

## **CAM Index - Amigaguide Version**

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## Chapter 1

# CAM Index - Amigaguide Version

### 1.1 Disks 450 to 499

CAM #450a&b: Utilités graphiques mathématique.

AmigaPlot\_v2.1a

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

ZPlot

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

CPlot\_v1.0

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

FractalLab\_v1.0

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

juliaA

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

Unpack disk A

Unpack disk B

CAM #451: Utilités manipulation de textes.

eco\_v3.40

An ECHO replacement which allows many escape sequences for colors, text styles, cursor positioning, system variables, and much more. Has PURE bit set and can be made resident. Version 3.40, includes source. Author: Dario de Judicibus

FileID\_v1.20

The program identifies and gives information about a variety of file types. These currently include GIF files and IFF files. includes source. Author: Lloyd B. Eldred & Fredrick R Homan

findfile

This is a very fast and versatile utility for locating files on a disk, particularly a hard disk. It allows wild cards, setting of paths, and many other features. Author: Ray Lambert

Free

Display how much free space (bytes or blocks) you have on any or all of your mounted disk volumes. Runs from CLI only. Based on "Free" by Tom Smyth, but totally rewritten and enhanced. Version 1.01, includes source. Author: Daniel Jay Barrett

MuchMore\_v2.7

Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Works with PAL or NTSC, in normal or overscan modes. Supports 4 color text in bold, italic, underlined, or inverse fonts. Version 2.7, this is an update to version 2.5. Includes source in Oberon and assembly code. Author: Fridtjof Siebert

MuchMorePoPa\_v2.7

Extended version of MuchMore V2.7. Displays texts that have been packed with PowerPacker. Version 2.7, includes source in Oberon and assembly code. Author: Fridtjof Siebert

PPMore\_v1.7

A "more" replacement program that reads normal ascii text files as well as files crunched with PowerPacker. The crunched files can result in considerable disk space savings. Version 1.7, binary only. Author:

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Nico François

PPType\_v1.1

A "print" program that will print normal ascii files or files crunched with PowerPacker. Several nice features such as page headers and numbers, adjustable tab sizes, page info taken from preferences and more. Version 1.1, binary only. Author: Nico François

qed\_v1.05

QED is a fast, and easy-to-use text-editor suitable for a variety of text editing purposes. Unlike other programs of this type, QED is not meant strictly for programmers. QED also offers a variety of text formatting tools, and can be configured to behave in a variety of ways. The beginner can start using QED immediately, however underneath the easy to use interface lies a powerful command mode language, ARexx interfacing, macro capabilities, keyboard definitions, and much more. binary only. Author: Darren M. Greenwald

SF\_v2.0

File search utility. Default searching starts from the root directory of the specified device and descends down into its subdirectories. Searching includes looking into archive files generated by various compression utilities. Archive files ending with a .ARC, .LHZ, .ZIP and .ZOO are currently supported. Lots of command line options. Requires ARP 1.3 (rev. 39.1). Version 2.0, binary only, shareware. Author: Andrea Suatoni

SimpleTextViewer\_v1.0

This is a small, simple text viewer that is very handy to have around for reading doc files, readme, etc. Author: Timm Martin

SplitFile

This program will take very large files and break them up into smaller units that can be handled by file readers, word processors, etc., more easily. Author: Tod Deveau

SType

SType is a utility to type a file. It is not very powerful but it has one feature that is missing in the standard AmigaDOS type. You can type from a given line to another given line. Include C sources. Author: Jorrit Tyberghein

Unpack

CAM #452: Utilités graphiques.

GIFMachine\_v2.104

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A program that will convert CompuServe GIF image files into IFF SHAM and 24bit ILBMs. It offers a number of extra options like dithering, horizontal and vertical flip, as well as automatic border removal. Requires KickStart version 2.0 or greater to run. Version 2.104, includes source. Author: Christopher Wichura

#### PopArt

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

#### TextualTDDD

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

#### TitlePageJr

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

#### Unpack

CAM #453a&b: Jeux ( Shoot-Em-Up Construction Kit )

#### Batman

In this game you are the Batman, battling against the Joker and his men to save Gotham City (what else?). You get so many points for shooting down one of the Joker's helicopters, so many per car, etc. Author: Steve Winkler.

#### DriveWars

Drive Wars is arcade-style shoot'em up where you must fly into the disk

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drives of other computers to remove the deadly computer virus in each. Iraqi computer specialists planted the virus disks and chips in these units to destroy your system. Author: Joe Angell

#### Retaliator

Space game, played with joystick. This game was built with the Shoot-em-up=Construction Set by Rob Massey of England.

#### Viper

The premise of Viper: Your home world is being invaded! You alone must attempt to destroy the invasion force. You must first navigate through an asteroid field while scout ships from the Alien force try to pulverize you. Then, you must defeat the enemy ships and find your way home. Author: Steve Winkler

#### WindyDay

This game was made with the Shoot-em-up construction set. It pits a person armed only with an umbrella against a hurricane-force wind, with the person trying to fend off the dangerous things the wind blows towards him, while collecting the good things. Author: Harvey Warwick.

#### Unpack disk A

#### Unpack disk B

CAM #454: Utilités programmation.

#### APS\_v1.0

This is V1.0 of APS (Aztec\_C Power Steering), it fixes all known bugs in V0.9 and it also supports Manx C V5.0d. This one should work on any system, unlike V0.9 Sorry for the error on V0.9 which prevented proper operation on other systems than mine. Include CANDO sources, author: Sylvain Duford

#### Din\_v1.0

(Data Interface) The idea for this library came from Windows 3.0 and Mac System 7.0. These two operating systems have the capability to share data between two or more programs. I don't know how they implemented this feature, so I suspect my implementation will be quite different. With this library you can create an object and let other programs link to this object. For example, you could write an editor that has the capability to store text in a DinObject. A DTP program supporting the din.library can then show this text in a DTP specific way. When you change the text in the editor, the text will automatically be adjusted in the DTP program. You can also link graphical objects. For example, a brush in a drawing program can be an object used by the DTP program. When you change the brush, it will also change in the DTP program. Author: J.Tyberghein

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## Exector

Exector is a program designed to locate and display some of the system structures that the operating system on the Amiga maintains and uses (specifically, the Exec structures). If you are learning to program on the Amiga or are interested in how it works and how it keeps track of everything (like tasks and memory and devic and a lot more), then Exector could be a valuable educational aid. Binary only, author: Doug McLean

fsi FSI has three purposes in life:

- 1) To aid beginning AmigaDOS users in learning and understanding how the Amiga's filing system works;
- 2) to allow experienced users to explore the devices in their system, revealing information for debugging or informational uses; and
- 3) to aid programmers in learning and understanding how they can 'smartly' interface their programs with AmigaDOS.

