

## **CAM Index - Amigaguide Version**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> CAM Index - Amigaguide Version	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		September 4, 2024
		<i>SIGNATURE</i>

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# CAM Index - Amigaguide Version

### 1.1 Disks 350 to 399

CAM #350 Utilités domestiques

DClock

A "Dumb Clock" utility that displays the date and time in the Workbench screen title bar. Uses only about 2 percent of the CPU time and about 10Kb of memory. Includes source. Author: Olaf Barthel

DEdit\_v2.01

DEdit is a Disk Editor that will edit sectors on any disk device that uses 512 byte sectors, Floppy drives, RAD:, and hard drive using the FastFileSystem. Author: Mike Ruble

DiskSpeed\_v3.0

A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 3.0, an update to version 2.0, with some source code cleanups and stress tests for CPU and DMA. Includes source in C. Author: Michael Sinz

IconMaster\_v2.0

This program is an icon editor. You can load icons by clicking from the workbench, or from a directory listing. Each icon is shown in its selected and unselected state, and various editing tools are available. Binary only. Author: John Scheib

IRA

Allows easy calculation of future values of investment. Enter the beginning investment value, annual percentage rate, annual deposit amount, and number of years, to compute the future value. Version 2.0, includes source. Author: Joel Swank

Members\_v1.0

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This program is designed to be used by Amiga Computer Clubs It allows the user to:

1. Add, Modify, and Delete Member related information
2. Search for Member Information
3. Sort by Last Name, Expiration Date, Model, or Zip Code
4. Print a variety of reports for club use
5. Print Mailing Labels for Current Members.

Binary only. Author:Lorraine Crawford

MRBackup\_v3.4

A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. This is version 3.4, an update to version 3.3e. Binary only. Author:Mark Rinfret

wbsheet\_v1.06

This is Version 1.06 of the SpreadSheet called WebSpread. The program is compiled in BASIC and is a update to a previous version distributed on a 1987 JumpDisk. Binary only. Author:Brad Webb

SmallCal

'SmallCal' is a little program that opens a small window on the WorkBench screen and displays the calendar for the current month. Using the arrow gadgets or the boxes labeled "MO:" and "YR", the calendar can be changed to any month and year. Executable from CLI only. Binary only. Author:Griff Jackson

Unpack

CAM #351 Utilités programmation

AmigaMonitor\_v1.24

A machine code monitor/debugger program for the Amiga which is re-entrant and can be made resident. This is version 1.24, binary only. Author: Timo Rossi

cat

This program concatenates files specified on the command line and writes the result to standard output, which can then be redirected. Unlike the cat distributed with Aztec C, even the brand new 5.0 release, this cat calls smdir so it can do wildcard expansion. includes source. Author: Karl Lehenbauer

DocSplit\_v1.0

Split 1.3 autdoc files into individual subroutine files. One file is created for each subroutine. The file name is created by appending

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".doc" to the subroutine name. This allows me to define an alias to view any subroutine man page. includes source. Author: Joel Swank

FAM\_v1.1

A File Access Manager for the Amiga that allows multiple ARexx programs to access a buffered version of a directory in a consistent and serialized manner. It buffers all the names, dates, sizes and so on, for quick access. This is version 1.1 and includes source. Author: Darren New

iff.library\_v1.6

Update to iff.library (V1.6). Now supports Aztec C V5.0. 100% compatible with V1.4 and below. Example programs included with source. Binary only. Author: Robert W. Albrecht

iff2c\_v0.30

Yet another IFF ILBM to C converter. Two unique features are the ability to generate comments representing the actual image, and the planepick computation. This is version 0.30 and includes source. Author: Gauthier Groult and Jean Michel Forgeas

MoveSSP

This program will move your supervisor state stack pointer to FAST RAM. It speeds up some applications for me. Using SetCPU, vbr, and this program will essentially move all that can be moved from slow mem to 32 bit FAST mem when you use an accelerator board. includes source. Author: Roger Uzun

ontrap

ontrap and related functions for Lattice C 5.04 This archive contains a compiler enhancement package that allows for a user defined trap (exception) handler to help avoid the GURU in the case of 'illegal instruction', 'address error', and the other MC68000 exceptions. This archive is an update to the previous releases. Author: John Pope

ProcCheck\_v1.1

ProcCheck (PROCEDURE CHECK) is a PRE-COMPILE utility which scans through Modula 2 source code and attempts to pick out all the procedures that have been referenced. It then builds tables of:

- 1) Undeclared Procedures
- 2) Unused Procedures
- 3) Standard Identifiers Internal procedures and IMPORTed procedures

includes source. Author: David Czaya

Samp

Documentation and interface library for an IFF FORM "SAMP", 16-bit sampled sound file format. This format allows more than one waveform per octave, and the lengths of different waveforms do not have to be

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factors of 2. Includes a utility to convert 8SVX files to SAMP format. Version 1.0, binary only. Author: Jeff Glatt

xoper\_src\_v2.2

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

Unpack

CAM #352 Fractales et mandelbrot

ContinousPotentialMethod

A program to compute mandelbrots via the Continous Potential Method, as described in the book "The Science of Fractal Images" by H. O. Pietgen and D. Saupe. It is used to make 3-dimensional pictures of the mandelbrot set. This is a batch mode type program so several images can be generated, one after the other, without any human interaction. Includes source. Author: Lars Clausen

DistanceEstimatorMethod

A program to compute mandelbrots via the Distance Estimator Method, as described in the book "The Science of Fractal Images" by H. O. Pietgen and D. Saupe. It is used to make high resolution black-and-white images. This is a batch mode type program so several images can be generated, one after the other, without any human interaction. Includes source. Author: Lars Clausen

IFS\_v1.4

An Iterated Function System viewer which graphically displays iterated function systems and allows the user to interactively create the affine functions that define such systems. An IFS can represent complex pictures very compactly. Simple IFSs can describe an infinite number of different and interesting fractal displays. Includes a number of displays that the author and others have discovered. Version 1.4, includes source in C. Author: Glen Fullmer

Unpack

CAM #353 Utilités graphiques

amgif\_v2.0

This is AMGIF, version 2.0, an IFF to GIF encoder for the Amiga. It

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will convert all standard Amiga graphics modes, including Ham, and Extra-Halfbrite. Binary only Author: Steve Bennett

#### DirectAction\_v2.01

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

#### drawmap\_v2.0

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

#### GIFtoRGB\_v1.5

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

#### IceFrac\_v2.1

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

#### RgbExchange

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

#### SI\_v1.0

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

#### Unpack

#### CAM #354 Utilités diverses

#### Chop\_v1.0

A program which uses a hotkey to chop a displayed screen down to a temporary maximum of 4 planes in lo-res or 2 planes in hi-res, allowing the processor full speed access to chip memory. Only the displayed

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screen is affected, the program painting the screen continues to work with the full color palette. Unchoping the screen puts everything back to normal. Version 1.0, binary only. Author: Nico Francois

#### Fenster\_v2.1

A program which can operate on windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. This is version 2.1, an update to version 2.0. Includes source. Author: Roger Fischlin

#### GarbageMan\_V1.0

Garbage Man (referred to as GMan) is a short utility designed to make hard disk management easier by reducing clutter. What it does is search for multiple copies of the same file on a disk, reporting any duplicate files found and what sub-directories the duplicates are in. Binary only Author: Erik C. Quackenbush

#### mathtrans

A very small library which replaces the mathtrans.library distributed by Commodore-Amiga, for those who own an MC68881/82 floating point unit. Calculation speed of some functions is increased up to 15 times. Version 1.1, includes source. Author: Heiner Huckstadt

#### MSH

An Amiga file system handler that handles MSDOS formatted diskettes. You can use files on such disks in almost exactly the same way as you use files on native AmigaDOS disks. This is a fully functional, read/write version, that supports 8, 9, or 10 sector disks of 80 tracks, and should also work on 40 track drives and hard disks with 12 or 16 bit FAT of any dimension the FAT allows. Includes source. Author: Olaf Seibert

#### PPMore\_v1.3

Another "more" like utility. This one reads text files that have been crunched with PowerPacker, thus saving space at the slight expense of some time to uncrunch the text. Version 1.3, binary only Author: Nico Francois

#### ShowCards\_v1.0

Version 1.0 of ShowCards was designed to examine all devices on the expansion bus and return information that will allow you to setup a cardrom list used with SetCPU V1.5 written by Dave Haynie. By Bob Wilcox.

#### SmartIcon\_v2.0

This shareware program, submitted by the author, is an Intuition objects iconifier. Version 2.0 is still limited to iconifying windows, which is still very handy. It adds a new "iconify gadget" to each

window, that when clicked on, iconifies the window into an icon in the ram: disk. This is version 2.0, an update to version 1.0. Includes source. Author: Gauthier Groult

#### TrackSalve

A trackdisk patch which removes all known bugs and patches the trackdisk task to allow various enhancements, such as reading good sectors from partially bad tracks, write verification, write protect simulation, and turning off clicking. Version 1.0, includes source in C and assembler. Author: Dirk Reisig

#### xsize\_v1.0

XSize is a small utility that gives you X-Windows style window sizing. Includes source. Author: Mikael Karlsson

#### Unpack

#### CAM #355 utilités d'impression

##### amigafox\_v1.0

A text processor with graphics capabilities. Version 1.00, binary only. Author: Michael Wust

##### echo\_v1.07

This new echo command should be almost totally compatible with the AmigaDOS echo command which this replaces. This means that you can replace your current version of echo (AmigaDOS or ARP) with this echo and all of your batch/script files will work okay with only a few exceptions. If you are using the FIRST and LEN option for the AmigaD echo command, my echo does not support this. Includes source Author: George Kerber.

##### hpgl2ps\_v1.2

With this program, you can save documents from XCad, Superplan, or other programs that support HPGL to disk or to RAM:, and then print them on your laser printer using this program. Version 1.2, works with more programs than earlier versions. binary only Author: Rudolf Werner.

#### InterleavedPreferencesPrinter

IPP is a printer utility that causes your Preferences printer, using your settings, to print long files on both sides of the paper. You can set the page length, the offsets, etc. in the program. Saves paper, makes thinner notebooks. Author: Jeff Hoag.

#### multi-column

Formats a single column of input into multiple side by side columns.

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Includes source. Author: Joel Swank

#### PageCnt\_v1.0

Counts and displays the number of form feeds in a file, along with the length of the longest line. Version 1.0, includes source. Author: Joel Swank

#### post\_v1.0

This is the Feb 12, 1990 update to POST, a postscript interpreter written by Adrian Aylward of the United Kingdom (England). It is a version of the postscript language that works on the Amiga. No fonts are built in - they must be downloaded. Output can be to screen, printer, or file. This version has support for big, scrollab windows, a menu handler, Workbench startup, and has fixed an aspect ratio in the iff files.

#### PrFont

Prints a sample of each font from the fonts: directory. Draws one line of each font on a custom hires screen, which can be printed. Version 1.3, includes source. Author: Joel Swank

#### printfonts\_v1.10

PrintFonts will print out a list of all the fonts in your FONTS: directory, with each font's name being printed in the font itself. This is meant to give you something that you can use as a sort of quick reference guide to your fonts, i.e. you look at the printout to get an idea of what font(s) you're interested in for a particular task, then you use something like ShowFont includes source. Author: Dave Schreiber

#### SuperRetLab

Prints return address labels 3-up on single-wide 3.5 inch by 7/16/ inch label stock. Can print up to 5 lines per label Version 1.1, includes source Author: Joel Swank

#### TinyPrint\_v1.0

Tiny Print 1.0 allows you to set your printer to Very Condensed print mode. This is a update of the 1988 Version. Author: Tony Solomon

#### Xtools\_v1.0

XTools runs any CLI program with your favorite options from the Workbench. Smaller and friendlier than IconX. No text editor needed. By Michel Laliberte.

