

## **CAM Index - Amigaguide Version**

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

# CAM Index - Amigaguide Version

### 1.1 Programming & Languages 2

CAM #623a,b&c Languages

AdaEd\_v1.11.0a

An Ada compiler/interpreter. Validated under version 1.7 of ACVC. This is NOT a pure compiler. The "compiled" code is executed via an interpreter and does not run very quickly (about 850 drhystones on a stock Amiga 1000). Does not include the pragma interface for C (yet) so you cannot get at Amiga library routines or add your own C functions. 2 Meg disk space (executables can get rather large too). 1.5 Meg RAM minimum, 2 Meg recommended. Runs under AmigaDos 1.3 (not tested under 2.0). Might be able to run this from a floppy system (using PowerPacker or such) but I sure wouldn't recommend it. Binary only, Author: New York University Amiga modifications by Michael D. Black

BCPL\_4\_Amiga

There's a BCPL\* compiler bootstrap kit with an INTCODE interpreter in C. The kit is based on the INTCODE bootstrap technique explained in the book BCPL: The language and its implementation. Remember, it's an interpretive system for bootstrapping purposes, so expect a 10 to 20 times hit compared with native code. \*BCPL (Basic Combined Programming Language) is a system programming language invented by Martin Richards. It's a typeless language with only one data type, the machine word. Some of its ideas have influenced C. Amiga port by Stefan Haubenthal

fd2inline

Converts fd files and autodocs into inline functions for gcc. This is a preliminary "0.9" version. Include source, author: Wolfgang Baron

libg+\_v2.0-920319

AmigaDOS libg++2.0 19 march revision for gcc2.0.

SB\_Prolog\_v3.1

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Version 3.1 of Stony Brook Prolog for the Amiga. This update to V2.2???. It has been tested on an A3000 system running AmigaDos V2.04 and on an A500 running AmigaDos V1.3. Any problems discovered are probably mine. Included in this release is all of the source files, some prolog test programs and all of the executables for a running version of prolog. Ported by Vincent J. Herried

#### TurboDEX

A compiler for the DEX language. DEX is a language similar in structure to Modula2 and C, but different and simpler in concept. Features include compact and fast executables, clear program structure, integration of Exec/Dos/Gfx/Intuition library calls in the compiler, inline assembly, register variables, commented assembly source output, easy to manage development system, and more. Version 1.1, DonationWare. Author: Wouter van oortmerssen

Unpack disk A

Unpack disk B

Unpack disk C

#### CAM #624a,b&c Utilités programmation

##### APIG\_v3.1

ARexx Programmers Intuition Graphics library is an ARexx external function library similar to REXXArpLib. APIG.LIBRARY provides the ARexx programmer with access to most of the resident Graphic, Intuition, and Layer library functions. Allows you to create custom screens/windows, gadgets, requesters, intuitext, borders, etc. This is version 3.1, an update to version 1.1. Binary only. Author: Ronnie E. Kelly

##### Aprile\_v2.00d

Aprile is a lightening fast editor that interfaces with MANX C and lets you write, compile, debug, trace down errors, link, and run your program all with a single simple key stroke. It acts much like the interface to TURBO C does. Something like this should be included with the compiler but instead you get the hard to use, slow, confusing editor VI. Aprile isn't a compiler, you NEED Manx C V3.6. It might work with version 5 but I don't have it so I couldn't tell you. The docs were written as a project for my Technical Writing Class so they are thick on bullsh\*t and thin on information just like the teacher expects. Everything you need to know is in there but a lot of things you don't need to know are also. Every thing is pretty self explanatory but a few things like the editing commands you might want to look up. Include source, author: John Tibbetts

##### DynIFFRoutines\_v1.1

This is yet another batch of commands to use to play with iff files. Only this batch has a twist - you can dynamically insert, delete, and

resize chunks from the iff file, and search for chunks in either direction. Performance is decent, and just peering into and scanning files is amazingly easy. Author: Robert Bryce

#### GadToolsBox\_v1.3

GadToolsBox is a program that will save you a gigantic amount of time and anguish in creating a GadTools user interface for your programs. This program is a followup of my other source generator "PowerSource". It's main purpose is to let you create your user interface without having to type in the necessary code and structures yourself. This version of GadToolsBox has the following features: A complete intuition/gadtools user interface. Editing on many different screen resolutions. Editing/Generating source on/for big autoscrolling screens. All GadTools gadget kinds supported + a custom gadget. GadTools menus supported. Full control over the window flags and most tags. Editing IntuiTexts for the window. Editing, loading and saving of colors (ILBM). Fully mouse and keyboard controlled. Generation of complete routines in either C or Assembly. Generation of "RAW" Assembly source (No headers necessary). Generation of "static" data. Binary saving for later loading and editing. The possibility to save powerpacker `__CRUNCHED!` binaries. The ability to print a status report. Multiple windows. User selectable font. The editing of "DRIPENS" (what gives OS 2.0 that special look). The possibility to change screen resolution while editing. The possibility to edit "BevelBoxes". Editing in a user-definable grid. The editing of minimal window border offsets. Easy gadget alignment. The generation of font-adaptable code (thanks Sebastiano..). etc. Binary only, author: Jan van den Baard

#### IXEmulLib\_v37.29\_920330

This is version 39.24 of Markus Wild's IxEmul.library. It corrects a couple problems present in 39.22, which was included in the archive ixemlib9203.lha. The most obvious problem resulted from a version number mismatch between crt0.o and ixemul.library. The requestor will no longer appear. This library also seems to work properly on 68000 machines. The earlier library would not initialize on all machines.

#### JM\_v1.1a

JM (Job Manager) is a utility which extends the AmigaDos multitasking environment by providing features such as: allocation of CPU cycles in any ratio to multiple CPU bound processes, default task priorities based on task name, task logging, system uptime reports, task CPU use and CPU % reports, task invocation times, and more. JM has very little impact on the system itself - no low priority "CPU muncher" tasks are started, unlike some CPU usage monitor programs. JM requires AmigaDos 2.04 or later. 68000/20 and 68030/40 versions are included, binary only. CLI only. New features in 1.1 include: bug fixes (removed enforcer hits, etc), an ARexx port, better task name detection, and more. Author: Steve Koren

#### libm

This the BSD4.3 math library, I take it from nic.funet.fi. I compiled it with gcc 1.40.3, and it is not dependant of ixemul.library. Ported

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by Luc Chouinard

#### MMU

Text file describing the structure of the A3000 MMU translation table and a simple assembler program to read MMU registers. Author: Laurence Vanhelsuwe

#### MonopolySrc

Source to the immensely popular Monopoly game Author: Ed Musgrove

#### Neural\_Network\_v2.0

This is version 2 of the C++ Neural network code. The only modifications made were changing from <stdio.h> I/O to <iostream.h> I/O. This allows the code to be compiled under GCC2. Also I removed the dependency on the File class from libg++. The code still has a dependency on a String class but it can be removed by changing the prototypes of the following three functions: `Neural_network (String& filename, ...); read_weights (String& filename, ...); save_weights (String& filename, ...);`

#### Pattern\_v5.0

A shared library which matches AmigaDOS patterns with strings and converts strings into uppercase or lowercase, including umlauts. The library works with Kickstart V1.2 and higher and the pattern matching routines are compatible with ARP and AmigaDOS 2.0 pattern matching. An ARexx function library is also available. One of the external programs included in this package is pgrep version 0.4, a small grep command, that finds a string or an AmigaDOS pattern in one or several files, or in stdin (default). Version 5.0, freeware, binary only. Author: Angela Schmidt

#### PPLib\_v35.274

A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is release 1.4, an update to the release 1.3. Includes source. Author: Nico Francois

#### RexxRMF\_v1.8

ARexx Record Management Functions library is an ARexx external function library which provides keyed file access using AVL trees. With this library one can index data files for fast search/retrieval of data records. The record management functions allow for variable length keys, variable length records, variable number of fields per record, multiple indices on a single file, duplicate or unique keys, passing of record data directly to/from ARexx variables, etc. This is version 1.8, an update to version 0.5. Binary only. Author: Ronnie E. Kelly

#### SrcAnalyzer

Filter/Statistics program which analyzes standard 68000 assembly source code and produces mnemonics statistics while also filtering out all

unrecognized lines. Output files can be fed directly to a small barchart display program "chart" (included). Source to "chart", SrcAnalyzer binary only. Author: Laurence Vanhelsuwe

VMem\_v0.1

VMem attempts to add virtual memory to the standard Amiga OS. This version requires a 68030 based Amiga. Author: Edward Hutchins

Unpack disk A

Unpack disk B

Unpack disk C

CAM #640a&b Utilités programmation

3dc

Here's a C-source for a 3d-program for the Amiga-computer. ;) It has just about all the features you could want: integer math, light source shaded polygon gfx, animation, joystick-routines, etc. etc. This source should be VERY helpful to anybody, who's thinking of (or actually is) developing 3d-programs.

ARTM\_v1.6

Amiga Real Time Monitor displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, locks, fonts, hardware and res\_cmds. This is version 1.6, an update to version 1.3c. Shareware, binary only. Author: Dietmar Jansen and F. J. Mertens

Bovs\_v2.0

Bovs (pronounced "boffs") is an overlay system designed to replace the standard overlay system supplied with SAS/C. It acts as both overlay supervisor and startup code. It offers a very flexible dynamic overlay system instead of the standard rigid hierarchial system, using locking and automatic flushing on low memory. Startup code can auto-detach at the application program's option, and automatically parses command-line arguments under 1.3. A separate version is included without overlay support (just startup code). Bovs is intended especially for large applications which need flexible and efficient use of memory. (It is used in my Shareware music player, MultiPlayer.) Author: Bryan Ford

BumpRev\_v1.0

Implements easy creation of source code revision headers, similar to the log headers to be found at the top of the Amiga 'C' include files. Is a rewritten version of the DoRevision program. This version can be used for assembler source files as well as C source files. This is version 1.0, includes source. Author: Torsten J|rgeleit

Bump\_v1.0

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A little tool that makes it easy to keep the version string in your source code up-to-date. Version 1.0, includes source. Author: Jan van den Baard

#### enforcer\_v2.8b

Detects/protects against illegal memory hits. Compatible with all OS versions & machines (requires a Memory Management Unit or 68030 processor). The low 1K of memory and all areas that are not RAM are protected from CPU reads or writes. ROM is marked as read-only. Version 2.8b, an update to version 2.6f. Binary only. Author: Bryce Nesbitt

#### FLUSHLibrary\_v1.1

This library has been designed to allow easy notification if memory is getting low. Programs which desire this information have to ask for it at initialization, and to "unsubscribe" at cleanup. A safe way to do this is to subscribe AFTER having allocated everything, and unsubscribe BEFORE freeing the memory. Authors: Marc Schaefer & Michel Schinz

#### FontConverter

Converts standard font files into C code structures that can be included directly in your program. Probably most useful for people writing programs that take over the machine and thus do not have access to the standard fonts directory. Includes source. Author: Andreas Baum

#### Foreach

To perform a script loop using local variables to contain loop values. Author: Andy Finkel

#### HardblocksLibrary\_v1.1

A shared library with support routines for Commodore's hardblock standard, and a small tool which demonstrates use of the library. Version 1.1, includes source. Author: Torsten J|rgeleit

#### HotLinks\_Developers\_Kit

This is the HotLinks Developers Kit we are making available to any and all who are interested in adding hotlinks support to their applications (present or future). Author: Soft-Logik Publishing

#### IFF\_Library\_v22.1

The iff.library is an easy to use Amiga library which gives you some powerful routines to deal with IFF files, especially ILBM files (pictures), ANIM files (animations) and 8SVX files (digitized sounds). It was fully written in Assembler and is only 3.2 KBytes long. The decompression routines are the fastest I've ever written. Author: Christian A. Weber.

#### Intuisup\_v4.0

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A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.0, an update to version 3.0. Author: Torsten J|rgeleit

JM\_v1.1b

Job Manager is a utility which extends the AmigaDos multi-tasking environment by providing features such as: allocation of CPU cycles in any ratio to multiple CPU bound processes, default task priorities based on task name, task logging, system uptime reports, task CPU use and CPU % reports, task invocation times, and more. JM has very little impact on the system itself. Requires AmigaDOS 2.04 or later. Includes 68000/20 and 68030/40 versions. Version 1.1b, an update to version 1.0. New features include better task name detection, an ARexx port, and a number of bug fixes. Binary only. Author: Steve Koren

MkMake\_v1.45

A tool for generating makefile automatically. Author: Anders Hybertz

mon\_v1.54

This is a machine code monitor/debugger program for the Amiga. The first version was created over 3 years ago, and many of the features and commands of the monitor were made similar to those of the monitors available for the Commodore 64. However, because the Amiga is a quite different machine many new commands and features were needed. Later versions of the monitor add many more useful features, as expressions and variables. This version is quite close to an actual symbolic debugger as it can read symbol table information from executable files and display them in disassembly listings. It also has a built-in script language. Author: Timo Rossi

Mungwall\_v37.51

Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. Version 37.51, binary only. Author: Commodore Amiga; submitted by Carolyn Scheppner

NoFragLib\_v2.2

A library containing 6 routines for defragmenting memory. This is version 2.2. Includes source. Author: Jan van den Baard

NotePlayer\_v1.0

This document describes the NotePlayer standard. The NotePlayer standard is an application interface specification designed to be compatible across all 680x0-based computers. Its purpose is to allow hardware-independent music players to be written which can be used in a variety of environments, operating systems, and even on completely

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different computers. It also makes it easier to simply write music players for the Amiga. Author: Bryan Ford

Skew

Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality. Author: Piotr Obminski

Unpack disk A

Unpack disk B

CAM #644a,b&c Langages

c++2latex

C++2LaTeX: Produce prettyprinted LaTeX files from C++ or C sources ported by Lars Magnus Nordeide

dicepref\_v1.0

DICE-AREXX environment. Author: Matt Dillon

gasldsrc-920429

Source of GAS (gnu assembler). Author: Markus Wild

gcc\_v2.1

The GNU C compiler V2.1. Author: Markus Wild

gcctools-920420

These are some tools useful in a gcc programming environment.

Tool	Explanation	Origin
ar	librarian	4.3bsd-reno
ranlib	maintains symbol index in a library	4.3bsd-reno
nm	display symbols in libraries/objects	4.3bsd-reno
size	display size of text/data/bss space in objects	4.3bsd-reno
tsort	topological sort	4.3bsd-reno
hunk2gcc	convert hunk obj/libs into a.out objects	myself

Author: Markus Wild

libauto-920413

This is an experimental library package for gcc (used with the GNU ld linker) that allows you to automatically open/close shared Amiga libraries, as long as the library base in question is referenced as an external symbol. Author: Markus Wild

Unpack disk A

Unpack disk B

Unpack disk C

CAM #648a,b&c Utilités de Programmation

ARexxBox\_v1.0

ARexx Interface Design Tool. Binary only, author: Michael Balzer

auto

Auto - Commodore AutoDocs reader. This program will be mainly of use to developers, or people with the Commodore AutoDocs in their possession. Its simply a program which allows you to read autodocs. It doesn't work with all, because Commodore hasn't written all the autodocs the same way, but most (the important ones) work fine. Binary only, author: Robert Lang

DebugUtils

Some tools for use in debugging applications. When used with Enforcer and Mungwall, they comprise an integrated set that gives the programmer a powerful and flexible debugging aide. Author: Mark Porter

HardBlocks\_v1.2

A shared library with support routines for Commodore's hardblock standard, and a small tool which demonstrates use of the library. Version 1.2, includes source. Author: Torsten J|rgeleit

Hextract\_v1.1

A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, etc. The data from a set of V1.3 Amiga and Lattice header files is packed into the included file "headers.z" for immediate reference by Hextract. Version V1.1, freeware. Includes part source. Author: Chas A. Wyndham

indent\_v1.3

A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Version 1.3, an update to version 1.1. Includes source. Author: Various, Amiga port by Carsten Steger

Intuisup\_v4.2

A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.2, an update to version 4.0. Author: Torsten J|rgeleit

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## JPEGsrc\_v3.0

Version 3 C source code for JPEG compression and decompression. Fully portable. Includes Makefiles for popular compilers running on most computer platforms - UNIX, DOS, VAX/VMS, Amiga. Compatible with C++, ANSI C, and standard K+R C. Faster and better compression than V2. Author: Thomas G. Lanes

## MTRD\_Library\_v0.99B

MTRD.library - A shared library that enables tasks in the system to share information and automatically update it. Includes executable and small demo. Author: Amit Fridman.

## NewIFF

This is version 37.9 of new IFF code modules and examples for use with the Release 2 iffparse.library. This code release is again 1.3 compatible (the 37.8 release was not). This code is intended to replace the 1985 EA IFF code modules, providing significant enhancements including support for arbitrary display modes and overscan (2.0), clipboard load/save, centralized string handling (for ease of localization), and simplified subroutines for displaying, saving, and printing ILBMs. And the 8SVX reader now plays! Author: Submitted by Carolyn Scheppner

## PPLib\_v35.0

Release 1.5 of powerpacker.library written by Nico François, Decrunching speed greatly improved! Thanks to Alain Penders for his great ideas to speed up decrunching. Decrunching is almost twice as fast. Together with the 20% speedup achieved in release 1.4 of powerpacker.library this means decrunching is double the speed it was originally (version 1.3 and before)! For the Imploder fans out there, PowerPacker decrunches faster than Imploder now. Also note that it is now MUCH better to use the Library Header feature of PowerPacker 4.0a as the resulting executable will decrunch twice as fast! Bug fixed: buffer overflow wasn't always detected correctly. This could result in files crunching incorrectly. Luckily the chances of this happening were very small, but it is fixed now anyway. Small changes to autodoc regarding generating encrypted files. Bug fixed in Dice library, ppCalcChecksum() was not included.

## ReqTools\_v1.0e

Reqtools.library is a standard Amiga shared, runtime library. The purpose of ReqTools is to make it a lot quicker and easier to build standard requesters into your programs. ReqTools is designed with Commodore's style guidelines in mind, all requesters have the look-and-feel of AmigaDOS Release 2. RELEASE 1.0e (Library version 37.600 [1.3] - 37.726 [2.0]) Rearranged directories a bit. All glue code now in one directory. Installation script now uses Commodore's Installer utility. Two Modula-2 interfaces to the library are now included, one for M2Sprint and one for M2Amiga. Some bugs in the Dice C libs have been fixed (thanks to Magnus Holmgren). Interface for HiSoft's HighSpeed Pascal included. Author: Nico François

ResGrep\_v0.03b

ResGrep is a program to convert Apple Macintosh resource forks to IFF. In the program 'ResGrep' there are two functional units: you can decide which resource will be converted, and you can determine how to convert the data. Author: Andre Florath

SANA-II\_v05-21-92

Main text of the final (v1.0) SANA-II Network Device Driver Specification. To actually develop a SANA-II device or software which directly uses one, you will need additional information (available from CATS). Author: Dale Larson, Greg Miller, Brian Jackson, Ken Dyke

SCSIutil

A CLI utility to issue commands to a SCSI disk using a specific SCSI id number. Commands include inquiry, seek, start/stop motor, read sector(s), read capacity, etc. Freeware, includes source. Author: Gary Duncan

Unpack disk A

Unpack disk B

Unpack disk C

CAM #657a,b,c&d AMIGA C ENCYCLOPEDIA

ACE\_v3.00

Encyclopedia of a largest collections of documents, examples, and utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully executable examples complete with source code, and several utilities and other goodies. The manuals describe how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, etc. They also explain how to use your C Compiler and give you important information about how the Amiga works and how your programs should be designed. When unpacked, the manuals and examples nearly fill up twelve standard Amiga floppies. This is version 3.0, an update to version 2.0. Author: Anders Bjerin

Unpack disk A

Unpack disk B

Unpack disk C

Unpack disk D

CAM #660a,b,c&d Langages

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GCC\_v2.2.2

Here it is, a new distribution of gcc, version 2.2.2. Author: Markus M. Wild

Unpack disk A

Unpack disk B

Unpack disk C

CAM #665a&b Utilités de Programmation

AmigaCursesPackage\_v2.00

This package is mainly aimed at people who wish to port screen based UN\*X applications to the Amiga. I have written a brief documentation file but I assume that such people have access to full curses documentation. Version 2.00 and above now support ANSI sequences to allow curses applications to be executed through the serial port to a terminal or over a modem to a terminal or terminal package such as "Term20" or "jrcomm". To enable this, simply set the environment variable "cursestype" to "ansi" before running the program. If this variable is not set, curses will open a custom screen. Author : Simon John Raybould

GNU\_Indent\_v1.4

A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Version 1.4, an update to version 1.1. Includes source. Author: Various, Amiga port by Carsten Steger

Intuisup\_v4.5

A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.5, an update to version 4.0. Author: Torsten J|rgeleit

MykesBug\_v1.02

This is a very preliminary version of a new debugger for the Amiga that I am currently working on. This represents only a few days of work, so as you can expect, it lacks the ultimate polish it will have, as well as many features that it will have. However, what is implemented is stable - I've run the SAS 'C' compiler, LMK, and various other programs through the debugger with no problems. Author: Mike Schwartz

newiff\_v37.10

New IFF code modules and examples for use with the Release 2 iffparse.library. This code release is again 1.3 compatible (the 37.8 release was not). This code is intended to replace the 1985 EA IFF code modules, providing significant enhancements including support for arbitrary display modes and overscan (2.0), clipboard load/save,

centralized string handling (for ease of localization), and simplified subroutines for displaying, saving, and printing ILBMs. And the 8SVX reader now plays! This is version 37.10, an update to version 37.9.  
Author: Carolyn Scheppner

#### ReqTools\_rel2.0

reqtools.library is a standard Amiga shared, runtime library. The purpose of ReqTools is to make it a lot quicker and easier to build standard requesters into your programs. ReqTools is designed with Commodore's style guidelines in mind, all requesters have the look-and-feel of AmigaDOS Release 2. Author: Nico François

Unpack disk A

Unpack disk B

#### CAM #673a&b Utilités de programmation

##### FarPrint\_v2.1

FarPrint consists of two major parts: one harbour process open to receive and distribute messages and requests and a set of 'C' functions to be linked into any program wishing to communicate with the FarPrint main process. While the standard debug.lib functions may even be able to get a message through when the Amiga has already gone home to its masters (Guru!), FarPrint requires the standard program environment (exec, dos, intuition & graphics) to be intact to display messages. The interface routines use the functions of the exec.library only, so they are safe to call even from low-level tasks. This program is a completely rewritten version of FarPrint v1.5 from Olaf Barthel. Includes source. Author: Torsten Jürgeleit

##### GadToolsBox\_v1.4

GadToolsBox is a program that will save you a gigantic amount of time and anguish in creating a GadTools user interface for your programs. This program is a followup of my other source generator "PowerSource". It's main purpose is to let you create your user interface without having to type in the necessary code and structures yourself. This version of GadToolsBox include many features. Includes source. Author: Jan van den Baard

##### HardBlocks\_v1.2

A shared library with support routines for Commodore's hardblock standard, and a small tool which demonstrates use of the library. Version 1.2, an update to version 1.1. Includes source. Author: Torsten Jürgeleit

##### Hextract\_v1.2

A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, etc. The data from a set of

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V1.3 Amiga and Lattice header files is included and packed for immediate reference by Hextract. Version 1.2, an update to version 1.1. Has greatly reduced search times. Freeware, includes partial source. Author: Chas A. Wyndham

#### HunkX\_v2.00

A utility to examine the hunk structure of executables, static libraries, dynamic libraries or object files. Supports all AmigaDOS 2.0 hunks. For use with KickStart 2.0 only. This is version 2.00, binary only. Author: Peter Stuer

#### makeinfo\_v1.48

A modified GNU makeinfo. This project started with the idea of bringing to the Amiga community a set of tools which would have greatly simplified the handling of on-line help as opposed to a printed manual. Currently, the Amiga programmer has to keep two separate files which have to be updated in parallel. If also some hypertext feature is desired, the document writer has to keep a third version of the file (since AmigaGuide® is still not enough spread that one can assume the user will have it somehow). Includes source. Author: Reinhard Spisser and Sebastiano Vigna

#### MPE\_v1.17

A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L and M2Make. This is version 1.17, an update to version 1.0. Binary only. Author: Marcel Timmermans

#### mungwall\_v37.54

Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. This is version 37.54, an update to version 37.52. Binary only. Author: Commodore Amiga; submitted by Carolyn Scheppner

#### Real3d\_developerToolkit

This file contains support material and information necessary when creating a shared library for interfacing frame buffers, graphics adapters etc. custom display devices from Real 3D v.1.4.1., information of how to create the library and how to use Real 3D's features which are related to custom display devices. The latest beta version of Real 3D v.1.4.1 is also included. Although data saving functions of the editor are removed, the version is sufficient for testing the functionality of the interface library. The program version is the 'turbo' version, which requires 68020/30/40 and a math coprocessor. The file also contains a test scene 'TestScene' including

a simple test object and suitable basic rendering options for frame buffer usage. The drawer 'Source' contains an example implementation of the interface library (for ACS Harlequin), written in SAS C. This example can be used freely.

#### reporter\_v1.3

Reporter is a program that works with Enforcer 2.8b, by Commodore, to provide Enforcer's debugging output in a format you can deal with without losing access to your serial port. Reporter does this by intercepting Enforcer's output, and sending it to Reporter's own standard output. Reporter only works with Enforcer 2.8b, size of 6400 bytes, and only runs under Kickstart 2.04 or greater. Binary only. Author: Steve Tibbett

#### RexxHostLib\_v37.1

This is a shared library package to simplify the ARexx host creation/management procedure. Rexx-message parsing is also included making it possible to control ARexx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). This is version 37.1, an update to version 36.14. This version has been updated for use with Kickstart 2.0. Includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

#### sconv\_v1.0

SConv converts Matt Dillions DAsm2.12 object files to S-RECORD format. The first default format must be used for assembling. Inspired by the 68HC11 assembler support but alas no S-RECORD. Binary only. Author: John Baker

#### Showlink\_v1.1

ShowLink lists all those hardlinks, created with the AmigaDos command "makelink" and it shows on which file or directory they point at. Includes source in Oberon. Author: Christoph Teuber

#### SpySystem\_rev3

Spy system allows monitoring of CPU times consumed by all tasks and processes running on the Amiga. This package also contains an utility (DSD) to show the free CPU time in graphical and numerical form. Report command can be used to list any or all tasks and processes, their priorities, start-up times, task pointers, task types, CPU times, time since last dispatch, signal states, etc. TOPCpu can be used to show ten most CPU active tasks or processes and their relative CPU usage in numeric and graphic formats. CPUTime measures CPU and real time used by a given CLI command (a bit like time in U\*IX). Timing accuracy vastly improved since the last version. Now exact timing is also available under Kickstart 1.x using a hardware CIA timer. Binary only. Author: Jukka Marin

#### sushi\_v37.7

Sushi is a tool to intercept the raw serial output of Enforcer 2.8b, Enforcer.megastack 26.f, Mungwall, and all tool and application

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debugging output that uses kprintf. This makes it possible to use serial debugging on a single Amiga, without interfering with attached serial hardware such as modems and serial printers. Sushi also provides optional signalling and buffer access to an external display/watcher program. Binary only. Author: Carolyn Scheppner

#### TalinCode

A bunch of source code for demos, tests, and experiments, that the author wrote over a period of 8 years, mostly for recreation or for general R&D for projects that never materialized. Includes 3D techniques, a maze generator, logarithms, basic utility functions, dos functions, random numbers, and much more. Includes source, mostly in assembly code. Author: David Joiner

#### TasqWatch

At periodic intervals, TasqWatch scans all the tasks currently loaded. It then writes a report of what it found (including task name, priority, and address) to a time-stamped file. The file is overwritten each time, so it does not grow without bound. Binary only. Author: D. Higgins

#### vcb\_v1.0B

Implementation of the Virtual Coordinate Box (VCB) BOOPSI class. Author: Stefan Reisner

#### XSB\_v1.0

XSB is a defined standard for fancy screen blankers. It allows the easy implementation of blanking effects without worrying about the blanker commodity itself. Also, it allows sharing a screen blanking effect with several different blankers supporting the XSB standard. A simple screen blanking commodity -- XSB\_CX -- is included in the distribution package. Author: Oliver Wagner

#### Unpack disk A

#### Unpack disk B

#### CAM #682a&b Languages

#### DICEUtilities

Here is mkproto, a program for generating prototype declarations for all functions appearing in a C source file. The input C code may be either K&R or ANSI C (i.e. it's OK if the functions are defined using prototypes). Unlike some of the sed-based scripts floating around, it correctly handles prototype promotion (e.g. the prototype for 'int foo() char x;...' is 'int foo(int x)'). Also, it should work OK on just about any computer, not just Unix-based ones (it's been tested under minix, Unix, and TOS). Author: Eric R. Smith

#### EZAsm\_v1.7

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Combines 68000 assembly language with parts of C. Produces highly optimized code. Uses C-like function calls (supports all 2.04 functions), braces, "else", ".fd" support, and much more. Comes bundled with A68k and Blink, for a complete programming environment. This is version 1.7, an update to version 1.6. Includes example source and executable files. Binary only. Author: Joe Siebenmann

#### J\_v4.1

j is an interactive, functional language that has complex numbers, arrays of arrays, first class functions, and meta-functions. Its nearest linguistic relative is Sharp APL for Unix ( sax ), but it differs from sax in that j uses the ascii character set and has more functional programming features. Includes ource in 'C' Author: Klaxon Suralis

#### Miracula\_v2.32

This isVersion 2.32 of miracula. A derivate of the functional programming language Miranda for Unix.

#### Ninfo\_v2.0

A disassembler for memory, boot blocks, objects, libraries, and executables. Version 2.0, includes source. Author: Tony Preston

#### Parse\_v1.0

Parcoureur ("parser") de ligne de commande facile d'emploi et suivant totalement les conventions du systeme V pour le passage des options. Auteur: Jean-Pierre Rivière.

#### perl\_4.035\_v010

Welcome to the Amiga port of Perl 4.035. For those of you who may not be familiar with perl, it is a programming language that has become very popular among user of the Unix operating system. The language is very useful for the manipulation of text, files, and processes and the syntax is very C-like. Perl is interpreted, which can be very convenient when developing small utilities and one-shot scripts. Author: Kent Dalton

#### PowerLOGO\_v1.1

A powerful and versatile dialect of the LOGO programming language. Includes all of the support for word and list processing, program code processing, local variables, global variables, free variables, recursion, tail recursion, etc that you expect from LOGO. Also includes support for demons, while loops, menus, screens, windows, window graphics, turtle graphics, reading and writing files, optional inputs for procedures, mutable lists, etc. This is version 1.1, an update to version 1.00. Binary only. Author: Gary Teachout

Unpack disk A

Unpack disk B

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CAM #685a,b&c Utilités de programmation

AmigaPGP\_v2.0

PGP (Pretty Good Privacy) ver 2.0 - RSA public-key encryption freeware, protects E-mail. Lets you communicate securely with people you've never met, with no secure channels needed for prior exchange of keys. Well featured and fast! Excellent user documentation. PGP has sophisticated key management, an RSA/conventional hybrid encryption scheme, message digests for digital signatures, data compression before encryption, and good ergonomic design. Source code is included.

BeerMon\_v0.41

The BeerMon is another kind of monitor compared to those of the past like C-monitor, Amon, etc. He is a monitor of the nasty type because he makes no use of any library, device or even Kickstart stuff, in fact you may rip out the Kickstart ROM once the BeerMon is running. The BeerMon includes a full screen editor which is of use in most cases. etc. Binary only.

chelp\_v1.34e

Chelp is a program that will make life easier for programmers. Everybody knows how timeconsuming and boring it is to lookup things in the RKR Includes & autodocs. Binary only. Author: Mathias Widman

DBuff\_v1.3

Source code with a small demo to implement double buffering by adding a second ViewPort to an Intuition screen. Version 1.3, an update to version 1.0. Includes C source. Author: Andrew Martin, SciTech Software

Enforcer\_v37.25

This is a completely new Enforcer for the Amiga. It has many new and wonderfull features and many new and wonderfull options. Binary only. Author: Michael Sinz

FarPrint\_v2.2

Debugging functions for programs which don't have any links to their environment. Version 2.2 include many new features. Author: Torsten Jürgeleit

Intuisup\_v4.6

A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.6, an update to version 4.5. with new features and bug fix. Author: Torsten Jürgeleit

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## MPE\_v1.31

A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L M2Make, M2Project, and M2LibLink. This is version 1.31, an update to version 1.17. Binary only. Author: Marcel Timmermans

## MykesBug\_v1.10

Mykesbug is a debugger for the Amiga family of computer. The debugger is designed to be as system independant as possible. This means that it is possible to do debugging after a program has guru'ed. Infact it is sometimes possible to correct what went wrong and have the system continue as if it had never crashed. Version 1.10 include new features. Binary only, author: Joshua Dinerstein

## Neural\_network\_v3.0

This package contains all the functions necessary to generate a Neural network which you can train and use in your programs. This package contains the C/C++ code for a single hidden layer, and a 2 hidden layer neural network. The network is feedforward and fully connected. You may specify an size for each layer at run-time. Author: Charles Anstey

## PowerVisor\_v1.20

A powerful machine language debugger and system monitor designed for the serious Amiga programmer. PowerVisor supports all Amigas and all processors (including the 68040). There are two versions, one for AmigaDOS 2.0 and one for AmigaDOS 1.3 (or 1.2). Among many other things, PowerVisor supports symbols and ARexx (with 215 different ARexx commands). It is also very customizable. The AmigaDOS 2.0 version supports online help with 'AmigaGuide' and is installable with the 2.0 Installer. This is version 1.20. Source for some examples is included.

PowerVisor is shareware. Registered users can order the complete PowerVisor source. Author: Jorrit Tyberghein

## RConfig\_v1.1

RConfig is a 2.0 utility for Manx Aztec C 5.2a users for configuring a replacement linker library (rlib.lib). This library is simply linked with your code, before c.lib, cl.lib, cl6.lib, or cl16.lib. The replacement functions available are: stkchk() An improved low stack condition test, which takes into account the size of a procedure's local stack frame; optional dynamic stack code main() Choose from 3 variations of the startup code: normal, detaching, residentable setjmp() Adds support for free()'ing DynaStack extension stack blocks and alloca()'d blocks In addition, an alloca() function is provided. This doesn't replace any similarly named function in clib, but I much prefer it over the GNU alloca.c code. Author: Anthon S T Pang

scypmonv\_v1.6

A full-screen-editor monitor. Binary only, author: Jörg Bublath

Unpack disk A

Unpack disk B

Unpack disk C

CAM #693a.b&c Utilités de programmation

ADocII\_v1.30

New version rewritten from scratch, of a help utility for the Amiga which allows you to have permanent help on any subject you want. Features include automatic search of any word on which you clicked, intelligent term requester, ability to use Commodore "AutoDocs" files and any nonproportional font, an AREXX port, and more. Both French and English versions. This is ADoc2 version 1.30, an update from ADoc 1.21. Binary only. Author: Denis Gounelle

ANSI\_v1.6

A small CLI utility to convert C source between ANSI and Kernighan and Ritchie function definition formats. Also allows generation of prototypes. No Amiga extensions and should be portable. Version 1.6, an update to version 1.0. Includes C source. Author: Andrew Martin, SciTech Software

AUSH\_v1.55

A command line interpreter for the Amiga. Features include file name completion, pattern expansion, expression computation, command history, for...done loops, full support of AmigaDOS 2.0, and much more. Almost fully compatible with ARP and Commodore shells. This is version 1.55, an update from version 1.42. Binary only. Author: Denis Gounelle

DCTV\_Library\_v3.48

"dctv.library" is a disk-resident library providing functions to developers for converting 24-bit RGB data to and from DCTV display format. Author: Digital Creations, Inc.

EasyProcess\_v2

This is a process control library. You can easily launch threads, pass them data, send them kill signals and wait for their termination with a few simple calls. Author: Pierre Baillargeon

Hextract\_v1.2

A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function

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definitions, registers, library offsets, etc. The data from a set of V1.3 Amiga and Lattice header files is packed into the included file "headers.z" for immediate reference by Hextract. Version 1.2, an update to version 1.1. Freeware, includes partial source. Author: Chas A. Wyndham

#### Intuisup\_v4.7

A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.7, an update to version 4.6. Author: Torsten J|rgeleit

#### patch\_v2.0.12u8

Patch will take a patch file containing any of the four forms of difference listing produced by the diff program and apply those differences to an original file, producing a patched version. By default, the patched version is put in place of the original, with the original file backed up to the same name with the extension ".orig" ("~" on systems that do not support long filenames), or as specified by the -b, -B, or -V switches. The extension used for making backup files may also be specified in the SIMPLE\_BACKUP\_SUFFIX environment variable, which is overridden by above switches. Include source, Author: Larry Wall Ported by Alex Pelosi & Gianluca Marcoccia

#### RKRM\_Devices

Complete source code and executables of all the examples of the devices part in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Author: Commodore CATS

#### RKRM\_Lib

Complete source code and executables of all the examples of the libs part in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Author: Commodore CATS

#### Skew\_v1.20

Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality. Version 1.20, an update to version 0.85. Includes source. Author: Piotr Obminski

#### StripIt\_v1.3

A programming utility that strips all kinds of comments from given source codes of all programming languages. It is controlled by a config file which includes the rules of the comment chars. Some configuration files included. OS 2.xx only. Version 1.3, freeware, binary only. Author: Hans-Peter Guenther

#### Unpack disk A

#### Unpack disk B

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Unpack disk C

CAM #699a&b Utilités de programmation

Enforcer\_v37.26

A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-Kick-start-Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. This is version 37.26 and requires V37 of the OS or better and an MMU. Author: Michael Sinz

PCHGLib\_v1.1

This archive contains the PCHG (Palette CHAnGe) IFF chunk specs and tools. The new IFF chunk PCHG allow to specify line-by-line palette changes in a simple way which is independent of the video mode; while it allows up to 65536 registers, it's usually shorter of an equivalent CTBL or SHAM chunk. Library code with full source and documentation is provided for a straightforward implementation in your programs. PCHG has been developed in BIX through an open discussion of many Amiga programmers, and it is our hope that it will become the Amiga standard for palette change technology.

ReqTools\_v2.1

Reqtools.library is a standard Amiga shared, runtime library. The purpose of ReqTools is to make it a lot quicker and easier to build standard requesters into your programs. ReqTools is designed with Commodore's style guidelines in mind, all requesters have the look-and-feel of AmigaDOS Release 2. This version 2.1 including many new features. Author Nico François

Shadow\_v5.0

SHADOW is a concurrent-object-oriented addition to AmigaDOS. Its principle design goal is to help standardize an extensible environment paradigm. It takes advantage of some of the better AmigaDOS facilities (shared memory system, IPC ports, and fast context switching) by internally managing much of the inter-task communications, resource tracking, and resource allocation. Package includes many other nicities, like semaphored, non-recursive AVLTrees (implemented in, ick, assembly), hashed lookup of string constants, and other neat stuff. V5.0 is an update to V4.6 with many features and bugs fix. SHADOW does require 2.0. Author: David C. Navas

PowerVisor\_v1.42

A powerful machine language debugger and system monitor designed for the serious Amiga programmer. PowerVisor supports all Amigas and all

processors (including the 68040). There are two versions, one for AmigaDOS 2.0 and one for AmigaDOS 1.3 (or 1.2). Among many other things, PowerVisor supports symbols and ARexx (with 215 different ARexx commands). It is also very customizable. The AmigaDOS 2.0 version supports online help with 'AmigaGuide' and is installable with the 2.0 Installer. This is version 1.42. Source for some examples is included. PowerVisor is shareware. Registered users can order the complete PowerVisor source. Author: Jorrit Tyberghein

#### SanaIIdeveloper\_v1.4

SANA-II Developer Support Package. November 12th, 1992: - Previous to this release, the SANA-II structure Sana2DeviceStats was defined differently in sana2.h and sana2.i. The assembly include file contained an erroneous entry for a field labelled 'SoftMisses'. This field had been removed from the 'C' header file, but never from the assembly include. To resolve this problem, this field in the assembly file has been kept (to preserve structure size), but marked as "Unused". A ULONG has been added at the appropriate location in the header file, and also marked as "unused". If you were using the header file definition for this structure, please take note that the structure size has -changed-! - The SLIP and CSLIP drivers have been included in this archive. These drivers are primarily useful only to an IP-based protocol stack, but can be used in other applications.

Unpack disk A

Unpack disk B

CAM #711a,b & c Langages

F68k\_v21.4.92

This is a Forth 83 implementation for Amiga, Including source in assembler.

Gambit\_Comp\_v1.8

A compiler for the full Scheme Programming Language which conforms to the IEEE/ISO and Revised Report standards. Contains complete sources for the compiler. The compiler is shareware and requires about 3Mb and a hard disk for effective development. The interpreter is Freeware and requires about 1.5Mb to run. Author: Marc Feeley, Amiga work and documents by Ken Dickey

Gambit\_Terp\_v1.8

An interpreter for the full Scheme Programming Language which conforms to the IEEE/ISO and Revised Report standards. In addition, some code samples and tutorials are included. It also contains complete sources for the interpreter and compiler. The interpreter is Freeware, and requires 1.5Mb to run. Author: Marc Feeley, Amiga work and documents by Ken Dickey

gcc\_frontend\_v2.1

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Driver & Setup program for GNU C / C++. Author: The KRUEMELMONSTER2000 Software Company

IntroductionToARexx

South West Amiga Group Presents: Introduction To ARexx, an Arexx tutorial.

PhxAss\_v2.11

A MC68000 Macro Assembler which supports includes, incbins, small data and small code model, optimization, 12 arithmetic operations, relocatable and absolute code, floating point equates and nearly all standard assembler directives. PhxAss can be used from CLI only. This is version 2.11, binary only. Author: Frank Wille

PhxLnk\_v1.27

An Amiga DOS Linker which is very small (7 KB) and processes the small-code/data model. It does not support overlay hunks in the current version. PhxLnk can be used from CLI only. This is version 1.27, binary only. Author: Frank Wille

SKsh\_v2.1

(SKsh is a Unix ksh-like shell which runs under AmigaDos. it provides a Unix like environment but supports many AmigaDos features such as resident commands, ARexx, etc. Scripts can be written to run under either ksh or SKsh, and many of the useful Unix commands such as xargs, grep, find, etc. are provided. For quite a while it was the only AmigaDos shell which provided an environment similar to Unix, but now there are two other unrelated projects to port the actual Unix ksh to AmigaDos). Version 2.1 supports the following new features: True pipes between internal and external commands, and even shell functions or aliases. Background shell control structures without needing to invoke another SKsh. Several new commands and utilities. Cross filesystem moves of files and directories. Enforcer cleanliness. AmigaDos 3.0 compatibility. Bug fixes. More... Binary only, Author: Steve Koren

TurboDEX\_v1.2

A compiler for the DEX language. DEX is a language similar in structure to Modula2 and C, but different and simpler in concept. Features include compact and fast executables, clear program structure, integration of Exec/Dos/Gfx/Intuition library calls in the compiler, inline assembly, register variables, commented assembly source output, easy to manage development system, and more. Version 1.2, an update to version 1.1. Public domain, binary only. Author: Wouter van Oortmerssen

Unpack disk A

Unpack disk B

Unpack disk C

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CAM #712a&b Utilités de programmation

AmigaPGP\_v2.1

PGP (Pretty Good Privacy) ver 2.1 - RSA public-key encryption freeware, protects E-mail. Lets you communicate securely with people you've never met, with no secure channels needed for prior exchange of keys. Well featured and fast! Excellent user documentation. PGP has sophisticated key management, an RSA/conventional hybrid encryption scheme, message digests for digital signatures, data compression before encryption, and good ergonomic design. This PGP 2.1 release has numerous bug fixes over PGP 2.0, and some extra features. New features include a command to display the hash of a public key to facilitate verifying a key over the phone, using the key ID or user ID to select a key, and a way to send unencrypted signed messages through E-mail that may be read without using PGP. Source code is included.

autodoc-it\_v1.13

AUTODOC-IT is a program in amigaguide/hypertext-format which helps you to get your autodocs (converted with ad2ht included in the amigaguide-package) together in one document. Binary only, Author: pseudonym

AztecErr\_v1.0

A Manx quickfix support program. If you use the quickfix option of AztecC version 5.xx, you can set CCEDIT to this program. It opens a window which displays all errors one after another. It also has an ARexx port and a gadtools user interface. Optionally uses the RexxHost.library (c) by MXM. Version 1.0, OS 2.xx only, freeware, binary only. Author: Hans-Peter Guenther

IncRev\_v1.10

A small program for a makefile or an lmkfile to update a program's revision number after each successful compile process. This is version 1.10, an update to version 1.03. Includes source in C. Author: Joerg Fenin

MeMon\_v1.0

An intuition-based utility that allows you to monitor or change specific memory addresses. User may select byte, word, or long word alignment. Displays in binary, hex, and signed or unsigned decimal. Also useful for displaying ascii codes of various character key mappings and/or as a hex/binary/decimal converter. Version 1.0, binary only. Author: David Ekholm

MPE\_v1.38

A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming

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Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L M2Make, M2Project, and M2LibLink. This is version 1.38, an update to version 1.31. Binary only. Author: Marcel Timmermans

#### MungWall\_v37\_58

Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. This is version 37.58, an update to version 37.52. Binary only. Author: Commodore Amiga; submitted by Carolyn Scheppner

#### NiceMove

Some different examples in C of MOUSEMOVE event handling during high CPU or DMA usage. Version 1.00, first release. Includes source and a sample program. Author: Thies Wellpott

#### RemLib\_v1.20

A little CLI tool that closes the specified libraries in a system-friendly way. Ability to specify multiple libraries with return status about the success of each one. Codesize about 2 KB. Version 1.20, OS 2.xx only, includes source in C. Public domain. Author: Hans-Peter Guenther

#### ReqTools\_v2.1a

Reqtools.library is a standard Amiga shared, runtime library. The purpose of ReqTools is to make it a lot quicker and easier to build standard requesters into your programs. ReqTools is designed with Commodore's style guidelines in mind, all requesters have the look-and-feel of AmigaDOS Release 2. Version 2.1a Include many features and bug fix. Binary only, author: Nico François

#### REXXProgs

Some good, well-commented, examples of REXX programming. Includes Palette.rexx, an ARexx tutorial on using the rexxarplib.library to open a window (in this case a color palette) on any public screen and send messages to another ARexx process. ShoList.rexx, displays system lists (libraries, ports, tasks, etc.) and Sz.rexx, Displays alphabetically sorted directory with filesizes. CLI only. Author: Richard Lee Stockton

#### sana2developer\_v1.5

The official Commodore developer information package for the SANA-II Network Device Drivers. Includes the SANA-II spec, readme files, SANA-II drivers for Commodore's A2065 (Ethernet) and A2060 (ARCNET) boards, docs and includes, and some examples. Release version 1.5, update to version 1.4. Author: Commodore-Amiga Networking Group

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## SnoopDos\_v1.7

A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 1.7, an update to version 1.6. Including new features and bugs fix. Includes source in C. Author: Eddy Carroll

## SELCO\_SourceOptimzer\_v1.0

A little assembly language source optimizer. While most assemblers have optimization, they optimize the compiled code. One disadvantage of this however, is when debugging code thru a disassembler or monitor, the code you see differs from that you have written because of the optimization. By optimizing the source first, you can eliminate some of these differences. Version 1.0, binary only, CLI usage only. Author: Alexander Fritsch

## Struct-Saver\_v1.20

A utility to save the whole menu or gadget structure of a window as C-source code. Useful if you want to make a 2.0-tool running under 1.2/1.3, gadtools generates all necessary menu structures in memory, this tool saves them as source code. Version 1.20, first release, requires OS 2.0. Includes source in C. Author: Thies Wellpott

## Unpack disk A

## Unpack disk B

## CAM #716abcd&amp;e Langages

## Amiga\_E\_v2.1

An Amiga specific E compiler. E is a powerful and flexible procedural programming language and Amiga E a very fast compiler for it, with features such as compilation speed of 20000 lines/minute on a 7 Mz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, module concept with 2.04 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low level polymorphism, exception handling and much, more. Written in Assembly and E. Version 2.1, public domain, includes partial sources. Author: Wouter van Oortmerssen

## GCC\_v2.3.3

This is a new distribution including GNU CC version 2.3.3. It's a brand new version, and I'm sorry to say that I had almost no time to test it deeply, lets just hope it's as stable as the previous versions were. Since I'm away for 5 weeks, I just wanted to get this out before its old again ;-) Most changes since 2.2.2 are bug fixes in the C++ part, and, there is a first version of a runtime support library for Objective C. The rest of the distribution is the same as for 2.2.2,

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therefore I include after this short introduction the README.2.2.2 that accompanied gcc222.lha. Note: no new libg++, sorry, didn't have time to compile! Inline-Headers: Since the A4000 is now out, and thus OS3.0 is official, I'm including inline headers for OS3.0. They're very new (newer than 2.3.3;-)), and I don't trust them fully, take take and be cautious using them. Please tell me about bugs, as usual!

Unpack disk A

Unpack disk B

Unpack disk C

Unpack disk D

Unpack disk E

CAM #729a&b Langages

Adev\_v1.2

ADev11 is a complete development system for the Motorola MC68HC11 processor. Separately assembled source files are linked to produce an S-record file. Includes assembler (a highly modified version of DAsm), linker, librarian, disassembler and serial downloader. Additionally, the assembler, linker and librarian handle source for 6800, 6303 and 68HC16. For those that dislike S-records there is a converter which converts to memory dump. Source for the converter is included. Author: Stan Burton

BoopsiButtonClass\_v37.1

Buttonclass is a boopsi custom gadget which looks like a standard gadtools button gadget. The buttonclass supports a couple of things gadtools does not, the foreground and background color of the gadget can be changed, and the gadget can be put into the selected state so the gadget looks depressed. This example code by Douglas Keller.

Cleo\_v1.00

Implementation of a new experimental Pascal like language. Besides the normal data types, includes 2D and 3D data types, and an RGB color data type. Includes a compiler and interpreter, example programs, and documentation. Version 1.0, includes full source in C to compiler, interpreter, and examples. Author: Diallo Barrou

GNUSmallTalk\_v1.1.1

This is my compilation of (already modified) source of Small-Talk-Interpreter. It's compiled on an 68000-Amiga with OS2.0 using M. Wild's port of GCC-1.40. I guess this works, I don't know anything Smalltalk, Hubert Feyrer.

SB\_Prolog\_v3.1

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This is Vince Herried port of the U of Arizona Stony Brook Prolog V3.1 for the Amiga. This version has been tested under Amiga dos 1.3.2 and 2.04 which no problems. I recommend a mininum of 3Mb of ram.

#### SEKA\_convert

SekaConvert just takes your source code in SEKA (most of demo coders use this silly machine-hacking compiler) and converts it in a mostly compilable program for a "clean" compiler, like DEVPAC. Shareware.  
Author: Jean-François Stenuit

Unpack disk A

Unpack disk B

#### CAM #735ab&c Utilités de programmation

##### cweb\_v2.8

A programming tool that allows you to program top down, by splitting your program into many small, and understandable modules which ctangle tangles into a compiler understandable file. By apply cweave to the program you can produce a pretty-printed listing for processing with TeX. This is version 2.8, includes source. Author: Donald Knuth, Silvio Levy, port by Carsten Steger

##### EGS

This is the demo version of the EGS retargettable window system for the native Amiga graphics chipsets (standard, EGS, AA). It is a full 24 bit/16 Million colours graphics standard. Included in this demo are the EGS libraries, preferences, demos, docs and includes for C and assembler. It is herewith possible to write programs for EGS. Author: Viona Development.

##### Enforcer\_v37.28

A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-Kick-start-Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. This is version 37.28, containing a bug fix to version 37.26 on disk number 754. Requires V37 of the OS or better and an MMU. Author: Michael Sinz

##### Hextract\_II\_v1.1

A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, prototypes, and pragmas. The data from a set of V2.x Amiga and Lattice header files is included and packed for immediate reference by Hextract. HextractII Version 1.1 an



update to extract version 1.2. Freeware, includes partial source.  
Author: Chas A. Wyndham

#### ImagefxDeveloperKit\_v0.90

This directory contains developer information for use in creating modules and hooks for the ImageFX image processing system. It is as yet incomplete, but there have been so many requests for information that I thought it would be better to release what was available now and update later. Author: Tom Krehbiel

#### indent\_v1.7

A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Version 1.7, an update to version 1.4. Includes source. Author: Various, Amiga port by Carsten Steger

#### MungWall\_v37.58

Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. This is version 37.58, an update to version 37.54. Binary only. Author: Commodore Amiga; submitted by Carolyn Scheppner

#### Precognition\_v1.02

Precognition is an interface builder program for Intuition that allows you to create attractive, 3D-style interfaces like Workbench 2.0, but under AmigaDos 1.3! includes source. Author: Lee Willis

#### ReqTools\_v2.1d

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 2.1d, lots of enhancements since release 2.0a. Includes a demo and glue/demo sources. Author: Nico Francois

#### Run68017

Provides run time emulation of about 30 of the 68020 instructions with a 68000. Only the emulated instructions can use the new 68020 addressing modes. Uses a gadget to enable/disable emulation. An upgrade from Run68013. Includes source in assembly. Author: Kamran Karimi

Unpack disk A

Unpack disk B

Unpack disk C

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## CAM #740 Langages

## ACE\_v1.01

ACE is a PD Amiga BASIC compiler which, in conjunction with A68K and Blink produces standalone executables. No special run-time shared libraries are required. The language is both a subset and superset of AmigaBASIC with many features not found in the latter such as: turtle graphics, recursion, SUBs with return values, structures, arguments, include files, a better WAVE command which allows for large waveforms, external references, named constants and several extra functions.

Author: David Benn

## Amiga\_E\_v2.1b

An Amiga specific E compiler. E is a powerful and flexible procedural programming language and Amiga E a very fast compiler for it, with features such as compilation speed of 20000 lines/minute on a 7 Mz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, module concept with 2.04 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low level polymorphism, exception handling and much, more. Written in Assembly and E. Version 2.1b, public domain, includes partial sources.

Author: Wouter van Oortmerssen

## UNSW\_Prolog\_v1.0

UNSW Prolog 4.2 is a Prolog interpreter currently in use at the School of Computer Science and Engineering at the University of New South Wales, Sydney, Australia. This is the AmigaDos port of this interpreter. Amiga version 1.0 is the first public release. It works under Workbench 2.x (it has not been tested with 1.3, but does not contain any 2.x specific code) and includes an optimized 68030 version of the executable. This 68030 version does not contain 6888(1|2) code, so users without FPU's can benefit as well. This release is Enforcer clean. Original author: Claude Sammut, Amiga port: Peter Urbanec.

## Unpack

## CAM #743a,b&amp;c Utilités de Programmation

## AztecErr\_v1.25

A Manx quickfix support program. If you use the quickfix option of AztecC version 5.xx, you can set CCEDIT to this program. It opens a window which displays all errors one after another. It also has an ARexx port and a gadtools user interface. This is version 1.25 an update to version 1.0. Removed some enforcer hits and is now font independent. Requires AmigaDOS 2.04 or higher. Freeware, binary only.

Author: Hans-Peter Guenther

## BoopsiButtonClass\_v37.2

Buttonclass is a boopsi custom gadget which looks like a standard gadtools button gadget. The buttonclass supports a couple of things gadtools does not, the foreground and background color of the gadget can be changed, and the gadget can be put into the selected state so the gadget looks depressed. This example code by Douglas Keller.

#### BumpRevDeluxe\_v2.200

This is a tool for all assembly language programmers who want to document the changes at the different revisions. BumpRevision Deluxe generates the well-known \$REVISION-HEADER autoMAGICally and allows you to comment the changes. Additionally, the latest version number and the revision-date is included in the source-code as a macro, so you can easily update things like version-strings in your own programs. BumpRevision Deluxe requires an ordinary AMIGA equipped with OS 2.0. binary only. Author: Peter Simons

#### DialogLib\_v1.0

The dialog library may be considered as an automatic builder for special graphical user interfaces, namely what is commonly known as dialog boxes. Include C source, author: Stefan Reisner

#### DrDobbsCompress

Quick conversion of a DrDobbs compression programs: entropy, huff & huffd. Include C source.

#### EGS\_v15-3-93

This is the demo version of the EGS retargettable window system for the native Amiga graphics chipsets (standard, EGS, AA). It is a full 24 bit/16 Million colours graphics standard. Included in this demo are the EGS libraries, preferences, demos, docs and includes for C and assembler. It is herewith possible to write programs for EGS. Version 4.111. Author: Viona Development.

#### Enforcer\_v37.36

A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-Kick-start-Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. This is version 37.36, Requires V37 of the OS or better and an MMU. Author: Michael Sinz

#### GigaMemDevKit\_v3.00

The General Purpose of vmem.library is to make a virtual memory handler available to any application writer while keeping things as transparent and easy as possible. Any application using vmem.library will work with or without actually having installed virtual memory. No need for huge checks all over the code. As soon as GigaMem is installed, all

applications using vmem.library will take advantage of it. If other virtual memory systems will appear on the market (e.g. from Commodore), vmem.library will be updated to support it. Your application will take advantage immediately without a change.

#### Mungwall\_v37.64

Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. This is version 37.64, an update to version 37.58. Binary only. Author: Commodore Amiga; submitted by Carolyn Scheppner

#### OpalVisionDevKit\_v1.2

This archive contains the complete Developers Documentation for the OpalVision system.

#### Owner\_v37.2

Owner is used to find the "owner" of a RAM or ROM address. Owner can find the "owner" or status (free) if the address is in: Task Control Block, Task Stack, SegList, Public Message Ports, Messages on public ports, tc\_MemEntry, FreeList, ROM Modules. Version 37.2 of Owner adds "SegTracker" support. If SegTracker (now distributed with Enforcer) is running, owner can find the hunk and offset of any address that's in any loaded code (process, library, device, handler, etc.). Binary only, author: Commodore-Amiga

#### Precognition\_v1.04

Precognition is an interface builder program for Intuition that allows you to create attractive, 3D-style interfaces like Workbench 2.0, but under AmigaDos 1.3! includes source. Author: Lee Willis

#### rcs\_v5.6

Revision Control System \*AmigaDOS 2.0 ONLY\* This is version 5.6 of RCS, the latest from the RCS folks (the one that came out on the Amiga World Tech Journal disk was 4.3). The new version works with binary files as well as text files, and has several other enhancements. Archive includes manual pages (in Amiga format) and binaries: ci, co, rcsdiff, rlog, rcs, merge, rcsmerge, and rcsclean. Also includes the latest GNU diff (v1.15) which is required for RCS. \*FREE\* and the source code is available. Author: Steve Anderson

#### SIM\_v1.72

System-Independent Monitor. SIM is a very powerful debugger and monitor. It was designed to work under all circumstances and especially to supervise rather unconventional programs which do not make much use of the operating system or do completely disable it for more or less long time. Binary only, author: Stefan Walter

### TagListLibrary

KickStart2.0 use taglists to handle variable numbers of arguments to functions. This method is rather slow but highly flexible since you search out each argument independent of it's location. If you would like to use taglists under KickStart 1.2 you can use the primitive functions in this library. Both KickStart 1.2 and KickStart 2.0 users can benefit from the tag list to structure conversion function. If Commodore modify (improve) their taglist specifications you will not need to rewrite or recompile your programs because updating the binary taglist.library file will do. Include source, author: Sam Hepworth

### VCB&VCX\_v1.2B

Implementation of the Virtual Coordinate Box (VCB) BOOPSI class.  
Author: Stefan Reisner

### VirtualMemory\_v1.0

VM refers to the memory available to a program which exists either in Primary Memory (Physical) or in Secondary Memory (Disk). Normally VM space is larger than physical space and it is the task of the processor/OS to switch data to and from the disk. On 386/486 systems VM exists when working in what is called Protected Mode, The Amiga doesn't support such capabilities, and my functions try to create such environment. The abstraction used is that of Segments - Blocks of memory of varying size which all exist in VM. When you need to use a segment it is mapped to physical memory starting at a specific Base Address. If there is no room for a segment other segments will be swapped to disk to make room. An important concept is that of a PRESENT segment. such segment resides in physical memory and has a valid Base Address. Include C source, Author: Amit Fridman

### Unpack disk A

### Unpack disk B

### Unpack disk C

### CAM #750a,b,c&d Languages

### ANIM-Hspecification

This document describes version 0.6 of the ANIM-H IFF file format. It assumes that the reader is already familiar with the IFF standard and the inner workings of the ANIM-5 format. This specification may be subject to change before it becomes something real. Author: Steve Koren

### ASpecT

This is the GCC Amiga version of the ASpecT 2.0 System, which was an attempt to provide an implementation for (a subset of) Algebraic Specifications of Abstract Datatypes. Also parametrized modules were supported. Designed to be as user-friendly as possible, including overloading facilities and a source-level debugger. Efficiency called

for by value evaluation and reference counting memory management.  
Include C source, Author: Kai Hofmann

#### Calc\_v37.302

Calc is a RPN programmers calculator with only integer support, it does not support floating point numbers. It is unique in that it displays four bases at the same time, binary, octal, decimal, and hexadecimal. It supports the basic integer arithmetic like addition, subtraction, multiplication, division, and modulus, as well as basic logical arithmetic like shift, and, or, xor, and not. Requires AmigaDOS 2.x binary only.  
Author: Douglas Keller

#### GNU\_SmallTalk\_v1.2

GNU Smalltalk attempts to be a reasonably faithful implementation of Smalltalk-80 {tm ParcPlace Systems} as described in the "Blue Book", also known as "Smalltalk-80: the Language and its Implementation", by Adele Goldberg and David Robson. needs >020,ixemlib.

#### GNU\_Tile\_Forth

TILE Forth is a 32-bit implementation of the Forth-83 Standard written in C. Thus allowing it to be easily moved between different computers compared to traditional Forth implementations in assembly. needs >020,ixemlib

#### Unpack disk A

#### Unpack disk B

#### Unpack disk C

#### Unpack disk D

#### CAM #756a&b Utilités de Programmation

#### AmigaGuide\_Dev\_v34.3

This disk or archive contains AmigaGuide, AmigaGuide development tools and examples, and a free electronic Product License Agreement for distribution of AmigaGuide. Author: Commodore-Amiga, Inc.

#### CodeWatcher\_v1.4

CodeWatcher is a program that creates an environment identical to that of a CLI under which any application can be executed. While the application is executing, all resource allocations and releases are tracked. Binary only. Author: Michael Plitkins

#### CTimer

CTimer will measure the execution time of any section of code from a complete program down to a single line. Freeware, includes source.  
Author: Chas A. Wyndham

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## DateSelectorGadClass\_v1.0

DateSelector gadget class. This gadget class is implemented as a subclass of "gadgetclass" BOOPSI class. Therefore it inherits all the qualities of its parent making it therefore a very flexible and easy to use gadget class. DateSelector gadget is like a group of buttons from which user can select a date. Author: Markus Aalto

## Fd2AsmInc\_v1.0a

This little program creates assembler include files from ".fd" files (I.E. the original Commodore .fd-files). There are several ways to format the output file. Version 1.0a, OS 2.xx only, freeware, includes source in assembly. Author: Hanns Holger Rutz

## FileCacheServer\_v1.00

This package is for compiler and assembler writers. It implements a cache for include files with a file cache server. Can greatly speed up compilation and assembling. Binary only. Author: Christophe Passuello

## FindHit\_v37.1

FindHit is used to find the line numbers where Enforcer and Mungwall hits occur in C source code. The idea for FindHit came from Doug Walker's Hitme program. FindHit requires AmigaDOS 2.0, v37 or greater. Includes source. Author: Douglas Keller

## GadLayout\_v36.18

The Dynamic Gadget Layout System. GadLayout takes away the job of having to calculate gadget sizes and positions relative to font size and language being used. Under GadTools, size and position have to be specified simply in absolute pixels. GadLayout is partly a frontend to GadTools, allowing you to define size and height in much more complex ways. Full font-sensitivity. GadLayout also expands on GadTools by offering you some new gadget kinds. Author: Timothy J. Aston

## GadToolsBox\_v2.0c

The follow-up to "PowerSource", GadToolsBox is a program that will save you a gigantic amount of time and anguish in creating a GadTools user interface for your programs. Create your user interface without having to type in the necessary code and structures yourself. binary only. Author: Jan van den Baard

## HunkAnalyzer

HunkAnalyzer is designed to analyze the format of an executable, display info about it, and save a stripped out version if possible. It is ment to be used by coders who work with DEVFAC-like compilers and want to have raw 68000 code to include in trackloads, for instance. Includes source. Author: Jean-François Stenuit

## IntuitionPlusPlus

An encapsulation of Intuition for C++. I++ is a library and include files defining classes wich manage Intuition in a simplest way, and manage also event handling. Author: Brulhart Dominique

IObjectLib\_v1.01

A linker library that emulates some gadgets of the gadtools library (CheckBox, Cycle, Button, Scroller, Integer, String) and an area of text with scrolling. Works with all versions of WorkBench. Includes examples and documentation in English and French. Binary only. Author: Christophe Passuello

MakeDMake\_v0.19

An automated DMake file generator. You give it the names of all the C-files used to produce your executable (except #include'd .c or .h files), and it will automatically scan them to find all dependencies, and produce a ready to use (in many cases) DMakeFile calling DCC with options you will need for normal compilation and linking. Version 0.19, an update to version 0.15. Includes source. Author: Piotr Obminski, from original code by Tim McGrath

Protoman\_v37.3

Protoman was designed to scan C source files and produce prototypes. It will also keep track of multiple prototype files in a main database for use with mutliple source file projects. Binary only. Author: Chirstian E. Hopps

Relocate\_v1.03

The purpose of this utility is to simly relocate an Assembler project from one place to another. It copies the source code, all binary files and includes to the specified directory and changes the path names in the source code as it progresses. Binary only. Author: Nick Lines

Unpack disk A

Unpack disk B

CAM #764a&b Utilités de Programmation

AdvancedDisassembler\_v1.1

ADis is a 68000+ disassembler which can automatically recognize data and strings put into the code segment. It also generates only those labels that are really referenced. The generated file will often be reassemblable. Now handles 020/881 instructions. ADis will also try to resolve addressing relative to a4, which many C compilers use in a small memory model. binary only. Author: Martin Apel

ADtoHT\_v1.01

A program to convert AutoDoc-files to AmigaGuide-format. Creates links

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to functions and include-files. Requires OS2.0+. Version 1.01, includes source, freeware. Author: Christian Stieber

#### AmigaMonitor\_v1.59

This is a machine code monitor/debugger program for the Amiga. This version is quite close to an actual symbolic debugger as it can read symbol table information from executable files and display them in disassembly listings. It also has a built-in script language. binary only. Author: Timo Rossi

#### ARexxBox\_v1.12

ARexxBox (inspired by Jan van den Baard's GadToolsBox) is a tool that eases the design, construction and implementation of an ARexx interface for a program. Style guide compliant. Need ReqToolsLibrary - not included. binary only. Author: Michael Balzer

#### AzMake\_v2.3

A work environment for Aztec C. You can compile, assemble, link, print, etc your programs by clicking a gadget. Typing in the Shell is out. Version 2.3, an update to version 1.1. Binary only, shareware. Author: Christian Friedel

#### Cat2H\_v1.0b

Cat2H will translate a catalog file into a header which only holds one define for a string (and `_no_` table). binary only. Author: Nico Francois

#### CConvert\_v1.82

A utility to convert IFF files to raw bitplane data. It features options to create sprite data lists or interleaved bitmaps. It can generate RAW files as well as linkable object files. Version 1.82. Includes source in assembler. Author: Klaus Wissmann

#### dorev\_v0.3

Source header builder, include c source, Author: David Schweikert

#### EZcpr\_v0.30

The idea behind EZcpr is to making using the SAS/C debugger(CPR) easier to use. EZcpr will allow you to extract the variable names from your source code and then allow you to select which variables you want to trace. You can then save the selections to a CPR script file which you can load in to CPR to automatically trace the variables you selected. binary only. Author: Cyrus Michael Sanii

#### FindHit\_v37.2

FindHit is used to find the line numbers where Enforcer and Mungwall hits occur in C source code. Requires AmigaDOS 2.0, v37 or greater. includes source, Author: Douglas Keller

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## FindLine\_v37.2

This little utility was inspired by HitMe, written by Doug Walker of SAS Institute. It is used to find the source file (and line number) of an Enforcer hit. binary only. Author: David N. Junod

## HeartBeat\_v1.0

HeartBeat is a system call monitor which allows all system calls accessible through libraries, devices or resources to be snooped on. Generic argument snooping is also provided. binary only. Author: Laurence Vanhelsuwé

## Iff2Obj\_v0.6

Iff2Obj enables you to create linkable files out of binary files or out of IFF-files. This is useful because the available C-compilers cannot convert huge amounts of ULONG []={ \_much\_ data } :-( Intuition interface, binary only. Author: Michael Krause

## PCHGLib\_v1.2

This archive contains the PCHG (Palette CHanGe) IFF chunk specs and tools. The new IFF chunk PCHG allow to specify line-by-line palette changes in a simple way which is independent of the video mode; while it allows up to 65536 registers, it's usually shorter of an equivalent CTBL or SHAM chunk. Library code with full source and documentation is provided for a straightforward implementation in your programs. Author: Sebastiano Vigna

## ReSource\_v5.12demo

Demo version of the commercial disassembler. Very fast, intelligent, interactive. Over 900 menu functions. Most of the Amiga structure names are available at the touch of a key (user-defined structures also supported). Base-relative addressing, using any address register, is supported for disassembling C programs. Choice of traditional 68K syntax or the new M68000 Family syntax. Online hypertext help. Requires minimum 1 MB of ram, OS V1.3 or greater, and arp.library. Version 5.12, an update to version 3.06, binary only. Author: Glen McDiarmid

## TNT\_v37.2

trap-handler replaces software error requesters with debug requester, replaces even unknown (non-dos/exec) trap handlers, adds serial output of any software error before displaying requester. binary only. Author: Commodore-Amiga

## Unpack disk A

## Unpack disk B

## CAM #768a&amp;b Langages

## ACE\_v1.01

ACE is a PD Amiga BASIC compiler which, in conjunction with A68K and Blink produces standalone executables. No special run-time shared libraries are required. The language is both a subset and superset of AmigaBASIC with many extra features. Author: David Benn

## AmigaPascal\_v1.0

This is a mini PASCAL compiler, which may be used for smaller projects. It is not yet quite complete and can only be run from the CLI. Works on all Amigas, and OS versions from 1.2 to 3.1. Version 1.0, freeware, binary only. Author: Daniel Amor

## Brainfuck

Compiler and interpreter for a restricted but useable language. Include Asm source, Author: Urban Mueller

## DiceProjtHandler\_v1.1

Nice interface for DICE C Compiler. Like commercial one! 68000 and 68030 version binary only. Author: Cedric Counotte

## E-GUI\_v1.0

Graphic User Interface for 'E'. With E-GUI you no longer need to use the 'E' language in a Shell or CLI window. You can fully take benefits of the Workbench environment without loosing any 'E' features. binary only. Author: Celso Martinho & Miguel Angel

## EPP\_v0.13B

EPP is an E project development tool which allows an E application to be developed in a modular fashion, which is a Good Thing. Include source, Author: Barry Wills

## False

The language FALSE and it's compiler were designed for only two reasons: Building a working compiler in just 1k (!), and a language that looks cryptic and fuzzy (in the APL tradition). It's quite powerfull (for it's size). It's a Forth type language with lambda abstraction and lots of other goodies. OS v37+, Binary only, Author: Wouter van Oortmerssen

## J\_v6.2

Amiga port of the language J, based on the 6.2 source distribution from ISI. Several minor changes were made for the Amiga version. It was developed using SAS C 6.2 using the usual prang/defrag tools. J requires ADOS v2+. Binary only, Ported by David Mitchell

## LittleSmalltalk\_v3.04

This is the Amiga port of Tim Budd's Little Smalltalk v3.04. At this time it is a CLI-only program. No special requirements. Include

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source, Port by Dan Griffin

PhxAss\_v3.00

PhxAss is a complete macro assembler, which supports the instruction-set and addressing modes of all important Motorola processors (MC68000, 68010, 68020, 68030, 68040, 6888x and 68851). It understands all common assembler-directives and can generate not only linkable object-files but also absolute code. In all cases the user has the opportunity to choose between the large and small code/data-model. Version V3.00, an update to version V2.11. Binary only. Author: Frank Wille

PhxLnk\_v1.35

Linker for Amiga-DOS object-files, which also supports the small-code/data model. Version V1.35, an update to version V1.27. Binary only. Author: Frank Wille

SASM\_v1.4

This one-pass assembler is designed to create really cool games running on the S-NES system using the SuperMagicom or similar hardware. A lot of commands have been installed to make live much easier. Supports includes, macros, conditional assembly and much more. Binary only. Author: Infernal Byte Systems

Unpack disk A

Unpack disk B

CAM #790a,b&c Utilités de Programmation

ADis\_v1.2

This is V1.2 of ADis, an advanced disassembler for the Amiga. Comparing to V1.1 there are various bug fixes, new command line options and other (small) modifications. Binary only, Author: Martin Apel

DrChip

Four utilities to make your C programming life a little easier. Included are: ccb -- A C-source code indentation beautifier; flist -- generates lists of functions from either C or C++ files; hdrtag -- ViM, Z, and emacs support tags; toproto -- converts source code to and from old K&R style to the new prototype-using style. Binary only, freeware. Author: Dr. Charles E. Campbell, Jr.

EzLib\_II

EzLib is a link-time library of functions (only 14K in size) which provides you with easy access to a number of Intuition features such as gadgets, fonts, screens and windows. EzLib is very robust and makes Intuition programming an order of magnitude simpler. There are numerous examples and copious documentation. Include source, Author:

Dominic Giampaolo

Gadget\_v1.0

A standard Amiga shared runtime library which for gadget creation and manipulation. Include source, Author: Steffen Gutmann

GadOutline\_v2.0

Gadoutline.library is intended to provide you with a means of describing the general layout of your GUI in a font-independent manner, and take care of the details of determining the exact placement of the individual elements of the display and the drudgery of creating and managing all of the gadgets. It can track resizing of gadgets, hotkeys, windows GadTools and BOOPSI, and more. Binary only, Author: Dianne Hackborn

IFF\_Library\_v23.2

The iff.library is an easy to use Amiga library which gives you some powerful routines to deal with IFF files, especially ILBM files (pictures), ANIM files (animations) and 8SVX files (digitized sounds). It was fully written in Assembler and is only 3.2 KBytes long. The decompression routines are the fastest I've ever written. Version 23.2 include new features and bugs fix. Author: Christian A. Weber.

ISAM\_v1.02

A Server/Library. Even novice programmers can store/retrieve database records. Powerful, multi-"user", almost unlimited number/size of records/files. Different users may access same file, file/record locking (exclusive/shared), multiple keys/file. Keys may: ascend/descend, overlap each other, have unique/repeatable values, be up to 499 bytes. Many record retrieval methods. Recover Index file if lost/corrupt. Deleted record space reclaimed. Small: server < 49K; Resident Library < 8K. Shareware, binary only. Version 1.02, contains examples w/source. Author: Scott C. Jacobs.

MUI\_v1.0

MUI is an object oriented system to create and maintain graphical user interfaces. On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste. This distribution is interesting for both, users and programmers. binary only. Author: Stefan Stuntz

NewIFF\_v37.10\_&\_39.8

This is version 37.10 & 39.1 of new IFF code modules and examples for use with the Release 2 iffparse.library. This code release is again 1.3 compatible (the 37.8 release was not). This code is intended to replace the 1985 EA IFF code modules, providing significant enhancements including support for arbitrary display modes and overscan (2.0), clipboard load/save, centralized string handling (for ease of localization), and simplified subroutines for displaying, saving, and printing ILBMs. And the 8SVX reader now plays! Author: Submitted by Carolyn Scheppner

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## ReqTools\_v2.1e

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 2.1e, include bugs fix and new features since release 2.0d. Includes a demo and glue/demo sources. Author: Nico Francois

## SegTextMaster\_v1.0

A little tool for programmers who need to use large amounts of text in their programs (I.E. adventure games). It creates an array of characters with a header. Makes compiling/assembly time very quick and reduces space requirements. Version 1.0, binary only, sample source for application included. Author: Titus v. Kraft

## Unpack disk A

## Unpack disk B

## Unpack disk C

## CAM #793a,b&amp;c Langages

## DviHp\_v1.0

A printer driver for HP LaserJet and compatible printers. It translates DVI files to HP. DviHp supports downloading fonts, which gives you extremely fast output. It allows you to include IFF ILBM files into your documents. Version 1.0, binary only. Author: Ales Pecnik

## F2C\_v93-04-28

This is f2c, a Fortran77-to-C-converter. Include source, Author: S. I. Feldman and P. J. Weinberger, Ported by: Christian Stieber

## Ghostscript\_v2.6.1

A interpreter for the PostScript language, and a set of C procedures that implement the graphics capabilities that appear as primitive operations in the PostScript language. Require '020 CPU and an '881FPU or or any CPU/FPU model and Kickstart 2.04 or higher, 4,6 meg HD space and a minimum of 1MByte of chip memory. Include source, Author: Aladdin Enterprises, Ported by Olaf Barthel

## Lout\_v2.05

This is an Amiga port of the Basser Lout document formatting package. Lout is a language that is used to describe documents. Use a text editor to create a file that includes all the document's text, as well as directives for section headings, cross references, included

graphics, etc. Lout processes this file, and produces printable PostScript as its output. Include source, Author: Jeffrey H. Kingston, Ported by dylan@cs.washington.edu

#### PsGrind

Grind is a classic utility that formats source code quite nicely. It can do cute things like italicize comments, embolden keywords, print inobtrusive line numbers, and labels each page with the function defined on that page (or the last one, if there are more than one). PSGrind is a grind that produces postscript. A set of rules in the vgrindef file describes to grind how to format the language of your choice. includes source, Ported by Dylan McNamee

#### ShowDVI\_v0.99

ShowDVI is an Amiga standard shell script which calls DVItty to translate the .dvi file to ASCII. It then "throws" a viewer (of your choice) as the DVI's ASCII translation. Nice GUI and allows you to customize your font selection. binary only. Author: Uwe Röhm

#### TeXPrt\_v2.0

A front-end for DVI printer drivers with a (nice?) GUI. It is highly configurable and can be used with various DVI printer drivers. Configuration files for Georg Hessmann's DVIPrint (PasTeX), DVILJP (AmigaTeX) and DVILJ2P (Gustaf Neumann) are included. TeXPrt has an ARexx port and interprets 18 ARexx commands, runs on an AppWindow and supports an AppIcon for selecting DVI files. Needs at least Kickstart 2.04. This is Version 2.0, freeware, includes source in C. Author: Richard A. Bodi

#### Unpack disk A

#### Unpack disk B

#### Unpack disk C

#### CAM #800a&b Langages

#### ACE\_v1.1a

ACE is a PD Amiga BASIC compiler which, in conjunction with A68K and Blink produces standalone executables. No special run-time shared libraries are required. The language is both a subset and superset of AmigaBASIC with many features not found in the latter such as: turtle graphics, recursion, SUBs with return values, structures, arguments, include files, a better WAVE command which allows for large waveforms, external references, named constants and several extra functions. Version 1.1a include new features and bugs fix. Binary only, Author: David Benn

#### AdaEd\_v1.11.0a

Better port of AdaEd, an ADA compiler. Need about 3 Megs of ram and about 2 Megs of free hard drive space to safely run the AdaEd compiler/interpreter. Include source, Ported by Dylan Kucera

UMBScheme\_v2.5

This is a Port of UMB Scheme 2.5 to the Amiga. Scheme is a Lisp-like programming language with procedures as first class data, static scoping etc. UMB Scheme 2.5 supports long integers of (almost) arbitrary length. Include source, Ported by Thorsten Greiner

Unpack disk A

Unpack disk B

CAM #803a&b Utilités de Programmation

AProf\_v3.2

A development tool that runs a specified program and collects information while it's executing. This information can be used to find functions in your code, where optimizing will gain most effect. Binary only, Author: Michael Binz

Enforcer\_v37.55

A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-Kick-start-Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. This is version 37.55 including new features, Requires V37 of the OS or better and an MMU. Author: Michael Sinz

Fd2AsmInc\_v1.0b

Translates any .fd-files into assembler-includes (using the standard \_LVO-definitions). Include Assembler source, Doc: English and German, Author: Hanns Holger Rutz

GnuPatch\_v2.1

Patch will take a patch file containing any of the four forms of difference listing produced by the diff program and apply those differences to an original file, producing a patched version. This is a port of GNU Patch 2.1 for the Amiga and has been compiled with SAS/C 6.3, so no ixemul.library is necessary. The manual is included in NROff-format and plain ASCII, also as the diffs to the original version. Include C source, Amiga port by Peter Simons

GTB-Modula\_v1.12

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Modula 2 Sourcecode Generator For GadToolsBox. This program is directly ported from OG, the Oberon sourcecode generator. Doc: English & German, Include Modula source, Author: Reiner B. Nix

GTB-Oberon\_Rel\_1.0

This is the first release of the external Oberon source generator for GadToolsBox 2.x. Include C source, Author: Kai Bolay

IRA\_v1.02

Version V1.02 of my reassembler IRA (Where the 'I' comes from shows the future). Reassembler means that IRA translates any executable or binary file into an assembler sourcecode that might immediately be translated back by an assembler. E.g., you can do that with a debugging option. After that you can examine that program with any debugger. That's fine for repairing old programs, even optimising alien programs, etc. Binary only, Author: Tim Ruehsen

MakePatch\_v1.0

MakePatch scans the whole file for changed, inserted or removed byte and saves only these changes, so that only a very small patchfile will be created. This file contains all information for Patch'Em to patch the old version into the new one. This isn't limited to programs, you may use MakePatch/Patch'Em with all kinds of data, say graphics, sound, text or lharc-alike archives. Doc: English and German. Include C source, Author: Peter Simons

Mksm\_v1.30

"mksmk" revision 1.30 is a make file generator for use with the SAS smake utility. It is capable of working with any revision of the SAS 'C' compiler and make utility, from revision 5.1 up to and including revision 6.2. "mksmk" is capable of working with both 'C' and assembly language source files. This generator also provides automatic maintenance of function prototypes and external declarations if desired. Binary only. Author: Joseph F. Hart

Mon\_v1.64

This is a machine code monitor/debugger program for the Amiga. The first version was created many years ago, and many of the features and commands of the monitor were made similar to those of the monitors available for the Commodore 64. However, because the Amiga is a quite different machine many new commands and features were needed. Later versions of the monitor add many more useful features, as expressions and variables. This version is quite close to an actual symbolic debugger as it can read symbol table information from executable files and display them in disassembly listings. It also has a built-in script language. Version 1.64 include new features and bugs fix, Binary only, Author: Timo Rossi

MUI\_v1.3

MUI - MagicUserInterface is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view,

using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not necessary. On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste. Version 1.3 include new features and bugs fix. Binary only. Author: Stefan Stuntz

#### ScreenFoolLibrary\_v1.4

Developer package including a library for Public screen management, Binary only, Author: Chris Lawrence

#### Skew\_v1.28

Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality. Version 1.28, an update to version 1.2. Includes source. Author: Piotr Obminski

#### SrcGen

E source generator for GadToolsBox v2.0+, this is NOT an official release of SrcGen, but just an interim version. Binary only, Author: Wouter van Oortmerssen

#### Unpack disk A

#### Unpack disk B

#### CAM #817a,b&c Utilités de Programmation

#### ASMkurs

This is an archive containing programming docs for the 68020 and newer processors. In addition you will find docs for the FPU, along with a nice, fast Julia fractal plotter that utilizes the FPU. The files contains some hints about optimizing your code for an 020, too. Author: Erik H. Bakke

#### Data2object\_v1.1

With this program you can create an object file ready for linking from a textfile. It is now possible to put the data in chip ram. Binary only. Author: Matthijs Luger

#### DateSelectorGadClass\_v1.1

DateSelector gadget class. This gadget class is implemented as a subclass of "gadgetclass" BOOPSI class. Therefore it inherits all the qualities of its parent making it therefore a very flexible and easy to use gadget class. DateSelector gadget is like a group of buttons from which user can select a date. It is quite flexible in allowing programmer to control the appearance of the gadget group. But more of

it later. Version 1.1 include new feature and bug fix. Binary only.  
Author: Markus Aalto

#### DMon\_v1.86

DMon is a multi-purpose utility written for my personal usage only. It is a Monitor, Dissassembler, Debugger and development system for my own programs. You may find similarities to Amiga Monitor by Timo Rossi. But DMon is different, it can dissassemble and debug 68xxx software in User and Supervisor Mode. If you do not know what that mean, than do not use DMon! 68000 users should know that DMon may run on these machines, but no waranty is made that every function should work as on other systems. Kick V1.3 users may find that since version 1.70 DMon needs Kick V2.0 to work. Binary only. Author: Andreas Smigielski

#### FlexCat\_v1.01

FlexCat is a utility like CatComp (which is available for registered developers only), KitCat or MakeCat, which creates catalogs and source to handle them. The goal in writing FlexCat was to be flexible in the source that is created. This is done by using external template files (so called source descriptions) which can be edited by the programmer: Any programming language or individual needs can be satisfied. This is V1.01 (some minor bug fixes) and includes examples for Assembler, C and Oberon, an example for handling catalogs in Workbench 2.0, german and italian catalogs, source and docs in AmigaGuide, Ascii and DVI format. Author: Jochen Wiedmann

#### GadOutline\_v2.4

This is a shared library which allows a program to create fully font-sensitive window layouts. Features automatic resizing support, hotkeys, jumping windows between public screens, simple vector drawing. Includes the library binary, and the header files and documentation needed to write a program using it. Shareware. Version 2.4 include new features and bug fix. Binary only, Author: Dianne Hackborn

#### IconTrace\_v2.00

IconTrace is a program that allows you to monitor what the icon library is doing when you start a program using the Workbench. It's main use lies in discovering undocumented ToolTypes and debugging your existing ToolTypes by watching if the program finds them correctly. You are also shown what icons your programs look for. Binary only. Author: Peter Stuer

#### MPE\_v1.60

A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L M2Make, M2Project, and M2LibLink. This is version 1.60, an update to version 1.38. Binary only. Author: Marcel Timmermans

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## MUI\_v1.4user

MUI - MagicUserInterface (User Files) is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not necessary. On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste. Version 1.4 include new features and bugs fix. Binary only. Author: Stefan Stuntz

## MUI\_v1.4dev

MagicUserInterface V1.4, Developer Files

## OberonPrefs\_v1.11d

A preferences editor for manipulating the compiler and linker options of A+L Amiga-Oberon. Manipulates both the global options as well as project specific options and includes a comfortable interactive GUI, a powerful commandline and ToolTypes interface, Localization and more. Requires Amiga-OS 2.04 or better, takes advantage of Amiga-OS 2.1 and 3.0 if present. Version 1.11d, giftware, binary only. Author: Franz Schwarz

## Report\_v40.1

The Amiga "Report" program is to be used for generating all Amiga bug reports and enhancement requests. V40.1 adds sub- system changes (to match our current database) and also some automatic detection of debugging tools running on your system for insertion into bug reports (you may change this list to match the tools you were running at the time the bug happened). Author: Commodore Business Machines

## ReqTools\_v2.1f

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 2.1f, include bugs fix and new features since release 2.1e. Includes a demo and glue/demo sources. Author: Nico Francois

## Snoopy\_v1.4

Snoopy Version 1.4 enables you to monitor library function calls - of any library you wish. The idea of course came from SnoopDos by Eddy Carroll, but Snoopy is different in approach and purpose. Snoopy has no specific patches for specific functions - it is an all-purpose tool to monitor \*ANY\* library call in \*ANY\* system library. Binary only. Author: Gerson Kurz

## SSL\_v3.0

Small library designed to simplify development of assembly programs.

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Requires V37 or higher. Include Program Examples. Binary only.  
Author: Martin Mares

#### SysLog\_v1.7

SysLog is a set of subroutines designed to help you to debug your programs. SysLog consists of two parts: A link library, containing the routines your program should call, and a daemon, handling the debugging output. If your program jumps into the log-routine, an exec message is sent to the daemon's port and control is handed back to the program immediately. The daemon will receive the message and will print it out to the standard output it has been started from or to one or more logfiles. Binary only. Author: Peter Simons

#### VAD\_v1.1

ViewAutoDOCS is a program to handle autodoc-files, the documentations of the amiga libraries. Doc: English & German. Binary only. Author: Markus Hillenbrand

Unpack disk A

Unpack disk B

Unpack disk C

#### CAM #819a&b Langages

#### AmigaCWEB\_v3.1

Literate programming language. This is a version of Don Knuth's WEB system, adapted to C by Silvio Levy. This is revision 3.1 for the Amiga, including Carsten Steger's Amiga-specific and German-specific modifications. This distribution include cweave and ctangle executables, all source files, documentation and .dvi output of the user manual. Author: Silvio Levy and Donald E. Knuth

#### EDS\_v0.90B

EDS is an environment for programming in the 'E' Language. It lets you edit, revise, comment, pre-compile, and compile your sources from one interface. Unlike some other programming tools developed for E, EDS is complete! It opens up its own (public!) screen, which other programs can share. Where some others only let you run your editor, EDS gives you control over the editor FROM EDS! And, you can configure EDS to suit your own needs! So, if any of this sounds even somewhat interesting to you, READ ON! Binary only. Author: Jeffrey J Peden

#### EHS\_v1.0

The E HEADERS System emulates the standard C include file structure in E. This means that, when you include an E HEADER for, say, a certain structure, all of the modules that may contain values relevant to that structure will also be included. Author: Chad Freeman

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## EPP\_v1.1

E Preprocessor. Simple, easy-to-use macro preprocessor intended for use with Wouter van Oortmerssen's E language compiler. Allows E programmer's to "include" (similar to C) E source code modules, thus adding modularity to the E language. Should work on any OS version. Update to V1.0, improved speed; bug fixes; new OPT TURBO directive for turning on Turbo mode for single modules; CtrlC made reliable. Version 1.1, binary and source. Author: Barry Wills.

## E\_ReferenceGuide

Reference.guide documentation adapted from Reference.doc for Wouter van Oortmerssen's 'E' compiler for the Amiga. This .guide has appropriate cross-referencing, indexes, and whatnot. When printed out, it even looks nice when carefully stapled to your very best suit. Author: Joseph Van Riper

## E\_Texts

Various interesting texts on E. Author: Wouter van Oortmerssen's

## False\_v1.1

The language FALSE and it's compiler were designed for only two reasons: Building a working compiler in just 1k (!). Designing a language that looks cryptic and fuzzy (in the APL tradition). The result is a language that is quite powerfull (for it's size). It's a Forth type language with lambda abstraction and lots of other goodies. I named the language after my favourite truthvalue. OS v37+, Version 1.1 include new features and bug fix. Binary only, Author: Wouter van Oortmerssen

## ITF\_v4.01r1.10

Infocom interpreter for v1 to v5 Infocom games. There have been several ports of Infocom interpreters to the Amiga, but none of this program (ITF4.01). The interpreter supports v1, v2, v3 (Zork1 to Stationfall), v4 (Trinity, Bureaucracy, etc.) and v5 (Sherlock, Beyond Zork etc.) games. This is more than any other freely distributable interpreter. With this interpreter you can play ALL the games in the LTOI2 package for the IBM PC, by copying the datafiles with CrossDOS or similar, then just running this interpreter. This program requires AmigaDOS2 or higher to run. Binary only, Ported by David Kinder

## MultiDimArrays

Create and use multi-dimensional arrays of any dimension in E by using these routines. The demos in this distribution use 3d arrays, but you are by no means limited to these! Author: Barry Wills

## P2C\_v1.20

P2C is a tool for translating Pascal programs into C. It supports the following Pascal dialects: HP Pascal, Turbo/UCSD Pascal, DEC VAX Pascal, Oregon Software Pascal/2, Macintosh Programmer's Workshop Pascal, Sun/Berkeley Pascal. Modula-2 syntax is also supported. Most

reasonable Pascal programs are converted into fully functional C which will compile and run with no further modifications. This is version 1.20. Author: Dave Gillespie, AMIGA port by Günther Röhrich

#### PhxAss\_v3.30

PhxAss is a complete macro assembler, which supports the instruction-set and addressing modes of all important Motorola processors (MC68000, 68010, 68020, 68030, 68040, 6888x and 68851). It understands all common assembler-directives and can generate not only linkable object-files but also absolute code, which can be written to memory, to a file or directly to disk using the 'trackdisk.device'. In all cases the user has the opportunity to choose between the large and small code/data-model. Version V3.30, an update to version V3.00. Binary only. Author: Frank Wille

#### YAX\_v1.2

YAX (Yet Another Instruction Code Set) Interpreter v1.2 simple procedural/(functional) language with lisp-lookalike syntax.

#### Unpack disk A

#### Unpack disk B

#### CAM #834 Programming

#### EAGUI\_v1.48

The Environment Adaptive Graphic User Interface (EAGUI) is a system which allows you to build interfaces that, as the name suggests, adapt to the environment they're run in. It uses normal GadTools and BOOPSI gadgets, and does not modify them in any way. This allows programmers to implement EAGUI in existing applications easily. Binary only, Authors: Frank Groen and Marcel Offermans

#### EatMe\_v1.1

EatMe is a program designed to help programmers test their software in a low memory situation. It allows the user to easily select the amount of memory to be taken, and allows it to be returned at any time. All of this in a nice easy to use GUI. Its a program you probably meant to write! Binary only, Authors: Sean Kormilo and Andrew Richards

#### GadLayout\_v1.7

A system for laying out gadgets in a dynamic font and locale sensitive manner. Note that it is not a graphical editor, but a set of routines for programmers to use for much greater control in the laying out of gadgets. Version 36.26 release 1.7 beta, includes source and an example program. Author: Timothy J. Aston

#### IntuiGen\_v2.0

Amiga C generator with libs for GUI's. Binary only, Author: Justin

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Miller

PopupMenuClass\_v1.1

PopupMenu BOOPSI gadget class library with C-source. Requires KickStart 37 or greater. Changes from 1.0 to 1.1: Added support for NewLook PopupMenu's for users of KS39 or greater. Author: Markus Aalto

TDS\_v1.94

Twilight Development System (TDS) provides an integrated environment for writing and compiling source files like Turbo Pascal or Borland C++. It consists of a powerful text-editor with an integrated project manager. Its main feature is to simplify and speed up the development of programs composed of different source files (modules). With TDS it's possible to compile and link these modules into an executable file with a single command and if the compiler finds some errors, they will be reported directly by the editor. TDS doesn't provide its own compiler, but can use any compiler or assembler callable from CLI. It has internal message converters for DICE C, SAS C (former LATTICE C), Aztec C, DevPac, Tex, CatComp, PCQ, Oberon, HCC, A68k and many more and it's possible to write custom converters for any other compiler. Binary only, Author: Claudio Zani

TreeTool\_v1.0

A public-domain link library toolkit for working with non-balanced, acyclic, n-ary trees. Provides many useful functions and an easy to use, yet powerful API. Version 1.0, includes full sources in 'C'. Author: Jean-Christophe Clement.

Unpack

CAM #848 Programmation

MuiBuilder\_v1.0

MUIBuilder is a MUI application builder It contains the following features : The creation of MUI-GUI. The generation of source code for C and E language. The possibility to create only a part of the source code. The creation of the inline help ( AmigaGuide Format ) directly from the builder. Documentation in english and french. Some examples of GUIs created with MUIBuilder. Some ( very small ) examples to help the beginners to use MUI. Binary only, Author: Eric Totel

MyImageGClass\_v1.39

Myimageclass is a private BOOPSI gadgetclass for use with Stefan Stunz's Magic User Interface. It simplifies using standard Intuition Images in your MUI programs. Author: Richard Reed

ReqTools\_v2.2a

A standard Amiga shared runtime library which makes it a lot quicker

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and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 2.2a, include bugs fix and new features since release 2.1f. Includes a demo and glue/demo sources. Author: Nico Francois

#### RexxOpt\_v1.4

RexxOpt give you the possibility to speed up your Rexx scripts a lot and still are able to change them. What RexxOpt does is simply removing all stuff that is unnecessary for the script to be run. This are comments which slow down the interpreter a lot, empty lines and unnecessary spaces/tabs. Finally the whole script is converted to one single line containing all commands. This makes work with ARexx much more comfortable and faster. Binary only, Author: Ulrich Sibiller

#### Scypmon\_v1.8

This machine-language monitor provides you will all functions like assembler, disassemble, search, transfer, fill, trackloadings etc. Version 1.8 just fixes a 68000 #3 Guru Bug. Now includes source in Assembler. Author: Joerg Bublath

#### Sushi\_v37.10

A tool to intercept the raw serial output of Enforcer 2.8b, Enforcer.megastack.f, Mungwall, and all other tool and application debugging output that uses kprintf. This makes it possible to use serial debugging on a single Amiga, without interfering with attached serial hardware such as modems and serial printers. Sushi also provides optional signalling and buffer access to an external display/watcher program. Version 37.10, an update to version 37.7. Binary only. Author: Carolyn Scheppner

#### Unpack

#### CAM #852 Langages

#### ACE\_v2.0

ACE is a PD Amiga BASIC compiler which, in conjunction with A68K and Blink produces standalone executables. No special run-time shared libraries are required. The language is both a subset and superset of AmigaBASIC with many features not found in the latter such as: turtle graphics, recursion, SUBs with return values, structures, arguments, include files, a better WAVE command which allows for large waveforms, external references, named constants and several extra functions. New features in version 2.0 include: gadgets, three standard requester types, serial I/O and menus (with optional command-keys for menu items). New commands and functions for this version include EXIT FOR, PTAB, SPC, DEF FN, ON ERROR and ERR (these last two handle file and serial I/O at present). INPUT and PRINT can now be used transparently for all screen/window combinations.. Binary only, Author: David Benn

#### MultiPlot\_XLNf\_v1.06

An intuitive data plotting program featuring flexible input options, arbitrary text addition, automatic scaling, zoom and slide with clipping at boundaries, a range of output file formats and publication quality printed output. Workbench printers are supported via transparent use of the PLT: device. This is version XLNf\_.106. Includes many new features and bugs fix. Includes source. Authors: Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller

PhxLnk\_v2.03

Linker for Amiga-DOS object files, which also supports the small-code/data model. Version V2.03, an update to version V1.35. Binary only, with documentation in English. Author: Frank Wille

Unpack

CAM #870 Programmation

ACTool\_v1.0

ACTool is a program for integer conversion between Decimal / Octal / Binary / Hexadecimal. ACTool have a GUI interface and is compatible OS 1.3/2.x/3.x. ACTool should run on every system. Binary only, Author: Laurent Papier

BoopsiButtonClass\_v37.3

Buttonclass is a boopsi custom gadget which looks like a standard gadtools button gadget. The buttonclass supports a couple of things gadtools does not, the foreground and background color of the gadget can be changed, and the gadget can be put into the selected state so the gadget looks depressed. Version 37.3 adds a drawer image option and a progress indicator class. This example code by Douglas Keller.

EDS\_v40.64

EDS is a GUI interface for the "E" language, and has many more features than any other program of its type. It is a commodity, has an AppIcon, is completely configurable, and even uses some 3.x features of the OS. Requires OS 2.0 or above & the E language. Binary only, Author: Jeffrey J Peden II

M2Mui2

Here are the files you need to write MUI-Programs with M2Amiga. Present are in this version the macros defined in mui.h. They are implemented in MuiMacros and in MuiClasses (the ones related to custom-class-programming). Author: Stefan Stuntz

Mac2E\_v2.0

In this archive you will find a preprocessor for Amiga E which only supports macro replacing. As an example of using, I join to this archive all that you need (in fact some include files) to use MUI 1.4

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as you would do in C language. Binary only, Author: Lionel Vintinat

#### MUI\_v2.0\_dev

MUI - MagicUserInterface (Developer Files). This archive contains all developer material available for the MUI system. You will find detailed programmer documentation in Ascii, AmigaGuide(tm) or DVI format, per class autodoc files, interfaces for C, Modula, Oberon, Amiga-E and Assembler languages and the complete documented source code for all the demonstration programs from the user archive. Author: Stefan Stuntz

#### ParseHit

This utility is used to transform an output produced by Enforce to a list of SCMsg message. To work, it need 'FindLine' made by David N. Junod (included in this archive), SCMsg from the SAS C package, 'rx' from the Rexx package and the little arexx script 'PutMsg.rexx'. Include C source, Author: Christian Warren

#### Unpack

#### CAM #875 Programming

#### EaGUI\_v2.1

The Environment Adaptive Graphic User Interface (EAGUI) is a system which allows you to build interfaces that, as the name suggests, adapt to the environment they're run in. It uses normal GadTools and BOOPSI gadgets, and does not modify them in any way. This allows programmers to implement EAGUI in existing applications easily. Release 2.1 by Frank Groen and Marcel Offermans

#### ESEE\_v1.0b

ESEE is an Amiga E source development environment, based on the new (but still in beta state) GoldED texteditor. GoldED is specifically written for source editing and features a powerful set of editing commands in a totally flexible and transparant style. Author: Leon Woestenberg

#### Emodules\_v39

This distribution includes the v39 emodules for use with Amiga E v2.1b. A patched version of the 2.1b compiler with the v39 exec/dos/gfx/intuition libraries is also included. (NOTE: this is by no means a new version of the compiler, not even an update). Author: Wouter van Oortmerssen.

#### MUIBuilder\_v1.1

MUIBuilder is a MUI application builder It contains the following features : The creation of MUI-GUI. The generation of source code for C and E language. The possibility to create only a part of the source code. The creation of the inline help ( AmigaGuide Format ) directly

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from the builder. Documentation in english and french. Some examples of GUIs created with MUIBuilder. Some ( very small ) examples to help the beginners to use MUI. Version 1.1, include new features and bugs fix, Binary only, Author: Eric Totel

Rend\_v1.0

C Code for Interactive 3D Graphics This software package was developed to provide the tools needed to construct, visualize, and interact with a virtual environment. The environment is generated from a series of primitives called models which are linked together and controlled through a hierarchial display map to create objects. There can be multiple objects and any number of nodes (action blocks) within a single object that link the primitives together. Author: Michael P. Schenck

Unpack

CAM #876 Langages

Eformat\_v1.14

E source code formatter with features added. Author:Jason Maskell

Ez\_E\_v2.00

Configurable Editor, Project, Precompiler, and Compiler driver with output window, for use with Amiga E. Author: Kevin Connell

FPL\_v6.0

Frexx Programming Language (FPL) is an interpreting script/macro language shared library, designed to be flexible and easy inserted in any code. FPL is a complete script programming language \_very\_ similar to C. If you are a software developer and plans to add any kind of macro/script control, consider the FPL alternative! fpl.library lets the software programmer define functions that FPL should accept. The library will call a function in the software whenever any of these functions are used in an FPL program. Author: Daniel Stenberg

GAS\_v2.2

GAS is the GNU assembler. Version 2 has many changes over previous GAS releases. Most notable among the changes are the separation of host system, target CPU, and target file format (i.e. cross-assembling is much easier). Many CPU types and object file formats are now supported.

Unpack

CAM #896 Langage

Oberon-A\_v1.0

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Oberon-A is a freely-distributable Oberon-2 compiler. Oberon-2 is a modern object-oriented language designed by Niklaus Wirth, the creator of Pascal and Modula-2, and Hanspeter Mössenböck. Oberon-A is an implementation of the language for the Amiga computer, ported from a compiler written by Niklaus Wirth. The archive contains the compiler, a pre-link utility, a linker (BLink) and a programmer's environment. A complete interface to the Amiga operating system (version 2.04) and a collection of library modules in source code form is provided. Documentation is in AmigaGuide and plain ASCII formats. A text editor is *not* included. The full source code for the compiler and utilities is included. Author: Frank Copeland

Unpack

CAM #898 Programmation

AmigaE\_2.1b\_Docs\_Fr

This is the french translation of the whole docs of Amiga E 2.1b.  
Author: Olivier Anh

Capus

Collection of E sources. A wide variety of utilities (some for use with E) and other programs with LOTS of source in E. Written by Capus André (NasGül). Some documentation in french. FreeWare. Author: André Capus

E\_Commodity

Example commodity source in E. Author: ao443@freenet.carleton.ca

GenCodeE\_v1.4

E code generation module for MUIBuilder (v1.4). This GenCodeE archive contains 2 directories : "V1.3" and "V1.4". The "V1.3" directory contains the German doc of GenCodeE v1.3 which wasn't in the MUIBuilder v1.1 archive, through lack of time. The "V1.4" directory contains a new E directory which corresponds to GenCodeE v1.4. So you will have to replace the E directory installed by MUIBuilder v1.1 archive by this one, if you want to use this new version of GenCodeE. Warning, GenCodeE v1.4 doesn't replace GenCodeE v1.3, it's just an alternative to this last one which will be useful for you only if you are an EPP user. Author: Lionel Vinténat

Spotlite

A source in which the basic functions of Amiga E and Intuition are used, and commented. Author: Leon Woestenberg

Unpack

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## CAM #907 Programmation

## IntuiMake\_v1.2

A tool for developers, created with the intention of building complex projects, with an easy to use graphics user interface. No further knowledge about conventional makes is needed, because Intuimake does not deal with script files or things like that. Binary only. Authors: Björn E. Trost & Dirk O. R Emmelt

## Jade\_v3.1

This is a fully configurable/programmable text editor. By default its keystrokes try to be configurable with GNU Emacs. Include C sources. Author: John Harper

## Unpack

## CAM #929 Programmation

## EasyLibs\_v1.0

Programming shared libraries is often somewhat nasty: You have to create the library header which is done in Assembler (until now :-), you have to maintain FD files, prototypes, pragmas, autodocs and all that kind of stuff. EasyLibs is my try to do this with less work, even more: Most parts are created automatically. Include C source, Author: Jochen Wiedmann

## GUIFront\_v1.0

This library provides a means of creating fully font sensitive graphic user interfaces (GUIs) with a minimum of programming effort. It also provides a couple of visual enhancements over GadTools, and a more convenient method of handling gadget hotkey shortcuts. Binary only, Author: Michael Berg

## MUI\_v2.1\_dev

MUI - MagicUserInterface (Developer Files). This archive contains all developer material available for the MUI system. You will find detailed programmer documentation in Ascii, AmigaGuide(tm) or DVI format, per class autodoc files, interfaces for C, Modula, Oberon, Amiga-E and Assembler languages and the complete documented source code for all the demonstration programs from the user archive. Version 2.1 include new features and bugs fix. Author: Stefan Stuntz

## TextField\_v1.2

Text entry BOOPSI gadget. The textfield class allows you create an area on your screen for text entry. The class supports a number of features including unlimited or limited text entry, specifying the font to use, specifying the colors for different parts (text, background, and lines), two types of borders (with option to invert the borders for a total of 4 types of borders) or no border, text left/center/right

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alignment, vertical centering, and other options. Include C source,  
Author: Mark Thomas

Unpack

CAM #930 Programmation

GUITools\_v38.1

This is the new release (V38.1) of the guitools.library. It does a lot of work for you while creating, checking and handling GUIs. This can be done in an "object orientated way", because GUITools does nearly most of the intuition/gadtools message handling WITHOUT bothering the application! Binary only, Author: Carsten Ziegeler

Sysihack\_v0.6

Sysiclass is the BOOPSI class for system images, such as window gadgets and menu symbols. Binary only, Author: Mr Boopsi

TDS\_v2.01

Twilight Development System (TDS) provides an integrated environment for writing and compiling source files like Turbo Pascal or Borland C++. It consists of a powerful text-editor with an integrated project manager. Its main feature is to simplify and speed up the development of programs composed of different source files (modules). With TDS it's possible to compile and link these modules into an executable file with a single command and if the compiler finds some errors, they will be reported directly by the editor. TDS doesn't provide its own compiler, but can use any compiler or assembler callable from CLI. It has internal message converters for DICE C, SAS C (former LATTICE C), Aztec C, DevPac, Tex, CatComp, PCQ, Oberon, HCC, A68k and many more and it's possible to write custom converters for any other compiler. Version 2.01 include new features and bugs fix. Binary only, Author: Claudio Zani

VisualArts\_v1.1

Visual Arts 1.1 is a new powerful GUI designer. Features includes: Menu and List manager, Object Master, Insert custom codes into any GadTools or GadTool Menu items, primitive drawing tools such as rectangle, circle and lines; Supports AppWindow and MultiProcessing windows. Add AREXX to any program, custom images, custom images for button, PopupMenu, get any IFF color map and use it in your program, color palette and over 40 custom patterns for fills. An intuitive interface unlike other GUIs, unlimited windows can be opened, supports PAL, NTSC, EURO, VGA, AGA screen modes, user perference, automatic history and time interval saving, user configurable source output, and many more features. Visual Arts requires WB2.0 or higher and 512K CHIP recommended 1 MEG. Binary only, Author: Danny Y. Wong

Unpack

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## CAM #931 Programmation

## IxemulLibrary\_v40.2.2

This is version 40.2.2 of Markus Wild's IxEmul.library. It corrects a couple problems. There are four versions - 68000, 68020+ with ffp, 68020+ with no ffp, and 68030 with ffp. Upgrade version no doc included.

## PicCon\_v2.01

PicCon is short for Picture Converter. This is a programmer's utility for saving pictures, or parts of pictures, in one of several RAW-formats. Binary only, Author: Morten Eriksen

## ReqTools\_v2.2b

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 2.2b, include bugs fix and new features since release 2.2a. Includes a demo and glue/demo sources. (USER version) Author: Nico Francois

## RexxDosSupport\_v2.1

ARexx function lib for V37+ dos functions (ReadArgs, pattern matching, etc. ) Include Modula source. Author: Hartmut Goebel

## SnoopLibs\_v0.9

SnoopLibs was made for developers. It is a tool to find out more about the behaviour of a running task. It does so by making it possible to patch any function(s) from all public libraries and print out the calls from that task. The output format and type of information to print are editable by the user. Binary only, Author: Ekke Verheul and Dirk Reisig

## Unpack

## CAM #932 Programmation

## E\_BeginnersGuide

Included in this archive are an AmigaGuide file "beginner.guide" and an ANSI text file "beginner.txt". The AmigaGuide file contains special commands which nicely (?) highlight words. Unfortunately these are, at present, recognised only by the MultiView version of AmigaGuide. Author: Jason R. Hulance

## FlexCat\_v1.3

FlexCat is a tool to create catalogs and the source to handle them, similar to CatComp, KitCat or MakeCat. The main advantage of FlexCat

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is that you determine what source you want and what programming language. This is done by using template files, so-called source descriptions. Included are templates for Assembler, C, C++, E and Oberon, Modula-2 and an example of using catalogs in OS2.0. Source, french, german, italian, spanish and schwaebisch, catalogs and docs in english, german and spanish are included. This is version 1.3, fixing some bugs, speeding up the GetString function and introducing C++ and Modula-2 source descriptions. Binary only, Author: Jochen Wiedmann

Snoopy\_v2.0

Snoopy Version 2.0 enables you to monitor library function calls - of any library you wish. The idea of course came from SnoopDos by Eddy Carroll, but Snoopy is different in approach and purpose. Snoopy has no specific patches for specific functions - it is an all-purpose tool to monitor \*ANY\* library call in \*ANY\* system library. Version 2.0, include bugs fix and new features. Binary only. Author: Gerson Kurz

Unpack

CAM #937 Langages

Amiga\_E\_v3.0a

E is a powerful and flexible object oriented / procedural / unpure functional higher programming language, mainly influenced by languages such as C++, Ada, Lisp etc., and Amiga E a very fast compiler for it, with features such as speed of >20000 lines/minute on a 7 Mhz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, great module concept with v39 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low-level and object polymorphism, exception handling, inheritance, data-hiding, methods, multiple return values, default arguments, register allocation, fast memory management, unification, LISP-Cells, and much much more... Update to v2.1b. This \_distribution\_ is Freeware. It contains only a limited compiler, a registered compiler is available separately. Binary only. Author: Wouter van Oortmerssen

GraphDQ

Graph 2-dimensional differential equations! Requires AmigaDOS 2.0 or higher and 1 Meg. Binary only. Author: John E. Perry III

Unpack

CAM #951 Programmation

GhostRider\_v1.9

GhostRider (GR) is tool for viewing/changing memory contents in different formats (hex/ascii/disassembly). Also it is possible to do program debugging independant of the system resources, i.e. in

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demos/games. This type of tool is called a monitor (remnant from the C64). GR features most "standard" functions, but also many things not normally found in this type of software. Binary only, Author: Jesper Skov

#### HeartBeat\_v1.0

HeartBeat (short: HB) is a system call monitor which allows all system calls accessible through libraries, devices or resources to be snooped on. Generic argument snooping is also provided. Include C source, Author: Laurence Vanhelsuwé

#### Mon\_v1.65

This is a machine code monitor/debugger program for the Amiga. The first version was created many years ago, and many of the features and commands of the monitor were made similar to those of the monitors available for the Commodore 64. However, because the Amiga is a quite different machine many new commands and features were needed. Later versions of the monitor add many more useful features, as expressions and variables. This version is quite close to an actual symbolic debugger as it can read symbol table information from executable files and display them in disassembly listings. It also has a built-in script language. Version 1.65 include new features and bugs fix, Binary only, Author: Timo Rossi

#### SerLog\_v1.3

Special purpose debugging device which monitors serial-IO. Requires OS 2.0 or greater. Binary only, Author: Stefan Proels

#### SnoopDos\_v3.0

A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 3.0, an update to version 1.7. Including new features and bugs fix. Includes source in C. Author: Eddy Carroll

#### VisualMaker\_v1.0

A Tool for automatically generating a 'DMakefile' for DiCe's Make utility. Features include a fully graphical user interface, automatic scanning of source files for headerfile dependancies and handling of precompiled header dependancies. Supports all DiCe compiler options and uses symbol names and variable assignments in the output file, grouping all files with the same options together. Takes into account the environment variable DCCOPTS. Version 1.0. Requires Amiga DOS 2.0. Binary only. Author: David Lübbren.

#### Unpack

CAM #954 Langages

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## FPL\_v7.0

Frexx Programming Language (FPL) is an interpreting script/macro language shared library, designed to be flexible and easy inserted in any code. FPL is a complete script programming language very similar to C. If you are a software developer and plans to add any kind of macro/script control, consider the FPL alternative! `fpl.library` lets the software programmer define functions that FPL should accept. The library will call a function in the software whenever any of these functions are used in an FPL program. Version 7.0 include new features and bugs fix, Author: Daniel Stenberg

## RexxOpt\_v1.5

Using RexxOpt you have the possibility to speed up your scripts a lot and still are able to change them. What RexxOpt does is simply removing all stuff that is unnecessary for the script to be run. This are comments which slow down the interpreter a lot, empty lines and unnecessary spaces/tabs. Finally the whole script is converted to one single line containing all commands. This makes work with ARexx much more comfortable and faster. Binary only, Author: Ulrich Sibiller

## Smalltalk\_v3.04

This is an Amiga port of Tim Budd's Little Smalltalk v3.04. It has been updated to use the alfa port of STDWIN version 0.9.5, a funky ANSI escape code based windowing system. As a result, it now contains a class & method browser and an integrated text editor. This port should make a good learning tool, but is not particularly swift. See the original author's notes about version 3. Include C source, Ported by David Faught

## SNMA\_v1.95

SNMA is freeware 680x0/688x macro assembler for the Amiga. It supports most common directives, generates Amiga object-files and is used from the shell. Requires OS2.04+. Arexx port. AmigaGuide docs. Binary only. This is version 1.95. Author: Samu Nuoju

## Unpack