Include C sources, Author: Ray Lambert

## gadsel

GadgetSelect Allows the automatic toggling of a list of gadgets. Include C sources, Author: Thomas C. DeVeau

## Icon2C

A simple tool to turn any Workbench icon file into 'C' sourcecode, similar to the program of the same name by Carolyn Scheppner on fish number 56. This version has an arp interface and offers support for Kickstart 2.0 icons. Version 1.2, includes source. Author: Olaf Barthel Iff2Source\_v1.0 This utility converts IFF ILBM or ANIM files to C or machine language source. You can of course use this source in your own programs (with the intuition function DrawImage). Requires AmigaDOS 2.0 or later. Binary only Author: J.Tyberghein

## RexxHostLib\_v36.14

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 36.14, an update to version 34.12. Differences include a few bug fixes and new functions. Includes source. Author: Olaf Barthel

## ShowGadgets

Use ShowGadgets to see how many gadgets there are in a window. Include C sources, Author: J.Tyberghein

## SList\_v2.0

This very simple utility lists some common exec structures. You can list all tasks, libraries, devices, resources, interrupts and ports

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with SLIST. Binary only Author: J.Tyberghein StackWatch This is a little utility that monitors the stack usage of any process or task dynamically, reporting about 15 times per second. It will give you some useful information on setting stack sizes to make optimum use of your system. By James Locker.

Unpack

CAM #455: Utilités diverses

BPD

In the docs for this file, Leo will tell you why BPD is better than any of the other programs for booting NTSC machines into PAL mode. ANYway, it will do just that for you. Useful for programmers who want to test their material for European screens, or for other who want to use PAL software in the U.S. Author: Leo Schwab

CLiAnywhere\_v1.0

This program will open a new CLI on any screen - even those not usually available to this feature. It can be used in connection with POPCli or other such programs (I tested it with Dmouse), and will pop the CLI onto any screen from which you give the hot-key command. Ever wish you had a CLI on your Whap! main screen? It does it! Author: Ray Lambert

finddisk\_v3.1

This is a disk catalogger utility written by Ross MacGregor. It allows cataloging by either disk or directory, allows searches by word, character, etc with case sensitivity as an option. Include C sources.

MadBlanker\_v2.0

A cute screen blanker that bounces a transparent rectangle around on the screen, like a theater spotlight, with configurable options which include size and whether or not you want the rectangle to change size. Version 2.0, includes source. Author: K. Mardam-Bey

MyShell

MyShell allows you to open shell on a display of any size, it checks for your screen width and height and calculates the leftedge, topedge, width, and height for your shell. includes C source. Author: Mike Thomas and Doug Keller

ParM

Parameterable Menu. ParM allows you to build menus to run programs in either the CLI or WorkBench environment. ParM can have it's own little window, or attach menus to the CLI window you are running it from. Version 1.1, includes source. Author: Sylvain Rougier, Pierre Carrette

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### PCalender\_v1.0

A little calender program which lets you look through years and months using the arrow-keys. Version 1.0, includes source in assembler.

Author: Preben Nielsen

### Pcopy\_2.12

An intuition based disk copier for AmigaDOS disks featuring high speed diskcopy with write verify, data recovery from damaged tracks, full multitasking compatibility, and a user friendly interface. This is version 2.12, an update to version 2.11, with new data recovery routines and some bug fixes. Binary only. Author: Dirk Reisig

### PPShow\_v1.2

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 1.2, update to version on disk number 334, binary only.

Author: Nico François

### PublicScreens\_v1.0

This utility manages public screens. You can open, close, list, .... public screens in any form you wish. Normally, the "Workbench" public screen is the default one, but with this utility you can make another public screen and make it default. All programs you execute will get their window on this new screen instead of on the workbench screen.

Requires AmigaDOS 2.0 or higher. Author: J. Tyberghein

### QuickHelp\_v2.0

These three utilities (MakeHelp, Help and ArcFiles) allow you to make your own help-files. When this is done you simply type 'Help xxxxxxxx' and there comes your information ! REQUIRES WB 2.0! Author: J.

Tyberghein

### RemapIcon

A utility to remap icons to be exchanged between Kickstart 2.0 and Kickstart 1.2/1.3 Workbench environments. The iconimages are remapped to reflect the different colour palette used by the Workbench releases. Version 1.0, includes source. Author: Olaf Barthel

### RRamDisk

Recoverable (and bootable) Ram Disk. This program is a recoverable ram disk. Yes, another one! The difference between this and other PD disk is that it supports up to 32 units and can be auto-booted in Kickstart 1.3. The extra units allow you to mount one bootable device (which must be a normal DOS unit) and another unit for your work which can use the FastFilesystem. You might even mount a third unit for fast disk copies, if you have the memory. This ram disk differs from RAD: in that unused sectors are deleted from memory, therefore, you won't be tying up valuable memory with empty junk. This ram disk may be formatted, copied to, or used just like a normal disk drive. Your LED light will

flash on and off as ram disk activity occurs. Binary only, author:  
Bob Dayley and The Other Guys

#### screenx\_v3.0

ScreenX is one of the very best screen grabber/printer/manipulators. It can push screens to front or back, print them, save them as an IFF file, and can also tell you the time and the amount of free memory you have. When not active, it resides in a tiny window in the title bar. Updated version works with 2.0, where it has added features. Author: Steve Tibbett Star\_Blanker\_II This is similar to the StarBlanker program that has been around for a while, but it has some bugs removed, and this version works ONLY under 2.0

#### StickMouse\_v1.0

This program changes the port and the device used by the internal input.device to control the Mouse-Pointer. Include C sources, Author: Henning Schmiedehausen

#### WhatIs\_v2.1

This utility gives you all useful information it can obtain from a 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, Warp files (disk warper), WordPerfect files and macros, MaxiPlan files, font header files, crunched command files (with the PowerPacker and some other crunchers), LHarc files, PowerWindows files, ReSource files, sonix samples, the Preferences file (system-configuration), DBase III files, PCX files, GIF files, TIFF files, Sun raster files, PVSD files (used by PowerVisor), some Microsoft PC files, Turbo Pascal unit files and PC library files. In addition it will print all 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

#### WinMan\_v1.0

Window manager utility, If you want to use this utility you must have AmigaDOS 2.0 included C source code Author: J.Tyberghein Wreq Replace "pop-up" requestors with line-oriented requesters (similar to those found in an MS-DOS environment) that can be easily handled from the keyboard. If there is no interactive console for the process, the requester won't appear. Includes assembly source. Author: Tuomo Mickelsson

#### Unpack

#### CAM #456a&b: Animations

BlobJump.anim

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Vapor Paint Animation example from author J Henry H Lowengard.

Juggler\_Jr.

Junior version of Juggler by Eric Schwartz.

Korean Conflict

New Aerotoon from Eric Schwartz.

TEP

The Electric Palette Gary Dominguez DeluxePaint III animation very nice perspective manipulation. Pixelworks Gary Dominguez animation new vision fo fireworks.

Unpack disk A

Unpack disk B

CAM #457a&b: Objets 3d (Imagine)

Thirty 3-D objects in Impulse's IMAGINE format (TDDD). These were mostly converted from freely distributable objects from DEC's object archive. Author: Steve Worley

Unpack disk A

Unpack disk B

CAM #458: Utilités diverses

AIBB\_v2.01

Amiga Intuition Based Benchmarks V2.01 written by Lamonte Koop allows you to run the following test, Dhrystone, Sieve, Matrix, Savage, Sort and Writepixel. Program will display results on a bar graph

cliscreen

This program will open a low-memory 2-bit-plane screen for your CLI windows, even though you are using a 2.0 workbench with 8 or 16 colors. Saves memory - opens on top of your regular workbench but can be moved. Author: Robert Kesterson

CustReq\_v4

A glorified ASK command for your startup-sequence. It generates a requester with the specified text, positive and negative gadgets (either of which can be the default), and an optional timeout value.

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This is version 4, binary only. Author: Jonathan Potter

#### fmsdisk\_v3.0

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. 3.0 Seek()'s are done offset from the current position, giving great speed increases over previous versions. Re-compiled with Lattice v5.05, making code less than half the size of previous versions.

#### GStartup

This program was written to use on club disks, so that CLI commands could be executed by clicking on the gadget - or even without clicking on the gadget after a given time period. Author: Michael A. Vaerten

#### Image-Ed\_v2.4

An icon editor that allows you to draw and edit images up to 150 by 90, in up to 16 colors. Allows freehand drawing, empty or filled rectangles, ellipses, triangles, lines curves, and polygons, copy, flip about x or y axis, stretching and condensing, flood fill and complement, text with selection and loading of font style, undo, magnified and normal sized images, and two active drawing screens at once. This is version 2.4, an update to version 2.2 . Shareware, binary only, source available from author. Author: Jonathan Potter

#### KCD

KCD makes a list of your harddisks subdirectories, which is read every time you call KCD. This structure is shown in a window and you only have to click on this directory you want to change to. You can scroll the list by moving the mouse to the first or last line. KCD generates a pathname, which can be used for several actions.

#### MoveSSP\_v1.1

Copies the system's stack from Chip RAM to Fast RAM. Written by

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Christopher A. Wichura Version 1.1 modified by J. Edward Hanway (jeh)  
- 4/18/90 - Frees the 6K of chip memory used by the original SSP. -  
Treats memory outside of 24-bit address space as FAST RAM. - User  
Supervisor() instead of SuperState()/UserState() so it can (and should)  
be run ahead of SetPatch 1.34.

#### OSK\_v1.2

A software keyboard, which allows you to type using the mouse. Can be  
made to send keystrokes to any window, and can be iconified. This is  
version 1.2, Binary only. Author: Jonathan Potter

#### PublicScreenX

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

#### SetMouse\_v1.0

SetMouse V1.0 places the mouse pointer at coordinates x,y. PD  
Utilities by David Czaya

#### Tapestry\_v2.0

Tapestry is a little utility for attaching a pretty picture (or ugly if  
you prefer) to your normal workbench display. Any 1 bitplane (2 color)  
IFF picture can be loaded, though you may want to use one which has  
roughly the same dimensions and pixel aspect ratio as your Workbench  
screen. Author: Joe Hitchens

#### ToolManager\_v1.1

With ToolManager you can add your own programs to the Tools menu of the  
2.0 Workbench. The name of the programs can be given at startup (CLI  
or Workbench parameters) or in a configuration file. Furthermore the  
user can drop a Tool or Project icon on the program's icon to add a  
tool to the list. 1.1 Release version (01.01.1991)

Icons can be dropped on the status window  
Status window contains a list of all tool names  
Tools can be removed from the list

#### TurboImploder\_v3.1

This file cruncher, decruncher is said to make smaller and faster files  
than other similar programs. Each program is optimized as it is  
crunched, for faster loading. Nice intuition-type interface. Authors:  
Peter Struijk and Albert J. Brouwer of the Netherlands

#### UpTime

UpTime should be run as part of your startup sequence with the SET  
option. This will create a global environment variable with the time  
the system was booted. Running UpTime with no arguments will then  
read this variable and print out the time the system booted. Useful

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for people who leave their system on for great lengths of time and would like to have an easy way to tell how long it has been up.  
Written by Christopher A. Wichura

zapdh0\_v1.3

All you 2090 owners ..... ever get really annoyed with that forced OldFileSystem DH0 partition? It's bad enough that you have to waste 400k of disk space with the OFS partition, but what is really inconvenient is that you can't cancel the device ( <assign dh0: remove> sends you off to meet the guru ), and therefore means you can't assign DH0: to be the FFS partition. Author: John Davis

Unpack

CAM #459: Utilités Télécommunication

AnyMail\_v1.0

Anymail was created as a replacement for the Amiga UUCP mail notifier, Inform. Anymail will notify you by bringing the workbench screen upfront and opening a window with the author and subject of all your waiting mail. You can easily click on the window to view your mail in your favorite mail reader or close the window, to read it later.  
Author: Chris Hind Genly

DMS\_v1.02

DISK-Masher is a utility that allows users to compress and archive entire floppy disks. Offers four different types of compression, extended virus checking of boot blocks, and data encryption. Requires at least 512K of memory. This is version 1.02, binary only. Author: SDS Software

dnet.device

Start up dnet in the normal fashion. After a connection has been made any program that allows you to select your serial device can be used to make another dnet connection. The unit number that you use should be the dnet channel number that you want to use (i.e. use 8195 for an fterm type connection). Author: Karl Hakimian

JollySoftNews\_v.03

JollySoft News is an Intuition-based news reader for AmigaUUCP. Specifically, JollySoft News works with versions 1.03d through 1.06d of AmigaUUCP written by Matthew Dillon, et al. It may work with other versions or other UUCP implementations, but I haven't checked. It is designed to take the place of dnews, the news reader provided in the AmigaUUCP distribution. Author: Roger Holmstedt

niftyterm

NiftyTerm is an h19/VT102/VT52 emulator for the Amiga. It was

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originally designed to be used with DNet, but it has been expanded so that it may be used as a normal terminal emulator. Niftyterm was designed to be a good emulation of these terminals, as well as being fairly small and fast. Version 1.0, binary only, source available from authors. Author: Christopher Newman, Todd Williamson

#### PLW\_v3.0

Phone-Line-Watcher. For users of Hayes compatible modems. Monitors the serial port and records all incoming calls. Allows a remote user to login, receive and leave a message, and transfer files via Zmodem in either direction. Two level DOS access, disabled DOS requestors and more. This is version 3.0, an update to version 2.8 . New features include the ability to define external programs as menu options that can be executed by the remote user. Shareware, binary only. Author: Christian Fries

#### SERIAL

This program is designed to monitor three status lines (DTR, CTS, CD) on a serial port. In the event that any status line has changed, an event is sent to an ARexx task which will decide what to do with the event. By: Ned Kelly

#### 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 limited message sending and receiving. Author: Michael R. Mossman.

#### Smodem\_v1.1

This program was written for someone who wanted to leave his modem off-hook while he processed messages. It sends commands through the serial-device (you can choose which port) that makes your modem give a busy signal to callers while you are working on the board. Author: David Lebel

#### WBUndo\_v1.0

This program, if ARC, ZOO, LHARC, and ZIP are in your path, will unpack files compressed with any of those utilities using a Workbench interface. This is an update to an older version.

#### XPRGate\_v1.0

XPRGate is a programme used for transferring files over the modem using

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the XPR standard for external file transfer libraries. It provides the frontend and all the necessary I/O routines to use the XPR libraries. XPRGate is intended primarily for use with TransAmiga BBS, but maybe of interest to other people too. Author: Timothy J. Aston.

Unpack

#### CAM #460: Utilités Graphiques

##### 3DPlot\_v2.0

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

##### PCX2IFF

This little utility was written as the request of another BBS caller who wanted to be able to view IBM .PCX type graphic files on his Amiga. He uploaded the source to an IBM .PCX viewer which I used to determine the format of PCX files in order to be able to write this. I was going to write a PCX viewer, but decided it would be better to be able to convert PCX files to IFF so more could be done with them than just viewing Include C sources, author: David Godshall

##### Qrt\_to\_IFF24

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

##### Quantizer

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

##### Wrap\_v1.32

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

Unpack

#### CAM #461: Utilités Audio

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## AGMSPlaySound

Since AGMSPlaySound doesn't load the whole sample into memory, you can play samples longer than your memory size (up to 2 gigabytes). It also leaves lots of memory free for other uses (such as running several other AGMSPlaySounds simultaneously, for quadraphonic sound :-). Unlike some other sound playing programs, AGMSPlaySound can play from floppy disk without annoying pauses. It achieves this performance by processing the IFF file headers and locating the sound data before starting to play. It also opens all the files before playing so that no time is wasted during playback.

## Daffy\_Alarm\_v1.1

This version allows the user to enter an alarm message, which will be displayed when the alarm sounds. If no message is entered, then the default message "No Message Specified At This Time" will be displayed during alarm function. The capability to display messages becomes particularly useful when running multiple copies of this program simultaneously. Each clock can then be set to alarm at a different time and display a different message! The major limiting factor to how many copies of the program can be run is the amount of RAM in your system. Author: Frank A. Baffoni, M.D

## EffectsMachine

This program can create effect on sound sample, Include Basic sources, author: Robert Slater

## Kawai\_K4\_Editor\_v1.0

A Kawai K4 editor (apparently some kind of midi based music synthesizer). Version 1.0, shareware, binary only. Author: Jan Saucke

## listen\_v1.2

Listen is a program designed to play any disk file as a sound sample, through the Amiga's audio hardware. This version can be compiled with the SAS V51.0 C Compiler or the Manx Aztec 5.0b C Compiler. Source is provided. Unlike earlier versions, this one will play samples longer than 128K. Include C sources, author: Erik C. Quackenbush

## MULTI\_RIPPER\_v2.0

The ripper rips the following music formats:

- FUTURE COMPOSER V 1.0 - V 1.4
- Noisetracker V1.0 - V2.0
- Soundtracker all versions?
- Soundmon V2.0
- Sidmod/Bugmon

At first you will see that the menu has changed alot!! We have also used parameters this time, this makes it a lot easier to work with. All instrument rippers will be much more pleased with this version, because you can play and save single instruments. A type command has

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also been inserted, it makes it easy to print out Menus etc.. Now can the ripper also rip FUTURE COMPOSER V 1.4 modules + that the search routine is speeded up. We have also removed TFMX modules because we don't have any playroutine for it. (If you have, then please send it to us!) Some bugs has been removed (As the disk search routine for modules!)

#### play-x\_v0.9

play-X is a utility designed to play Music-X performance files that use the Amiga's internal voices as output. Such a performance must have been saved with Amiga samples. This version of Play-X only understands two types of Music-X events: notes and instantaneous tempo changes. copyright 1990 MicroIllusions, Inc.

#### SuperPlay

A versatile sound playing utility, that will play any file, with user definable volume and speed. Will also play files randomly from a list. Binary only. Author: Jonathan Potter

#### sysTOdrT

Basically the program chops the SYSEX information from each of the files and joins the actual patch data into one big file. Author: Greg Gaskill

#### wondersound\_v1.6

WonderSound 1.6 is an additive synthesizer which saves sound files as 5 octave 8SVX IFF instruments. New clipping and non-linear distortion algorithms allow for the creation of intense sounds, quicker. General code optimizations speed up the sound formation processes. Version 1.6, binary only. Author: Jeffrey Harrington

#### Unpack

### CAM #462a&b: Utilités Domestiques

#### CheckbookAccountant\_v0.9

Checkbook Accountant V0.9 written by Jeffrey R. Almasol is intended to be a companion to your regular hand written checkbook register. Checkbook Accountant will help you balance your account, tracking bank transactions and recording budget transactions.

#### DataEasy

A database program which includes a phone dialer, speech output, a simple screen editor for making and modifying the database definitions, a screen print function, form letter printing, sorting, searching, and two small sample databases. Version 1.1, binary only, source available from author. Author: J. Dale Holt

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### SiliconSecretary\_v1.3

This is the absolute best bowling secretary's program ever! Written by Allen Maroney, and named Silicon Secretary, this is version 1.3. I have used Silicone Secretary for three years now with great success and this last version is a dream. Allen has it set up to do absolutely everything a league secretary could dream of, and then some! It's worth the DL time. Use it and send Allen the registration fee. Frank Beagle

### 'Liner\_v2.11

A shareware outliner whose function is to create outlines for notes or export to other programs. 'Liner can save an outline as ASCII text, and is clipboard compatible. Enhancements over the previous version include support for ARexx, Workbench, overscanned screens, more than one line of text per outline number, a preferences file, and search/replace. Version 2.11, Includes C source. Author: Dave Schreiber

### AmyGen\_v5.0

GENEALOGY ON DISPLAY This was a fairly easy port from the MS-DOS version of the program. It was ported because there was nothing for the Amiga that handled such a specialized database and at the request of friends and family.

Unpack disk A

Unpack disk B

### CAM #463: Utilités Programmation

#### ConMan\_v1.3e

Version 1.3e of ConMan, a replacement console handler. Changes include support for simple-refresh cut/paste consoles under AmigaDOS 2.0 and improved window sizing. Works under both 1.3 and 2.0.

#### Date\_routines

a number of modules of C source code for dealing with time, date, leap years, number of days between times, etc. Source only.

#### fifolib

FIFO.LIBRARY is a general fifo library implementation with the following features:

- \* named fifos
  - \* support for writing to a fifo from a hardware exception
  - \* multiple readers on a fifo supported, each get the same data stream
  - \* efficient reading (no buffer copies on read)
-

\* automatic or manual (via message passing) flow control

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Full master/slave support exists. Since FIFO: uses fifo.library, programs that require non-blocking IO capability can access one side of a FIFO: connection via the fifo.library instead of FIFO: author: Matthew Dillon

#### IPDevice\_&\_MANI

"IP:" is a handler that may be mounted in your system like any other AmigaDOS device, to provide you with both standard "pipe" type facilities and a number of features not available elsewhere. In particular, as a pipe, but unlike other pipes available for the Amiga, it has "unbuffered pass-through"; in other words when a writer process sends a packet it is immediately available to the reader. (The manual description of the 1.3 pipe claims that it also does this, but in fact it does not -- the reader gets no data until either the buffer is full or the writer closes its end of the pipe.) This feature makes it possible for processes to actually interact via these pipes: sending a command line, for example. will get an immediate response from the recipient. MANI This is a command that lets you "clone" the data being piped into one 'IP:' device channel, and distribute it in parallel to several other channels. When invoked from the command line, it drops immediately into the background to run (no need for a 'RUN' command), handling data packets as they are supplied until it is terminated -- usually by the source channel being closed, although this may be inhibited if you so desire (in which case it will need a specific QUIT message to terminate). Author: Pete Goodeve

#### MenuC\_v0.8

MenuC NOW HAS GADGET SUPPORT. MenuC is a Menu/Gadget Compiler. It will take a VERY SIMPLE ascii file and create those finger intensive MENU, ITEM (SUBITEM), GADGET, BORDER, PROPINFO, STRINGINFO and IntuiText structures needed for a complete working menu and/or gadget. MenuC creates 'C' and 'ASM' source files. Gadgets created will have the WB2.0 raised look.

#### ModulaDefs

Implementation and Definition modules for the Amiga's Graphics, Intuition, and Math libraries, to be used with the Modula 2 compiler. Includes a source example of using the modules. Binary only for the rest of the distribution. Author: Jonas Green

#### mungwall\_v36.39

Mungwall munges memory and watches for illegal FreeMem's Mungwall is especially useful in combination with Enforcer.

#### PPLib\_v34.2

A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 34.2, an update to version 34.1, and fixes a relatively serious bug. Library binary

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only, source examples included. Author: Nico François

ReqAztec

An enhanced version of the interface to req.library for Aztec C 5.0. Includes source in assembly. Author: Pierre Carrette.

SemLibrary

SIMPLE TASK SEMAPHORE LIBRARY, author: Matthew Dillon

Unpack

CAM #464a&b: Utilités manipulation de textes

DiskPrint

Prints labels for 3.5" disks, primarily for PD library disks. Label data files can be loaded into memory so labels for special disks are available without having to type anything in or without having to wait for AmigaDOS to read in the full directory. Version 2.3e, shareware, binary only. Author: Jan Geissler

Textra\_v1.09

This is a nice little text editor which you can run from either the CLI or the workbench. Many features, including small size, easy to use, quick to learn. V.1.09, Dec. 15, 1990. Author: Mike Haas

TurboTitle\_v0.71

This was written for making subtitles for Japanese animations, but it also makes a very nice little titling program for other kinds of work. Especially suited for making subtitles for any kind of foreign language anims, etc. Version .71.

DJ\_Filt\_v1.0

DJ\_FILT is a filter program for DeskJet printers. You can insert DJ\_FILT commands in a text file and DJ\_FILT will translate these into DeskJet control codes to change fonts, pitch, point size, line spacing, italics, etc. Includes docs and samples. FreeWare, uploaded by the author. Suggestions welcome. Steve Anderson

dj\_print\_v1.1

Version 1.1 of DJ\_Print, a print utility for DeskJet Printers. Intuition based, gives control over font, pitch, margins, etc., and provides a requester to pick the file to print. This version corrects a bug and adds several new features including command line controls and personal profiles. Free, uploaded by the author. Steve Anderson

FullView\_v2.02

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A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full height of the Workbench screen, has fast scrolling, and can work with files compressed by PowerPacker. Also shows IFF pictures. This is version 2.02, an update to version 1.1 , binary only. Author: Jonathan Potter

#### HPGL2PS\_v1.23

This is a complete rewrite of the original HPGL2PS which I uploaded in June 1989. The first program worked fine with HPGL-files generated by Xcad but would not understand some of the HPGL commands generated by other programs such as for example Superplan. Now it will convert those files into Postscript as well. You should set the plotter selection in Xcad, Draw2000, or Superplan to HP7475A and send the plotter commands into a file in rad: or ram:. You can then print such files directly on a Laserprinter using HPGL2PS. Author: Rudolf Werner

LQFONTS A collections of fonts which were converted from AMIGA format to EPSON LQ PRINTER format. Both archives also contain an AREXX script for easily testing individual fonts.

Unpack disk A

Unpack disk B

#### CAM #465: Utilités diverses

##### AutoAddRAM\_v2.03

Allows you to add several non-autoconfig memory boards at once, optionally specifying priority and memory chunk name. This is version 2.03, binary only. Author: Jonathan Potter

##### BootCACHE

Utility to turn off the 68020/68030 instruction and data caches upon rebooting. This improves chances of old programs (especially games) working on Amigas with one of these processors (e.g. the A3000). Version 1.0, includes source in assembly. Author: Nico François

##### Check4Mem\_v3

Allows you to check from a batch file for a specified amount of memory with certain attributes. If the requirements are not met, a WARN returncode is generated. This is version 3, Binary only. Author: Jonathan Potter

##### Clock

Two programs to put clocks on the WB screen. The executables are small (2Kb) and take little processor time (1.5%) to run. Version 1.4. Both programs require ARP. Source in C is included. Author: Stuart Mitchell

##### FAClock

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Front Analog Clock. This clock program always stays at the very front of the display. Binary only. Author: Jonathan Potter

#### JoyMouse

JoyMouse allows you to use a joystick in port 2 as a mouse. Author: Jonathan Potter

#### NextWin

On the next, you see the exact window you want as you drag it around, instead of the outline box so familiar on the amiga. With our hack, you can now have the same window dragging as on the NeXT, but with a few additions: The windows move much faster, you can see through them, and they continue to multitask as they move around!!!

#### NoReq

A very short program that alternately turns on and off the DOS requesters. Useful for bulletin boards or other systems that may be unattended for long periods of time. Includes source in assembly. Author: Jonathan Potter

#### ParM\_v2.5r

Parameterable Menu. ParM allows you to build menus to run whatever program you have on a disk. ParM can run programs either in workbench or CLI mode. This is an alternative to MyMenu which can run only when WorkBench is loaded. ParM can have it's own little window, or can attach menus to the CLI window you are running it from. This is version 2.5r, an update to version 1.1 Includes source. Author: Sylvain Rougier and Pierre Carrette

#### PopInfo\_v4.0

A small utility which "pops open" to give you information about the status of your devices and memory. This is version 4.0, an update to version 3.0. Binary only. Author: Jonathan Potter

#### PPAnim

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

#### SetColor

A Palette replacement program that does a lot more in only 3K. Can save and load color files, and update preferences. Includes source in C. Author: Pierre Carrette

#### SwapName

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A variant on the "rename" command that instead swaps the names of two files. Binary only. Author: Jonathan Potter

#### tmonth\_v1.1a

TMONTH allows your computer to execute any command or series of commands the first time it's booted each month. TMONTH is useful to run ATOMCLOCK to dial the Washington DC Naval Observatory once a month. TMONTH can be used to do anything once per month. This is a bug fix to a previous upload, old versions couldn't handle going from month 12 to 1. Utils A group of small utility programs requiring ARP. "Du" displays the disk space used by a directory, "Head" displays the first lines of a file and "Cookie" displays a humorous message. All executables are very small (less than one disk block each). Assembly source is included. Author: Stuart Mitchell

#### WBGauge

A utility to patch AmigaOS 2.0 to bring back the little gauge in the left border of disk windows, showing the ratio of available space on the disk. Version 1.0, binary only. Author: Jean-Michel Forgeas

#### WTF

(Window To Front) is a little hack which brings a window to the front when double-clicked. Includes source. Author: Thomas Albers

#### LCD\_Calculator

A very nice looking calculator written in JForth by Mike Haas. There is a option on the menu that allows the calculator to be setup for either a Amiga 500/2000 or 1000 models.

#### Sparc2Amiga

Daten-Transfer Sun 4 Sparc to Amiga, include sources in Modula 2, authors: Viel Spass, Jochen Frevert

#### Unpack

#### CAM #466 Utilités programmation

#### A68kExamples

Twelve examples demonstrating the use of Charlie Gibbs A68K assembler. Over a quarter megabyte of assembly source code. Author: E. Lenz

#### AztecArp\_v1.9

An Arp interface package fixed to work with Aztec 'C' version 5.0. This is version 1.9, an update version, and includes a number of bug fixes and a couple of new features (such as vsprintf/vfprintf/vprintf-like Arp routines and fixes for Kickstart

2.0). Includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

#### M2Utils

Various source modules for Benchmark Modula-2. Includes ColorReq, an interface to the Dissidents color.library; IFFLib, an interface to Christian Webers iff.library; and ARP, an interface to ARP V1.3. Author: Sascha Wildner

#### Unpack

#### CAM #467 Utilités domestique

#### A\_Gene

Demo version of a shareware genealogy database program. PAL version has been distributed in Australia and England for some time. This NTSC demo version is complete except that it is limited to 600 persons/300 marriages, does not support a text-editor or display pictures, does not have color requester. 1M RAM required; printer helpful. Version 3.10. Author: Mike Simpson

#### banner\_v1.2

Banner Version 1.2 is a shareware program that allows you to print those large Banners for Parties, special occasions ect. Banner uses your Amiga Fonts and will automatically select the largest point size and expand it to the full page width. The Banner program can print in either color or greyscale mode.

#### Cyrillic\_font

Cyrillic (Russian) 12-point font. Author: Elaine and Timm Martin

#### DeluxeBeep

A little program that uses the exec SetFunction call to play a sound sample of your choice whenever a program calls the Intuition DisplayBeep routine. Includes source and instructions on how to install your own sounds. Author: Jan van den Baard

#### Post\_v1.4

An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. This is version 1.4, an update to version 1.3 Includes source in C. Author: Adrian Aylward

#### TypingTutor

A simple typing tutor program which measures your typing speed and adjusts the level of difficulty accordingly. Shareware, binary only.

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Author: William Jordan

Unpack

CAM #468 Utilités diverses

AutoCLI\_v1.88

A 'PopCLI' type replacement that works with WorkBench 2.0. Also fixes the problem with PopCLI crashing the machine if used on a PAL Amiga to open a CLI window with a vertical size greater than 200 lines. Other features include an optional Function-key press with the qualifier to execute an S:script file. Version 1.88, and update to version 1.6, with more enhancements. Binary only. Author: Nic Wilson

Batchrequester

A simple program which opens an Arp filerequester and writes the result to an environment variable. Very useful if used in batchfiles. Version 1.1, source code in Oberon. Author: Christoph Teuber

Brik\_v2.0

This program is the one used by Fred Fish to make the CRC lists of all the programs on his disks. It will do CRC checksums of all programs on a disk or in a directory.

ClockDoctor\_v3.0

This program will do the same thing as SETCLOCK RESET for a clock that the system can no longer find, but it claims to also be able to cure runaway clocks. The doc file tells how to open your A2000 and move a jumper for clocks that were erroneously set to run on European systems. (Please be aware that opening your computer can void your warranty!)

FixCLI

A tiny pure command which fixes problems with CLI's not created by other CLI processes. A new CLI or Shell created by such programs as PopCLI or DMouse gets no path and no current directory. FixCLI very quickly and efficiently gives a path to a CLI that does not have one (it looks for other processes that have valid paths) and sets the current directory as specified if none is already set. Put it in your S:Shell-Startup script. Includes source. Author: Paul Kienitz.

FlashDisk\_v0.3

"Floppy Disk Optimizer" Changes made to RELEASE 3: The 'Loading' optimization no longer sends your drive into strange loops and drops files. Although the directories under this option are slower, it works! This release works with single drives this way, you can optimize that funny drive (5.25"? 3.5" HD?) without having a second available. If anyone has problems with FlashDisk! working on their drives, LET ME KNOW!! It has been tested thoroughly on the 5.25" 440K

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drive and should work with ANY trackdisk device mounted in the DF0:  
DF3: positions. There are now Quick Keys associated with the gadgets.  
The corresponding key is bracketed in the name of the gadget. (ie  
[F]ormat uses the key 'F'). Return is equivalent to the 'GO!' and  
'STOP!' gadget. ESCape is abort/close like the close gadget and ^C.  
ShareWare, author: Curtis J. Palmer

#### Hex\_v1.0

HEX Version 1.0 by Nicola Salmoria allows you to edit files which are  
in memory. HEX should not be confused with programs such as NEWZAP  
that are sector editors. Author claims that HEX has one of the fastest  
screen scrolls of any file editor. If you download this file be sure  
to checkout the program icon.

#### KeyMacro\_v1.8

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 1.8, an update to version 1.6. Includes source. Author: Olaf  
'Olsen' Barthel

#### MakeFastMem\_v1.0

MakeFastMem is a little program that changes a chunk of ChipRAM to  
FastRAM. At least the OS is fooled to believe that. The reason for  
doing this is because some people (programmers) believe that they MUST  
ask for FastRAM, and believe that the user always has that. That is  
really stupid, and has caused problems for a number of people with 1 Mb  
ChipRAM for example. Include Assembler source, author: Erik Lundevall

#### mmmb

With MMB, users of 3 button mice under WB 2.0 can use the middle mouse  
button as a shift key to do multiple selects. Binary only. Author:  
Garry Glendown

#### RunBack

A very compact version of the popular utility for starting a CLI  
process in the background, without preventing the CLI window from  
closing. This version is pure and only 468 bytes long. Requires the  
NULL: device, which is included. Using NULL: makes it more flexible  
and robust than older RunBacks. Can optionally delay up to nine  
seconds after starting the command. Includes source in assembly.  
Author: Paul Kienitz.

#### Scrub

A floppy drive cleaning program which automatically detects which drive  
has a cleaner diskette in it. Spins it for thirty seconds while moving  
the heads around. Pure. Includes source. Author: Paul Kienitz.

#### SetMouse\_v1.1

SetMouse V1.1 will move the mouse pointer to any position and

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optionally "select" the left mouse button which can trigger gadgets all from the CLI or a script file. SetMouse can enhance Arrex scripts with it's ability to select gadgets. AmigaDOS V2.0 compatible. Usage:  
SetMouse [x] [y] [wait]

#### SetRamsey\_v1.02

A program that allows you to test the current settings of the RAMSEY ram controller chip on an Amiga 3000 under Kickstart 1.3 or 2.0, and change them if you wish. Useful for hardware debugging to control static column mode, burst mode, or change the refresh rate. Version 1.02, binary only. Author: Nic Wilson

#### ToolManager\_v1.2

With ToolManager you can add your own programs to the tools menu of the 2.0 Workbench. Requires Workbench 2.0. Version 1.2, includes source. New features since 1.1: Status window changed to a no-GZZ & simple refresh type (this should save some bytes) Status window remembers its last position New status window gadget "Save Configuration": saves the actual tool list in the configuration file Small bugs removed in the ListView gadget handling Name of the icon hard-wired to "ToolManager" Author: Stefan B.

#### WaitAnyKey\_v1.00

A CLI command which will wait until the user presses any key. Useful for batch files, to pause until any key is struck. Version 1.00, includes source in assembly. Author: Roger Fischlin

#### Unpack

### CAM #469 Utilités diverses

#### ARTM\_v1.2

The Amiga Real Time Monitor shows all tasks, devices, interrupts, fonts, ports, memory, assigns, hardware, etc., that are working in your Amiga. It permits the manipulation of many of these, as well, such as removing a task or a window. Authors:Dietmar Jansen & F.J. Mertens

#### ClockDJ\_v5.02

This clock has many features, including an AREXX port. A file of sample AREXX macros is included, to show you how to send your own commands to the clock via AREXX. This program can also speed up or blank your mouse, bring windows to front, cycle screens. This version has a new WindowToFront patch, and has some bugs fixed that were affecting the use of CED, in particular. Author: David Jenkins

#### DFC\_v5.0

Disk Format and Copy program. A nice, general purpose, disk formatter and copier. This is version 5, an update to the version 4. Includes

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source. Author: Tom Rokicki and Sebastiano Vigna

#### FMouse\_v1.01

A mouse pointer accelerator, similar to Matt Dillon's DMouse. Includes a screen blanker and "hot keys". This is version 1.01. Includes source in assembly. Author: Roger Fischlin

#### GMC\_v9.8

A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is version 9.8, an update to version 9.6. Shareware, binary only. V9.8: - If the filename completer expands the command line to a filename, a blank will be added. - Two new functions for the function keys: SHIFT\_WIN: Window to fore/background SHIFT\_SCR: Screen to fore/background - A (any) workbench window will be activated, if the MINWINDOW function is executed or the GMC window or its screen is shift in the background. - It will be checked that there is no mixing of a SetGMC version for KS 2.0 and a GMC version for KS 1.2/3 and vice versa. V9.7: - Now it exists a special version GMC-Handler\_2.0 for KS 2.0. This version isn't executable under KS < 2.0. If features are described that reflect to KS 2.0, these features may not exist in KS 1.3/3. - Under KS 2.0 the filename completer now searches through also logical directories. Not searched through are NONBINDING and LATEBINDING directories (assign ... path/defer). - A DisplayBeep is generated after all directory entries are checked. Under KS 2.0 after a multi-assign directory the filename is only reset. After all entries of all directories the DisplayBeep is generated. - After the command recall reaches the end of the command history list, there will be also a DisplayBeep. - Now GMC supports also the following title flags: AUTO, NOCLOSE, SMART, INACTIVE, BACKDROP, NOBORDER, NOSIZE, NODRAG, NODEPTH. There is no information about the WAIT flag, the SIMPLE flag actually supports no snip function. - Three new function for KS 2.0 that can be assigned to function keys: ZIPWINDOW: replace for ICONIFY, equivalent to click on the ZIP gadget. MINWINDOW: brings the window to its minimal size on the position specified by SetGMC. MAXWINDOW: brings the window to the size and position specified by SetGMC. - GMC-Handler\_2.0 has also its own SetGMC\_2.0. The only difference is the syntax of the XY command: XY <x> <y> <x> <y> <w> <h> The first x-y pair gives the position for MINWINDOW, the second for MAXWINDOW. The w-h pair gives the size for MAXWINDOW. Values that exceed the upper bound cause this bound. - The GMC-Handler\_2.0 has SIMPLE\_REFRESH as the default refresh type. To get a window like in KS 1.2/4, the title flag SMART must be added. - The NEWSIZE function will be ignored together with SIMPLE\_REFRESH windows. - While a script file is opened, it isn't possible to display older parts of the display buffer. - There are several packet type that aren't supported yet, as the Console-Handler from SK 2.0 does, because the needed information is not available at the moment. As these packets aren't very important, this deficit isn't serious. Author: Goetz Mueller

## TrackDOS\_v1.04

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

## Unpack

## CAM #470 Utilités musique

## BCBMusic

A set of three original songs written and composed using the freely distributable MED v2.10 music editor. These songs do not require a separate player program because it is actually compiled in with the song. WB2.0 compatible. Binary only. Author: Brian C. Berg

## MED\_v2.13

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 2.13, an update to version 2.00. Binary only. (Include 2.0 patched version.) Author: Teijo Kinnunen

## RxTracker

The author of this AREXX program preferred the music made by MED and SoundTracker to that made by DMCS, and wanted to use their files to play with AMigaVision. With this program, he can. Author: Dominic Giampaolo

## Unpack

## CAM #471 Utilités graphique

## Blox

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

## Convert\_v1.6



This is "convert", a program that reads various image formats and writes "vanilla" 24 bit IFF (no "CLUT" chunks or other esoterica). It can read ASDG's 24 bit IFF, any std IFF file, Dynamic HiRes, SHAM, ARZ0, ARZ1, AHAM, Sculpt raw RGB, GIF, QRT, DKB, 1/2 bright, Digi+Photon paint HAM, Targa, HAM-E reg mode, HAM-E ham mode, RGB8, and RGBN. It can scale images up or down as well. This is free support software for our HAM-E product. v1r6 - Fixed bug causing crashes if memory allocation failed - Intergerized scaling for approximately 7x speed improvement v1r5 - Fixed bug in loading 24 bit files that appeared in v1r4 - Added load of IBM (yech!) Dpaint "LBM" files - Added load of IBM DPaint non-LBM files (recent DPaint versions) - Added "shuffle" features to convert from and to X-Spex compatible 3-d interleaved images v1r4 - Added support for 18 bit IFF "ScanLab" files - Added Support for Black Belt paint UPB8 (UnPackedBrush-8) brushes v1r3 - Added HAM-E ham and reg mode single and multi field loaders v1r2 - Added ability to read one type of targa file ("Opticks" generated) v1r1 - Fixed bug in loading RGB8 and RGN files in v1r0 - Added scaling options (-px, -py, -%x, -%y) Binary only, author: Pete Patterson

#### CopperBars

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

#### CopperMaster

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

#### GIFMachine\_v2.104

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

#### IFF2ANSI\_v0.1

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

#### ImageLab\_v2.4

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

#### Sculpt\_It

Programs to create objects for use in Sculpt 4D. Includes Brush\_4D to

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convert IFF brushes to objects in full color with HAM and EHB support and wrap to various shapes (update version), Fractal\_4d to create fractal mountains with various coloring from brush, checkers or based on altitude, and Spiral\_4d to create a variety of objects based around tubes and helixes. Binary only. Author: Bruce Thomson

#### ShadowMaker

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

#### Unpack

#### CAM #472a&b Utilités éducation

#### Chemesthetics\_v2.0

Chemesthetics is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. Chemesthetics has a fully intuitionized user interface and pictures can be saved as IFF graphics files. Version 2.00, includes source. Author: Joerg Fenin / Metalworx

#### EarTrainer\_v1.0

This is a program designed to play randomly chosen musical notes, as an aid to developing the ability to recognize the pitch of any note by ear. The user is given the opportunity to guess the name of each note until the correct one is chosen. Correct choices are signaled by a flashing green bar and a laughing sound, while incorrect choices produce a flashing red bar and a scream of anguish! Binary only, author: Frank A. Baffoni

#### Reader\_v1.0

A program to scan a word list to locate which words can be made from the letters given. Allows matching of words by length and by giving the letters known, ie. m.t.h for the word MATCH. Great for word games and crosswords. Results output to screen and a RAM: based file. The word list is in ascii and so can be edited if desired. New words can be added and it could be used for different languages if required. Supplied with over 24,200 words (mostly English spellings). Version 1.0, includes source. Author: Gary Brittain

#### Curses\_v1.22

A link library containing many of the terminal independant standard "curses" functions. Designed primarily for those interested in porting UNIX screen based programs to the Amiga. Version 1.22, an update to version 1.10. Includes source and examples. Author: Simon John

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Raybould

MR.WISK'AR\_v1.0BETA

This DEMO of MR. WISK'AR-PLUS processes the WISC-R, WAIS-R and WPPSI. It provides 55 Banatyne/Guilford component scores, grade expectations, mental ages, significant deviations at +/-3, p. .05 and p.< .01 levels, printed reports, word processor reports, a screen graph and more! Great for psychologists, educational psychologists and professionals who test.

Unpack disk A

Unpack disk B

CAM #473a&b Desktop publishing (PageStream)

Prodraw\_Clips

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

Fonts\_Adobe\_type1

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

Unpack disk A

Unpack disk B

CAM #474a&b Languages

ezasm\_v1.31

Combines parts of the "C" language with 68000 assembly, giving it the "feel" of a higher level language. Supports all 1.3 functions. Uses braces and "else" like "C". Resulting code is optimized as much as possible. Takes source file you create and outputs a .asm file. