have a save pic
feature yet. You will also need the DCTV.library.

Mostra_v1.06

Mostra is a shareware IFF utility featuring real-time unpacking scroll,
dozens of options, "smart" analysis of any IFF file (FORMs, LISTs,...
also nested ILBM!), total control over display modes, simple slideshow
processing, pattern matching, SHAM, an external link to show Dynamic
Mode pictures, double buffering, fast decompression, color cycling,
TeXdocs, startup files for easy custom configurations and complete WB
support, through ToolTypes and Style icons! This is version 1.06, an
update to version 1.04. Binary only. Author: Sebastiano Vigna

P-Animate

A full 3D Animation program for producing animations in Anim5 format,
with emphasis on live characters rather than inanimate objects. Can
also be used to produce animated illustrations for use in P-Reader
illustrated texts. Version 2.1, freeware, binary only. Author: Chas
A Wyndham

Slicer_v2.0

A program for creating abstract art based on mathematical functions,
such as the Mandelbrot set, Julia sets, and related abstractions
(chaotic dynamical systems). Features include fast fixed or floating
point arithmetic, many different functions, many computation options,
many coloring and rendering options, batch mode, focus, multi pass,
zoom in, zoom out, pan, and four dimensional navigation. The produced
pictures can be thought of as cross sections or "slices" revealing the
insides of solid (if imaginary) objects. Version 2.0, an update to
version 1.0. Binary only. Author: Gary Teachout

SurfacePlot_v2.0

SurfacePlot is a math tool for drawing 3-dimensional parameterized
surfaces. Useful for visualizing the surfaces used in various
mathematics classes. Allows you to use three separate functions for
the X, Y, and Z coordinates. Includes rotation and zoom for changing
the viewpoint. Version 2.0, binary only. Author: Ole Bak Jensen

VS2PR_v1.2

Converts files to and from VideoScape 3D and PageRender 3D. It
preserves and matches colors as closely as possible, and retains

surface detail polygons from VideoScape. Good for Video Toaster owners
looking for the more mathematical 3D objects that PageRender generates
so well. Other features include scaling, batch processing, and a
QuickRender module that lets you preview the 3D objects in wireframe.
This is version 1.0, binary only. Author: Syd Bolton

Unpack disk A

Unpack disk B

CAM #662a&b Utilités Graphiques

ALook_v3.1

IFF ILBM Pictures and ANIM files Displayer. Better than Mostra!
Writtten by Trevor Andrews

AmigaJPEG_v3.0

This is a version of the Independant JPEG Group's JPEG conversion
software compiled for the Amiga. This program works under both
AmigaDos 2.0 and 1.3 and can only be run from the CLI. In order to do
the conversions to and from JPEG you need a lot of memory and hard disk
space in order to do the conversion as this software creates some
rather sizable temporary files. Direct output of IFF files is not
included in the program but utilities included in this archive can
convert the output to IFF. Direct output of GIF pictures is supported.
Both 68000 and 68020/30/40 versions off this program are within this
archive.

GrabIFF

Lets you grab any screen, window, portions of a screen or a
mousepointer-image as an IFF-ILBM-file, which can be used by nearly any
paint program on the Amiga. Gives you lots of useful options.
Implemented as a commodity. Version 1.00. Includes documentation in
german and english language. Author: Hartmut Stein / Bernstein Zirkel
Softworks

grinder_v1a

Grinder 1A is a batch processor for multiple grpphics formats. These
include PCX, TIFF, JPEG,GIF, All IFF, Targa, Atari Degas/Neochrome/Tiny
and more. Grinder will give you a point and click interface to help
you make what might normally have been a long tiresome batch file or a
lot of CLI typing. Author: Len Platt

HamLabPlus_Demo_v2.0.8

Demo version of an expandable image format conversion utility that
converts GIF, IFF, JPEG, Targa, BMP, TIFF, PBMPLUS, MTV, Spectrum 512,
QRT, and Sun images into IFF (normal, HAM, half-brite, and "sliced"
variations of each). Images can be scaled, dithered, color corrected,
and cropped. This demo version is limited to processing images of 512
by 512 pixels or less. This is version 2.0.8, an update to version

1.1. Shareware, binary only. Author: J. Edward Hanway

IFFConvert_v1.11

A program to convert the different compression methods of IFF ILBM
files. It supports the normal compression, a new compression method
that compresses column by column instead of row by row, and
uncompressed files. Version 1.11, includes source. Author: Matthias
Meixner

IFSLab_v1.0

An Iterated Function System fractal generator. This one focuses on the
"Collage Theorem". It permits you to draw an approximate outline of
the planned fractal, then create the collage directly, jigsaw-puzzle
style, from actual reduced images of the outline that you can
manipulate and deform with the mouse. The attractors of the resultant
IFS codes can be rendered in black and white or in grayscale, and saved
to IFF files. Version 1.0, includes source in C. Author: Nathan
Zeldes

RGE_v2.1

Rincewind's Graphics Editor, RGE is basically a map editing program for
games and demos. It lets you edit maps comprised of 16x16 pixel blocks
of 1..5 bitplanes. It can handle up to 256 or 65536 blocks at once
(memory permitting of course). It also uses a variable map size
(default = 64x64). You can import IFF piccies and chop them into
blocks. The program supplies a full range of editing effects that can
be applied to blocks. It interfaces with req.library for some nice
file requesters.

Show't_v3.6b

Show'T is an IFF file viewer (LORES, HIRES, Interlace, HAM, SHAM, and
ANIM5 animations) with a twist..it supports the better archivers (ARC,
ZOO, LHA & UNZIP) for extracting your IFF archives...AND, it has its
own Palatte with which you can modify the colors in you 'pics' while
still viewing the originals! Along with support for the commom
archivers, it also supports 'viewing' PowerPacked IFF files. You can
also 'archive' your IFF files from within Show't. The archivers are
not included, you must provide then in your C: directory. You must
also supply POWERPACKER.LIBRARY in LIBS:. By Paul Weterling of the
Netherlands.

unmovie

UNMOVIE is a program which takes a "movie" which was constructed using
"dilbm" and "pilbm" and turns it back into the sequence of standard IFF
frames from which the movie was originally created. I wrote it because
a lot of the movies I created years ago were lost to me because "movie"
won't run under 2.0. If "movie" can display an animation, "unmovie"
can take it apart. Author: Steven Den Beste

Unpack disk A

Unpack disk B

CAM #670 Utilités Graphiques

2View_v1.52

2View is a IFF picture viewer, meant for use under Workbench 2.0, and
thus will only operate under version 2.0 or later of the operating
system. 2View supports all Amiga display resolutions (lores, hires,
interlaced, HAM, etc.), including Sliced-HAM (SHAM) and MacroPaint
images (support for non-MacroPaint dynamic hires images isn't included
yet; 2View isn't able to display them correctly). Include C source,
Author: Dave Schreiber

AmiCoil

This is a simple port to the Amiga from the origional C source code by
Bill Kirby. The only change I made was to include the m68881 header
for the 030_882 version at compile time. There are two versions
included: AmiCoil (works with all Amigas), AmiCoil_030_882 (works
with 030_882 equipped Amigas). Also included are some IFF pics, one a
conversion of the GIF originally in this file (slightly distorted, I'm
afraid), for those with no GIF viewer, and the other I rendered with
POV 1.0 showing the coil at the default settings. Include C source,
Author: Gary Neff

AnimBuster_v2.0

Anim Buster is a utility for disassembling IFF ANIM files. I've used
another utility for some time, but always found its interface very
awkward to use - one of those 'use the mouse, then the keyboard, then
the mouse' nightmares. I'd finally had enough of that and created
Buster with a couple of interface ideas in mind. Binary only Author:
Bradley W. Schenck

Backcoupling_v1.0

A simulation of screen-camera-backcoupling. Generates a series of
backcoupled pictures out of a start picture. You can change several
parameters, such as sharpness, rotation angle and signal translation.
Includes both German and English versions. Version 1.0, binary only.
Author: Michael Gentner

FastGIF_v1.12

FastGIF est un viewer d'images au format GIF87, il a été écrit en C
pour l'interface et en assembleur pour le décompactage et la
visualisation. (C'est à ma connaissance le viewer GIF le plus rapide
sur Amiga). Binaire seulement, Auteur: Christophe PASSUELLO

GIF_view_v4.4

GIF_view is a program which allows you to view all GIF images as well
as to convert them into IFF format images. Binary only Author:
Lorenzo Musto

KFAST_v0.5

Key Frame Animator with Skeletal Technique. A collection of functions
to implement a two-dimensional object based animator designed to use
the skeletal technique of modeling objects and simple tweening to free
the animator from the labors of producing smooth transitions between
key drawings. A crude demo program has been included utilizing the
routines. Version 0.5, includes source. Author: Craig M. Lever

PgmToShd_v1.0

Takes a standard PGM format graphics image and creates from it a PPM
image containing information to view black and white images in 151
shades of gray instead of the Amiga's standard 16. It uses the
monochrome composite video output jack available on the Amiga 500 and
2000, so provided you have one of these computers and a monitor capable
of receiving its input through composite video, no modifications are
required to the Amiga. The PBMPlus library of graphics manipulation
routines is required to make use of this program, as well as a standard
IFF viewer such as Mostra. A sample test image is included. This is
version 1.0, binary only. Author: Dan Charrois

Rend24_v1.04f

A Batch Image Conversion System, Rend24 was originally written as an
excercise in converting 24-Bit IFF files into displayable resolutions.
At that time, I was working with the Toaster's Lightwave 3D often, and
without the benefit of a single-frame controller, it was somewhat
awkward getting a displayable animation out of Lightwave. Lightwave is
capable of saving each frame it generates as a 24-Bit IFF file; hence,
an idea was born. Binary only Author: Thomas Krehbiel

ViewJpeg_v1.0ß

This is a jpeg viewer for AMIGA, it use HAM and overscan, arp.library
is required. I have only 512K of chip memory and so I couldn't see
very big pictures. Thus bitmaps are on FAST memory (or CHIP if you
haven't FAST ...) and I copy them in CHIP when required (when user
scroll the picture). Include C source

Wasp_v2.02ß

A picture format converter.Input formats supported include GIF (87a),
IFF (lores, hires, HAM, EHB, 24-bit, sliced, dynamic, etc), SRGR, Sun
rasterfile, PPM (P5 and P6), HL2, and MTV. Output formats supported
include IFF, SRGR, and PPM. Version 2.02beta. Includes source.
Author: Steven Reiz

Unpack

CAM #700a&b Utilités graphiques

FastView_v2.01

Very fast IFF picture viewer, binary only, only german documentation.

Author: KRUEMELMONSTER2000 Software Company

ICoons_v1.0

ICoons is a spline based object modeler which can be used to generate
objects in TTDDD format(Imagine). Include source, Author: Helge E.
Rasmussen

IFF_cutter_v1.0

This program cuts out specifed number of blocks with a specified x,y
size. It can also add a extra word (16 pixels) to the right side of
the block (superb for bobs etc.). It can do it in interleaved or
sequential bitmaps, or convert a whole piccy to raw format. It can
also save sourcecode of the colorregisters. Bye the way, this program
requires OS2.0 or later. Binary only. Author: Jonas Andersson &
Mikael Nordlund

InScript_v1.1

A program for producing video titles. Features include fully editable
text entry, IFF pictures as background, unlimited number of fonts
loaded at one time, up to 99 undos, outline font support (WB 2.0), text
styles (shadow, outline, etc) can be named and saved, toolbar for
common operations, playback script maker with transitions between
pages, adjustable color cycling, low, high and interlace resolutions
with overscan, adjustable kerning, and comprehensive text alignment
options. InScript can save InScript data, IFF pictures or animation
files. At least 1 mb memory required. Version 1.1, shareware, binary
only. Author: Gary Smith

InTime_v1.2

A program to overlay a 'timecode' onto videotape while making working
dubs of original footage. The display consists of a tape number,
hours, minutes and seconds. It is designed to be used as as aid in
logging and finding sections of a video tape. The display can be in
any shown in any font. This is version 1.2, binary only. Author:
Gary Smith

ISL_v1.0

ISL, the Imagine Staging Language, is a language created to make the
generation and manipulation of Imagine 2.0 staging files a whole lot
easier. If you have ever used the Action editor in earnest, you know
that certain types of operations are easy (such as adding a single
light) while others are not (such as adding more frames and causing
your existing objects to appear in them). ISL provides an alternative
interface to the Action editor. With ISL, you can create your stage
using the Stage and Action editors as needed, then convert it to a
fairly straightforward ASCII format, edit it as desired using your
favorite text editor, then put it back! Binary only, Author: John T.
Grieggs

Model4D_v1.1

This is another three-dimensional modelling program. The difference is

that this one has an editor that lets you work and model your scene in
3D (a bit like PageRender3D) rather than using a tri-view (like
Sculpt4D/Real3D), although a tri-view is available in the program!.
The major advantage over a program like PageRender3D is that it makes a
stab at Gouraud shading in full colour!. Another big advantage is that
unlike other 3D programs the file format for the scenes is a readable
ASCII file, so you can load it up into any text viewer and take the
coordinates and use them for your demo or whatever. Binary only,
Author: Sean P.Turner

PPShow_v2.3

PPShow was written to complement one of my other utilities, PowerPacker
(a command and data cruncher). It is used to show normal IFF ILBM
files or ILBM files crunched with PowerPacker. The decrunching is done
automatically so the user doesn't have to know if a file is crunched or
not. Version 2.3 an update to version 2.0 includig new features and
support to KickStart 3.0. Binary only, Author: Nico François

Riff

A little iff reader written in M2amiga Modula-2. Version 1.0, includes
source. Author: Marcel Timmermans

Splat

"Splat" is a AnimWIPE (made with DPaint) that uses the AnimFXTemplete
from the BYTE Factory's Toaster Toolbox/AnimFX. You will need AnimFX
to convert this Anim into a usable Video Toaster Effect. This effect
may be used free of charge. Author: Joe Maulucci

Unpack disk A

Unpack disk B

CAM #708a&b Utilités graphiques

grasp_v2.1

A Grasp animation player. Binary only, author: John Bickers

ICoons_v1.0noFP

A non floating-point version of ICoons a spline based object modeller
which can be used to generate objects in TTDDD format. TTDDD files can
be converted to lots of different object formats by using the T3DLIB
shareware package by Glenn Lewis. Line mode and Flat mode solid
rendering as well as Gouraud and Phong shading. Version 1.0, includes
source. Author: Helge E. Rasmussen

Lyapunovia_v1.0

A mindboggingly colorful program that makes pictures from a simple
mathematical formula. (And it's NOT Mandelbrot!) Lyapunovia pictures
vary from colorful candy to mean metal (or something), offering you

everything you ever wanted in visual representation of abstract
nothings... This freely redistributable version of Lyapunovia has been
thoroughly tested to work on all Amigas. Special registered versions
with precision-extension, optimized for bigger CPUs, and support of WB
2.0/2.1 and WB 3.0 displaymodes (all 256 colors) are available.
Version 1.0, binary only. Author: Jesper Juul

MPEG_player_v1.22

MPEG Video Software Decoder. Include source, author: Michael Balzer

PlotMap_v0.85

PlotMap is a tool like DrawMap from Bryan Brown that draws a map of the
world's surface. PM uses the same map files as DrawMap 4.0/4.1 but has
several improvements: much faster, runs on 512 KB machines with just
one floppy, more configurable, zoom box from a box map, definable
screen mode, abortable drawing. This version requires OS 2.04.
Version 0.85, first release. Includes source in C. Author: Thies
Wellpott

PPShow_v3.0a

PPShow was written to complement one of my other utilities,
PowerPacker. It is used to show normal IFF ILBM files or ILBM files
crunched with PowerPacker. The decrunching is done automatically so
the user doesn't have to know if a file is crunched or not. From
version 3.0 PPShow will now also play standard Op5 animations. The
ANIM Op5 format is used by most ANIM generating programs, including
DPaint IV. Support AGA chip. Binary only, author: Nico François

Rend_v1.05

Rend24's purpose is to convert one or more input images into individual
viewable ILBM images or a single viewable ANIM animation. The input
images may be 24-bit ILBMs, GIF format images, or even JPEG compressed
images. You control the format of the output images and/or animations,
including the color depth, dithering, and size. Rend24's strength lies
in its ability to convert batches of images at a time. You tell Rend24
where to find the input images, how many there are, and then sit back
and watch it go. Runs under Workbench 1.3, 2.0, and 3.0. Binary only,
author: Thomas Krehbiel

ViewTek_v1.03

A feature packed Picture/Animation Viewer. Shows most ILBM's
(including 24-bit ILBM's), most Compuserve GIF format images, most JFIF
format JPEG images and most ANIM Op-5 format animations, with support
for different palettes for each frame. Supports SHAM, CTBL, and PCHG
images, full support of ECS/AGA display modes (ie. show 256 color
GIF's directly, show 800x600 HAM animations, etc.). Supports viewing
contents of clipboard. Iconifies to a Workbench AppIcon. Includes a
version written for GVP's Impact Vision 24, to support true 24-bit
display. Version 1.03, requires Workbench 2.04+, binary only. Author:
Thomas Krehbiel

Unpack disk A

Unpack disk B

CAM #723a&b Utilités graphiques

AAP_AAC

Animation playback and convert programs. (AAP and AAC). AAP can show
IFF ILBM pictures, show IFF ANIM_5 and IFF_ANIM_7 animations. It can
show (long) sequences of animations and/or pictures using a script file
and can operate from memory (preload) and/or disk. AAC converts
between the supported anim filetypes and/or sequences of pictures. AAP
version 1.2, AAC version 1.1. Includes source and a small sample
sequence mix of pictures/animation from script file. Author: Wolfgang
Hofer

AGMS_Film_v2

AGMSMakeFilm, AGMSPlayFilm and AGMSBreakFilm are utilities for
creating, showing and destroying cartoons, including a stereo sound
track. binary only. Author: Andy Thut

GoldForest_Font_48pt

A sample colorfont from the Coast Color Fonts collection. It is 42
point GoldForest and is perfect for video. Author: Michael Hall

IShowAnim_v0.5

An Intuition Interface for ShowAnim. binary only. Author: Mike
Harper

JPEG_v4

This is Version 4 of the JPEG software. It was compiled with the
registered DICE release and the BMake make utility. It has no
modifications from the original JPEG source. It does not support
direct IFF output or input; however, there are a few utilities included
that will help you convert betweem IFF and PPM in both 24 bit and HAM.
Ported by Brian Wright

MCAnim_v0.8

A special animplayer. Plays LORES 4-plane ANIM5 anims in a HIRES-LACE
screen. The result is a FULLspeed, small (1/4) animation with a high
resolution. The anim can be placed anywhere on the screen. One of
nine copperlists can be added in one register without loss of speed.
Version 0.8, binary only. Author: Ekke Verheul

MUGiff_v1.04

Yet another IFF-Viewer. But with many features. binary only. Author:
Mark Rose

SeePix_v4.0

Based on Olaf Barthel's "LoadImage v1.11". SeePix is an IFF
viewer/printer, featuring the ability to modify the colors of a pic for
printing, allowing for truer colors in the printout (i.e. Blue prints
Blue, not Purple), without modifying the pic itself. SeePix features
an ARP interface, Iconization and the PathMaster File Selector. Manx
AZTEC "C" Source included. Author: Hank Schafer

Sisys_v1.0.7

Sisys est un traceur de surfaces, c'est-à dire qu'il est capable de
représenter les ensembles de points de l'espace (x,y,z) qui vérifient
l'équation : z=f(x,y), où f est une fonction de deux variables. Pour
cela, il suffit de lui fournir la fonction f: il se chargera du
calcul. Incluant source en C, auteur: François Paulhiac

Spots_v1.10

A pretty 24-bit-RGB and HAM spot-paint-program. Handles scripts to
render animations. It needs arp.library or WorkBench 2.0. Check out
the examples to see if you like the effect. Version 1.10, binary only.
Author: Ekke Verheul

ToasterCG_Fonts

Three sample ToasterCG fonts from the CoastCG Fonts Collection.
Author: Michael Hall

UNDL_v1.0

UNDL unpacks DL animation files from PClones into frames. Each frame
is stored as an 8-bit IFF file, which can then be converted to HAM or
some other Amiga format before recombination into an IFF ANIM file or
an Amiga GL file. This is a KS2.0 program. binary only. Author:
John Bickers

Unpack disk A

Unpack disk B

CAM #747a&b Utilités Graphiques

Clouds_v2.0

A program which creates randomly clouds on your screen. You may save
them as IFF-files and use them as background for your workbench. Uses
new AGA-feature (5-bitplane-hires-screen). Version 2.0, public domain.
Includes complete source in KICK-PASCAL. Author: Daniel Amor

FixObj_v1.2

Fixes Pixel3DPro generated Wavefront files. Include source in E.

FractalDynamicsPRO_v1.0

Yet another fractal program, include source in assembler. Author:
Jean-François STENUIT

ISL_v1.4

ISL, the Imagine Staging Language, is a language created to make the
generation and manipulation of Imagine 2.0 staging files a whole lot
easier. If you have ever used the Action editor in earnest, you know
that certain types of operations are easy (such as adding a single
light) while others are not (such as adding more frames and causing
your existing objects to appear in them). Binary only. Author: John
T. Grieggs

MakeVPort_Patch

A very small 2.04-only utility that patches the graphics.library
function MakeVPort() in such a way to avoid an annoying bug that keeps
multipalette pictures from being correctly scrolled (multipalette
pictures contain the new PCHG chunk which specifies line-by-line
palette changes; hundreds of colors can be displayed even in hi-res
with multitasking and full system compatibility). Includes source.
Author: Sebastiano Vigna

Mandelmania_v4.0

Mandelmania is a fast Mandelbrot Set and Julia Set calculation program.
The main features are: Creating animations automatically via ARexx
scriptfile. 2.5 times faster than MandFXP. Needs Kickstart 2.1 (V38+
of asl.library). On-line help using amigaguide.library. Supports all
Amiga graphic modes, incl. AGA modes and autoscroll screens. Loading
and saving using IFF format. Picture parameters are stored in a
special chunk. Entering new parameters using either the keyboard or
the mouse (different zoom modes). Supported Fractal types: Mandelbrot
Set LSM, Julia Set LSM, Mandelbrot Set CPM (two- and threedimensional),
Julia Set CPM (two- and threedimensional), Lyapunov Space The graphic
output window can be sized as you like. Colormap can be changed by a
comfortable colorrequester. Built in colorcycling. ARexx interface.
Creating animations automatically via ARexx scriptfile. Easy scrolling
by pressing the cursor keys. Author: Markus Zehnder

Movement_v1.0

Movement - Particle Fountain. This is a module from a particle
animation system for NewTek's Lightwave 2.0. This module simulates
launched projectiles with realistic bounce. It can be used for
Explosions, rain, fireworks, water fountains, bouncing logos, etc.
Author: Jason Linhart and Chris Minshall

MPEG_Play_v2.01

This is the third release of the first public domain MPEG viewer for
the Commodore Amiga. This player needs at least a 68020 CPU (and 881
FPU). Include C source, Author: Lawrence A. Rowe, Ketan Patel, and
Brian Smith. Port by: Michael Balzer

MUGiff_v1.12

Yet another IFF-Viewer. But with many features. Version 1.12 an
upgrade to version 1.04 on disk 723. binary only. Author: Mark Rose

pack_tga_v00.05

This program will convert a single TARGA-2, TARGA-10, or IMAGINE RGBH
file to expanded TARGA-2 or compressed TARGA-10 output format. Binary
only. Author: Ron Flory

TreeGrow_v1.0

TreeGrow is a program which generates quasifractal trees or plants.
The idea is taken from "Spectrum der Wissenschaft", the german release
of "Scientific American". Version 1.0, freeware, includes source.
Author: Benjamin Stegemann

unanm_v1.0

UNANM unpacks ANM animation files from PClones into frames. Eachframe
is stored as an 8-bit IFF file, which can then be converted to HAM or
some other Amiga format before recombination into an Amiga GL file.
This is a KS2.0 program. binary only. Author: John Bickers

undl_v1.2

UNDL unpacks DL animation files from PClones into frames. Each frame
is stored as an 8-bit IFF file, which can then be converted to HAM or
some other Amiga format before recombination into an Amiga GL file.
This is a KS2.0 program. binary only. Author: John Bickers

unflit_v1.1

UNFLIT is a program that unpacks Autodesk Animator FLI or FLC files
into their constituent frames. Each frame is stored as an 8-bit IFF
file, which can then be converted to HAM or whatever and recombined
into an IFF ANIM file. This is a KS2.0 program. binary only. Author:
John Bickers

unvga_v1.0

UNVGA unpacks VGA animation files from PClones into frames. Each frame
is stored as a 128x120 8-bit IFF file, which can then be converted to
HAM or some other Amiga format before recombination into an Amiga GL
file. This is a KS2.0 program. binary only. Author: John Bickers

ViewTek_v1.04

A feature packed Picture/Animation Viewer. Shows most ILBM's
(including 24-bit ILBM's), most Compuserve GIF format images, most JFIF
format JPEG images and most ANIM Op-5 format animations, with support
for different palettes for each frame. Supports SHAM, CTBL, and PCHG
images, full support of ECS/AGA display modes (ie. show 256 color
GIF's directly, show 800x600 HAM animations, etc.). Supports viewing
contents of clipboard. Iconifies to a Workbench AppIcon. Includes a
version written for GVP's Impact Vision 24, to support true 24-bit
display. Version 1.04, requires Workbench 2.04+, binary only. Author:
Thomas Krehbiel

Unpack disk A

Unpack disk B

CAM #769a&b Utilités Graphiques

ARexxGoodies

All of these require the ANIM loader and saver for ADPro.

Anim2Anim –

Process an animation with ADPro.

AnimGrab –

Create an anim from sequential LaserDisc frames (Needs lots of hardware
and programs to function, but someone might find this useful).

MakeAnim –

Creates an Animation from a set of images, while manipulating each
frame.

Anim2CDXL –

Convert an animation to CDXL format. Requres CDXL saver for ADPro.

ShoList –

Shows some information about tasks/ports/fonts/etc. TstApp –

EXCELLENT Arexx debugging script. Saves me LOTS of time and effort.

Author: Scott Ellis

CutItOut!

CutItOut! is a program to manipulate large bitmaps. It will display a
scaled image of the picture in a window on the workbench screen. You
can then cut out a part of it, and save it to a file. No Ham support.
Include source, Author: Kasper Peeters

FastGIF_II_v1.05

A very fast GIF viewer with a graphical user interface, file requester,
support for AGA chips set, support for viewing in a WorkBench window,
IFF saving (registered version only), and GIF89a compability. Includes
English and French versions. Version II (1.05), an update to version
1.01. Shareware, binary only. Author: Christophe Passuello

GifInfo_v1.12

A small program that gives information about GIF files, such as size,

number of colors, etc. Includes documentation in English and French.
Version 1.12, binary only. Author: Christophe Passuello

HPCDtoPPM_v0.4

This is Version 0.4 of hpcdtoppm, Hadmut's pcd to ppm converter. This
program converts Photo-CD-Images to the ppm-Format of pbmplus. Include
source, Ported by Ingo Wilken

IFFConvert_v1.12

IFF-Convert is used to convert the different compression methods of
IFF-ILBM files. It supports the normal compression (like D'Paint), a
new compression method (see documentation) and uncompressed files.
Include source, Author: Matthias Meixner

MainActor_v1.0

MainActor is a modular animation package for the Amiga. 4 types of
modules: Animation Loaders, Animation Savers, Picture Loaders, Picture
Savers. You can handle up to five projects; every project can have an
animation or picture loader, as well as an animation or picture saver.
Binary only, Author:Markus Moenig

MapTrix_v1.0

A texture map/backdrop generator featuring a large number of fractal
effects, including mountains and clouds, wave synthesis, and "static"
generators. Includes some image processing tools, including emboss,
ruffian, convolutions, resizing and smooth. Supports DCTV. Requires
AmigaDOS 2.04+. Version 1.0, shareware, binary only. Author:
Alexander D. DeBurie

Lyapunovia_v1.5

Lyapunovia is a mindboggingly colorful program that makes pictures from
a simple mathematical formula. Binary only, Author: Jesper Juul

MoleculesToTDD_v1.04

This program translates a text file into a TDDD object file for Imagine
2.0. Binary only, Author: Mario Cannistrà

Mostra_v2.0

'Mostra' is an IFF ILBM viewer that can process *any* IFF ILBM file;
this means not only IFF ILBM FORMs, but also nested ILBM, FTXT, FORMs,
CATs, LISTs and PROPs. AGA support. Binary only, Author: Sebastiano
Vigna

MP_v1.02

MPEG player for ECS/AGA/OpalVision/PicassoII, needs 020+,2MB,OS2.04.
It is derived from the UNIX/X11 MPEG decoder version 2.0 by the
Berkeley Plateau Research Group. binary only. Author: Michael van
Elst

MPEG2DCTV_v1.0

This is a program to decompress MPEG video streams to a DCTV display
buffer. 'mpeg2dctv' _REQUIRES_ a 68020 or higher CPU, and a 68881 or
higher FPU. Binary only, Author: Benjamin Reich

OpalPhotoCD

A PhotoCD displayer for the Amiga, with OpalVision support. Can be
saved as an IFF24 file on the command line. Resolutions above Base (
-4 and -5 opts) are not rung out yet due to decompression and memory
size problems. Overviews are not implimented either. Originally
written by Hadmut Danisch for a ppm file converter.

SandPiles

This Amiga program simulates the sandpile automaton of Bak, Tang, and
Wiesenfeld. This program generated the pictures on page 46 of Briggs'
book "Fractals -- The Patterns of Chaos." Include source, Author:
Michael Creutz

Slicer_v2.1

A program for creating abstract art based on mathematical functions,
such as the Mandelbrot set, Julia sets, and related abstractions
(chaotic dynamical systems). Many features. This is version 2.1, an
update to version 2.0. Binary only. Author: Gary Teachout

View_v3.5

View is a program that allows you to view all ANIM opcode 5, 6 or 8
animations and all ILBM IFF format pictures. Binary only, Author:
Michael W. Hartman

Unpack disk A

Unpack disk B

CAM #780a&b Utilités Graphiques

AccuTrans_3Ddemo

AccuTrans 3D transfers three dimensional object data between file
formats. Converts between: AutoCAD DXF, Imagine, Lightwave. Demo
limitation: 3D files must contain less than 100 points (vertices), no
preferences load/save, no layer/block select. Binary only, Author:
MicroMouse Productions

Clouds_v2.1

Gcreates randomly clouds on your screen. You may save them as
IFF-files and use them as background for your workbench. Uses new
AGA-feature (5-bitplane-hires-screen). Version 2.1, public domain.
Includes complete source in KICK-PASCAL. Author: Daniel Amor

FastGIF_II_v1.08

A very fast GIF viewer with a graphical user interface, file requester,
support for AGA chips set, support for viewing in a WorkBench window,
IFF saving (registered version only), and GIF89a compability. Includes
English and French versions. Version II (1.08), an update to version
1.05 including new features and bug fix. Shareware, binary only.
Author: Christophe Passuello

GifInfo_v1.13

A small program that gives information about GIF files, such as size,
number of colors, etc. Includes documentation in English and French.
Version 1.13 bug fix, binary only. Author: Christophe Passuello

HPCDtoPPM_v0.5

This program converts Photo-CD-Images to the ppm-Format of pbmplus.
Include source, Author: Hadmut Danisch

MainActor_v1.11

MainActor is a modular animation package for the Amiga. 4 module
types: Animation Loaders, Animation Savers,Picture Loaders, Picture
Savers, this can change in the future. You can handle up to five
projects; every project can have an animation or picture loader, as
well as an animation or picture saver. Version 1.11 include features
and bugs fix. Binary only, Author: Markus Moenig

MakroStudio_v1.0demo

MakroStudio is a program which writes ARexx scripts for ASDG's programs
ADPro and Morph+. As well it supports the PCP and FRED. Demo
limitations: several savers, loaders and operators are not working.
As well you may only load images with 'Replace' and 'Portrait' on. The
balancing is disabled as well. binary only. Author: ImageArts

Sisys_v1.5

Sisys est un traceur de surfaces, qui dispose notamment d'un mode
d'éclairage.~ Les dessins obtenus, en 16~ou 32 couleurs, peuvent être
sauvegardés au format IFF. Il dispose d'une interface graphique sous
Intuition. Mon objectif était d'écrire un programme simple à utiliser,
mais capable de produire des images jolies à regarder. C'est à vous de
juger s'il est atteint... Binaire seulement, Auteur: François
Paulhiac

TGA_2_IFF_v1.0

TGA2iff is a utility that allows to convert pictures in targa format to
12 or 24 bitplanes IFF ILBM format. binary only. Author: Giuseppe
Sacco

TSMorph_v2.0

TSMorph is used to create a parameter file which is used by
TSMorph-render to produce the morphed images. TSMorph-render requires

and creates 24 bit IFF images (or the use of opal.library).
TSMorph-render can be used to either morph one (or a series of)
image(s) to another in a set number of frames with a number of control
points, or just distort one (or a series of) image(s) with control
points. File and progress requesters with early abort are available.
Binary only, Author: M J Paddock

Unpack disk A

Unpack disk B

CAM #794a&b Utilités Graphiques

AfterTitles_v1.0

This program reads in an IFF picture, and then scrolls it from top to
bottom. Use for scrolling credits with a genlock and tall IFF. Binary
only, Author: Jakob Gårdsted.

AnimEd_v1.1

AnimEd lets you convert and edit animations. Synchronize audio, setup
user interaction, and edit timing per frame. Can read and convert
ANIM5 and ANIM7 (L&S) animations to it's native format, preload anims,
play anims within positional windows. Freely distributable player
included. Nice Intuition interface. binary only. Author: Brandon
Bogle

BigAnim_v3.3

Display animations that are too large to be loaded into memory
directly. Binary only, Author: Christer Sundin

djpegGUI_v37.1

An intuition front end for the Independent JPEG Group's JPEG
decompression program "djpeg". This is version 37.1 Binary only.
Author: Geoff Seeley

ham8-jpeg_v1.1

Two JPEG viewers for AGA Amigas (A1200, A4000), Al-j gives a scrollable
window display of a JPEG file. Al-backdrop resizes the screen and
loads a JPEG file as a backdrop. Includes source. Author: Michael
Saunby

HPCDtoPPM_v0.5pl1

This is version v0.5pl1 (Patch-Level 1) of the PhotoCD-Decoder
hpcdtoppm. It produces output in Portable Pixmap Format (ppm) and
Postscript. Include source, Authors: Hadmut Danisch, Ported by Ingo
Wilken

JACOsub_v1.5

Timed script player for professional-quality video titling. Extremely
flexible script format allows generation of outlines & shadows around
multiple fonts, complete control over position, style, margins, color,
auto-wordrapping, etc. Time events may be non-sequential and
overlapping. Displays IFF graphics with the title text. Many more
features. Version 1.5 shareware, binary only, includes demo and fonts.
Author: Alex Matulich, Unicorn Research Corporation

MainActor_v1.15

A modular animation package containing modules for various animation
and picture formats. You can create/edit/time/play animations of any
size. An arexx port is integrated. Version 1.15 include new features
and bugs fix, Unregistered version with restricted access to save
modules. binary only. Author: Markus Moenig

Mandelmania_v4.1

A fast Mandelbrot Set and Julia Set calculation program. The main
features are: Creating animations automatically via ARexx scriptfile.
2.5 times faster than MandFXP. Needs Kickstart 2.1 (V38+ of
asl.library). On-line help. AGA support. IFF load/save. Supported
Fractal types: Mandelbrot Set LSM, Julia Set LSM, Mandelbrot Set CPM
(2 and 3-d), Julia Set CPM (2 and 3d), Lyapunov Space. ARexx
interface. Version 4.1 include bugs fix and new features. Binary
only, Author: Markus Zehnder

MegaView_v1.03

Launches external viewers/players according to filetype thrown at it.
<EG IFF to Mostra, Text to MuchMore, &tc> Include source, Authors:
Hans-Jörg Frieden & Thomas Frieden

Pyramid_v2.0

A program that create pyramids under the POV raytracer authoriziing the
user to set up parameters such as the height, the texture, the number
of stages, etc... and that allow to choose the pyramid as desired.
French and English version available with two exemples of pictures.
Version 2.0. Binary only. Author : Nicolas Mougel

Riff_v1.1

A little iff reader written in modula-2, M2amiga. Version 1.1,
includes source. Author: Marcel Timmermans

S-Anim5_v1.1

Turns Anim5 animations (DPaint, Videoscape, P-Animate etc.) into
self-contained self-displaying compressed files callable from the
Workbench or CLI. Version 1.1, freeware, binary only. Author: Chas
A. Wyndham

S-Pic_v1.2

Turns IFF ILBM pics into completely self-contained self-displaying

compressed files callable from the Workbench or CLI. Version 1.2,
freeware, binary only. Author: Chas A. Wyndham

TimeCalc_v1.0

Timecode calculator, with EBU and SMPTE timecodes (SMPTE Drop Frame is
not currently supported). It has clever string gadgets that make
timecode entry a breeze. Binary only, Author: Paul Huxham

ViewTek_v1.05

A feature packed Picture/Animation Viewer. Shows most ILBM's
(including 24-bit ILBM's), most Compuserve GIF format images, most JFIF
format JPEG images and most ANIM Op-5 format animations, with support
for different palettes for each frame. Supports SHAM, CTBL, and PCHG
images, full support of ECS/AGA display modes, clipboard. Iconifies to
an AppIcon. Custom version for GVP IV24. Version 1.05, include new
features, binary only. Author: Thomas Krehbiel

WindowBlender_v39.28

Opens a window, fills it with a mapping using the given formula, and
cycles the colors using the given cycling method. Requires Workbench
3.0. Binary only, Author: Fred Mitchell

Unpack disk A

Unpack disk B

CAM #802a&b Utilités Graphiques

Clouds_v3.0

This program creates randomly clouds which you might use in your paint
program, as a texture in a ray tracing program or as a background for
your workbench. Uses all AGA-resolutions Works on all AMIGAS from
Workbench 1.2 upto 3.1. Version 3.0 public domain. Includes complete
source in KICK-PASCAL. Author: Daniel Amor

Graphtal.Amiga

Trees, Plants...from grammars (rayshade), Graphtal is a tool for
manipulating spT0L-systems (context free, table oriented L-systems with
stochastic productions). graphtal reads a file containing an L-system
description and starts the interpretation. In addition, graphtal is
able to interpret the result graphically, producing different kinds of
output. The main reference for the program is the book The Virtual
Laboratory: The Algorithmic Beauty of Plants by P. Prusinkiewicz and
A. Lindenmayer. The language used in graphtal is different from the
one in the book and will be described completely in the documentation.
Include C source (GCC), Author: Christoph Streit, Ported by: Lucas
Ammon

JPEGdatatype_v39.1

This is V39.1 of the JPEG datatype. It will ONLY work under >=WB3.0 of
the OS using >=68020. The docs are in JPEG.datatype.guide, which
multiview will display as an AmigaGuide document. Binary only, Author:
Steve Goddard.

Mand_2000_Demo

Mand2000D is the demo version of Mand2000, a fractal exploration
program. However, this demo version has had save crippled (saving from
ARexx only, no saving of fractal location information, a maximum save
size, and a stripe along the right edge of some pictures), and will
occasionally bring up a text requester to remind you that it is a demo
version. Binary only, Author: Cygnus Software

MiniMorph_v1.0

MiniMorph is a program that will allow you to create smooth
morphs/warps between two different images over a period of frames to
create an animation. Based on VMorph Version 2 beta by Lee Wilkie
1992/93 (but nearly 50 times faster (uncompiled amos vs compiled (?!)
assembler)). Binary only. Author: Philippe Banwarth

MP_v1.03

MPEG player for ECS/AGA/OpalVision/PicassoII, needs 020+,2MB,OS2.04, mp
(mpeg_play) is a MPEG software decoder for the Commodore Amiga
computer. It is derived from the UNIX/X11 MPEG decoder version 2.0 by
the Berkeley Plateau Research Group. Binary only, Author: Michael van
Elst

MPEG_v1.2alpha

This is the port of Stanford's MPEG utility version 1.2 alpha. It can
encode/decode a mpeg file (.mpg) to its separate Y,U and V components.
Combined with cyuv2ppm (another utility by Andy C. Hung) you can
convert these component files into a standard PPM file or alternative
make a mpeg anim file using ppm2cyuv (note: you'll also need
ilbmtoppm). The PPM file can be manipulated using all sorts of PPM
utilities to alter/fix/enhance the picture and ultimately convert into
an displayable filetype (IFF,GIF,etc). Binary only, Author: Andy C.
Hung (Unix), ported to Amiga by Son H. Le

PPM_2ILBM_&_QVGA_rel5

Ppmtoilbm now operates row-by-row whenever possible, it only reads the
whole file into memory when it must compute a colormap. Colorscaling
is now done with a lookup-table, this gives about 20% speed increase
with HAM pictures. Also, the colorscaling fomula was slightly altered
to give better results. The options "-ham8" and "-ham6" now imply
"-hamforce". The binary is "pure" and can be made resident. Ppmqvga
is an extremly fast quantization program to 256 colors. Ported by Ingo
Wilken

ReadDCTV_v1.0

This program converts DCTV pictures to 24-bit ILBM IFF's. Include C

source, Author: Garrick Meeker

ShowVIC_v3.06

ShowVIC is a utility that converts and displays Commodore 64 picture
files. A number of different formats are supported, which ShowVIC will
automatically identify and convert. These are as follows: Koala,
Artist 64, Art Studio, Advanced Art Studio, Image System (multicolour
and hires), Blazing Paddles, Vidcom 64, Doodle, FLI, Hi-Eddi,
Amica-Paint, PageFox. Binary only. Author: Matt Francis

TSMorph_v2.2

TSMorph is used to create a parameter file which is used by
TSMorph-render to produce the morphed images. TSMorph-render requires
and creates 24 bit IFF images (or the use of opal.library). Run times
are about 12 seconds per frame for a 228x240 image on a 28Mhz 68040.
TSMorph-render can be used to either morph one (or a series of)
image(s) to another in a set number of frames with a number of control
points, or just distort one (or a series of) image(s) with control
points. When TSMorph is run without parameters it will display an ASL
file requester for a file created by TSMorph, it will then create the
images, displaying a Progress Requester on the default public (or
named) screen allowing the process to be interrupted and/or stopped.
Version 2.2 include new features and bugs fix. Binary only, Author: M
J Paddock

Unpack disk A

Unpack disk B

CAM #822a&b Utilités Graphiques

ADProRunner_v1.0

ADProRunner is a program to control ADPro's memory usage of ADPro from
WorkBench. With ADProRunner it is easy to specify the amount of memory
each time you start ADPro. Binary only, Author: Øyvind Falch

EDTView_v0.5

EDTView 0.5 is a small and simple IFF, GIF, PCX, BMP, JPG Viewer. It
is also a simple image conversion tool. It will save images in IFF
ILBM format so you can load in a GIF & save it as an IFF. It also
allows you to change the images built in screenmode before saving so
you could for example change a picture from PAL:High Res to SUPER72:Low
Res. Sometimes the datatypes give wrong screenmodes when they load in
files (EG. the JPG datatype) so you can adjust this before you save
it. OS3.0+. Include E source. Author: Colin Bell

Flip_v1.41

Flip is a player for FLI and FLC animation files, common for IBM PCs
and compatibles. It is not as fast as a player for the PC and it needs
much performance. Requirements: AGA Chipset, Kickstart 3.0 or better,

Fastmem and CPU performance. Binary only, Author: Dominik Tonn

ImageDex_v1.0

Utility program will take a series of image files (any format) and
create an image index of scaled down "thumb-nail" pictures, labelled
appropriately. The program acts as a graphic front-end to Art
Department Professional 2.2 (or higher). Useful for catalogging
images, textures and anim frames, allowing them to be stored off the
main system. Binary only, Author: Zach Williams

ISL_v2.0

ISL, the Imagine Staging Language, is a language created to make the
generation and manipulation of Imagine 2.0 staging files a whole lot
easier. If you have ever used the Action editor in earnest, you know
that certain types of operations are easy (such as adding a single
light) while others are not (such as adding more frames and causing
your existing objects to appear in them). Version 2.0 include new
features and bugs fix. Binary only. Author: John T. Grieggs

JcGraph_v1.13

Business grapher with Intuition interface. JcGraph can show your data
as bar, line, planes, stack, blocks, 2D and 3D, etc. Features:
Real-time rotation around X, Y, Z axis, on-line help, professionnal
looking 2D and 3D graphs output. ARexx interface with 40+ commands.
User manual on disk in French and English versions. Can output: EPS,
3D GEO, IFF ILBM, and AegisDraw2000. Version 1.13, an upgrade to
version 1.100. Now Freely redistributable (Save enabled and >3X3
charts). Binary Only. Author: Jean-Christophe Clément

Phantasmos_v1.0

Phantasmos allows one to create those popular polymorph animations one
can create in Deluxe Paint IV and ImageMaster quicker, easier and
without all those disintergration/smearing/spluttering effects found
when morphing pictures, video-text screens and company logos that are
made up of thick/thin lines and polygons. Phantasmos can also morph
images in up to 72 different ways. Shareware. Binary only, Author:
James C. Ianni

VanEyck_v2.13

VanEyck est un programme de dessin et de manipulation d'images. Vous
pouvez créer des dessins complexes ou de simples logos. Vous pouvez
aussi modifier des dessins à l'aide des différents effets spéciaux.
Version DEMO: SAUVER, SAUVER EN, SAUVER IFK, SAUVER <Brosse(s)>,
IMPRIMER ... sont Désactivés. Doc: Français & English. Binaire
seulement, Auteur: Yves Belge

VideoTitler_v1.1Demo

Generates professional looking TV titles and credits for your own
videos. Outstanding abilities are very smooth scrolling, color slides
(AGA-support) and usage of colorfonts. Demo limitation: Display
software identification between each line on non-black background.

Version 1.1, binary only, shareware. Author: Andreas Ackermann

ViewTek_v2.0

A feature packed Picture/Animation Viewer. Shows most ILBM's
(including 24-bit ILBM's), most Compuserve GIF format images, most JFIF
format JPEG images and most ANIM Op-5 format animations, with support
for different palettes for each frame. Supports SHAM, CTBL, and PCHG
images, full support of ECS/AGA display modes (ie. show 256 color
GIF's directly, show 800x600 HAM animations, etc.). Supports viewing
contents of clipboard. Iconifies to a Workbench AppIcon. Includes a
version written for GVP's Impact Vision 24, to support true 24-bit
display. Version 2.0, include new features and bugs fix, binary only.
Author: Thomas Krehbiel

Unpack disk A

Unpack disk B

CAM #837 Graphique

Acad2Im

Acad2im is a simple program allowing to convert DXF files into Imagine
2.0 format. Binary only, Author: Christopher Potter

Bview_v1.02

Bview 1.02 IFF ILBM viewer with gadget interface for kickstart 37.175
and higher ECS & AGA support. Binary only, Author: Joeri Alberty

FastJPEG_v1.0

Small utility to view JPEG picture files. Has been designed with speed
and quality in mind. Unlike some other programs, it features dithering
for visual pleasure. A special AGA version is included. Version 1.0,
binary only. Author: Christoph Feck, TowerSystems

MainActor_v1.21

A modular animation package containing modules for various animation
and picture formats. You can create/edit/time/play animations of any
size. An arexx port is integrated. Version 1.21 include new features
and bugs fix. binary only. Author: Markus Moenig

Shelly_v1.0

Shelly is a little tool that generates 3D-objects of various shells
(Ammonites, Slug-houses etc.) for: POV-V2.0 and Real3DV2. Include C
source, Author: Randolf Schultz

StarfieldCreator_v1.0

Starfield creator will create spherical 3d starfield objects in
Videoscape format. They can be used directly in Lightwave, and

converted to other formats with the right tool. Generates spherical or
hemispherical, volumes or shells. Binary only, Author: Jim Steele

Unpack

CAM #842 Graphiques

AngusTitler_v4.0

AngusTitler 4.0 is a program to create videotitles for e.g. your
holiday films. It is possible to scroll 350 lines up the screen. Of
course, the colors, fonts, fontstyles, border etc. can be changed. It
is also possible to load a background picture. This is only the
demo-version that is limited to 10 lines, all other options are
enabled, even saving and loading. Binary only. Author: Andreas
Gunßer.

FreeForm3d_v1.0d

FreeForm is a Bspline and NURB editor for Real3D2, LightWave, Caligari
and Imagine. FreeForm has a realtime Perspective and Parallel view
interface, with points picking and bones modification in all views. In
the interactive modes, you can choose how your object is displayed on
the fly. Demo version save disabled. Binary only, Author: Fori
Owurowa

IFX_GROBsaver_v1.0

'GROB File' is a saver module for GVP's ImageFX Image Processing
package. It allows you to save an image in Hewlett Packard's GROB
(GRaphical OBject) format, suitable to be downloaded into any of
Hewlett Packard's HP48-series calculators. If you don't own an
HP48(s,sx,g,gx) this program won't do anything useful for you. Binary
only, Author: Greg Simon

Unpack

CAM #872 Graphique

ImageDex_v2.0

ImageDex is a compiled Arexx script (PowerPack-able!) written for
ASDG's Art Department Professional versions 2.2 to 2.5. The program
will take a group of pictures, scale them down to a specified size, and
composite them into one image (an Image Index!) with filenames as
labels. View the IFF file "Sample.iff" (included in the archive) for
an example. This file is a 16 color IFF, and was done in 12 pics/page
mode. Through a completely graphic interface, the user may specify the
number of pictures per image (6, 12, 20, 30 or 48), the output image
format (several IFFs, GIF, DCTV, or JPEG) and other program parameters.
All settings are saved in a configuration file which is automatically
recalled each time the program is run. ImageDex has many uses. For
artists and renderers it's a great way to organize artwork,

backgrounds, and texture images. (I keep all my Imagine and Lightwave
textures as JPEGs on floppies, with index images on the hard-drive for
reference). For animators it's a good way to build animation
storyboards from single frames. binary only. Author: Zach Williams

PPShow_v4.0

PPShow was written to complement one of my other utilities,
PowerPacker. It is used to show normal IFF ILBM files or ILBM files
crunched with PowerPacker. The decrunching is done automatically so
the user doesn't have to know if a file is crunched or not. Version
4.0, include new features and bugs fix, binary only, author: Nico
Francois

Viewtek_v2.01

A feature packed Picture/Animation Viewer. Shows most ILBM's
(including 24-bit ILBM's), most Compuserve GIF format images, most JFIF
format JPEG images and most ANIM Op-5 format animations, with support
for different palettes for each frame. Supports SHAM, CTBL, and PCHG
images, full support of ECS/AGA display modes (ie. show 256 color
GIF's directly, show 800x600 HAM animations, etc.). Supports viewing
contents of clipboard. Iconifies to a Workbench AppIcon. Includes a
version written for GVP's Impact Vision 24, to support true 24-bit
display. Version 2.1, include new features and bugs fix, binary only.
Author: Thomas Krehbiel

Unpack

CAM #901 Graphique

ADProRunner_v1.5

ADProRunner is a program to control ADPro's memory usage of ADPro from
WorkBench. With ADProRunner it is easy to specify the amount of memory
each time you start ADPro. Version 1.5 include new features and bugs
fix. Binary only, Author: Øyvind Falch

FreeForm3d_v1.6d

FreeForm is a Bspline and NURB editor for Real3D2, LightWave, Caligari
and Imagine. FreeForm has a realtime Perspective and Parallel view
interface, with points picking and bones modification in all views. In
the interactive modes, you can choose how your object is displayed on
the fly. Demo version save disabled. Version 1.6d include new
features and bugs fix. Binary only, Author: Fori Owurowa

MainActor_v1.5

A modular animation package containing modules for various animation
and picture formats. You can create/edit/time/play animations of any
size. An arexx port is integrated. Version 1.5 include new features
and bugs fix. binary only. Author: Markus Moenig

Unpack

CAM #943 Graphique

ImageKnife_v1.14

ImageKnife v1.14 is a very complete and powerful image processing
system. Over 60 different functions available via the menus. Full
REXX interface, supporting all functions available on the menu
selections, plus full support for the Amiga graphics primitive
functions, giving you functionality limited only by your imagination.
Virtual memory support included. Loads all ILBM, JPEG, GIF files, and
Windows 3.0 BMP files. AmigaDOS 3.0+ REQUIRED. Binary only, Author:
Jim Geuther.

JpegAGA_v1.0

jpegAGA is, at this time, the highest quality JPEG viewer (if a
map-file for the picture is available) To use it you need the AGA
chipset, a 68020 or higher processor and OS 3.0 or higher. This
program uses the HAM8-mode, gray- scale display will use
256-color-mode. Binary only, Author: Günther Röhrich

Unpack

CAM #957 Graphique

Anim3D_v1.4

Anim3D is a real-time vector movie player for Workbench 3 machines. It
has three main features which I think most Amiga software (and demos)
should have nowadays: It is extremely friendly to the OS and
multitasks properly; I've played animations whilst downloading files on
the modem and been playing a tracker module so I think I can safely say
this :-). Animations are played at the SAME speed whatever the machine
is... slower machines just have a lower frame update rate. This works
fine because the display is double-buffered (as you'd expect) so there
are no half drawn screens to be seen. It can use any of the display
modes available on the machine; the same image is displayed on the
screen whatever the resolution. This allows those lucky A4000/040
owners to display anims in mega hi-res while running at the same frame
rate that an A1200 might run in lo-res. It also makes use of a special
dithering method that I worked out which gives the appearance of more
shades of each colour without slowing screen rendering down. This does
however require more chip memory than normal. It requires Kickstart
3.0, ECS or AGA chipset and a 68020 or higher. Binary only. Author:
Michael W. George

EduShow_v0.9

EduShow v0.9, an educational slide show program specifically designed
for classroom-type presentations. Uses a technique of color fades
within IFF slides to put across concepts, multi-part diagrams,

relationships, etc. Demo presentation and C source included. Author:
Laurence Vanhelsuwe

ImageDex_v2.2

ImageDex is a compiled Arexx script (PowerPack-able!) written for
ASDG's Art Department Professional versions 2.2 to 2.5. The program
will take a group of pictures, scale them down to a specified size, and
composite them into one image (an Image Index!) with filenames as
labels. View the IFF file "Sample.iff" (included in the archive) for
an example. This file is a 16 color IFF, and was done in 12 pics/page
mode. Through a completely graphic interface, the user may specify the
number of pictures per image (6, 12, 20, 30 or 48), the output image
format (several IFFs, GIF, DCTV, or JPEG) and other program parameters.
All settings are saved in a configuration file which is automatically
recalled each time the program is run. ImageDex has many uses. For
artists and renderers it's a great way to organize artwork,
backgrounds, and texture images. (I keep all my Imagine and Lightwave
textures as JPEGs on floppies, with index images on the hard-drive for
reference). For animators it's a good way to build animation
storyboards from single frames. Version 2.2 include new features and
bugs fix, Binary only. Author: Zach Williams

ImageStudio_v1.0.0

ImageStudio v1.0.0 is written for the casual graphics user who wishes
to convert or manipulate various graphics formats on a modest Amiga
system. There are several commercial offerings available, however the
casual user is paying a lot of money for many facilities and options
they would probably never use. Bitmap graphics, by their nature,
usually require large amounts of RAM. One of the main objectives of
ImageStudio was to reduce this burden by utilising virtual memory.
Shareware version limited to loading in pictures upto 250x250 pixels.
All other operations are available, Binary only. Authors: Andy and
Graham Dean

Unpack