

Partial

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Partial

1.1 Index of all Fish files this CD

Fresh Fish CD 8

=====

ABank 1.02 Accounts bank management, many options.

A domestic bank account software. Can load simultaneously more than ten accounts, automatically sorting the operations, possessing a notepad, loads powerpacked files, makes graphical stats, printing with filter. Interface look 2.0 for every kickstart.

Author: David Gaussinel & Stéphane Anquetil

Path: biz/misc/ABank_11.lha Readme

=====

AFile 3.30 A datafile manager

AFile is a data file manager, that is a tool which lets you create and manager your files (addresses, video collections, clients, ...) using an Intuition interface. There is no limitation to the number of fields or records. The program offers the standard printing, sorting, and importing/exporting functions. AFile uses AREXX as it's programming language. You can create full input masks with background picture, field positioning, checking of entered data, menus and printing customization.

Author: Denis Gounelle

Path: biz/dbase/AFile_v401.lha Readme

=====

AmigaWorld 4.32 Database of information of all countries

A database program that contains information about every country on Earth. It enables you to have a look at the data of one country, or to compare several ones. Among other things it displays location, capital, area, population, languages, currency and the flag of each country. Other features are information on international organizations and map display.

AmigaWorld is very easy to handle, and you can choose between English, German, French, Dutch, Italian, Swedish, Danish, Finnish and Norwegian output. New features include map display and text information about continents.

Author: Wolfgang Lug

Translators: Guido Alfani, Bo Arnholm, Olivier Bogros, David Gaussinel, Ruud Hoekzema, Mika Leinonen, Yves Salingue and Casper Thomsen.

Path: biz/dbase/AmigaWorld.lha Readme

=====

ASC 6.21 Amiga port of the UNIX spreadsheet SC

An amiga port of the UNIX spreadsheet SC

Author: Many!, Amiga Port by Simon Raybould

Path: demo/disk/asc_cell.lha Readme

=====

CA100A 1.00A Custom Legal Form Generator

Generates custom do-it-yourself legal forms. Database includes forms useful for EVERYONE, plus specialized forms for real estate, small businesses, landlords, employers, etc. Can save you THOUSANDS in legal fees. Valid in all states except Louisiana.

Author: Satori Publishing

Path: biz/misc/CA100A.lha Readme

=====

CarCosts 3.06 Keep track of automobile expenses

This is version 3 of the program "AutoKosten", now called CarCosts. This version uses MUI (2.1 and above) and supports locale.library, if available. Without locale.library, the interface uses german text. Two english catalog files (one with kilometer/liter, one with miles/gallons) and a french one as well as the .cd and .ct files are included. A program to convert 2.0 data files to version 3 data files is included.

Version 3.01 is a bug fix, V3.0 wrote files in a format it could not read...

Version 3.02 allows more than one entry per date

Version 3.03 now supports the ARexx-port of MUI

Version 3.04 fixes a bug with printer support using non-asl.libraries.

Version 3.05 and 3.06 : minor user-interface changes

Author: Rüdiger Dreier

Path: biz/dbase/carcosts309.lha Readme

=====

db 2.3 Database with GadTool look

db is a small and fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look and OS 3.0 behaviour.

My main need was to keep record on addresses and telephone numbers of friends and companies. Before this release db was fixed to be just an address and telephone database, but this has changed now. The program is designed to handle information of your choice. Currently you have to use a file editor to specify the database fields and layout as there is no GUI for that. Anyway that's a one time job, then you just USE the database and have fun.

Complete GUI support will probably only be included in a commercial product I plan to call REG.

A partial list of db's features include:

- o Dynamic memory handling. Number of records and fields only limited by free memory.
- o GadTool based, gives a standard look and feel.
- o Mouse and keyboard driven.
- o User definable fields and layout.
- o Multiple views of the same database.
- o Commodore's Clipboard for flexible interaction with other programs.
- o AppWindow -just drag and drop database icons on db to load.
- o Online MenuHelp -Press HELP key when selecting a menu item.
- o Font sensitivity.
- o ARexx
- o ASL requesters for flexible loads and saves.
- o Localized
- o Dial numbers using a modem
- o WB and Shell usage with Commodore's template parsing
- o Fast and flexible find function using AmigaDOS patterns.
- o Filter function.
- o Fast and flexible sort function. Multiple sort orders can be specified.
- o 'Export View' and two standard ASCII export features.
- o Automatic ASCII import (tab-separated ASCII)

Author: David Ekholm, Datadosen

Path: biz/dbase/db2_5.lha

Readme

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Genealogist 3.13 Specialized genealogical info database.

ArJay Genealogist is a specialized database for keeping track of genealogical information. It features a full, easy to use Intuition interface. The program is totally non-sexist and secular in nature, and correctly handles multiple marriages, "unconventional" marriages, adopted children, and unmarried parents. The printed reports include descendant and pedigree charts, personal details reports, family group sheets, and index lists of people and families. Free-form note files can be created using any editor, and IFF pictures can be viewed using any IFF viewer, from within the program. Other features include dynamic on-screen ancestor and descendant charts, extensive online context-sensitive help, flexible "regular expression" searching, and multiple ARexx ports with an extensive

command set. Up to 1000 people per database, with databases held in RAM for maximum speed and responsiveness. PAL or NTSC, AmigaDOS 2.04+ required. 1 Meg RAM recommended.

Author: Robbie J Akins

Path: biz/dbase/Genealogist.lha Readme

=====

IntuiDex 1.1 Mailing list manager

Easy to use club membership database and mailing list manager.

Features:

- 1000 records per database
- Sort by six different fields:
 last name, first name, ZIP,
 member number, city, and
 expiration date
- Print five different types of output:
 mailing labels, complete data list,
 phone lists, game stickers, and
 merge files for word processors
- Uses Preferences printers
- Dials phone automatically with Hayes compatible modems
- On-line AmigaGuide help
- Most data field names are configurable
- Data is stored in ASCII files- export and import data from other
 database software!

Author: Jeffery C. May

Path: biz/dbase/IntuiDex2b1.lha Readme

=====

QuickFile 3.1 Simple and flexible, flat file database

QuickFile is simple and flexible, flat file database. It uses random access with indexes for fast access to records. Files can be larger than available ram, but as much of the file as possible is kept in ram to reduce disk accesses. Features include:

- Multiple indexes with unique and non-unique keys
 - Character, date, integer, floating point and calculation data types
 - Up to 250 characters per field and 250 fields per record.
 - Form and list style displays and reports.
 - Unlimited number of views of each file.
 - Sort over any number of keys, ascending and descending order.
 - Search operators include Like, Equal, Between, Sounds Like, Not Like
-

- and Not Equal.
- Fields can be added, changed, or deleted at any time.
- Flexible export/import
- Flexible multi column label printing.
- Multi-level grouping and totalling
- Any number of open windows
- Online context-sensitive help

Author: Alan Wigginton

Path: biz/dbase/QuickFile38.lha Readme

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AmiPOP 1.15 A POP 3 client for AmigaDOS.

AmiPOP@ is a POP3 Client for AmigaDOS. It was written directly from the POP3 RFC (RFC #1225). AmiPOP is only a simple transport mechanism for moving electronic mail messages between a POP-Host, typically a mainframe, and your local AmigaDOS system. The advantage of POP over other transports such as SMTP is that all E-mail can still be directed to the mainframe system. This is of primary importance when either a dialup line is used, which has a new IP address for each connection, or when a user uses many machines, and wishes to be able to transparently read mail on all of them.

AmiPOP features:

- AUISG compliant (or at least it tries to be!)
- Makes heavy use of 2.0 (and higher) functions such as ReadArgs, utility.library, GadTools, and 2.0 functions in Amiga.lib.
- Written from RFC 1225, not a port of a Unix or a PC application.
- Small code size, and low system resource usage.
- Commodities interface

Author: Scott Ellis

Path: comm/net/AmiPOP116.lha Readme

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AmiQWK 2.7 QWKMail format offline message system

QWKMail format offline message system. Allows reading of QWKMail format offline message packets popular with many bulletin board systems (BBSes). Replies can be edited using any text editor and packed for transfer at a later time. AmiQWK has been tested with many QWKMail systems for IBM and Amiga based BBSes.

Author: Jim Dawson

Path: comm/mail/AmiQWK29.lha Readme

=====

AmiTCP 3.0B2 TCP/IP protocol stack for SANA-II.

AmiTCP is a set of programs that enables the Amiga to connect to a TCP/IP network. AmiTCP lets the user use commands such as ftp, telnet from your Amiga. AmiTCP also lets remote users connect to your machine from other

TCP/IP hosts. AmiTCP is a TCP/IP protocol stack for implementing basic Internet protocols on top of any SANA-II network device driver, such as one for SLIP or Ethernet.

Author: AmiTCP/IP Group and others
Path: comm/net/amitcp2_x_gcc.lha Readme

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avmNfax 1.33 Voicemail/fax for voice-capable modems

This is release 1.33 of avmNfax, a voicemail/fax program that supports ZyXEL, LineLink, Dolphin modems, and Rockwell modems. Supras are not supported with this release.

This version includes its own fax program, printer driver, fax printer, and fax viewer. This fax program can be used with Class 1 and Class 2 fax modems. It can also be used with the voice modems that AVM supports.

It can also work in conjunction with GPFax (or TrapFax) and AXsh (other fax programs or BBSes may be substituted with some ARexx programming) to provide voice, fax, and data, all on one line.

This version is a rewrite of ZVM and it requires MUI 1.4 or greater (it is known to work on MUI 2.0). It supports multiple lines (if you have multiple modems of the same type). You can use avmNfax as a simple answering machine with fax capabilities, or use it to provide multiple mailboxes. It can play different "intro" messages depending on the time of day, day of week, random, or manual selection. You can retrieve your messages remotely, etc. The caller can be told of a forwarding number when he enters a particular mailbox. There are many enhancements since 1.19 was released.

To reduce setup time, I highly recommend that you also get the pre-recorded English voice files. Look for anything that starts with AVMV (like AVMVEngCVSD7200.lha, AVMVEngADPCM2.lha, etc.).

Author: Al Villarica
Path: comm/misc/avmNfax1_33.lha Readme

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DTMF 1.1 Output DTMF tones thru the audio device

Some people are connected to a digital telephone exchange which allows to use DTMF (dual-tone) dialing, but don't have a modem to dial with. This simple utility tries to dial the numbers through standard audio output.

Features:

- dialing speed can be set
- the number to be dialed can be entered as a command-line parameter
- nice user interface using MUI (Magic User Inteface © Stefan Stuntz). Doesn't require the MUI if run with given number as an argument.
- DTMF is pure and can be made resident

Author: Martin Mares

Path: comm/misc/DTMF12.lha

Readme

1.2 Index of all Fish files this CD

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EazyBBS 2.17 A BBS with UUCP network support.

A Bulletin Board System (aka Mailbox) with UUCP Network support. Online help, very easy to use for sysops and users. Fullscreen oriented input masks, batch-upload and download. Up to 9 languages. Requires AmigaOS 2.0+. Currently has only german documentation.

Author: Andreas M Kirchwitz

Path: comm/bbs/EazyBBS_2_21.lha

Readme

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GRn 2.1 GUI'ed UUCP, C News, and NNTP newreader.

GRn is Gadtools Read News, a Gadtools-based newsreader for the Amiga, running Release 2.0 or above. Some special features are available on higher releases.

GRn supports locally stored news (via AmigaUUCP, C News, or NNTPxfer) and NNTP in a variety of ways (AS225r2, AmiTCP 2.2 or above, DNet, AUW and direct connection via serial.device or serial clone).

GRn 2.1 is an update to GRn 2.0. Several new features have been added, and several bugs have been fixed. Refer to GRn.guide for detailed information on operating GRn. The file INSTALL tells you how to install GRn (sorry, Installer script didn't happen).

Significant changes between GRn 2.0 and GRn 2.1:

New Features:

- + AmiTCP is now supported
 - + AUW is now supported
 - + ReplyPrefix configuration variable added
 - + GRnSaveDir configuration variable added
 - + MODEID=SCREENMODE argument added
-

- + When GRn opens a Custom Screen, it now sets AutoScroll.
 - + New GRn icon
 - + Use the system busy pointer on v39 and up
 - + NOSCAN only applies to the scan at startup
 - + Add From: header to all news and mail created
(NOTE: this requires a fixed postnews for AmigaUUCP.)
 - + LAST=SUBSCRIBELAST argument added
 - + Keyboard shortcuts for the article list were added
 - + UserShells are now supported for all external programs (this means they can be AmigaDOS scripts, AREXX programs, etc.)
 - + eXtract command added
 - + A Distribution header is no longer added by default, unless an article being replied to had one
- Bug Fixes:
- + serial.device input no longer busy-loops
 - + NNTP articles are not retrieved a second time for Save, Print, Reply, Forward, etc.
 - + You may now "Mark" an article as UNREAD, even when it is the only article in a newsgroup
 - + GRn now works better with tin
 - + Refresh of borders on v37 and v38 is complete
 - + The proper detailpen is now used in the subscription window
 - + Requestors are now draggable
 - + Subject/From headers over 512 characters will no longer cause GRn to write over memory it does not own
 - + No longer allow cancellation of arbitrary articles
 - + Properly close socket.library if NNTP server connection failed.
 - + Large fonts will not mess up the subscribe window any longer
 - + The last article in a newsgroup may be marked as unread.
 - + On v39 and above, mouse and keyboard movements are dealt with correctly, when both are used to adjust a listview.
 - + "Followup-To: poster" is now honored
-

+ The HOSTNAME argument is no longer treated as a synonym for the NNTPSERVER argument.

Author: Michael B. Smith

Mike Schwartz

Path: comm/news/GRn_2_1a.lha Readme

=====

HFT 38.556 A very small ANSI terminal program.

A wonderful ANSI terminal program. Main features are:

- Reliable ANSI terminal emulation
- Multiple simultaneous terminal windows/sessions
- Console support with cut & paste
- Opens on the default public screen
- Compatible with all serial.device clones; tested on serial, baudbandit, uw, and nullmodem devices
- Takes advantage of Workbench 2.04; 1.3 is not supported

Author: Herbert West

Path: comm/term/hft38557.lha Readme

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MailQueue 37.0 Monitor number of Messages in SMTPSpool

This is just a little program to use with the INetUtils for AmiTCP/AS225, especially for your SMTPSpool directory. The program will monitor all queued files within the SMTPSpool directory and display the number of messages in a small window, you may position somewhere on your Workbench. As soon as a message is queued/deleted, the information will be updated.

Author: Kai Iske

Path: comm/net/MailQueue372.lha Readme

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MUIAdt 1.3 Aminet frontend for AmigaDOS

GUI-based utility that allows you to connect to one of several Aminet sites, browse the RECENT files, and download the files of interest.

Author: Jem Atahan

Path: comm/tcp/MUIAdt.lha Readme

=====

Term 4.2 Very nice terminal program.

A telecommunications program designed for use with any Commodore-Amiga computer running Kickstart 2.04 or higher. Its features include:

- * Fast built-in VT-220 terminal emulation
- * Support for custom terminal emulation modules following the 'XEM 2.0' standard
- * Operates in any display environment, supports all screen display modes
- * Support for file transfer modules following the 'XPR' standard
- * File- and printer-capturing functions
- * Review-buffer support
- * Powerful phone book and dialing functions
- * 'Amiga User Interface Style Guide' conformant user interface
- * Online-help (requires AmigaGuide package)
- * Built-in 'ARexx' interface
- * File upload list, which permits selecting the files to be transferred before the upload is started.
- * Login script learn mode.
- * Built-in keyword/response parser which makes it possible to have 'term' respond to BBS prompts and such with the user name, password, etc. without having to program the ARexx interface.
- * Interface for external programs to rendezvous with 'term', taking over serial I/O processing (such as 'HydraCom').

Author: Olaf 'Olsen' Barthel
Path: comm/term/term43_030.lha Readme

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XprZmodem 3.1 Amiga shared library for ZModem xfer.

An Amiga shared library which provides ZModem file transfer capability to any XPR-compatible communications program.

Author: Ranier Hess
William M Perkins
Rick Huebner and others See documentation
Path: comm/term/xprzmodem.lha Readme

=====

ACE 2.3 FreeWare Amiga BASIC compiler + extras

ACE is a FreeWare Amiga BASIC compiler which, in conjunction with A68K and Blink produces standalone executables.

The language defines a large subset of AmigaBASIC but also has 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 a variety of other commands and functions not found in AmigaBASIC.

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.

All user-defined windows are now fully-configurable and may be used in conjunction with screens as per AmigaBASIC. Window close event trapping is also a new feature.

In addition to event trapping, ACE now supports WAITing for both menus and gadgets. Waiting is more operating-system-friendly than event trapping.

A simple graphical front-end (Integrated Development Environment) is also provided with the archive. This is written in ACE.

Author: David Benn

Path: demo/file/ace_fair.lha Readme

=====

CatEdit 1.2 A GUI catalog editor/translator

A GUI catalog editor/translator, allows you to translate localized programs. You can also remove errors in the translation of a program or even the Workbench. All you need to translate a program is a catalog file in a language that you understand.

Author: Rafael D'Halleweyn

Path: dev/misc/CatEdit1_2b.lha Readme

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Curses 2.10 Link lib of standard "curses" functions

A link library containing many of the terminal independant standard "curses" functions. Designed primarily for those interested in porting UNIX screen based programs to the Amiga. And examples.

Author: Simon John Raybould

Path: dev/misc/curses210.lha Readme

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Date 33.088 Library to help you calculate dates

A collection of routines for calculating dates.
I have included 52 routines like checking for a leap-year

or calculating the Easter-Sunday! Have a look at this :)
Requires ONLY an ANSI-C-Compiler or a C++ Compiler - this
means that you could use the C-Source on ALL (I hope)
computer-systems!!!

Author: Kai Hofmann
Path: util/misc/date2day.lha Readme

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DeCon 1.0 Sends serial debug output to a console

Many debugging utilities send their output to serial port using simple
communication mechanism embedded in the exec.library -- the RawPutChar
function. This simple utility patches that function, opens a window
on the WB screen and redirects all to this window.

Author: Martin Mares
Path: dev/debug/DeCon21.lha Readme

=====

MUI 2.3 Create and maintain user interfaces.

MUI 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.\n
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.\n
This distribution is interesting for both, users and programmers. Please
have a look at the supplied demo programs and at the documentation to
see what MUI has to offer.\n
MUI is an SASG (Standardized Amiga Shareware Group) product.

Author: Stefan Stuntz
Path: dev/gui/mui23dev.lha Readme

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MuiEnv 1.2 MUI application to manipulate env vars.

An MUI application for the manipulation of environment variables. MuiEnv
can edit, save, load, delete, and rename environment variables, and
supports subdirectories.

Author: Michael Suelmann
Path: util/misc/MuiEnv1_6.lha Readme

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PhxAss 4.00 Highly optimizing macro assembler

PhxAss V4.xx is a highly optimizing macro assembler for Motorola's 680x0
CPUs, 6888x FPUs and 68851 MMU (of course, the 030, 040 and 060 MMUs are
also supported). It requires OS2.04 (V37) as a minimum and does no longer

support older operating systems! (Kick 1.x owners: Get PhxAss V3.97)

Most important features:

- o Fast: 15000-30000 lines per minute with standard Amigas, 50000-200000 with A4000/040.
- o Symbolic and Source Level Debugging.
- o Automatic generation of executables (if possible).
- o Small Code and Small Data support (also support for __MERGED sections).
- o Listing file, Cross Reference Listing, Equates file.
- o Complete floating point support: You can use complex floating point expressions, including float functions (sine, logarithm, square root, power, etc.), everywhere in your source, e.g. defining float EQUates or SETs.
- o Switches for nine different optimizations.
- o Locale symbols (xxx\$ and .xxx type).
- o Support for Motorola's old and new operand style (even in 68000 mode).
- o locale.library usage (english, german, polish).
- o Nearly all directives of the most popular assemblers like Seka, DevPac or AS (Aztec) are supported. Examples: INCBIN, INCDIR, CODE_C, REPT, RS, RSRESET, EQU, REG, OFFSET, XDEF, XREF, PUBLIC, ...
- o Further development and support is guaranteed for years, because I'll **never** change my system (Amiga forever!).
- o Finally: Although Shareware, PhxAss is completely functional!

You will find four different versions of PhxAss in this distribution:

1. PhxAss: The standard 680x0,FPU,MMU macro assembler.
2. SmallPhxAss: This is a 68000-only version without floating point support.
3. FreePhxAss: This program is FREEWARE! It is intended for developers of PD-Compilers, who want to include PhxAss in their compiler package.
4. GigaPhxAss: Identical to PhxAss, but source codes are not limited to 65535 lines. Quite useful for assembling Reassembler outputs.

PhxAss is SHAREWARE. A registration will cost you 25 DM or 15\$. In return you will receive the latest update and the right to ask me for a new update whenever you want.

Author: Frank Wille

Path: dev/asm/PhxAss_414.lha

Readme

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SerLog 1.3 Debugging device to monitor serial-IO

serlog.device passes all IOExtSer requests to a "real" serial.device and writes the results to a file. You may configure the amount of information to be stored in the log. The log-file created by serlog.device contains a binary dump which can be formatted (i.e. transferred into a readable version) using the supplied formatter.

Note that serlog.device uses **significant** overhead over the underlying serial.device, resulting in very low baud-rates.

Author: Stefan Pröls

Path: dev/debug/serlog16.lha

Readme

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Textfield 2.0 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 alignment, vertical centering, and many other options.

There are many new features, and several bugs fixed. Some of the new features include: word delete, line delete, Oberon support, faster scrolling, read-only mode, modified buffer flag, accept and reject characters, GA_IntuiText, programmable cut/copy/paste/erase.

Author: Mark Thomas

Path: dev/gui/textfield.lha Readme

=====

TMS32010 1.0 TMS32010 cross assembler

CLI only cross assembler for the Texas TMS32010 DSP, generates a suitable file for downloading to an EPROM programmer.

Author: Sergio R. Caprile

Path: dev/cross/TMS32010.lha Readme

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VisualArts 2.1 A powerful GUI designer

Visual Arts 2.1 is a 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, MultiProcessing windows, and scrollable super bitmap window.

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. V2.1 now supports Context Sensitive layouts, console window, add speech to your applications, support WB3.x, extended gadget and more.

An intuitive interface unlike other GUIs, unlimited windows can be opened, supports PAL, NTSC, EURO, VGA, AGA screen modes, user preference, automatic history and time interval saving, user configurable source output such as Intuition, Handler, WB2.1, WB3.1 and many more features.

Author: Danny Y. Wong

Path: dev/gui/VisualArts2_2.lha Readme

=====

AM 1.0 Maintains users and groups in muFS

AM was written to support the muFS system operator's work by supplying an easy-to-use user interface based on MUI (Magic User Interface) by Stefan Stuntz.

The following gives you a quick overview on AM's facilities:

- * localized (currently English, German, Netherlands, Norwegian, Portuguese, and Swedish catalogs)
- * needs and makes extensive use of MUI 2.0 ('muimaster.library' version 7+)
- * supports the following operations on the muFS system files
 - create new users/groups
 - edit any characteristics of an existing user/group
 - delete users/groups
 - temporarily ban a user from the system
- * automatically creates new \$HOME directories and installs default files there by executing a user supplied script
- * checks \$HOME directories (not functional yet)
- * searches muFS partitions for files with bad owner information and changes them

Author: Ingolf Koch

Path: disk/misc/aml_1.lha

Readme

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AmiCDROM 1.15 ISO-9660 standard CDROM filesystem

AmiCDROM is a CDROM disk filing system for the Commodore Amiga. It supports the ISO-9660 standard, the Rock Ridge Interchange Protocol and the Macintosh HFS format.

The CDROM drive is mounted as a DOS device (e.g. CD0:). You can access files and directories on a CDROM disk by the usual syntax, e.g. "type cd0:foo/readme.txt".

Author: Frank Munkert

Path: disk/cdrom/AmiCDROM_1_15.lha

Readme

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ManageCDPics 1.2 A program to manage all your pictures

A GUI-Based cataloger that allows you to create "picture-databases" and easily view the pictures.

Author: Markus Hillenbrand

Path: disk/cdrom/ManageCDPics.lha

Readme

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ReOrg 3.1 A fast floppy/hard disk optimizer.

ReOrg is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High-Density drives. Includes program versions in English and German for use with Kickstart 2.04 only. In addition to optimizing a disk, ReOrg can also convert the filesystem of a disk during the optimization, e.g. from OFS to DC-FFS. Many new features since version 2.33 on disk 716.

Author: Holger Kruse

Path: disk/optim/ReOrg3_1.lha Readme

=====

AXlife 1.0 Amiga port of Xlife 2.0

AXlife is based on Xlife, the definitive life program, which runs under the X-Windows graphical interface (which overlays UNIX). AXlife incorporates an Amiga-specific interface, but the basic generation code remains the same as in Xlife 2.0. AXlife can also read files produced by Al Hensel's IBM PC program 'Life', which has a very similar format. The most important feature of Xlife (and AXlife) is that, unlike most life programs, it does not limit the pattern to the size of the screen. Xlife does not think in terms of a rectangular grid, but instead considers the pattern to be composed of 8x8 boxes containing active life elements. This allows Xlife to cope with arbitrarily large patterns (up to a maximum size of 2^{32} by 2^{32} ($2^{32} = 4,294,967,296$)). AXlife comes with a large (219) library of example patterns.

Author: David Kinder, Jon Bennett

Path: game/misc/axlifel2.lha Readme

=====

CCC 0.2 Trash a large city with your monster

You guide a monster on its career of trashing a large city. Your objective; to destroy as much of the city as possible before your monster is destroyed by the military. The game is keyboard controlled for one player.

Author: Ronald F. Picardi

Path: game/misc/CCC.lha Readme

=====

HangMan 1.3 A hangman game in 6 languages, with GUI.

A GUI Hangman game in six different languages !! Features: A full GUI interface (both keyboard and mouse can be used); Partly localized (on OS 2.1/3.0) for defaulting to a particular language; User can specify his own data file. English, French, German, Spanish, Swedish and Dutch data files included. A useful Hint and Show All feature when you are stuck with a

word. AmigaGuide Online Help also available.

Author: Arun Kumar GP

Path: comm/bbs/hangman1.lha Readme

=====

ITF 1.60 Infocom data file interpreter

Amiga port of ITF4.01. ITF stands for "Infocom Task Force". There have been several ports of Infocom interpreters to the Amiga, but none of this program. 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. Binary only.

Author: InfoTaskForce, amiga port by David Kinder

Path: game/role/itf165.lha Readme

=====

LazyMines 2.1 Minesweeper game

Another minesweeper-game for OS 2.0+.

New in version 2.1:

- Ten high scores for each difficulty level.
- Installation script for Commodore's Installer.

Special features:

- 3 difficulty levels.
- Font sensitive.
- Can open its window on any public screen.
- Saves High Scores.
- Opens even on an NTSC 640 x 200 display.
- Supports locale.library (English and Swedish supported).
- Lots of colors if you have version 3.0 or higher of the OS.
- Auto mark.
- Safe openings.
- Warnings.

Author: Lorens Younes.

Path: game/think/LazyMines.lha Readme

=====

Poing 2.2 Multi-tasking "BreakOut" style game.

Poing is a horizontal breakout clone with some nice touches. This is a sound-enhanced version of Poing 2.1 - more tracks, more instruments, and the sound is supposed to work on A4000's now.

Author: Paul van der Valk

Path: demo/funet/Poing.lha Readme

=====

SCS 1.0 Cricket (darts) scoring utility.

For those of you unlucky enough to be able to afford an Arachnid electronics dart game (and those of you lucky enough to have your Amiga next to your Winmau bristleboard) comes the perfect solution... "Synergy's Cricket Scorer" which features: Nice button driven format for quick and easy entering of darts; Scores both Straight and Cut Throat Cricket; Scores 1 to 4 players; Draws /'s X's & O's just like the bar versions; Even draws little darts like the bar versions!

Author: John George

Path: demo/40k/scs_intr.lha

Readme

=====

AmigaXv 1.21 Amiga port of the popular unix displayer

This is a port of an X11 program called Xv (v3.00) by John Bradley.

XV is a program that displays image files in GIF87, GIF89, JPEG, PBM/PGM/PPM, TIFF, PDS/VICAR Sun Rasterfile, and X11 Bitmap formats. XV runs on nearly ALL X displays: 1, 2, 4, 6, 8, 16, 24, and 32-bit, color, greyscale, and black/white.

XV displays one image at a time in an output window, or on the root window. You can arbitrarily stretch or compress the window, and the picture will be rescaled to fit. You can rotate the picture in 90-degree steps. You can flip the picture vertically and horizontally. You can repeatedly 'crop' a picture (define a rectangular 'region-of-interest' and 'throw away' the rest). You can magnify any portion of the picture by any amount, up to the maximum size of your screen.

XV allows you click on the picture to determine pixel RGB values and x,y coordinates. You can perform arbitrary 'gamma correction' on the picture both in RGB space and HSV space. You can specify the maximum number of colors that XV should use, for some interesting visual effects. You can have the program produce a stippled version of the picture using black and white, or any other pair of colors.

XV can write images in a variety of formats, with many of the modifications you may have made to the picture saved as well. You can use XV to do format conversion. XV will also automatically uncompress compress-ed files, as well as read files from stdin.

Author: John Bradley, Amiga port by Terje Pedersen

Path: gfx/edit/AmigaXv210.lha

Readme

=====

ASA ?? 3 examples of "automatic sketch artist"

3 examples of "automatic sketch artist".
Sketches will draw themselves on your screen.

Author: Gerd Struwe
Path: gfx/misc/ASA.lha Readme

=====

CloudsAGA 1.15 Creates random clouds in AGA resolutions

This program creates randomly clouds which you might use in your paint program, as a texture in a ray tracing program or as a background for your workbench. Uses all AGA-resolutions. Now supports sizes 1024x1024 and 2048x2048.

Author: Daniel Amor
Path: gfx/edit/CloudsAGA.lha Readme

=====

FLAG_AGA_ANIMS ?.? Animations of flags

Sample animations of flags. Also an offer to create custom animations of flags.

Author: GSB
Path: pix/anim/Flag_AGA_Anims.lha Readme

=====

FollowMe ?.? 384x482x6 86 frame anim - bouncing ball

A 86 frame 384x482x6 raytraced animation of a ball bouncing around at a high rate of speed.

Author: Bill Graham
Path: demo/funet/Followme.lha Readme

=====

Fractal 1.3 AGA WB/PubScreen Fractal program

Fractal program with following features:

- Opens on the default public screen (initially the Workbench)

- Usable on any screen with at least 2 "free" pens

- Avoids usage of all pens already "obtained" upon program start (i.e., AmigaDOS 3.0 "Protected Pen" compliant)

- Separate user interface and drawing windows

- Resizable drawing window with point-and-click Zoom-In and centering functions

- Adjustable Zoom-Out function

- Contents of drawing window can be saved to a standard IFF/ILBM file

Full GadTools Intuition interface

Supports the following types of fractals:

- Mandelbrot
- Julia Set
- Magnetism
- Lambda Exponential
- Lambda Cosine
- Biomorph
- Plasma

All math done in double precision floating point

Separate versions for:

- 68020 without FPU (stock A1200 and A4000/030)
- 68020 with FPU (improved A1200 and A4000/030)
- 68040 (stock A4000/040)

"Smart" iconify function

Help text (displayed on screen banner) for the Zoom In and Center actions

Recommended for use with my PaletteTool and PST programs(!)

Tested OK using the Enforcer

Author: tkreuzer@delphi.com

Path: demo/funet/Fractal.lha Readme

=====

GetILBM ?.? 2 functions for loading IFF ILBM files.

Here are two AGA-compatible functions for loading IFF ILBM files, carefully distilled from that mess of code in the back of RKM:Devices or Developer's Toolkit. AGA supported! This module requires iffparse.library to be in your libs: directory.

LoadILBMBitMap() loads an ILBM file into a BitMap, returning the BitMap pointer. Free the BitMap with freeBitMap().

LoadILBMScreen() loads an ILBM file into a Screen, returning the Screen pointer. Display the screen with ScreenToFront(), free it with freeilbmScreen().

The executable file getilbm is a demo picture viewer.

See the beginning of getilbm.c for complete documentation.

Author: Alex Matulich

Path: gfx/misc/GetILBM.lha Readme

=====

GfxCon 1.1 Image format converter for most formats

Image format converter that can load and save most formats:

Load: ILBM, LBM, RGB8, RGBN, PCX, IMG, BMP, RLE4, RLE8,
GIF, TIFF, JPEG, RGB-Raw, Targa

Save: ILBM, PCX, GIF, JPEG, RGB-Raw, Postscript

Features:

- virtual memory built in (even with a plain 68000)
- color-effects and simple transformations are possible
- shows most information stored in images
- has a nice GUI
- fontsensitive
- 68020/881-version included

Author: Dirk Farin

Path: gfx/conv/gfxcon.lha

Readme

=====

ImageStudio 1.2.1 Manipulates various graphic formats

ImageStudio is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. There are several commercial offerings available, however the casual user is paying a lot of money for many facilities and options they would probably never use.

Bitmap graphics, by their nature, usually require large amounts of RAM. One of the main objectives of ImageStudio was to reduce this burden by utilising virtual memory - most users have more spare hard disk space than spare RAM.

ImageStudio works with several buffers at any one time (dependant on how many levels of undo are specified), each of these buffers can hold either colour-mapped or 24-bit images. For a detailed description of colour-mapped and 24-bit images, See Image types.

Author: Andy Dean

Graham Dean

Path: gfx/conv/ImageStudio_1.lha

Readme

=====

JACOsub 2.1 Script player for making video titles

Timed script player/editor/timer for professional-quality video titling. Extremely flexible script format - complete control over title position, style, margins, color, font, auto-wordwrap, font outline/shadow generation, etc. Time events may be non-sequential and overlapping. Mix IFF bitmaps with titles; display AGA graphics. 3rd-party script formats supported. ARexx support. True multi-video buffering. On-the-fly time shift and drift adjustments.

Author: Alex Matulich
Path: gfx/misc/JACOSub.lha Readme

1.3 Index of all Fish files this CD

=====

Lens ?? 384x482x6 102 frame anim, moving lense

A 102 frame 384x482x6 raytraced animation of a lense moving over a multicolored background with various patterns.

Author: Bill Graham
Path: util/misc/Lens.lha Readme

=====

MazeTest ?? Iff map reading program in Amos

Playable demo of a 3-D maze that uses an iff map created with a paint program. Directory contains the compiled program, Amos, ascii source code, sample map and iff pictures used to create a shape table.

Author: Ronald F. Picardi
Path: gfx/misc/MazeTest.lha Readme

=====

MP 1.03 ECS/AGA/OpalVision/PicassoII MPEG player

An MPEG player for ECS/AGA/OpalVision/PicassoII, It is derived from the UNIX/X11 MPEG decoder version 2.0 by the Berkeley Plateau Research Group. Many thanks to Lawrence A. Rowe, Ketan Patel and Brian Smith for publishing that decoder, without them I wouldn't even know how MPEG works. Requires an 020+, 2MB, OS2.04.

Author: Michael van Elst
Path: gfx/show/mp103.lha Readme

=====

Softshadows ?? An Imagine tutorial

An Imagine tutorial including an Imagine project file, a jpeg example pic, and some illustrations along with an explanatory text file.

Author: Bill Graham
Path: gfx/3d/SoftShadows.lha Readme

=====

TextDemo 5 3D Dungeon with shading; AGA/ECS (020+) .

This demo enables you to walk through a 3D dungeon. All walls are realtime texturemapped and shaded. The ECS version uses 64 colors. The AGA version uses 256 colors.

Author: John Hendrikx

Path: gfx/misc/TextDemo57.lha

Readme

=====

TSMorph 3.0 A comprehensive morphing package.

TSMorph is a set of morphing programs. It consists of three programs:\n

TSMorph	Edit the Morph parameters\n
TSMorph-render	Generate the morphed images\n
TSMorph-prefs	Preferences editor\n

TSMorph is used to create a parameter file which is used by TSMorph-render to produce the morphed images. Run times can be about 3 seconds per frame for a 150x150 image on a 28Mhz 68040.\n

TSMorph-render can be used to either morph one (or a series of) image(s) to another in a set number of frames with a number of control points, or just distort one (or a series of) image(s) with control points. When TSMorph is run without parameters it will display an ASL file requester for a file created by TSMorph, it will then create the images, displaying a Progress Requester on the default public (or named) screen allowing the process to be interrupted and/or stopped.\n

ARexx scripts are run before and after each image is processed. These allow the changing of movement and colour to be controlled along with the ability to only generate some frames, and also post image processing (e.g. to change to a non-24-bit format and build an animation).\n

TSMorph is used to generate the parameter file. When run it displays an Information Window on a public screen. This allows the input of the file names to morph between, the number of frames, the start frame, the output file names, and the type of morph (single or dual images) to be changed.\n

It also allows the editing of control points on the images. The images are displayed on a public screen in resizable, scrollable windows.\n

When the images are displayed control points can be edited in various modes. These modes allow the addition, deletion, linking and unlinking of the control points.\n

Context sensitive help is displayed using amigaguide (if available). The 'Help' key can be pressed in the gadgets, over the gadgets, on menus or anytime a window is active.\n

Author: Topicsave Limited

Path: gfx/edit/TSMorph32.lha

Readme

=====

VideoTitler 1.15 Create Title/Credits for your own video

Generates professional looking TV titles and credits for your own videos. Outstanding abilities are very smooth scrolling, color slides (AGA-support), and usage of colorfonts. Binary only,

Author: Andreas Ackermann

Path: gfx/misc/VideoTitler.lha Readme

=====

Viewtek 2.1.378 Feature packed picture/animation viewer

A feature packed Picture/Animation Viewer. Shows most ILBM's (including 24-bit ILBM's), most Compuserve GIF format images, most JFIF format JPEG images and most ANIM Op-5 format animations, with support for different palettes for each frame. Supports SHAM, CTBL, and PCHG images, full support of ECS/AGA display modes (ie. show 256 color GIF's directly, show 800x600 HAM animations, etc.). Supports viewing contents of clipboard. Iconifies to a Workbench AppIcon. Includes versions for DCTV, EGS, IV-24, Firecracker, OpalVision, Retina, and Picasso

Author: Thomas Krehbiel

Path: gfx/show/ViewTEK21.lha Readme

=====

ZGIF_DRVR 1.0 Driver interface for the ZGIF GIF viewer

A driver interface for the ZGIF GIF image viewer. Can also be used with FASTGIF, VIEWTEK, etc. Allows you to view up to 400 GIFs' with the click of a mouse button. Ideal for previewing the hundreds of GIFs' that come on a CDROM. Binary only

Author: Milt Henderson

ZGif by Michael Zucchi

Path: gfx/show/ZGIF_DRVR.lha Readme

=====

dc 0.2 GNU reverse-polish (RPN) desk calculator

DC is a reverse-polish desk calculator which supports unlimited precision arithmetic. It also allows you to define and call macros. Normally DC reads from the standard input; if any command arguments are given to it, they are filenames, and DC reads and executes the contents of the files before reading from standard input. All output is to standard output.

Author: Free Software Foundation

Path: demo/40k/dc_bbs.lha Readme

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Author: Free Software Foundation
Path: demo/40k/dc_bbs.lha Readme

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gcc 2.3.3 GNU C/C++/Obj-C compilers

The GNU C, C++, and Objective C compilers. Includes all support for compiling C, C++ and Objective C, including a run-time library for Objective C.

Author: Free Software Foundation
Path: dev/gcc/gcc263_diffs.lha Readme

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Path: dev/gcc/gcc263_diffs.lha Readme

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The GNU C, C++, and Objective C compilers. Includes all support for compiling C, C++ and Objective C, including a run-time library for Objective C.

Author: Free Software Foundation
Path: dev/gcc/gcc263_diffs.lha Readme

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gzip 1.2.4 GNU compressing/decompressing programs

Gzip reduces the size of the named files using Lempel-Ziv coding (LZ77). Whenever possible, each file is replaced by one with the extension .gz, while keeping the same ownership modes, access and modification times. (The default extension is -gz for VMS, z for MSDOS, OS/2 FAT, Windows NT FAT and Atari.) If no files are specified, or if a file name is "-", the standard input is compressed to the standard output. Gzip will only attempt to compress regular files. In particular, it will ignore symbolic links.

If the compressed file name is too long for its file system, gzip truncates it. Gzip attempts to truncate only the parts of the file name longer than 3 characters. (A part is delimited by dots.) If the name consists of small parts only, the longest parts are truncated. For example, if file names are limited to 14 characters, gzip.msdos.exe is compressed to gzi.msdx.exe.gz. Names are not truncated on systems which do not have a limit on file name length.

By default, gzip keeps the original file name and timestamp in the compressed file. These are used when decompressing the file with the -N option. This is useful when the compressed file name was truncated or when the time stamp was not preserved after a file transfer.

Compressed files can be restored to their original form using gzip -d or gunzip or zcat. If the original name saved in the compressed file is not suitable for its file system, a new name is constructed from the original one to make it legal.

gunzip takes a list of files on its command line and replaces each file whose name ends with .gz, -gz, .z, -z, _z or .Z and which begins with the correct magic number with an uncompressed file without the original extension. gunzip also recognizes the special extensions ".tgz" and ".taz" as shorthands for .tar.gz and .tar.Z respectively. When compressing, gzip uses the .tgz extension if necessary instead of truncating a file with a .tar extension.

gunzip can currently decompress files created by gzip, zip, compress, compress -H or pack. The detection of the input format is automatic. When using the first two formats, gunzip checks a 32 bit CRC. For pack, gunzip checks the uncompressed length. The standard compress format was not designed to allow consistency checks. However gunzip is sometimes able to detect a bad .Z file. If you get an error when

uncompressing a .Z file, do not assume that the .Z file is correct simply because the standard uncompress does not complain. This generally means that the standard uncompress does not check its input, and happily generates garbage output. The SCO compress -H format (lzh compression method) does not include a CRC but also allows some consistency checks.

Files created by zip can be uncompressed by gzip only if they have a single member compressed with the 'deflation' method. This feature is only intended to help conversion of tar.zip files to the tar.gz format. To extract zip files with several members, use unzip instead of gunzip.

zcat is identical to gunzip -c. (On some systems, zcat may be installed as gzcat to preserve the original link to compress.) zcat uncompresses either a list of files on the command line or its standard input and writes the uncompressed data on standard output. zcat will uncompress files that have the correct magic number whether they have a .gz suffix or not.

Gzip uses the Lempel-Ziv algorithm used in zip and PKZIP. The amount of compression obtained depends on the size of the input and the distribution of common substrings. Typically, text such as source code or English is reduced by 60-70%. Compression is generally much better than that achieved by LZW (as used in compress), Huffman coding (as used in pack), or adaptive Huffman coding (compact).

Compression is always performed, even if the compressed file is slightly larger than the original. The worst case expansion is a few bytes for the gzip file header, plus 5 bytes every 32K block, or an expansion ratio of 0.015% for large files. Note that the actual number of used disk blocks almost never increases. gzip preserves the mode, ownership and timestamps of files when compressing or decompressing.

Author: Jean-loup Gailly
Path: util/pack/gzip124x2.lha Readme

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Compressed files can be restored to their original form using `gzip -d` or `gunzip` or `zcat`. If the original name saved in the compressed file is not suitable for its file system, a new name is constructed from the original one to make it legal.

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Author: Jean-loup Gailly

Path: util/pack/gzip124x2.lha Readme

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gunzip can currently decompress files created by gzip, zip, compress, compress -H or pack. The detection of the input format is automatic. When using the first two formats, gunzip checks a 32 bit CRC. For pack, gunzip checks the uncompressed length. The standard compress format was not designed to allow consistency checks. However gunzip is sometimes able to detect a bad .Z file. If you get an error when uncompressing a .Z file, do not assume that the .Z file is correct simply because the standard uncompress does not complain. This generally means that the standard uncompress does not check its input, and happily generates garbage output. The SCO compress -H format (lzh compression method) does not include a CRC but also allows some consistency checks.

Files created by zip can be uncompressed by gzip only if they have a single member compressed with the 'deflation' method. This feature is only intended to help conversion of tar.zip files to the tar.gz format. To extract zip files with several members, use unzip instead of gunzip.

zcat is identical to gunzip -c. (On some systems, zcat may be installed as gzcat to preserve the original link to compress.) zcat uncompresses either a list of files on the command line or its standard input and writes the uncompressed data on standard output. zcat will uncompress files that have the correct magic number whether they have a .gz suffix or not.

Gzip uses the Lempel-Ziv algorithm used in zip and PKZIP. The amount of compression obtained depends on the size of the input and the distribution of common substrings. Typically, text such as source code or English is reduced by 60-70%. Compression is generally much better than that achieved by LZW (as used in compress), Huffman coding (as used in pack), or adaptive Huffman coding (compact).

Compression is always performed, even if the compressed file is slightly larger than the original. The worst case expansion is a few bytes for the gzip file header, plus 5 bytes every 32K block, or an expansion ratio of 0.015% for large files. Note that the actual number of used disk blocks almost never increases. gzip preserves the mode, ownership and timestamps of files when compressing or decompressing.

Author: Jean-loup Gailly

Path: util/pack/gzip124x2.lha

Readme

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gzip 1.2.4 GNU compressing/decompressing programs

Gzip reduces the size of the named files using Lempel-Ziv coding (LZ77). Whenever possible, each file is replaced by one with the extension .gz, while keeping the same ownership modes, access and modification times. (The default extension is -gz for VMS, z for MSDOS, OS/2 FAT, Windows NT FAT and Atari.) If no files are specified, or if a file name is "-", the standard input is compressed to the standard output. Gzip will only attempt to compress regular files. In particular, it will ignore symbolic links.

If the compressed file name is too long for its file system, gzip truncates it. Gzip attempts to truncate only the parts of the file name longer than 3 characters. (A part is delimited by dots.) If the name consists of small parts only, the longest parts are truncated. For example, if file names are limited to 14 characters, gzip.msdos.exe is compressed to gzi.msd.exe.gz. Names are not truncated on systems which do not have a limit on file name length.

By default, gzip keeps the original file name and timestamp in the compressed file. These are used when decompressing the file with the -N option. This is useful when the compressed file name was truncated or when the time stamp was not preserved after a file transfer.

Compressed files can be restored to their original form using gzip -d

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Author: Jean-loup Gailly

Path: util/pack/gzip124x2.lha

Readme

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less 252 Viewer program similar to "more".

Less is a program similar to more (1), but which allows backward movement in the file as well as forward movement. Also, less does not have to read the entire input file before starting, so with large input files it starts up faster than text editors like vi (1). Less uses termcap (or terminfo on some systems), so it can run on a variety of terminals. There is even limited support for hardcopy terminals. (On a hardcopy terminal, lines which should be printed at the top of the screen are prefixed with a caret.)

Commands are based on both more and vi. Commands may be preceded by a decimal number, called N in the descriptions below. The number is used by some commands, as indicated.

Author: Mark Nudelman et al.

Path: util/gnu/less_278.lha Readme

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Author: Mark Nudelman et al.

Path: util/gnu/less_278.lha Readme

=====

sed 2.05 GNU stream editor

Sed copies named files, or the standard input, to the standard output, edited according to a script of commands.

Author: Free Software Foundation

Path: game/shoot/SED.lha Readme

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Path: game/shoot/SED.lha Readme

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tar 1.11.2 GNU Tape Archiver

Tar collects files into an archive which is normally written to tape or other backup media. It can also be written to a normal file, and such files have become a common intersystem exchange mechanism.

Author: John Gilmore
Path: util/arc/tar_compress.lzh Readme

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Path: util/arc/tar_compress.lzh Readme

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Author: John Gilmore
Path: util/arc/tar_compress.lzh Readme

=====

MiscHacks ?..? Various Amiga hardware hacks.

A collection of various hardware hacks for the Amiga.

Author: Various
posted by Hans Luyten
Path: hard/hack/MiscHacks.lha Readme

=====

cP 4.3 Data plotting program for 2D data

A data plotting program capable of plotting two dimensional data in both linear or log space. The program runs from either the CLI or Workbench. There is no limit to the number of points that the program can load except the amount of ram on your system. There is also no limit to the number of sets. cP creates a public screen, so you can open other applications on its' screen. This version of cP also sports an AREXX interface for almost any function.

Author: Chris Conger

Path: comm/tcp/CP3UPDATE1.lha Readme

=====

CP101A 1.01A Attempts to diagnose illness & injury

Cybernetic Physician is an artificial intelligence expert system, with inference engine and medical knowledge base. Intended for home use, and using non-technical terms, this program attempts to diagnose illness and injury by the user's responses to simple questions. "Not intended to replace the services of a qualified physician." This is a full working shareware evaluation version, with a small, but useful subset of the entire knowledge base.

Author: Satori Publishing

Path: misc/sci/CP101A.lha Readme

1.4 Index of all Fish files this CD

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CPK 2.5 Molecular renderer & manipulation prog.

Program renders spacefilling, wireframe and ball and stick representations of molecules in the standard molecule format provided by the Brookhaven Protein Databank. The program features a complete ARexx command set, interactive molecule manipulation capabilities and provides an interface to the popular ray tracing program POV-Ray. This allows the user to generate high quality ray traced renderings of molecules as well.

Author: Eric G. Suchanek, Ph.D.

Path: misc/sci/cpk_26.lha Readme

=====

Makers 1.5 Bio sketches of famous mathematicians

This program contains brief biographical sketches of famous mathematicians in book form. In particular, it is a Hyperbook application and is self-contained. The HBBrowser program is included so no additional files are

required to run the application.

Author: Carmen Artino

Path: misc/math/Makers.lha

Readme

=====

Verbes 1.2 French verb tutorial

Ensemble Verbes is a program to help students practise and master French verbs in the most common tenses of the language. The registered version of Ensemble Verbes features over 75 verbs, including -er, -ir, -re, reflexive and irregular conjugations; present, compound past, imperfect, future, conditional and subjunctive present tenses plus the present participle; and full online, context-sensitive help via AmigaGuide. This version of the program includes all the -er verbs and two of the tenses from the registered version.

Users can also obtain The French Student's Dictionary & Guide, a 150-page, 5500-entry French/English and English/French reference. Registered users can get this at a (very!) reduced cost.

Author: Peter Janes

Path: misc/edu/Verbes1_3.lha

Readme

=====

TYPmod ?? Octamed module

A great octamed module, with a heavy quota of the sax.

Author: Tom Pettigrew

Path: mods/med/TYPmod.lha

Readme

=====

DeliTracker 2.07 Flexible soundplayer for many formats

A highly flexible soundplayer which supports many sound formats. The replay routines for the common formats ProTracker, NoiseTracker, SoundTracker 15 and 31 inst. and StarTrekker without AM sounds, are built within DeliTracker. Additional players can be loaded from disk. DeliTracker is NOT a Sampler, Digitizer, MIDI sequencer nor a song editor. It is only meant to play music modules in a very comfortable way. Here are some reasons for using DeliTracker: System friendly and multitasks happily; Highly expandable due to modular concept; Allocates the sound channels; Supports xpkmaster.library for decrunching; Correct play speed in PAL/NTSC (uses timerdevice); Works well with serial.device; Modulelists; ARExx; PubScreen support; Hotkey (Commodity); Appwindow, modules can be played by simply dropping the module icon (or even a hole directory) into the mainwindow; Written in 100% Assembler. Binary only.

Author: Peter Kunath, Frank Riffel

Path: mus/play/DeliTracker211.lha

Readme

=====

24BitComix ??. Set of comics by Bill Graham

Set of comics by Bill Graham

Author: Bill Graham

Path: pix/bill/24BitComix.lha Readme

=====

Crygirl.jpg ??. Cyrstal Girl picture by Corinna

Crystal Girl is a composite of my sister and some art I created independently.

Author: Corinna Cohn

Path: pix/misc/crygirl.jpg Readme

=====

EpsonFX 1.0 Epson FX-850/Citizen printer driver

Optimized driver that handles new graphic modes and international characters, faster than standard EpsonX driver.

Author: Sergio R. Caprile

Path: text/print/EpsonFX.lha Readme

=====

EpsonLX 1.0 Epson LX-800 printer driver

Optimized driver that handles new graphic modes and international characters, faster than standard EpsonX driver.

Author: Sergio R. Caprile

Path: text/print/EpsonLX.lha Readme

=====

FreshFonts 0.1 Preview of fonts CD to be released 4Q94.

This is a small (approx 20Mb) preview of a new fonts CD scheduled for release in the fall of 1994.

Author: Danny Amor

Path: docs/rview/FreshFonts_2.txt Readme

=====

Less 1.6Z Amiga port of UNIX text file reader

A text file reader, descended from Unix "Less." Less has features found on no other Amiga file reader; it can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This version

adds an option to suppress opening a new window, using the existing CLI window instead (especially useful with an AUX: shell), and includes some minor bug fixes.

Author: Ray Zarling et. al.
Path: util/gnu/less_278.lha Readme

=====

LSP 0.1B Print on PCL-based laser printer

LSP (Laser Source Printer) is a little utility for people that have access to a PCL-based laser printer. One of the most useful applications is to use DOUBLE in conjunction with FLUSHRIGHT. DOUBLE prints two logical pages on one physical page. (The pages are outlined by a box and titled with the file name). FLUSHRIGHT is a new concept in printing source (well... not so new ***8-)). When a line is longer than a default length (usually 80 char) LSP breaks the line but they are right aligned so they don't mess up your source code indentation.

Author: Paolino "del" Dell'Aquila
Path: game/think/lsp_cgdl.lha Readme

=====

MiserPrint 1.14 Print util for inkjets (HP-compatible).

MiserPrint is a print utility that puts up to 8 normal pages of text on one sheet of paper. You are able to save paper and time. MiserPrint uses the small built-in fonts (Courier and Letter Gothic) of the HP-Deskjet or compatible printers.

Author: Heinz-Guenter Boettger
Path: text/print/MiserPrint1_15.lha Readme

=====

MuchMore 4.4 Soft scroll text viewer with xpk-support

A soft scrolling text viewer. Can run in a window on a public screen or on his own screen. Display mode can be choosen with ASL screen mode requester. Supports ANSI, pipes, xpk, locale. Includes 7 catalogs.

Author: Fridtjof Siebert
Christian Stiens
Path: text/show/muchmore46.lha Readme

=====

ADoc 4.00 An hypertext-like help utility.

ADoc is an utility that allows you to manage all kinds of documentations on any subject. It is able to automatically start searching for a word selected by a mouse click, and to work on several documentation files at the same time. ADoc can display a picture beside to the text, use straight the AutoDocs and AmigaGuide files (as well as "PowerPacker" compressed files) and may be controled

via AREXX.

Author: Denis Gounelle

Path: dev/misc/adoc_1_02.lha Readme

=====

AIBB 6.5 GUI-based CPU performance tester

AIBB is a system performance analysis tool designed with built-in tests for exercising CPU, FPU, and graphics portions of system performance. Comparisons to 4 different machines can be displayed, with a default of the A600, A1200, A3000/25, and A4000/040 contained within AIBB. The option to create and/or load data files from other systems for comparison is also included within the program.

Author: LaMonte Koop

Path: util/moni/AIBB_Cyb30.lha Readme

=====

AntiCicloVir 2.4 Link/File/BB/Validator/Memory virus elim

A link virus detector and exterminator. Also detects other types of viri. This version recognizes: 188 Bootblock, 28 File, 15 Link, 7 Disk-Validator, 11 Trojans, and 17 Bombs. Automatically checks each inserted disk for boot block and disk-validator viruses. Can scan all files of a specified directory for known link viruses, and constantly monitors memory and system vectors. Now public domain and includes source in assembler.

Author: Matthias Gutt

Path: util/virus/AntiCicloVir.lha Readme

=====

ARexxAppList 1994.10.11 List of 421 programs that support ARexx.

The ARexx Application List. A list (plain text) of approximately 421 Amiga programs that support ARexx, with brief descriptions of their capabilities. Updates are posted in the USENET newsgroup comp.sys.amiga.applications.

Author: Daniel J Barrett

Path: util/rexx/ARexxAppList.lzh Readme

=====

BrowserII 3.0 Directory maintenance utility

It is a multi-window file-manager. It is based on drag and drop just like workbench. In fact, it is exactly like workbench in text mode. It is fully asynchronous. That is to say, you can perform several copies, delete, directory scan,... at the same time. You can pause or stop running processes. Pressing [ESC] pauses all processes (accidental operations). It is small, about 150 KBytes (not compressed of course), including the whatis.library, a powerfull library that identify file types. Does not use much memory when idle (may use more while copying).

Use pooled memory even under WB2.0 to minimize fragmentation. It is fast. It has an intelligent iconification, directory tree, archive support, window snapshot and an intelligent buffered copy process which makes it a lot faster than standard copy commands/tools when source & destination directories are on the same device unit. You can copy a complete 880 Kb floppy with only 1 drive in 1 pass without using RAM disk as a tmp storage. Copies even continue while iconified. And at last, it is powerfull and highly configurable. It is ShareWare. Once registered, you get a key file which is valid forever. if you are not registered (you don't have the key file), the about requester will popup from time to time, but BrowserII stay fully fonctionnal.
Available languages: english, french, deutsch, svenska

Author: Pierre Carrette, Sylvain Rougier
Path: util/dir/BrowserII_v3.lha Readme

=====

CFX 5.560 Check type of file a la "dir/list" cmd

The Amiga caters for many varied programs, and these programs use their own data types. CFX (Crunched File eXaminer) contains a huge database of known filetypes and can deduce a file's "type" very quickly, in a fashion like the AmigDOS "list" or "dir" commands. Contains options to check for types like "executable", "not executable", "crunched", "graphics", "sounds" etc.

Author: Bob Rye
Marcus Mroczkowski
Path: demo/40k/cfx_sadd.lha Readme

=====

Csh 5.39 Replacement for the shell, like UN*X csh

Replacement for the Amiga shell, similar to UN*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, \$(), statement blocks, high speed, plus much more.

Author: Andreas M. Kirchwitz
Urban Dominik Mueller
C Borreo
Steve Drew
Matt Dillon
Path: util/arc/Csh_LhA2LZX.lha Readme

=====

Degrader 1.30 Tries to get badly written progs to work

Degrades your machine to try and get badly written programs to work. Allows you to block memory, add non-autoconfig memory at reset, turn audio filter on or off, intercept privilege violation errors, switch off cache/burst modes and

can slow down a fast machine. Also can swap the boot drive and force 50Hz or 60Hz. Will do things straight away, after one reset or after every reset.

Author: Chris Hames
Path: util/misc/Degrader.lha Readme

=====

DMS 1.11 A popular disk archiver

DISK-Masher is a utility that allows users to compress and archive entire floppy disks. Offers four different types of compression, extended virus checking of boot blocks, and data encryption. Requires at least 512K of memory.

Author: SDS Software
Path: util/arc/dms111.run Readme

=====

DropnAct 1.0 An AppIcon for easy data file handling

Drop'n Act installs an AppIcon on your Workbench. When you drop a file on this icon, Drop'n Act will analyze it and act according to the type of the file, e.g. show a picture, play a piece of music, extract an archive, etc.

Author: Rüdiger Hanke
Path: util/app/DropnAct20.lha Readme

=====

FlipIt 1.2 Flip through screens via hotkeys.

Commodity that lets you install hotkeys for flipping through screens. FlipIt lets you specify a hotkey to push the frontmost screen to the back, and a hotkey to bring the rearmost screen to the front. This is useful when using programs that do not have depth gadgets on their screens.

Author: Michael J Barsoom
Path: util/cdity/FlipIt20.lha Readme

=====

FSort 1.1 Very fast file sorting utility

File sorting... Hmm... C:Sort does this... But it's very
ssssllllllloooooowwww. ARP Sort sorts slightly faster.

- FSort tries to be much more better.
- FSort supports input from stdin and output to stdout (PIPES !!!).
- FSort eats less RAM (but slightly more than ARP Sort).
- FSort requires Kickstart 2.04 or higher.
- FSort is pure and can be made resident.
- FSort takes advantage of the powerful ss.library (also in this archive, see SSLib<??>.lha on the AmiNet for complete distribution).

Speed comparison: (280K file, on GVP A530 Turbo - 68EC030 40MHz)

```
original C:Sort 37.3  36 seconds  380K used
ARP Sort      27 seconds  317K used
FSort         4.9 seconds 334K used
```

All the timings are measured by Stat 1.0 (available in MJUtils.lha on AmiNet).

Author: Martin Mares

Path: util/cli/FSort13.lha

Readme

=====

GBlanker 38.8 A modular screen blanking package.

Garshneblanker is a complete modular screen blanking package designed with AmigaDOS 2.04+ in mind. This software takes advantage of all the new features of ADOS 2.04+ in order to make it as upwardly compatible with new releases as possible. Features: Screen Mode Database use in each module; Full Commodities interface; Font sensitive window; Public screen support; GadTools interface; IFF Preferences files; Use of tool types to support global and local prefs; AppWindow support; AGA Support in all modules! Beautiful 256 color displays.

Author: Michael D. Bayne

Path: util/blank/GBlanker36_020.lha

Readme

=====

GED 1.1 programmer's editor

GoldED is a text editor for programmers. Suggested hardware: OS3.1, 68030, 2MB RAM, HD. Features: fast scrolling, folding, project management, DICE-C compiler frontend, ARexx port (380+ commands), asynchronous printing, flexible GUI: any mode, any font, user defined menus, user-defined gadgets, preview mode, keymap editor. OS3.1 support (AppWindows, MenuHelp, HotKey), localized, ASCII character selection table, character set remap (e.g MS-DOS to Amiga), APC (automatic phrase completion), AutoCase (automatic case correction), smart indention after user-defined keywords, QuickFunc scanner (displays a table of all functions defined in your source code; language-independant), includes & AutoDocs reference function, file hunter, global search across file boundaries, macro recording, formatter, QuickStarter, AutoBackup facility, XPK-support, clipboard support, online spell checker, icon dock based on Stefan Becker's ToolManager. Additional tools: PCL (Laser/DeskJet) printing utility HiSpeed, Recover (recovers text buffers after reboot), compiler frontend GUIMake and more. English, German & French documentation provided as AmigaGuide files. v1.0, commercial demo, binary only. Authors: Dietmar Eilert (GoldED), Rico Krasowski (GUIMake) and others.

Author: Dietmar Eilert

Path: dev/c/GED4DCC.lha

Readme

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InfraRexx 1.4 Use Amiga as infrared remote controller.

The InfraRexx software along with the InfraJoy hardware serve as an ARExx-infrared interface, so your Amiga becomes a remote control unit. Also, the other way around, you can control your Amiga using a common infrared remote control unit.

Author: Leon Woestenberg

Jeroen Steenblik

Path: util/rexx/InfraRexx1_5.lha Readme

=====

IRMaster 2.6 Replace IR remote controls with Amiga.

Software/hardware project to control devices with an infra-red remote control (tv set, cd player etc.) with the amiga. Using the IR-editor you can build a remote control and learn the IR commands. The projects are launched by the IR-runner. That means you can control e.g. your tv set from the Workbench.

Author: Jürgen Frank

Michael Watzl

Path: util/misc/irmaster311.lha Readme

=====

JPEGDataType 39.1 Datatype to convert jpegs to 8 bit data.

Converts jpegs to 8 bit data for multiview and other programs. It's SLOW and memory hungry, but does quite a reasonable job.

Author: Steve Goddard

Path: util/dtype/JpegDataType.lha Readme

=====

LhA 1.38 A fast LhArc compatible archiver

A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more.

Author: Stefan Boberg

Path: util/arc/lha150r.run Readme

=====

MagicCX 1.0 Great modular commodity system

MagicCX is the definite commodity/system enhancer for any Amiga running

OS 2.x or better. It is a very powerful and flexible system.

- It incorporates many, many features known from other commodities, while offering new, unseen features
- External preferences program allows full control over MagicCX
- It offers a special module design, known from Workbench. You may install/use modules/functions by simply dragging them to a Modules directory, if not used, move them to a storage directory.
- Offers ModulesManager program for Users of OS 3.x and up
- Comes with manuals in English and German
- Localized under OS 2.1 and up. English, German translations available
- Utilizes Installer for installing MagicCX to your system
- Compact system installation. Only a few files will be spread around your system. All others are kept in a single directory
- Only basic functions (window activation and such) are built into the main program. The remaining features were put into external modules
- MagicCX comes with 18 (for now) different modules you may choose from.
- Flexible blanker system with two internal blankers and 8 (for now) external blanker modules
- Utilizes powerful gadget layout library
- Plenty of features, take a look.

Author: Kai Iske

Path: util/cdity/MagicCX11.lha Readme

=====

Man 1.11a Unix type Man command

This is a simple MAN command, known from UNIX systems. The advantage is, that it recognizes .guide files to be AmigaGuide© documents. MAN then uses a different viewer in order to display the AmigaGuide© document. Furthermore MAN recognizes TeX-DVI files as well, using a different viewer to display them. You may configure MAN using environment variables.

Author: Kai Iske

Path: util/cli/Man3714.lha Readme

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MayFlower ?.? A collection of misc cli/script programs

A collection of miscellaneous cli and script file programs the author has maintained over the years. All programs previously released have had minor/major improvements done to them. Some programs will now work with the SPAT script file when working with wild character matching, and some programs will work in resident mode.

Author: Stephen D Childers

Path: mods/pro/Mayflower.lha Readme

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Picticon 0.96 Scales pictures into icons. os3.x only

Allows pictures to be dropped onto an appicon. Will then load the pictures using datatypes.library and scale them into icons.

Many options to customize how the scaled picture icons will look. Allows frames/backgrounds and size text (built in fonts, tho)

Features:

- o Files may be passed by dropping them onto an appicon, selecting an apptool item, shift-selection, or via a CLI interface.
- o Dithering (one type, error-diffusion)
- o Remaps to current Workbench palette
- o Both fractional and integer scaling
- o User defined icon size
- o Allows templates for both tooltypes and/or background underlay
- o User defined appicon image
- o Ability to place picture dimension text onto icon
- o Preserves aspect of pictures with aspect information
- o User defined screen aspect. (for non-lace or s-hires users)
- o HAM-6/HAM-8 support
- o Datatype loader/scaler module is available for registered E 3.0 users. (no source)
- o NewIcons support (optional)
- o WhatIs support (optional)
- o Multiple filenames and/or wildcards from the CLI interface

Author: Chad Randall

Path: util/wb/Picticon1_01.lha Readme

=====

PolyEd 1.242 User-friendly, powerfull text editor

PolyEd is one of the most user friendly text editors for the Amiga. It is kept small and easy, but has all the features.

PolyEd has all features, needed to edit texts, but no other features, like clocks, memory displays, calculators ...

As the Amiga has a great multitasking operating system, it is, in my opinion unnecessary to put all those things into one single program, but better to set up one's desired environment by some different programs (which can be further improved by arexx).

In other words, if you need a calculator, parallel to PolyEd, why not run the one from the 'utilities' drawer or one from the public domain pool.

Via the arexx-port, centering, formating and functions you can think of, can be added to PolyEd too.

Author: Robert Brandner

Path: text/edit/polyed2.lha Readme

=====

PS 1.36 Lists info about tasks and processes

Lists information about all tasks and processes currently in the system.

Author: Trevor Andrews

Path: mus/play/PS3M310.lha Readme

=====

PST 1.0a Public Screen creation tool

CREATES A PUBLIC SCREEN WITH SCREEN TYPE SELECTABLE FROM ANY CURRENTLY ACTIVE MONITOR TYPE
USES THE 3.0 ASL SCREEN MODE REQUESTER
ALLOWS FOR SELECTION OF SCREEN DIMENSIONS, DEPTH, OVERSCAN, AND autoscroll (via ASL Screen Mode Requester)
Allows complete control of all Public Screen-related features, such as "Default Public Screen", "Pop to Front", and "Shanghai".
Tested OK using the Enforcer.

Extremely compatible with the KreuzerSoft series of graphics programs (Fractal, LyapunovSpace, Terrain, PaletteTool, etc.) but is NOT in anyway restricted to usage with them.

Put differently, this is a general-usage tool.

Author: Timothy B. Kreuzer

Path: demo/ecs/pst_join.lha Readme

=====

Remind 1.41 Reminds you of important dates.

Calender programs are plentiful for the Amiga, you can always find another program sitting on a board which tells you what you are doing today. However I feel none of the programs I have tried actually are useful and easy to read.

The good thing about remind is that it contains all the information in one window, including what you need to do today, what you need to do within several days, and what you have to do for the rest of the year. The user interface has been remarked on by several people for its clarity.

Its compact, completely configurable (well nearly), and its free.

Completely and utterly free, all I ask is that you send me some e-mail to say that you are using the program.

Author: Richard Ambridge

Path: util/cdity/Remind1_5B.lha Readme

1.5 Index of all Fish files this CD

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Reminder 5.9 A nice reminder utility

Reminder keeps an eye on a list of messages and commands, which the user (you) wants to be shown and/or executed at a specific time or time intervals. Any or all of the timeparameters can be wildcards. Once every minute the list is checked, and if a match between the systemclock and a time specification is found a window will pop up, and the message(s) will be shown and/or the command(s) will be executed.

Because Reminder is supposed to run as a backgroundprocess, it is designed to be memory efficient and use as little CPU time as possible. Should you however be the owner of an unexpanded A500, or for any other reason NOT want the program to run continuous, it is possible to make it show all messages for today at once, and then die (when using this option no commands will be executed).

Author: Ebbe Holleris Petersen
Path: util/cdity/Reminder60.lha Readme

=====

RO 0.81 A MUI-Based FileManager

RO is a new Intuition-controlled, fully user-configurable file manager for OS 2.04 and newer. RO's mighty features will assist and help you on your daily work with your Amiga. With RO there is no need to learn those cryptic shell commands, because you have the complete power of your Amiga in one hand.

Due to the usage of MUI you are able to configure the look and feel of this tool as you like it. MUI is the Magic User Interface developed by Stefan Stuntz which should be installed on every Amiga. It is an object oriented system to create and maintain graphical user interfaces. Users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste.

Author: Oliver Rummeyer
Path: util/dir/ro_v102.lha Readme

=====

RunList 1.2 Commodity lauches commonly used programs

RunList is a commodity to lauch commonly used programs. When activated, a user defined list of commands is displayed, any one of which can be activated by clicking on a gadget or by pressing a function key. If required, RunList can also add an item to the Workbench 'Tools' menu to activate RunList.

Author: David Kinder
Path: util/cdity/RunList2.lha Readme

=====

RunList2 2 Commodity to run programs from a list.

RListN, RListB and RListS are small tools helping to run programs. They are all the same, differ only by size in order to meet ones need.

Author: Heinz Reinert

Path: util/cdity/RunList2.lha Readme

=====

Scout 1.3 Tool to monitor computer system.

A tool that allows you to monitor your computer system. It displays many different things - like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc. - and you can perform some certain actions on them.

For example you can freeze tasks, close windows and screens, release semaphores or remove locks, ports and interrupts.

An implemented ARexx interface makes you these actions available, too.

Author: Andreas Gelhausen

Path: util/moni/scout22.lha Readme

=====

SnoopDos 3.0 System and application monitor

SnoopDos

SnoopDos is a utility that allows you to monitor a variety of system operations carried out by programs on your Amiga. This includes what files a program is trying to open, what fonts, libraries, devices and environment variables it is looking for, and so on.

This is very useful if you are trying to figure out why a certain application won't work properly. Usually, it's because the application can't find a certain configuration file, library or device.

This version has many new features not present in version 1.7. Among the most important are a full GUI, support for many new functions, support for monitoring programs compiled with GNU C, and a packet debugger for programmers.

Author: Eddy Carroll

Path: util/moni/snoopdos30.lha Readme

=====

Splitter 1.21 Split any file into several files.

Can split any file into a given number of files with equal size or several files with given size and can join those automatically to the original file

again. Works now with MS-DOS computers. Binaries for amiga, MS-DOS and SUN sparc included.

Author: Martin Schlodder
Path: demo/funet/Splitter2.lha Readme

=====

StartWindow 2 Small tool helping to run programs.

StartWindow2 is a small tool helping to run programs. It is the update of StartWindow1.1

Author: Heinz Reinert
Path: util/wb/StartWindow.lha Readme

=====

ToolType 3.2 Edit ToolTypes easily.

A program to make it easier to edit tooltypes in icons. ToolType will read the tooltypes from an icon file and let you use your favorite text editor to change or add to the tooltypes. ToolType can be run from shell, Workbench, or set up as an appicon. Includes an option to sort the tooltypes alphabetically.

Author: Michael J Barsoom
Path: util/wb/ToolType3_3.lha Readme

=====

TPD 39.1 Datatype to read PCX files.

Tron's PCX DataType V39.1, TPD is a datatype for OS 3.0 or newer. This datatype enables your system to read PCX files. PCX is an image file format invented by the programmers of the program "PaintBrush" and one of the most common image formats on MS-DOS computers. With this datatype you will be able to display such PCX files with "MultiView" or load them as patterns or pictures with "WBPattern".

Author: Matthias Scheler
Path: util/dtype/TPD.lha Readme

=====

UnTar ?.? CLI utility to unpack tar archives.

A very simple CLI utility to unpack archives generated by the Unix TAR program or equivalent. It has not been extensively tested, but should work for most, if not all, TAR files.

Author: Andrew Church
Path: util/arc/untar.lha Readme

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VMM 2.1 Virtual memory for Amigas w/68030/68040

VMM implements a virtual memory manager for Amigas with a 68040 or 68030 processor. A nice GUI to enter all parameters and to disable certain tasks and load files from using virtual memory is also provided.

V2.1 fixes various bugs in V2.0a. It also includes a write buffer for pages going out to disk, making VMM a lot faster. Paging to a file has also been speeded up significantly.

Author: Martin Apel
Path: util/misc/VMM_V3_0.lha Readme

=====

WangiPad 1.10 Launch programs from a list on WB

WangiPad lets you launch programs from a list on your workbench. This a major advantage over the ToolManager Dock approach, you can get more items in for less Workbench real-estate. It is also more flexible than the ToolsDaemon menu method. Has many options and of course supports drag 'n' drop AppWindow argument substitution.

Author: Lee Kindness
Path: util/wb/WangiPad.lha Readme

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xpkdisk 37.5 An exec style compressing disk device.

'xpkdisk.device' is an exec-style device that looks like trackdisk.device and similar disks. The difference is that it compresses its data and stores it in multiple files in an existing filesystem. It uses the XPK (eXternal PacKer) standard to do the actual compression.

Author: Olaf Seibert
Path: util/pack/xpkDisk37_8c.lha Readme

=====

Yak 1.60 A multipurpose commodity

Yet Another Kommodity. Features a sunmouse that only activates when the mouse stops, KeyActivate windows, click windows to front or back, cycle screens with mouse, mouse and screen blanking, close/zip/shrink/enlarge windows with programmable hotkeys and a lot of other configurable hotkeys. Fully localized English language builtin and provided catalogs for Dutch, French, German, Italian and Swedish. Documentation in English, French, German and Italian. Includes installer scripts and C source.

Author: Gaël Marziou
Martin W. Scott
Path: util/cdity/Yak20_BETA8.lha Readme

=====

ZShell 2.2 Small, fast shell with CFN and review.

ZShell is a small (26K), fast and powerful SHELL with many (64) builtin commands. So it replaces most of the commands in the C: directory what effects in saving disk space and reducing disk accesses. There is no way around ZShell for those who do not have a harddisk or still have Kickstart 1.2/1.3 . But it is useful for those with a better Kickstart and/or harddisk, too, because for example it has powerful editing & history, filenamecompletion, review buffer and a lovely LIST, DIR and INFO command (very sensible ones !). I tried to made usage similar to the AmigaDOS Shell for easy using.

Some of the features:

- * Freeware, no payment required.
- * Usage is similar (or better) to the standard AmigaDOS shell.
- * Supports the standard housekeeping commands which are builtin, so no disk access is necessary.
eg. list, dir, cd, rename, mkdir, delete, copy, path, info, type
- * A total of 64 builtin commands.
- * About 26K small (pure assembler code, source included).
- * Starting from Workbench or CLI/Shell possible.
- * Filenamecompletion by simply pressing TAB.
- * Review-buffer to see what scrolled out of the window.
- * Command line editing better than KS2.0 .
- * Command and Function key aliasing.
- * DIR and LIST both sort (by default) and show filesize.
- * Simple 'MORE' type text viewer.
- * Some commands and features for debugging system/programs.
- * Online HELP function and AmigaGuide documentation with examples.
- * Has a kind of Memory-Clock with alarm.
- * Colourful output, can be reduced to one colour.

Author: Paul Hayter, Martin Gierich

Path: util/shell/zshell25.lha Readme