#### Unpack

CAM #356 Jeux

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### DiskTalk\_v1.0

A cute little program, like "muncho", which plays digitized sound samples when you insert or remove a floppy disk. Samples are saved as IFF sound files. Version 1.0, binary only. Author: Nico Francois

### Life\_v5.0

Another version of Tomas's Life game. Includes a torus option, an option to perform calculations with the processor rather than the blitter, and more. This is version 5.0, and is about 15% faster. Includes source. Author: Tomas Rokicki

### MiscUtils

Some small sound and screen hacks. Includes source in C. Author: Jorrit Tyberghein

### MoonBase

You must guide a lunar lander to ferry cargo from an orbiting space station to bases on the surface of the moon. You get cargo and fuel for the lander by docking with the space station. The goal is to complete all the assigned cargo deliveries, and to destroy as few landers as possible in doing so. Binary only. Author: Jim Barber

### Train

This is a great little train simulation. It lets you lay out all the tracks, and coordinate two trains moving around on the screen! It even has realistic train sound! This program has the ability to load and save all your favorite track layouts. Binary only. Author: Dennis Saunders

### WordQuiz

This CanDo deck will drill you on a set of words in Russian - which you enter by clicking on the correct characters in a cyrillic keyboard (on-screen). You can have as many sets of words as you like, with a default of 20 words per list. Author: Thomas Campbell

### Unpack

### CAM #357 Utilités de programmation

#### AlertManager

This is a great little program that will intercept a guru, and let you know what program crashed! It will give you information about which task and program crashed and the reason you guru-ed. All in all, a very very handy utility! Author: Martin Laubach.

#### availmem\_v1.0

This little program that continuously displays the amount of free fast

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and chip memory, along with the total. It also displays the largest free block of each kind of memory, so you can keep an eye on fragmentation. included the source, Author: Dave Schreiber

#### FMutils

Three rexx utilities, adapted from other's code. Author: Steven D. Kapplin.

RExxRun: - calls Arp file requestor so you can select an executable or script (script bit must be set) and run it.

RExxPrint: - print files. If no file is supplied, then Arp file requestor pops up and you can select file for printing. You can change the program used for printing by altering RExxPrint.rexx to your liking.

RExxHelp: - like RExxPrint, calls the Arp file requestor so you can choose files for display. Uses your favorite text reader, which you can change in RExxHelp.rexx. When run RExxHelp defaults to a dir called DOCS: or DH1:, if DOCS: doesn't exist. You can change these defaults as well.

#### intuisup\_v1.15

A shared library which implements extensions to the Amiga operating system and graphical environment. Includes several example programs that make use of the library, including building a nifty file requester from the library's user interface routines. Version 1.15, binary only. Source available from author. Author: Gauthier Groult

#### ProgramSelector\_V2.5

A program that helps you assemble programs on a boot disk and start them in a user friendly way. Version 2.5, binary only. Author: Nico Francois

#### ProgUtils

Some miscellaneous programming utilities and examples. Includes source in assembly code. Author: Jorrit Tyberghein

#### ScreenZap\_v2.3

A utility that forcibly removes screens and windows from your system. Useful to get rid of zombie screens or windows that have been left around by aborted or buggy programs. This is version 2.3 and includes source. Author: Lars Clausen

#### Skel

A skeleton workbench application that makes writing workbench programs easier. Provides routines for main, initialization and termination, gadget and menu handling, argument processing, help window, about requester, etc. Version 1, includes source. Author: Joel Swank

#### Unpack

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## CAM #358a&amp;b: SlideShow Illustrations

19 illustrations, 320x400 HAM, includes Mostra (no doc):

apocalypsenow, CardGameAtLaTour, DivingHelmet, Einstein\_C.Consani, Elephant\_WNelson, Fish\_DMann, KingLear, MistOfAvalon, Boat\_B&MKlimt, Flag\_BShaw, FootPrint\_JCiss, Ouakari\_CZacharow, R.Giusti, RayTrace\_Ella, Rolleiflex\_SCF ,Sega, Swan\_MMontgomery, Violin\_IGomez, mooth

Unpack disk A

Unpack disk B

## CAM #359a &amp;b: Objets 3D

Amiga 1000 à l'échelle et en détails, Format Videoscape texte et Turbo Silver V3.0

Unpack disk A

Unpack disk B

## CAM #360a&amp;b: Fonts

## PostScript\_Fonts

Eight postscript fonts. They were originally released as shareware postscript fonts for the MacIntosh. Now, they have been converted to work on the AMiga, and the author says that he uses them with POST10 by Francis X. "Butch" Mahoney, Jr.

## sfonts

A collection of 4-Color Colorfonts that have been released as freely distributable from a previous commercial product. In order to use these fonts you need to run the Colortext program included in the WorkBench 1.3 Release. Author:MARLIN GREENE

## GaryChrome.font

This is a 70 point Gray Chrome Color font. You will need colortext from your workbench disk to use this font. Iff picture of this and other fonts available.

## Manual.font

This is a font composed of hand symbols used by the deaf. It is a large 32 point font. I thought it might make an interesting font. Try it, you might like it.

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Quasar.font

Quasar 8 & 11: clean, large Topaz replacement fonts. International and control characters included. Works well on interlaced screens By Peter Kaminski

SetFont\_v2.7

An improved, and probably the last, SetFont utility. This was done long ago, but apparently never got posted. It's much like SetFont V2.5, only it tries to be more sensible about loading fonts from disk that are already in memory. This one has source and binary -Dave Haynie

showfont\_v4.1

ShowFont is a great utility to view fonts you have in your FONTS: directory. It's really a must for people that have a LOT of fonts! Includes source to the program (in C). Author: Arthur Johnson Jr.

SlavicFonts

A whole bunch of new fonts from Robin LaPasha. Version 1.0. Author: Robin LaPasha

Unpack disk A

Unpack disk B

CAM #361a&b: Éducation Programmation

CManual

A complete C manual for the Amiga which describes how to open and work with screens, windows, graphics, gadgets, requesters, alerts, menus, IDCMP, sprites, etc. The manual consists of more than 200 pages in 11 chapters, together with more than 70 fully executable examples with source code. When unpacked, the manual and examples nearly fill up three standard Amiga floppies. This is version 1.00 and includes source for all examples. Author: Anders Bjerin

Unpack disk A

Unpack disk B

CAM #362a&b: Amiga UUCP version 1.05D

AmigaUUCP\_ v1.05D

An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.05D.

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Includes source Author: Various, major enhancements by Matt Dillon  
1.04D Getty now works with utilities that open the serial.device in  
exclusive mode (by SetFunction()ing the serial device's open vector).  
bug in dmail fixed (if new mail arrives while you are in dmail you  
could loose the new mail). 1.05D ENV:USER enviroment variable now  
works in DMail to override default UserName in Config. DMail also  
sticks your signature at the end of the file instead of at the  
beginning. Config entries now exist to override default directories for  
standard places. If the particular config entry does not exist the  
assigns are used (UULIB:, UUSPOOL:, etc..) .. you can even get rid of  
the UULIB: assign in which case the Config file should be placed in S:  
as S:UUConfig . Config entries now exist to specify the location of  
library programs such as Sendmail, Uuxqt, etc... If a given Config  
entry does not exist the program is assumed to be in the current path.  
The new GIO.C now supports a window size of up to 7 ala Jack J. Rouse.  
Other GIO problems fixed (I hope) Greg's changes to the NEWS code in  
place. dynamic sizing of mail fields fixed (loosly incorporating  
Greg's changes to said programs). I have added a POST and REPLY  
command to ANEWS. You can also POST to a newsgroup that doesn't exist  
(or is all read) by using 'anews -p newsgroup' from the command line.  
Source code has been rearranged a little. Various limits have been  
extended.

Unpack disk A

Unpack disk B

CAM #363 JEUX:

Car

A two-dimensional full screen scrolling racing game with realistic four  
channel stereo sound and overscan, for either NTSC or PAL Amigas. The  
goal is to guide your car around one of ten selected tracks. Each  
track has its individual high score list. Version 2.0, binary only.  
Author: Anders Bjerin

EatIT\_v1.05

"Warning" nasty screen hack from "Sick Amiga Soft". Includes source in  
Modula-II. Author: Jorg Sixt

MiniBlast

A shoot'em up game which runs just fine in a multitasking environment.  
At last you can enjoy a satisfying megablast while you are writing a  
boring essay. Shoot anything that moves, and if it doesn't move, shoot  
it anyway. This is version 1.00, binary only. Author: Anders Bjerin

Sys

A game built on the addictive game PONGO but with several added  
features. You have been assigned the demanding task of cleaning  
viruses from your SYSOP's hard disk. To kill a virus, you simply kick  
a disk at it. There are fifty different levels, and on each level, the

speed will increase and the viruses will be smarter and start to hunt you. Version 2.10, binary only. Author: Anders Bjerin

turboMCP

This is another very simple version of the famous TRON-game, also called CYCLE. The reason for its simplicity is that I've got only a demo-version of the M2-compiler and this damned thing only works with small codes. But nevertheless it's neat, small and you can have a lot of fun with it. You control the game with the keyboard: Includes source in Modula-II. Author: Jorg Sixt

Vibrator

Screen hack from "Sick Amiga Soft". Includes source in Modula-II. Author: Jorg Sixt

Unpack

CAM #364a&b Languages:

DICE\_v0.10

C compiler for the Amiga. This is a tantalizing preview to what will eventually be a commercial product. Only executable code for the compiler binaries has been distributed and the eventual product, when it comes out, will NOT be freely distributable. The library code is provided as is and is essentially in the public domain. The library code in the final product will probably not be pd. Author: Matthew Dillon

PCQ\_v1.1

A freely redistributable, self compiling, Pascal compiler for the Amiga. The only major feature of Pascal that is not implemented is sets. This is version 1.1c. It is much enhanced and about four times faster. Includes the compiler source and example programs. Author: Patrick Quaid

Unpack disk A

Unpack disk B

CAM #365 Utilités:

ARTM\_v1.0

ARTM (Amiga Real Time Monitor) displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, fonts and hardware. Includes both a PAL and an NTSC version. This is version 1.0. Binary only. Author: Dietmar Jansen and F. J. Mertens

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## Batchman\_v1.1

Batchman A program that allows the user to execute CLI programs and batch files simply by clicking on a gadget. It can be used as the center of a turnkey system, where the user simply clicks on gadgets to launch applications. Version 1.1, includes source in Modula-II.  
Author: Michal Todorovic

## CBDump

This is a CLI utility for those who are working with the Amiga's clipboard device. It's sole purpose in life is to dump the current contents of the clipboard to stdout or by redirection to a pipe or a file. Useful for testing and interfacing with programs that do not support the clipboard. Source included. Author: Stephen Vermeulen.

## DevPatch

A program that installs a patch for OpenWindow to check the NewWindow structure. If the title matches a specific string, the height will be forced to 45 pixels. This helps to reduce chip memory usage for programs that open overly large windows and then seldom use them. Includes source. Author: Jorrit Tyberghein, Nico Francois, P. Marivoet

## DezHexBin\_v1.1

An intuition based programmers tool to convert integers between decimal, hexadecimal, and binary. Very small. Version 1.1, includes source in assembly code. Author: Michael Djavidan

## DiskFree\_v1.0

An small iconifiable intuition program that shows the amount of free space available on all mounted disk devices, botdevices, both numerically and graphically. Version 1.0, shareware, binary only.  
Author: Dieter Kuntz

## Helper\_v1.01

A little InputEvent hack, activated via the HELP key. Originally meant to provide a unique method of giving the user help (you don't have to put that help stuff into your own program). Now also contains a color requester and a small notepad. Version 1.01, includes source. Author: Michael Balzer

## Itb\_v1.10

This program converts an icon to an IFF picture (brush) file. It handles both single and alternate image (animated) icons. This is version 1.10 which adds a colour palette , binary only. Author: Stephen Vermeulen.

## Kryptor

A small, simple and comfortable file encoder/decoder. Version 1.0, includes source. Author: Michael Balzer

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## MapCol\_v1.4

Change workbench object colors includes source AUTHOR:John A. Thywissen

## PPMore\_v1.5

A "more" replacement program that reads normal ascii text files as well as files crunched with PowerPacker. The crunched files can result in consider disk space savings. Version 1.5, binary only. Author: Nico Francois

## RevBut

Another InputEvent hack, giving you a toggling right mouse button. Version 1.0, includes source. Author: Michael Balzer

## RWBClock

RWBClock is another clock program for the Amiga. While it is true that there are MANY clock programs floating around for the Amiga, this one is different. In reality, I wrote it as the basis for another program I plan on releasing shortly. binary only Author:Richard W. Bowers

## ShowCards\_v1.32

ShowCards is a utility which examines each plug in card on the expansion bus and displays information which may be of use in building a CardROM list for use with Dave Haynie's SetCPU 1.5. Although ShowCards displays information for each card in the format required for a CardROM list, the address space of expansion memory boards is added to the system free memory list and I can see no advantage in the use of CardROM entrys for these expansion memory cards. binary only Author:Bob Wilcox 1.32 \* Denise Chip detected 1.31 \* Bug Fix - ROM Size was truncated in earlier versions 1.3 \* Recognizes CPU \* Recognizes FPU \* Recognizes Video Mode

- \* Identifies 32-bit address space for recognized cards
- \* Identifies cards which have a relocated ROM image

1.2 \* Changed method of calculation of ROM size  
\* Displays total memory added to Free List by autoconfig cards  
\* Displays Agnus size \* Tests for presence of slow memory at C00000

## VSNap

This is an enhanced version of Snap 1.3, submitted by Steve Vermeulen, which adds the ability to save clipped graphics as IFF FORM ILBM's to the clipboard, so they can be imported to other programs that understand IFF and the clipboard. Includes C source. Author: Mikael Karlsson, enhancements by Steve Vermeulen

## Unpack

CAM #366 Jeux:

CosmicConquest\_v1.035

A interstellar multiplayer game of War and Peace, Includes C source.  
Author:Carl Edman

CourtRoomDemo

CourtRoom simulation game, in this demo version You will always get  
case no. 14

MM

An implementation of the game Mastermind. In this game you must try to  
guess a color combination which the amiga sets via a random generator.  
There are 6 colors which can be set in any combination. Includes  
source. Author: Dietmar Jansen

Tetris

A PD clone of the popular Tetris type games. Written completely in  
assembly code. Very fast and responsive. Includes full source.  
Author: Andy Hook

Unpack

CAM #367 Utilités Télécommunication

arclead

ArcLead - a general purpose archive front end utility. Include c  
source, author: Richard Lawrence

MailChk\_v2.01.03

Mailchk is a mail client/server for Dnet. This new version features  
limited speech capabilities and a reply facility. Note that Mailchk no  
longer requires the Unix Mail program. Include c source, author:  
Stephane Laroche

mrnbsttime

Set your clock by the National Bureau of Standards. This program got  
its inspiration from a program named "nbsttime", written by Warren  
Tucker. The time conversion code is partly Warren's. I thought it  
would be nice to have a similar capability on the Amiga. In keeping  
with the "small and simple is better" philosophy, I didn't load it up  
with all of the serial I/O stuff. MRNBSTime gets its time value from  
an external file (standard input or filename parameter). One would  
normally invoke MRNBSTime from a terminal emulator script (as my  
example illustrates) or from an ARexx program which has access to a  
serial I/O resource (e.g. Larry Phillips' SerMod package). In fact, I  
was so into the spirit of cooperating tasks that MRNBSTime calls the  
Amiga's Date command to set the new system date. Include c source,

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author: Mark Rinfret

NComm\_v1.9

A communications program based on Comm version 1.34, by DJ James, with lots of very nice enhancements. Also includes several auxiliary programs such as AddCall, CallInfo, GenList, PbConvert, and ReadMail. This is version 1.9, an update to version 1.8. Binary only. Author: DJ James, Daniel Bloch, Torkel Lodberg, et al.

netclock

NETCLOCK sets the clock on one Amiga from the clock on a second Amiga. This is handy if you have a stripped-down Amiga 1000 with no built-in clock hooked up via DNET with another Amiga, over the phone or via null modem. NETCLOCK uses Matt Dillon's DNET networking package. Follow the directions that come with DNET to establish the connection. Binary only, author: Doug Walker

netkeys\_v2.0

NETKEYS solves a problem that I encountered when I bought my Amiga 2000. Naturally, I kept my A1000 around; therefore, I became a two-Amiga Amigoid. Unfortunately, I discovered it was a pain to switch keyboards and mice to get from one to the other Amiga. The solution to this is NETKEYS. NETKEYS installs itself in the input event chain (AHEAD of Intuition) and, on demand, intercepts all keystrokes and mouse events and ships them off to the other machine. NETKEYS uses Matt Dillon's DNET networking package. To use NETKEYS effectively, you will have to have the two machines sitting next to each other, so you should connect them with a simple null modem cable and use the following command to start DNET on both machines Include c source, author: Doug Walker

parnet\_v2.0

Parnet allow a one-way network file system to be established via the parallel ports of two Amigas. A special cable is required to connect the parallel ports. Once connected, the NET: file system behaves just like a disk device, allowing copies, reads, writes and so forth. It works with the workbench. Binary only, author: Doug Walker and John Toebes

SerServer\_v1.03

Maybe a better name would have been CliBBS, but I started with SerServer and so it will stay. It is a personal (with the lack of a better word) BBS program. It gives the user a full CLI with restrictions setup by the sysop. I don't like the word BBS in this case, because, any program that offers a CLI to strangers, can be a lot of trouble. I wrote the program so that I can log on to my computer from work and do all of the things that I do from home in a CLI. I do not recommend that you let any Tom, Dick or Harry in to use this program. You will end up with formatted hard drives and sleepless nights. It has three user levels, and full Zmodem UP/DOWNLOAD. It could be a very useful program for a few friends and your self to use, when working on a common project. A place to share files. It offers

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limited message sending and receiving. Binary only, author: Michael R. Mossman

SETMODEM\_v1.0

The intent of this program is to simplify modem configuration and provide the ability to quickly reconfigure different options and different modems. Binary only, author: Michael Evenmo

Unpack

CAM #368 Pointers Icons & Clip Art

AnimPointersII

This is a group of animated pointers made with Deluxe Paint III and Pointer Animator. The Pointers in this file are as follows:

clown : a clown fish, gold : logo for my amiga club, link : logo for a friend/his last name, lnose: long nose butterfly fish, sash : inspired by our cat "sasha", sasha:first cat i did, st :enterprise ncc-1701a

Author: Bob McKain

drawers

2 sets of drawers icon Drawer1 is a group of drawers icons merged to form a desk. (dos\_v1.3) Drawer2 is a group of 25 drawers icons with surprise inside.

Icons

Here's a selection of icons, chosen from those I've created for various public domain, user group, and disk magazine projects. They were all made using Amiga paint software and public domain icon-making tools.  
Author: Brad Schenck

MacClipArt

11 Iff b/w Hi-res pictures of clip art converted from MacPaint: BUGS1, BUGS2, drafting, Hairdres, Haloween, jazzy, medical0, medical02, medical03, Sports1, ThnksGvn

dhicons.pic

Hires picture of NEXT looking icons were designed Mikael Karlsson

Unpack

CAM #369a&b Utilités Audio

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## ConvSS2SMF

ConvSS2SMF will take a SoundScape file and convert to a Standard MIDI file, which can be read by Bars&Pipes MuFFy accessory. On default, the program will delete all tracks that are muted, and all events that are not enabled in soundscape. These can be disabled by using the switches NOMUTE and NOFILTER, respectively. Binary only, author: Brian Gontowski

## Linksound

Two examples of functions that you can link with your own code to produce a short musical "beep" or a sound that is similar to striking a drum. Includes source. Author: Dieter Bruns

## MED\_v2.0

A music editor much like SoundTracker. A song consists of up to 50 blocks of music, which can be played in any order. Editing features include cut/paste/copy tracks or blocks, changing the vibrato, tempo, crescendo, and note volume. Other features include switching of the low-pass-filter on or off on a per song basis, and a cute little animated pointer of a guy doing "jumping jacks" in time to the music! This is version 2.00, an update to version 1.12. Now includes full source. Author: Teijo Kinnunen

## midi\_in\_v0.0a

midi\_in - replacement MIDI port input handler for midi.library. This is an alpha release of my alternate MIDI input port handler for Bill Barton's MIDI library. The advantage of midi\_in over the MidiIn input port handler that comes with the library is that midi\_in incurs far fewer data overruns and missed bytes. Binary only, author: Karl Lehenbauer

## n2a

n2a converts NeXT sound files into 8SVX IFF files. NeXT sound files come in many different flavors; n2a groks only the LINEAR\_16 format, which is the one that most PD sound files seem to be using. NeXT recording applications use the MULAW\_8 format. You can convert from this format to LINEAR\_16 with the sndconvert application on the NeXT.Include c source, author: Kriton Kyrimis

## PSound\_v3.01

A working copy of the Perfect Sound software with save and record disabled. Author: Anthony J. Wood

## SeeHear\_v1.1

A program to do a spectrogram of a sampled sound file. This is a graph with time on one axis, frequency on the other and the sound intensity at each point determining the pixel color. With source in C, including FFT routine. This is version 1.1. Author: Daniel T. Johnson

## SoundConvert\_v1.1

This program converts a digitized sound sample from the Macintosh computer into a digitized sound sample for the Amiga computer, and vice-versa. It will consequently (without meaning to) convert Atari ST sounds in the same way. Include c source, author: Greg Dunlap

#### SuperEcho

SuperEcho does something I've never seen another program do: given an audio input to the left channel of an audio digitizer in the parallel port, SuperEcho will perform a variety of LIVE special effects on that signal, including echos and pitch changes without speed changes! Binary only, author: Kevin Kelm

#### wavemaker\_v1.1

WaveMaker is intended to give beginning music and physics students a "hands on" feel for how complex waves are made by adding a harmonic series of sine waves. A fundamental and up to seven harmonics are available. The resulting waveform can be displayed on the screen or played on the audio device using the keyboard like a piano. A game mode is also provided. Version 1.1, includes source. Author: Thomas Meyer

#### Unpack disk A

#### Unpack disk B

#### CAM #370a&b Jeux

##### Drip

Drip is an arcade style game with 15 floors (levels). You must move along the pipes of each floor and rust them to advance to the next level. Every 3 floors completed will entitle you to a bonus round where extra drips can be won. An extra drip will also be awarded for every 10,000 points. Binary only. Author: Art Skiles

##### ForthyThieves

Forty thieves is a truly addictive solitaire, similar to ShangHai. Like most solitaires, the object of the game is to clear the board of cards. Binary only. Author: Binary only. Author:

##### Pitch

Simple card game, no doc included, author unknown

##### SnakePit

A simple, yet addictive game in which you must get the snake (you) off of the screen. There are, however, some rough spots and some obstacles that may need to be overcome. An excellent example of a game that is as system friendly as possible. Includes source. Author: Michael Sinz

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Unpack disk A

Unpack disk B

CAM #371 Utilités Domestiques

badger\_v1.01

Reminder program for your startup-sequence. Badger will open a window and display any important events that are 'due'. Badger will not bother you if there is nothing to report. Events are entered via menu and prompts. Binary only, shareware. Author: George Kerber

CassEti

Cassette tape label printer. Includes source in GFA Basic. Author: Thorsten Ludwig

CheckMate\_v2.0

Checkbook accounting program. Include source in basic, Author: Sam Reynolds

DisSecretary

disSecretary is a program which allows you to organize data items (comprised of ascii text) into a "file cabinet" environment. Such applications include:

- 1). Maintaining a disk catalog
- 2). Keeping track of club memberships (especially with SIGs)
- 3). Organizing checks, bills, and receipts
- 4). Cataloging compact disc, magazine, and video tape collections

Binary only, Author: Dissidents

IE\_v1.0

This is an icon editor which can create and modify icons up to 640x200 pixels in size (also dual render). It can set stack size, position of icon (also free-floating), default tool, 10 tool types and control over opened window. It can also generate the C source code behind the icon for program inclusion. Version 1.0, binary only, source available from author. Author: Peter Kiem

MagazineManager\_v2.01

MagMan is a Magazine Article Manager. This program was originally called MAGGREP, since it grew out of my experimentation with the GREP utility. I've change the name for purely aesthetic reasons. Include c source, author: Mike Budahn

Unpack

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## CAM #372 Utilités diverses

## Az\_v1.50

AZ est un EDITEUR DE TEXTES, ce qui veut dire que toute l'information contenue dans les fichiers qu'il crée est constituée de caractères, imprimables ou non. Contrairement à un traitement de textes, AZ n'ajoute pas à l'enregistrement de commandes codées qui, soustraites du texte à la lecture, sont interprétées pour modifier l'affichage ou l'impression (formatage, justification, changement de police de caractères dans le texte...). Moyennant quoi :

- les 256 caractères de la table de caractères (keymap) active peuvent être enregistrés, soit en les entrant au clavier, soit par le biais de la commande menu "Tools/Insert Hex" ou de son équivalent clavier <Amiga> <H>.
- les textes produits par AZ peuvent être directement soumis à un interpréteur, un compilateur ou un assembleur.

A nice little text editor that is fast, simple to use, and very Amiga'ized. This is version 1.50, an update to version 1.40, with lots of new features, bug fixes, and other improvements. Binary only.  
Author: Jean-Michel Forgeas

## Keys\_v1.05

The function of this program is to provide short-hand definitions (called 'MacroKeys' or 'Macro Initiators') that the user can define that will automatically type in a series of key strokes (called 'Macros'), just as if they had been typed in manually. There are two main functions involved in the creation and use of Macros/MacroKeys. The first is the actual ability to intercept and handle the 'MacroInitiator' key stroke combinations that actuate the 'Macros'. The second is the means to define the the 'Macros' and assign the Macro Initiator key stroke combinations that will cause them to be sent. In my Macro program, two programs are used to perform these two discrete functions. The 'KEYS' program is the program that intercepts and handles the 'MacroInitiator' key stroke combinations. And the EdKeys program is the program that provides the means to define the the 'Macros' and assign the Macro Initiator key stroke combinations to them. Binary only, author: E.J. Lippert II

## NewZap\_V3.25

NewZAP is a multi-purpose file sector editing utility. If you've ever had the need to alter just a few bytes within a file, examine its binary and ASCII representations, or search for key sequences of digits or characters, NewZAP will make your hacking life a little bit easier. It does what text editors were not meant to do; precise position-oriented object modifications. NewZAP will run from CLI or Workbench under 1.1 or 1.2 KickStart with or without FAST RAM. Binary only, author: Dallas J. Hodgson

## PopUpMenu\_3.2

This small program makes it possible for You to use popupmenus with every program that uses standard intuition menus. The popupmenus works just like the standard pull-down menus for both the user (multiple selections, checkmarks, commandkeys) and the programmer (MENU PICK and MENU VERIFY). All intuition menu-flags (COMMSEQ, HIGHBOX, MENUTOGGLE ...) are fully supported. Include c source, author: Martin Adrian

Unpack

CAM #373 Utilités Projets (Hardware)

ftos\_v1.0

Convert DAsm assembler output to Motorola S-Record format so that it can be downloaded to an EVB (Evaluation Board). Include c source, author: Salim Alam

route\_v1.0

This is a small printed circuit board cad package. It consists of three programs: an autorouter, a board viewer, and a board printer. The PCBView program has been intuition-ized. There are 2 versions of the previewer. One is called 'PCBView', just like the original, and the other one is called 'PCBlTV', which stands for 'PCBlitterView'. The new previewer uses a new set of bitmap images of the board, which are stored in a more condensed form than the old program, even though it's less portable now. The old previewer used WritePixel() to draw the whole screen! The new previewer uses the Blitter ( BltPattern() ), and is about 8 times faster. The demo PCB, which took 15 seconds to draw at maximum size using the old previewer, now takes 2 seconds with the new previewer. All the files related to the old viewer are in the 'old' subdirectory in this archive file. Notice that PCBPrint.c is also there, since I didn't port it yet. The autorouter now supports routing of single sided boards. just add the '-s' switch when running PCBRoute. This is good for simple circuits, since double sided boards are much more difficult to manufacture for hobbyists, and not always there is a need for one. Include c source, author: Randy Nevin

Sim\_v4.2

A simulator for register-transfer-nets. Register-transfer-nets are used to describe hardware systems. A register-transfer-net can be compared with a digital circuit. Its devices are divided into three classes:

- Registers, with an inner state (sequential logic systems)
- Combinatorial circuits, without an inner state
- bundles of leads, for the connections between devices

For the simulation of a register-transfer-net, a list of all devices and connections (called VLI) must exist. This happens by a call of the devices which are used. The connections are made with the names of the bundles of leads of the in- and out- puts of the devices. Every

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lead-name represents a 16-bit-wide bundle. Because the devices must be sequenzialised by force, which work parallel in reality, the resulting model system can be very susceptible for hazards and races. So it's better to used only hazard- and race-free circuits. Binary only,  
author: Goetz Mueller

SpkrSimDemo\_v2.0

Demo version of SpeakerSim 2.0, a loudspeaker CAD program. Simulates vented (Thiele-Small) and closed box systems. Also simulates 1st, 2nd, and 3rd order high and low pass filters. Binary only. Author: Dissidents

X2X

Cross converts between Motorola/Intel/Tektronix ASCII-hex files. These files are typically used for down-line-loading into EPROMS, or for transmission where binary files cause chaos. Handles S1, S2, S3, INTEL (inc USBA records), Tektronix (inc extended). Source included.  
Author: Gary Duncan.

Unpack

CAM #374a&b Utilités graphiques

3DLibrary\_v1.5

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

3-D\_Master\_DEMO\_v00.01

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

Author

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

iff2ex

A program to convert IFF pictures to an executable. It can handle

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NTSC/PAL, interlace and overscan. Version 1.0, binary only. Author: Pieter van Leuven

#### MPath

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

#### PPShow

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

#### Roses

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

#### stillstore

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

#### Stitchery\_v1.21

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

#### Turtle

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

#### Unpack disk A

#### Unpack disk B

#### CAM #375 Utilités Programmation

#### ArexxEamples

Seven ARExx listings. bootck.rexx Checks floppies for viruses and saves a irregular block checkboot.rexx This function is one I use in my automatic checking and moving when I unwarp a new file. All these functions combined allow me to just type fixdisk (drive) and it will check for a good boot block and modify the startup-sequence. In essence, it tells if the disk is bootable. If it doesn't have a startup-sequence, it asks if you want to de-install the disk. It will also verify that the boot block is a standard 1.2/1.3 boot block, and if not, gives the opportunity to save the questionable block and install a 1.2/1.3 boot block. This function also calls another function which gets the actual name of the disk. It only calls this function if you elect to save the non-standard bootblock for further study. irtree.rexx - lists all files in a directory, including subdirectories. gdbname.rexx....Gets name of disk getdiskname.rexx This ARExx function gets the actual name of a disk. I use this along with my fixdisk program to automatically check a new unwarped disk for viruses, move ARP material to the volume, check and modify the startup-sequence on that disk and numerous other things. The main reason I need the actual name of the disk is that I save all non-standard boot blocks, just in case I run across a new virus or something else of interest. Since some disknames have a space in them, I put quotes around the name to allow the real name to be saved. I have a special directory to save all my non-standard boot blocks in, and after I'm sure the ware runs with a standard boot block, I can delete the non-standard block after looking at it. kvirq.rexx - Checks all executablefiles in a directory, including subdirectories. for the IRQ virus, using KV from VirusX yes\_no.rexx This routine gets user keyboard input, but only returns yes or no Author:Ron Shaw

#### ARPTools\_v1.0

ARPTools is a group of small utility programs requiring ARP, the AmigaDOS Resource Project v1.3 (\*1) (the ASH shell with Conman(\*2) is not necessary but best suited to take full advantage of all the

programs' possibilities). ARPTools contains both original programs by Fabio Rossetti and both reworked and/or enhanced versions of other PD programs. See the IMPORTANT file for details. ARPTools programs have been created to address some deficiencies of the ARP CLI environment, especially to exploit the potential offered by the non-named pipes facility of the ASH shell, but also to improve scripts and hard disk management. See the .man files in this distribution for the documentation of every ARPTools program. Every docs file in ARPTools assumes knowledge of ARP v1.3 Source docs also assume ARP programming knowledge. Full source is provided for all ARPTools programs: to recompile the source files Lattice C 5.0x (\*3) is required, along with the ARP programmer's include and object files.

Asn - Perform logical device and environment var assigns from a list file.  
Cwin - Resize the CLI window  
DeTab - Convert TABs into blanks.  
EnTab - Replace blanks with TABs whenever possible.  
For - Use wildcards with commands not supporting them.  
Head - Display the first lines of a file.  
L - Display files and directories in columns.  
Mr - Pager for piped files.  
Sf - Search files in volumes or directories.  
String - Display ASCII strings in a file.  
Tail - Display the last lines of a file.  
Tee - Create a T junction in a pipe.  
TReq - Toggle AmigaDOS requesters on and off  
Trunc - CR-LF conversion and simple formatting.  
Wc - Text statistics

#### CITAS\_v1.0

Ok all you assembler gurus out there. This program's for you. CITAS takes an ILBM file and converts it to assembler source for use in your own programs. If you're familiar with NGI, CITAS does basically the same thing, only without the gadgets, and the output is assembly source instead of 'C'. It also has a few nice features that NGI doesn't have. Binary only, author: John Enright

#### disklabel

This program is an answer to a lazy mans prayer. I hate to right disk labels every time I have to back up my hard disks. Some of the partitions already take about 15 disks to do it. So I began by writting a simple program to create disk labels for my backups. It was nice, but it still required that I write the information after each header on the label. Now, with the final version of this procedure, all I have to do is type in the drive or partition name, the number of disks in the backup set, which series of backups it is(I am a little paranoid, so I have two sets of backups I alternate), and the date the backup was done, which is usually the default system date that is supplied in the requester. This program uses arexx, and the rexxarplib v2.1. Author: Tom Pennington

#### DoRevision\_v1.0

This is a very simple tool to be used together with DClock. The

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purpose of DoRevision is to supply an easy way to keep track of changes and updates inside of 'C' program source codes. In fact it creates revision headers quite similar to the ones to be 'admired' at the top of every Amiga 'C' header file. This tools is used internally at MXM to help us to get 'through' each other's source codes. Include c source, author: Olaf 'Olsen' Barthel of MXM

#### HAM-E\_DEV\_PACKAGE

The files in this PACKAGE are all related to the Black Belt Systems HAM-E device. The '.c' files and 'my.lib' provide all a developer needs to completely understand how the HAM-E device is handled in either it's REG mode or it's HAM-E mode. It shows how to use the "magic cookie" and how to create palettes. It also shows how to handle interlace screens. The source code here is released to the public domain; we want you to use any part of it either directly or as an example for generating your own code. Compile and Link details are in hame.c at the top of the file. You'll find the C code commented well enough so that you can follow most anything in there that is worth following. No fancy techniques were used so that even beginning programmers would be able to understand what we are working for. Author: Ben Williams, Black Belt Systems - April 19th, 1990

#### IncrStorageManager\_v1.0

This set of modules constitutes a storage manager with garbage collection for Modula-2 programs. It is written in TDI Modula-2 for the Amiga, but should be easily portable to other implementations and architectures. It uses \*INCREMENTAL\* garbage collection. Most garbage collectors create and destroy items willy-nilly until storage is exhausted. Then they hold up all other processing while they copy all the in-use items down to one end of the storage space, thus freeing up the rest of the space for more items. In incremental garbage collection, a few items are copied every time a New() or Dispose() is done. This results in overhead which in total is larger than that of stop-and-copy methods, but which never causes the system to halt while collection is done. This is far more suitable for programs which require real-time response or close to it. Also, most storage managers begin with a statically sized storage space and allocate from that. This requires the user to guess before running a program that uses storage management how much storage is going to be needed. Guess too small, and the program aborts. Guess too large, and storage is wasted; other programs can't get space to run in. This storage manager frees the user from these considerations, and is a good system citizen in the bargain; it allocates storage in blocks of 1K granularity from the operating system, and suballocates from these. Whenever a block becomes unused, the manager returns it to the system. Author: Daniel B. Hankins

#### Keyboard

Enables access to RAWKEY events via Intuition. Author : Peter Graham Evans. Translation into Modula-2 of a program in the C language by Fabbian G. Dufoe

LF

This nifty little program will provide you with a complete listing of all C functions contained within specified files. Include c source, author: Jeff Bevis

libtos

This program takes two arguments, AMIGA.LIB, and an OUTPUT FILE, and systematically converts all references to the variables below from ABSOLUTE to A4-RELATIVE (Using Lattice's DATA-REL16 relocation info and symbol extensions). It converts absolute move's into an A4 relative move and a nop to take up the extra word which is now no longer used. Include c source.

m2make\_v1.02

Modula-2 make utility. M2Make will scan your M2 source code, checking for date synchronization of all files that your program IMPORT's. M2Make will then report which files need to be re-compiled, and can optionally re-compile them for you. Include Modula-2 source, author: Tim Coffey

MRARPFile\_v1.1

This package was written primarily because of one missing element in ARP: FGets. ARGH! ARPFFFT! It extends ARP by adding buffering to the basic file type (FileHandle) and defining a new type, named ARPFileHandle (hope this is OK with the ARP guys). Also, I've used the convention of embedding ARP (vs. Arp in MicroSmith's stuff) in all type and function names to (hopefully) avoid naming collisions. Include c source, author: Mark Rinfret

Unpack

CAM #376 Utilités Impression

ABFD

ABFD program moves an Amiga font to a HP LaserJet PLUS compatible printer. Fonts are transferred as is, thus the actual printer font will be considerably smaller on the laser printer. For example: Topaz/11 is only 2.64 points and 37.5 CPI, and a 12 point printer font is 50 dots high. For best results, use Amiga fonts over 30 points in size. Binary only, author: Ralph Ciper

DGplot\_v0.08

DGplot, or "darn good plot" is a program which turns your Amiga computer and parallel port dot matrix printer into an extremely high resolution Hewlett-Packard @ pen plotter. This makes your printer a suitable (and economical) hard copy device for computer aided design programs, some spreadsheet programs, and data graphing programs. You will probably be amazed when you see the resolution that your dot matrix printer really has. DGplot output in FINAL quality will look much better than a screen dump. Binary only, author: John Robertson

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## DWPrint\_v1.2

This program is for people who have single sheet printers and don't own an automatic sheet feeder. It will pause the printing of a file after each page to allow you to feed a new sheet into place. I personally own a VERY cheap Daisy Wheel printer, hence the DW in the program name, but this program will be of use to anyone in the same position. It may also be of use to laser printer owners who wish to print both sides of the paper, allowing them to catch the last page and manually re-feed the sheet the other way up (Yes I know this is not really the way to do this, alternate pages and all that, but it will work). Include C source, Author: John Raybould

## EnveloPrinter\_V0.5

EnveloPrinter is a program designed to do one thing only: allow use of your Amiga-compatible printer in printing envelopes. It allows a large degree of customization, and use of the special styles of your printer in an easy-to-use way. Among its features:

- Automatic home-address default and load
- Easy-to-use mouse and menu interface
- Support of any Amiga printer supported via Preferences
- Custom screen and window to reduce Workbench clutter
- Custom envelope widths in INCHES, not characters
- Full margin centering and error-checking
- Independent style preferences for home and send addresses
- Takes only about 50K of memory while running
- Entry of next address allowable during print process
- Requesters help identify errors or problems

Binary only, author: Chris Papademetrious

## EPS2EPSI\_v0.9

"EPS2EPSI", EPS converts Encapsulated PostScript files into Encapsulated Postscript Interchange files. This means, it adds a simple bitmap representation of the postscript file so that the programs which allow ESP to be imported can easily show what is being included. It was written so that I could take EPS files that I have or created with Professional Draw and import them into FRAME Maker, a UNIX based Electronic Publishing System. Of course the output files can be used with any package that can import EPSI files. This program requires Adrian Aylward's post v1.1 library. Include C source, Author: Chris Nicotra

## HPFrac\_v1.0

Yet another fractal program! Yes, but this time it plots the Mandelbrot set at up to 300 dpi on a LaserJet or DeskJet printer. That's 3000 x 2400 dots! It can also do it at 75, 100, and 150 dpi. Binary only, author: Alex Takessian

## Softfont\_v4-4-90

Font conversion program. Convert portrait soft fonts for HP LaserJet compatible laser printers to landscape format. The program works

through Intuition or through CLI; the format through CLI is:

```
[path]portolan [path][portrait font file] [path][new landscape]
```

All C-code module source is provided except MicroSmiths getfile.o requester. Author: Thomas Lynch

SuperPlot\_v1.01

SuperPlot is a completely new plotting program which introduces capabilities previously unavailable on any computer, at any price. Some of the features are:

- Completely intuition driven, with a consistent and predictable user interface.
- Reads free formatted ASCII files.
- Plots an unlimited number of lines, having an unlimited number of X's and an unlimited number of Y's.
- Ability to use X and Y values from separate files.
- Change the colors, line types, and point types at any time.
- Zoom in on a section of data, and the axes will be re-scaled to reflect the zoomed scaling (unlike a CAD program).
- Interactively operate on multiple data sets (multiple data sets are not merely overlaid), from multiple source files.
- Powerful and user friendly control over the appearance of the graph including axes, scaling, grid lines, tic mark intervals, number formats, etc.
- CAD like labeling abilities. Make labels at any angle, in any color, in one of four sizes. Place them where you want them with the mouse. Labels are exactly "What you see is what you get".
- Plotter support for almost any plotter on the market via the configuration file. Included "DGplot" program plots any HPGL file on any printer, and thus will plot output from SuperPlot (or any CAD program).
- Support for up to 15 colors.
- Save plot configurations for jobs where plots look the same, and only the data changes.

Binary only, author: John Robertson

Unpack

CAM #377a&b ROM Kernel Reference Companion

RKMCompanion

A two disk set of material created by Commodore for use with the 1.3 revision of the Amiga ROM Kernel Reference Manual, Libraries and Devices, published by Addison-Wesley. Almost 300 files, including C source code examples and executables, have been packed into two lharc archives, one for each disk of the two disk set. These examples are not public domain, but may be used and distributed under the conditions specified in the copyrights. Author: Commodore Business Machines, Inc.

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Unpack disk A

Unpack disk B

CAM #378 Utilités diverses

ConsoleBuffer

Console Buffer is for CLI users who would like to have a history and/or hardcopy (either file or device) of their console input and output. It works with both CLI and shell windows. Console I/O is saved in a buffer, the size of which is set by the user. The default buffer size is 100 lines. Binary only, author: William J. Fritz

cvbr

cVBR is a small tool that will move the exception vector table of the CPU somewhere else than it's supposed to be. Include source in assembler. Author: Martin J. Laubach

DisEditor

Yet another text editor! That's right, but with a few twists. This editor was written because the programmers at dissidents needed a good, basic text editor with numerous features, and it had to be a SMALL program to fit easily on a development disk. Besides handling source code for products like Midi Sample Wrench and SpeakerSim (there's the plug!), the editor needed features useful for writing magazine articles and such. (In fact, Jim is using it to write his Op Amp text book because of this editor's ability to handle large files well). Binary only, author: Jeff Glatt

DiskInfo\_v5.0

DiskInfo is a utility (actually two utilities in one) designed for use from the CLI or in your startup-sequence. It will not run directly from the WorkBench. DiskInfo's main purpose is to display what floppy drives (3.5") are mounted, and how many free-blocks remain on each one. The second function of DiskInfo is to make it easier to use FFS-floppy disks with WorkBench 1.3. It does this by indicating when a FFS-floppy is in a drive, and performing a DiskChange on that drive when disks are swapped. However, you do not need to use FFS-floppies in order to use DiskInfo. Binary only, author: Stan Ziel

extract

Extract, is a program to help you decode text from encrypted (or non-encrypted) binary files. Binary only, author: The Mad Scientist

FME

FastMemEmulator Patcht die AllocMem()-Routine so, daß keine explizite Anforderung von FastMem mehr möglich ist, wenn nicht gleichzeitig das MEMF\_LARGEST-Bit gesetzt ist. Bei bereits installiertem Patch wird dieser entfernt. Include source in Asm 68k, author: Holger Lubitz

fmsdisk\_v2.0

FILE BASED TRACKDISK SIMULATOR

Useful for creating a floppy-like partition on your harddisk (so you can diskcopy to a floppy) WITHOUT actually having to create a special partition for it. Useful for testing new filesystems and such. Up to 32 Units, OFS or FFS selectable via Mountlist. THIS IS NOT A RAM DISK. Operation will be necessarily slower than your HD, but that isn't the point behind using the device! Advantages over RAD / Other ram disks ... doesn't use RAM. Designed for hard disk users. By putting the 'partition' file on the hard disk, it sticks around and you don't lose the data you wrote to it, so mounting it again after reboot or power up yields whatever was there before. The fmsdisk.device simulates a trackdisk.device for fixed media via a DOS file (one file per unit). Simply setup your Mountlist, mount the simulated trackdisk, and format, and you are off. This has particular advantages for those hard disk users who make lots of distributions, like me. I can create a simulated partition using fmsdisk.device that uses exactly the same parameters as my favorite floppy device (and run the appropriate file system, in this case the OFS). After formatting, I can copy the distribution onto the simulated partition and then DiskCopy it to the floppy. This also has advantages to people fooling around with writing their own file systems, as the disk file used may be examined at any time through normal programs while the 'filesystem' is running. Include C source.

GoWB

Replacement for LOADWB ENDCLI >nil:. Include c source, author: Oliver Wagner

IncrCtr\_v1.0

IncrCtr increments an ARP environment variable by one. ARP v39+ is required. This program is desired to be used in AShell scripts, but may work under other shells that use ARP or Manx environment variables. Binary only.

MemEater\_v1.0

This is a developer's tool which establishes and maintains maximums for available CHIP and FAST memory. It provides a controlled way to create low memory situations for testing. Include c source, author: Mark R. Rinfret

MemGuard\_III

MemGuard III checks the first 100 longwords, in particular location \$00000004, for random trashing. Discovering any change an Alert comes up giving you the choice to leave the vectors as they are or to restore their original contents. Unlike other tools of this kind MemGuard III does not run as task, but rather links itself to the level 3 IRQ, checking the vectors each frame. Therefore virtually no processing time is wasted, no extra memory is used (very little actually, but below 1000 bytes - the original MemWatch II needed about 4000 bytes

while running) and the checking takes place even while task-switching is forbidden. Furthermore most actions overriding the vector table are discovered almost instantly. Binary only, author: Ralf Thanner

#### MemMoeter\_V2.1

MemMometer - A program hacked from Tom Rokicki's WFrags more or less... (in fact, a heck of a lot) in the style of Peter Da Silva's "Gauge." The program opens a narrow window with the same dimensions as the disk capacity gadget found in the top-level workbench window for a floppy volume. The sizing gadget is like the one in Gauge; to resize the window, just click the left mouse button over the "E". The "F" is the program title in this rather short manifestation of an Amiga Intuition window drag bar. V1.0 - Distributed to Peter Da Silva and Tom Rokicki, sent to Fred Fish but was evidently not put on a Fish Disk. Problems with this version of the program were that it used the Delay(Arrgh) function for timing, and that it had an unrestricted menu selection for Slow-Fast memory and Fast memory base that, with non-existent memory, would result in a crash without prior warning. Also, the codes for one, two, or three columns were separate, so it was issued as three independently compiled programs.

V1.1 - Not Distributed. Delay() function replaced by VBLANK timer code that was earlier submitted to Usenet by Andy Finkel. (Although Andy is a member of the CBM Amiga programmer team, the use of his codes in MemMometer do not in any way constitute an approval of the program on his part, of course.)

V2.0 - Not Distributed. A Menu item was added for setting MemMometer's running priority. A Requester was added to inform the user that Slow-Fast memory selections in Warps mode must be physically correct to avoid a system-fatal Guru 4 illegal instruction exception trap (or worse), see the documentation for details.

V2.1 - Some changes to the 8 color workbench color table to improve the ability to recognize 0xffffffff checksums and to better conform with CBM Workbench colors, and some corrections to inaccuracies in the documentation. Because it was possible to reach the (ahem) forbidden processor read-toggle type addresses through selecting severely misaligned Fast memory base values, a call to the requester was additionally inserted for the Fast memory base menu. The requester was also fixed to open with a link to the MemMometer window (titled "F") rather than to an underlying dummy window (titled "Mem Mometer"). While it renders the title a trifle obscure, it limits the resource request to one requester-sized window rather than two.

#### MFind\_v1.2

a wildcard using, recursive, FIND utility. Binary only, author: Greg Browne

#### SetMouse\_v1.14

"sm" (previously referred to as "SetMouse") is an AmigaDOS executable which sends Intuition a message that mouse EVENTS can be found at either one of the Amiga's two mouse/game ports. Binary only, author: Charles Conlow

WBD

Set workbench screen depth. Include c source, author: Oliver Wagner

Unpack

CAM #379a&b: Langages

p2c\_v1.13a

P2C is a tool for translating Pascal programs into C. It handles 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 1.13 and includes source. Author: Dave Gillespie, Amiga port by G. R. (Fred) Walter

Unpack disk A

Unpack disk B

CAM #380: PostScript (emulateur et fontes)

post\_v1.1

"Post" is a software based PostScript interpreter, presently running on the Amiga. The source code is written in C, and should be fairly portable to other machines. It supports the full Adobe language, with only minor variations. version 1.1 include C sources, Author:Adrian Aylward

PS\_Fonts 1

13 PostScript fonts converted from MacIntosh: Canaith, ClassicaItalic, ClassicaRoman, Cuneifont, Faustus, Gordon, MacHumaine, ParkHaven, Princeton, SansSerif, Style, Thomas, ToulouseLautrec

Unpack

CAM #381: Jeux divers

AmigaPunt

Race horse simulator, binary only, Author: Pierre A du Parte

BounceBench

Screen hack, warning really bounce workbench screen, binary only,

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author: JEAN-PAUL COSSIGNY

### Bunny

Bunny is a graphic puzzle published in the May 1990 issue of JUMPDISK, It is the basis for a contest with a postmark closing date of August 31, 1990. JUMPDISK will award a total of \$500 (U.S. funds) in the form of \$100 each to the five entrants who submit best solutions to the puzzle. All entrants who complete the puzzle will receive one public domain disk of JUMPDISK's choice. author: David M. Cole

### CRobots\_v2.3w

A game based on computer programming. Unlike arcade type games which require human input controlling some object, all strategy in CRobots is condensed into a C language program that you design and write, to control a robot whose mission is to seek out, track, and destroy other robots, each running different programs. All robots are equally equipped, and up to four may compete at once. Version 2.3w, binary only, source available from author. Author: Tom Poindexter, Amiga version by David Wright

### CUBE

This program solves Rubik's cube. To solve a cube, paint it to look like your scrambled cube then use the SV command. The program will respond with a series of instructions that, when followed correctly, will restore your cube to the pristine (unscrambled) state. Binary only, author: Atto-Tech Software

### Enigmas

'The Enigma Device' is an Amiga game of Cryptograms. It challenge players to decipher short messages encoded using a simple-substitution cipher. Binary only Author: Gaylan Wallis

### GerbGame\_v1.0

Rabid Gerbils are trying to take over the Amiga and it's your job to stop them - dead in their feet! In GerbGame your job is to kill those evil rabid gerbils. You start out with 20 bullets, on level one. You must score 50 points or more to advance to the next level. There are a total of six levels that you must complete. And at the end of each level you must have so many points to advance to the next. Binary only, author: Charles Massey

### StarStruck

Star display screen hack, assembler sources available from author, Author: Mark Everingham

### ATC

ATC is a program that simulates an air traffic regional control center. You are the controller, and you direct the planes (up to 8 at a time) to the airport. You control the planes' heading, altitude and speed. You receive points for directing the planes correctly to the airport.

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You also have to contend with planes departing from the same airport, and you have to make sure that the planes do not collide with each other. You also have only a limited amount of time to get the plane to the airport. You receive fewer points for a late flight, and if a flight is very late, it will run out of fuel and crash. All program input is done with the left mouse button. Binary only, author: Griff Jackson

Stepz!

Simple board game Binary only, Author: Mark E. Whitehead

Unpack

CAM #382: Utilités Télécommunication

ConZap

In combination with ConMan 1.3's CNX: MountList entry, ConZap enables you to use an Amiga Shell (or better yet, an ARP 1.3 AShell) on a remote ANSI or VT100-compatible terminal or computer connected to the Amiga's serial port. Obtaining a text editor that is useful on such a terminal can be difficult; however, the MicroEMACS from Fred Fish Disk #61 can be patched to work. ConZap also allows you to prevent AmigaDOS requesters from appearing on the Amiga and stopping all work at the terminal. Include forth sources, author: Warren Block

dial\_vt100

An ARexx "Dialing Directory" for use with VT100. This program allows the user to save up to 20 frequently used phone numbers. The program will dial the phone number, at the request of the user. Each number has 7 fields associated with it. Author: David W. Lowrey

LHWarp\_v1.40

Lhwarp is a program which will read tracks directly from your floppy disk (or any other device), compress them, and output them to a file. Binary only, Author: Jonathan Forbes

V1.30: Removed track corrupting bug. Other devices supported. Output file length included within output file.

V1.31: Removed bug which prevented Lhwarp from uncompressing files produced by earlier versions. Memory leak corrected. Removed bug involving output track data being longer than input track data.

V1.40: Incredible speed increases all around. Compression 25% faster, decompression 60% faster (freezing.) Asynchronous disk i/o. Tracks now stored if they cannot be compressed. Corrected bug causing viewing to crash. Added "no prompts" option.

MicroTerm

Microterm is a little terminal program that I wrote while learning to

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use the serial.device and the console.device. It is a particularly "unfeatured" terminal program, it does not even have an ASCII capture mode... I thought it would be useful as an example of how to talk to the serial and console devices and so I have placed this code in the public domain. Include C sources, author: Stephen Vermeulen

#### skyterm\_v1.2

This is version 1.2 of the Skyterm Skypix-compatible term program. It has many changes and enhancements, most of which are invisible until you call an Atredes board. The same docs that were supplied for the Atredes Demo Term 1.1 will apply here. The enhancements include corrections in the handling of certain ANSI commands that were mishandled before. Binary only, author: Michael Cox

#### SoftSpan

Soft Span BBS program. Intuitive, command-line based menu system with message bases, up/down loads, file credit system, extensive help system, etc. This is shareware version 1.0, binary only, lattice C source code available from the author. Author: Mark Wolfskehl

#### ST

Interrupt-driven Serial I/O Testbed. This code directly accesses the hardware and achieves very high baud rates without errors. This code should be legal if the serial device is first opened and exclusive access is granted. Speeds of over 1 30k baud between a stock, nofastmem 500 and a 25mhz GVP 68030 have been achieved. The '030 Amiga can go much faster; it can read at least 223,720 baud. The 500 poops out at 132,575 baud. Writing fast is no problem, reading eats up some bandwidth, and is thus the bottleneck. Polled I/O (yuk) can yield faster rates. These baud rates were accomplished with a direct 2,3,7 wire, 50 foot shielded cable. Max baud rates may vary depending on cable and hardware configurations. Sources only. Author: John Schultz

#### TPTCron

TPTCron is a utility which executes AmigaDos tasks at regularly scheduled times. TPTCron is capable of executing periodic events - tasks which must be executed at specific time intervals. It is also capable of executing one-shot tasks, scheduled through the use of an external command called CronEvent. These one-shot events can be scheduled "on-the-fly" once TPTCron has been started up. Binary only, author: Mike Oliphant

#### UnShar\_v1.3 0m

Unshar is a utility which extracts files from the ubiquitous Unix shar archives. It has the following advantages over existing unshar utilities:

- Small and fast
  - Handles many cat and sed formats
  - Allows extraction of subdirectories
  - Understands ./file type filenames
-

- Understands file continuation with >>
- Sorts file list by Subject: line
- Exits cleanly with CTRL-C

Include C sources, author: Eddy Carroll

Zap\_v1.41

Disk cruncher Binary only. Author: Unknow (Pseudonym)

Zippy\_v1.21

Zippy is a program designed to extract files from a .ZIP format archive. Binary only. Author:David Godshall

Amimodem

U.S.Robotics HST/DUAL modem configuration utility. Binary only.  
Author: Mike Thomas and Doug Keller

Unpack

CAM #383: Utilités éducation

Gears

A program to calculate and display the gears of a multispeed bicycle. Works for bicycles with 3 to 21 gear combinations. Version 1.1, includes source. Author: Joel Swank

Gradebook\_v1.2

A complete grade and absence/tardy management system for teachers. Highly flexible, you may add/drop students at any time, enter tests out of sequence, and enter absences for a test grade (when a student missed a test) and later add the score. GRADEBOOK comes with several reports that summarize student scores, absences, tardies as well as give individual test results. For speed and ease of use, most operations are accomplished with the mouse and buttons on the screen. Binary only, author: Bob Hunter

NeuronalNets

Some programs for playing with Neuronal Nets using Hopfield and Hamming algorithms. Binary only. Author: Uwe Schaefer

Planets

A program to determine the position of the Sun., Mer., Ven., Mars, Jup, Sat & Ura. Include C sources, author: F.T. Mendenhall

Unpack

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CAM #384: Utilités divers

autoscript\_v1.0

This command will allow you to place scripts in the directory indicated and by adding it to the end of your startup sequence you will never have to edit your startup-sequence again! To install a program on your system that requires a script executed, just place the script in the AutoScript directory!. Binary only, author: Tony Preston

callback2life

Clear clock memory, include sources, author: Andrew Kopp

ConsoleBuffer\_v1.1

Console Buffer is for CLI users who would like to have a history and/or hardcopy (either file or device) of their console input and output. It works with both CLI and shell windows. Console I/O is saved in a buffer, the size of which is set by the user. The default buffer size is 100 lines. Binary only, author: William J. Fritz

Ctype\_v2.0

Yet another type program. Include Asm sources, author: Bill Nelson

DiskStart\_v1.0

You could put a disk into a drive and automatically it would run the software on that disk. binary only Author: John Bolton

Fastjet\_v1.0

Fastjet is a graphics compressor for the Hewlett-Packard Deskjet. Binary only, author: Charles Tyson

FlashDisk\_v.03

FlashDisk! is a floppy disk optimizer for all models of the Amiga computer. It is NOT a cache -- it merely reorganizes the information on the disk to make directories and loading more efficient. The changes are permanent and will usually increase the loading speed of directories between 3 and 5 times -- increase depends on how badly the original disk was fragmented. In addition, loading time of large programs is often reduced. The resulting disk is still an AmigaDOS disk and is 100% compatible! Binary only, author: Curtis J. Palmer

gwPrint\_v2.0

gwPrint is a ShareWare utility for printing text files. It offers a wide selection of adjustable features for controlling paging, headers, trailers, margins, and various print styles and sizes. The headers and trailers are themselves configurable and may include a title, date and page numbering. Binary only, author:Gaylan Wallis

MakeVPort\_Patch\_V1.0

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Small program patch a bug in the way that Kickstart 1.2 or 1.3 handle a mix of lace and non-lace screens which causes the system to lock up. Includes sources, author: Robert Salesas & Martin Taillefer

#### MyClock

Yes, this is yet another clock program, but the idea behind this one is that the clock looks like an icon on the screen. Includes sources, author: Michael Sinz

#### Ptype\_v2.0

Ptype print a source program with line numbers and page headings. Type a letter or a documentation file. Convert tabs in a file to spaces. Print many copies such as postcards. Includes sources, author: Bob Alston

#### RAMSpeed

RAMSpeed tests memory speed (RunTime and MHz outputs) for each memory region in your Amiga system (provided there is room to run the test program). RAMSpeed also provides CPU and FPU (if present) MHz ratings within an accuracy of +/-3%. Includes sources, author: Al Aburto

#### RxShell\_v2.1

An ARexx based graphic shell substitute for CLI. Author: Steven D. Kapplin

#### ZeroClear

Patch 2091 problem with programs like TurboSilver. Includes sources, author: Brett Casebolt

#### Validate

Validate is a program I whipped up for individuals who ask how to force a disk to be validated. Binary only, author: Darren New

#### Unpack

#### CAM #385: Amiga UUCP\_v1.06d

An implementation of uucp for the Amiga, including mail, news and dnews. This is Matt's version 1.06d for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt Dillon to make fixes and add enhancements. Includes source. Author: Various, major enhancements by Matt Dillon

#### Unpack

#### CAM #386a & b: Objets 3d

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Animotions\_Demo

Ademo part of a mannequin script motion in sculpt format. Author: Tom Macri

Charpente\_Globe

Wood block globe in Videoscape & Turbo Silver format. Author: Jean Pepin

TurboSilver

2 objects in TurboSilver format: face.silver, trooper.silver

Amiga\_1000\_Sculpt.LZH

Sculpt version of Amiga 1000 from CAM 359, click icon for unarc in RAM:  
Author: Jean Pepin

Sculpt

17 objects in sculpt format. Author: various

Unpack disk A

Unpack disk B

CAM #387a & b: Langages programmation

AmigaXLisp\_v2.1

Amiga XLISP Version 2.1 (c) David Betz Amiga port by Glyn Thomas Gowing. Include partial C source (amiga specific routines).

Cursor

A 3-pass BASIC Compiler for BASIC programs written in AmigaBASIC, does not yet support all of the BASIC commands but is able to compile itself. This is version 1.0, includes source. Author: Jurgen Forster

MicroGnuEmacsRexx

Tom Rokicki's version of MicroGnuEmacs (mg) with ARexx support and also a revision of that version by John W. Lockhart. These may be useful for new ARexx owners who want to send messages to editors. The following is from Tom Rokicki's original README file:

"This is a version of mg with an ARexx port. Actually, there have been three major changes:

- \* Macros can now be bound to keys, and multiple macros can exist.
  - \* The startup file format has changed, to allow the above to be done during startup.
  - \* An ARexx port has been added.
-

All of these changes are interdependent. I haven't added them to the source in a very clean way; there are no new #define's to turn the ARexx port on or off. In addition, there are some things missing. Nonetheless, because of the dem and I have seen for this, I am releasing it until I finish similar modifications to mg2a (which probably won't be for some time.) Also, the stuff may not compile with Lattice any more.

dice\_v2.02

DICE, Dillon's C complr (u need amiga.lib & includes)

DICE, Dillon's Integrated C Enviroment is a complete C compilation system except for the Amiga includes and Amiga.lib which you need to get from C.A.T.S. All stages are present, from editor to linker, all written by me. This should be considered shareware.

Unpack disk A

Unpack disk B

CAM #388: Jeux

BlackjackLab

"Blackjack Lab" is the ultimate in casino blackjack simulations. Features include: 1 - 7 players, 1 - 50 decks, ability to change rules, card count tracking, computer control of hands, hint option, basic strategy tables and modification, tracking of play stats (casino wins/losses, # of hands played, etc.), hypertext help facility, practice mode, user prefs, digitized sound, animation, hard disk install, demo mode. Binary only, author: Dan Cogliano

ForthyThieves

A fun card game for one or two players on an Amiga. Binary only, author: Paul DeWolf

Fractals

4 programs from Fractal Programming in C by Roger T. Stevens, Intuition-ized by Bill Rapoza, binary only.

Klondike\_v2.3

This game was based on David Addison's ABASIC game, Klondike. It has been greatly changed by John Everett, so that he feels it is now a new game. Binary only.

RRR\_v.7

Useful utility for memory-peeking, ripping Soundtracker songs... It can display Hi/Lo Res. , change modulo of the screen-display, search for soundtracker songs, play them..... Binary only, author: Dobrica Pavlinusic

## Unpack

CAM #389: Utilités édition & traitement de textes.

## dme\_v1.40

DME is an editor designed mainly for programmers. Although it is not a word processor, it does include many word processing features such as Word-Wrap and automatic paragraph formatting. V1.40 GAMMA INTERMEDIATE

- No longer configurable with 'config' program. Now saves window dimensions, color selection, and most window modes (insert, margin, etc...) to S:dme.config, restoring automatically when any new window is brought up.
- Can no longer specify window dimensions on command line or via workbench, sorry!
- New commands: SAVECONFIG FGPEN BGPEN HGPEN
- Fixed bug in ARP requester ... wasn't saving D2/D3/A6. Also fixed but in Lattice asm... apparently if the \_\_MERGED section in afile.req.asm is first lattice asm generates a 0 byte bss section OOPS!
- This is an Experimental intermediate version (executable compiled w/ my compiler and may not compile cleanly under Lattice or Aztec)

## TextPlus\_v2.0

A word processor for the Amiga, with both German and English versions. TextPlus enables you to write letters, books, programs etc. in a very easy and comfortable way. Version 2.0, binary only. Author: Martin Stepler

## Textra\_v18-feb-90

TEXTRA, a very user-friendly text editor. TEXTRA makes no claim at being the most powerful editor around, or the fastest, smallest or any-OTHER-est. Just pretty easy to use, that's the goal. And free. Binary only author: Mike Haas

## View80\_v1.1

View80 is a fast and comfortable ASCII files reading program. It allows you to visualize 80 columns texts and to use the scrollbar at same time. View80 is entirely written in C language, except for a little routine for the screen writing, that, from the version 1.1, has been rewritten in assembly language in order to obtain the maximum speed. So, 3 different scroll-modes are available: SMOOTH-Scroll with gradual appearing of the lines, FAST-Scroll rapid but fluent, and TURBO-Scroll that gives you the fastest speed, obtained by not refreshing the scroll-bar which is positioned only when you release the keys. Binary only, author: Federico Giannici

## Unpack

CAM #390: Utilités de programmation.

#### iff\_library\_v18.5

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). It was fully written in Assembler and is only 2.6 KBytes long. It can handle any IFF files, including DPaint pictures with stencil, HAM and halfbrite pictures, ANIM files (with a trick), SoundFX instruments, and all other IFF files which are not nested. Binary only  
Author: CHRISTIAN A. WEBER

#### LibExample

Example fully working library for Aztec C. Author: Matthew Dillon.

#### mxm.library

An example Amiga shared library compiled with Aztec 'C' 5.0. This library contains basic support functions employed by programs such as KeyMacro or PrintHandler. In short: mxm.library is the standard MXM system support library. Version 34.14, includes source. Author: Olaf Barthel

#### ReqLibrary

Req.library adds user-friendliness to the Amiga's user interface. While all that intuition offers the programmer is a boring, inflexible, slow, painful requester, req.library allows fast & user-friendly requesters. Notice I said 'requesters', as they include a text requester (who's size is automatically figured from the body of text within), a colour requester (intelligent enough to correctly size it's palette according to the depth of the screen), string and int requesters, and a file requester!!! Not to mention numerous gadget creation routines, and a real-time scroll routine. The nice thing about the gadget creation routines, is that they create fully re-entrant gadgets, so if you wish to run a routine over and over (for, say, a multi-window program), you may feel free. All you do is pass a buffer (the sizes required are defined in reqbase.i and reqbase.h) and they will fill it in. Binary only, author: Bruce Dawson and Colin Fox

#### RexxHostLibrary\_v34.12

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 34.12 which has been recompiled and made a lot shorter using Aztec 'C' 5.0, an update to version 1.6. Includes source. Author: Olaf Barthel

#### SampLibrary

An IFF sampled sound format designed for professional music use. It can be used for 16-bit samples, multiple waveforms, etc. Includes a SAMP reader/writer shared library, interface routines, and programming examples. Also includes a program to convert 8SVX to SAMP. Author:

Dissidents Software

Unpack

CAM #391: Utilités domestique.

AmigaUser

This is the 7th mailing of the AmigaUsers Compendium List. The idea of this list is to provide a database of users with a common background of the Amiga. Having your name on the list shows others your interests on the Amiga and the possibility of being able to help others out. The current list now has 128 names. Include source, author: Trevor Paquette

Fortune\_v2.04c

A port of the UN\*X fortune program and associated utilities. Source code and over 3300 fortunes included., Version 2.0 runs from 120 to 290% faster and the ability to add/change color to the lines of the displayed fortunes. Author: George Kerber.

IsToday\_v1.0

IsToday compares [day] with the system clock's "Day of Week" and sets the CLI return code as follows: no match - 0 (Ok) match - 5 (WARN) error -20 (FAIL) Includes sources BM & M2 Modula, author: David Czaya

MetConv Metric

Conversion program. Binary only, author: Glenn S. Kauffman

MRBackup\_v4.0b

A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. This is version 4.0b, an update to version 3.4. Include new look (NEXT), new status window, multi floppy support, New Filter Files, Compression, Buffer Size Gadget Binary only, Author: Mark Rinfret

PrintHandler

A custom PRT: driver which offers easy single sheet support as well as limited data spooling. Version 1.6, an almost entirely rewritten update to version 1.1. Includes source in 'C'. Author: Olaf Barthel

RoadRoute\_v1.5

Revision of trip planner program to find "best road route" between any two points of travel. The user is encouraged to customize files CITIES and ROADS to suit travel interests This is version 1.5, an update to the original version, and makes provision for very large city menus and itineraries. You might like to use files (Mayes/Delzer). Also includes RoadScan, a checker for RoadRoute files (CITIES and ROADS).

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Very large files may contain goofs (cities with no roads, the same road entered twice, etc.), or oddities (direct road not as fast as multipoint). These are pointed out, together with areas where users might wish to make economies in the data base. Includes source in C.  
Author: Jim Butterfield

Today\_v1.0

This program contains a database of files telling important historical events for each day of the year. It can be placed in your startup sequence and will give you the important dates on the current day whenever you boot your Amiga, or it can display them upon command. The database can be edited to include events important to you. Binary only, author: Jon Radoff

WhatIs\_v1.2a

This utility gives you all useful information it can obtain from the file. WHATIS recognizes IFF files, object files and executables (hunks), Aztec object files, crunched data files (with the PowerPacker), archives like ZOO, ARC and ArcFiles (my own archiver), UUEncoded files, .info files, Lattice PGTB files and Warp files (disk warper). In addition it will print all system information for this file. If you specify a device or directory instead of a file, you get more system information. If WHATIS doesn't recognize your file, it will check if the file could be ASCII. Binary only, author: J. Tyberghein

Unpack

CAM #392: Utilités diverses

ATool

Small utility contain nofastmem, display boot contain, boot from any diskdrive, boot block check, copy disk, install, memory virus killer. Binary only, author: MEIKEL

CompDisk

A disk compression/disk compression package which was written to be fast and easy to use. Includes an Arp and an Intuition interface. Includes source in 'C'. Author: Olaf Barthel

FileLab\_V0.85

Tex conversion program, Includes C source, Author: Chris Papademetrious

KeyMacro\_v1.4

A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. Version 1.4, an update to version 1.0, which fixes the bugs in version

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1.0. Includes source in 'C'. Author: Olaf Barthel

#### memguard\_IIIa

MemGuard is a MemWatch like program which has been rewritten in assembly language for maximum speed and efficiency. Unlike MemWatch, MemGuard does not run as task in a dummy loop but rather as a low-level interrupt routine which is capable of trapping memory trashing even before exec might know of it and even while task switching is forbidden. Version IIIa, an update to version III, binary only.  
Author: Ralf Thanner

#### MenuMaster\_V1.1

MyMenu-, MenuRunner-like custom menu program, EXTREMELY useful. This is a ShareWare Demo of MenuMaster, a custom menu program that allows you to create a custom menus to run any program(s) you like. Its advantages are its size (under 6K), its memory usage (about 14K), flexibility (MANY options, configuration script commands), and instant access to all those programs on your hard drive! It is compatible with 2.0, with a version forthcoming that utilizes 2.0 to its FULLEST, including the file requester and the new interface look. Despite this being a shareware demo, it is fully functional except for a useable item limit. Items above 14 will display, but will not run anything. If you have a hard drive, you OWE it to yourself to try this one!  
Binary only, author: C.Papademetrious

#### NOCLICK\_3.5

NoClick version 3.5 - stops drive clicking on 68000/010/020/030 cpu

#### ReDate\_v1.1

Scans a disk and dates each directory according to the most recent item contained within (not including .info files). Ideal for use after a COPY ALL CLONE, where the directories are CREATED rather than copied and thus lose their date information. Includes source in assembler.  
Author: Jim Butterfield

#### RunForward\_v3.0t

This simply program start a cli style command in is own window, Include C source  
Author: Federico Noferi

#### log\_v1.432A

This Is A Small Program To Keep Track Of Amiga Usage <At Least When The Machine Is Used> It Is run in Your Startup-sequence. Binary only,  
Author: Derec Butler

#### tracksalve\_v1.3

A Trackdisk patch which removes all known bugs, and one unknown so far, and patches the Trackdisk task to allow various enhancements, such as reading good sectors from partially bad tracks, write verification, write protect simulation, auto motor off, auto update and turning off clicking. Other features are MFM-upate and I/O by non-chip buffers.

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This is version 1.3, an update of version 1.0. Includes source in C and assembler. Author: Dirk Reisig

FastBlit

A small tool to speed up blitter operations by up to 60%. Author give no tech explanation about that. Version 1.0, binary only. Author: Ralf Thanner

Unpack

CAM #393a&b: Jeux

BloodnBullets

games demonstration of Shoot-Em-Up Construction Kit's

psychoblast

games demonstration of Shoot-Em-Up Construction Kit's

SpaceHawk

games demonstration of Shoot-Em-Up Construction Kit's"

TREK

games demonstration of Shoot-Em-Up Construction Kit's

pipeline

A game like the commercial game 'Pipe dream' (Pipe mania). Needs a joystick and PAL display. High scores are saved to disk. Version 1.0, includes source. Author: Andre Wichmann.

SEUCK\_Tools

These are four utilities that make it easier to create "sprites" and "backgrounds" for "Shoot'Em Up Construction Kit" (published by Accolade on their Advantage label). Although SEUCK is a very powerful program to let you create your own arcade games it's graphics editor is very basic. These utilities let you create sprite (.SPR) and background (.BGD) files with Deluxe Paint or other paint programs. Binary only. Author: Brian Conrad

Unpack disk A

Unpack disk B

CAM #394a&b: Utilités MIDI

DWELdemo

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This is a freely redistributable demo of an editor/librarian for the DW8000 and EX8000 KORG synthesizers. This program is available from Synthetic. Binary only, Author: Synthetic Reality Software

#### K1\_Editor

An editor for the Kawai K1(m) synthesizer with two auxiliary programs for managing sound dumps. This is version 1.00, shareware, includes source. Author: Michael Balzer

#### VcEd

A Voice (Tone) Editor for the Yamaha 4 Operator series synthesizers. Binary only, source available from author. Author: Chuck Brand

#### AlgoRhythms\_v1.0

An algorithmic composition program that improvises music over a MIDI interface connected to the serial port. A MIDI interface and synthesizer are needed. The music does not have a strong pulse, and does not repeat motifs or melodies, but can be very pretty. Version 1.0 with source in C, and sample data files. Author: Thomas E. Janzen

#### AMPLE(FB01)\_V1.0

This is a Shareware (\$25) programmer and librarian for the Yamaha FB01 synthesizer. The FB01 is a pretty neat FM synthesizer that has no way of being programmed without a computer (no panel access to the parameters), and no way of saving patches (no RAM card or cassette interface), but then it's only \$300. Binary only, author: Atto-Tech

#### CZL230

This is a customized version of CZL, my Instrument Librarian for CZ synthesizers. This one is specifically customized for the CZ-230S model. It includes all the intuition interface of CZL v1.0 plus access to all 100 instruments of the CZ-230S. ARC includes sample config files, documentation, and the program itself. Instrument files on many BBS's are compatible. Binary only, author: Steve Anderson

#### CZL\_v1.0

CZL is an instrument librarian for the Casio CZ synthesizers. It provides the capability to load, store, delete, and modify, voice parameters from the Amiga screen. Shareware, Binary only, author: Steve Anderson

#### JukeBox

MIDI only Jukebox player for smus files 16 track polyphonic. Includes 25 songs Programmable, with up to 1000 songs in jukebox. Binary only, author: John L. Moulton

#### S220to8SVX

This program convert Samples of Roland S-220/S-10/MKS-100 to "8SVX" IFF

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8-Bit Sampled Voice. Binary only. Author: Dieter Bruns

Unpack disk A

Unpack disk B

CAM #395: Utilités graphique.

ABridge\_v1.0

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

ConvertAFM

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

mandelmountains\_v2.0

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

Mostra\_v1.02

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

Ruler4

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

TMPToRGB\_v1.7

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

Unpack

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CAM #396:Utilités domestique

'Liner\_v2.0

A Shareware outliner program. Version 2.00 of 'Liner now supports multiple lines per number and two-way ARExx port. Include C source, Author: Dave Schreiber

AmiGantt

Version 3.00.06 of AmiGantt project management software with many bug fixes from 3.00.00. Binary only, author: Donald R. Tolson Version 3.00.04 -- January 5, 1990

This version, which includes version 3.00.03 (not officially released) fixes a number of problems with the screen refresh of the Pert and Resource Windows. Now, they redraw themselves properly when they are resized. The page numbers are now properly incremented when there is more than one page of the Task Listing. A problem with the Task Window display was causing the Title line (which) shows the Task #) to 'colour cycle' has been corrected. Since there are major problems with the Open() function in arp 1.3 conflicting with the DOS Open(), I've changed the program to notify the user that they have not properly installed ARP 1.3 and then abort.

Version 3.00.05 -- January 21, 1990

A bug which would cause the program to go into 'hyperspace' when a task was accidently included as its own dependency, has been corrected. AmiGantt will now ignore this entry.

MSH\_v1.30s

An Amiga file system handler that handles MSDOS formatted diskettes. Version "1.30" (Release 1 patch 3). You can use files on such disks in almost exactly the same way as you use files on native AmigaDOS disks. This is a fully functional, read/write version, that supports 8, 9, or 10 sector disks of 80 tracks, and should also work on 40 track drives and hard disks with 12 or 16 bit FAT of any dimension the FAT allows. Update to version "1.5" (Release 1). Includes source. Author: Olaf Seibert

Unpack

CAM #397: Utilités Programmation

adlookup

This program is based on the GetAutoDoc command written by Peter Cherna for his DevKit. ADLookUp and its index generator ADBuildIndex. Includes C source, author: Christoper A. Wichura

AztecArp

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An Arp package fixed to work with the 5.0 release of the Aztec 'C' compiler. The original Manx support files were incomplete, contained bugs preventing them from working properly and had the wrong linker format. Includes source. Author: Olaf Barthel

FD-BMap\_V1.0

FD convert program based on Carolyn (CBM) Scheppner's program "ConvertFD written completely in Assembler, Binary only, author: B.Mackey

IntuiFace\_v0.3

IntuiFace is a simple programmer's utility that lets you design screens and windows, and then it creates the defined system structures. It only makes the structures themselves, and does not make the support code needed to make a program. Binary only, author: Iain Bryson

PacketSupport

A link library, for use with Lattice C, providing a few functions to handle DOS packet postage. Includes source. Author: Oliver Wagner

pattern

This is the stand-alone version of a pattern matching routine I wrote, originally for DiskSalv. It matches the full 1.3 AmigaDOS pattern language, not just the #? metacharacters handled by some of the pattern routines included with the various compilers on the market. And the actual pattern functions, CompilePattern() and MatchPattern(), compile to under 2k of object code. Author: Dave Haynie

PPB\_v1.0

PPB is a Full-Featured Paint Program and Image Editor. Originally designed for my gadget programming needs, it is well suited for creating clip art and other graphics. For artists, you have the choice of painting in 4 different resolutions, with upto 32 color choices. For programmers, there are 3 choices of languages supported for creating source code, plus the ability for saving images as RAW data. Binary only, author: THOMAS C. DEVEAU

SetCPU\_V1.60

SetCPU V1.6 by Dave Haynie. CPU ID, cache control, MMU tool. This is the latest SetCPU program, which modified cache parameters, identifies the CPU, FPU, and MMU in your system, and creates 32 bit ROM translations via MMU in MMU-equipped systems. This program is fully public domain, and includes all the Manx 3.6a source code as well as executable and documentation.

DeviceDvrs.txt

AMIGA DEVICE DRIVER GUIDE author: Markus Wandel

dynamem.c

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dynamem() is the multidimensional analogue to malloc(). dynamem allocates a <number\_dimensions> dimensional array, whose dimensions are stored in a list starting at <dimensions>. Each array element is of size <element\_size>. <pointer> is a pointer with <number\_dimensions> levels of indirection to the memory area, on exiting the procedure this will point to the beginning of the array. author: Kevin Northover

Unpack

CAM #398: Jeux

adced\_v.8

An 8SVX stereo sound file editor written in assembly language for speed and minimum size. Version V.8, binary only Author: Howard Dortch, Mike Coriell, Matt Gerald

Alp

A lottery picker program. Binary only, author: Thomas C. DeVeau

blob

Another screen hack. Makes red drops of slime flow down your screen. Version 1.1, includes source in C. Author: Guido Wegener

Cantrix

This CANDO stack is a tetris clone game. Binary only, Author: Mr. Ed

Streets\_&\_Alleys\_v2.64

Another solitaire card game, Binary only, author: Kendal L. Huber

tron

Another game about the lightcycle race sequence in the science fiction computer film "Tron". One or two players and other options. Written in GFA-BASIC and then compiled. Version 1.1, binary only. Author: Dirk Hasse

WellTrix

WellTrix game well leisure sounds WellTrix is a game similar to WellTris, in which pieces are moved around the sides of a well and drop to the bottom. Filled rows or columns are deleted, as in Tetris. Not quite 3D, more like 2.5D. This version has many user-specifiable options, but currently, they can only be specified when run from WorkBench (the CLI interface is, er, minimal). Some sample sounds are included, but they are not required for the game (an internal default takes over). WellTrix is FreeWare, written by gmill, to whom email comments may be left (no complaints, I hope). Binary only, author: Gary W. Milliorn

Montana

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A Solitaire Game This game is a variation on solitaire Very challenging! Binary only, author: Doug McIntyre

Unpack

CAM #399a&b: Utilités graphiques

fbm.LZH

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

PNM.LZH

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

PBM.LZH

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

PGM.LZH

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

PPM.LZH

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

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Unpack disk A

Unpack disk B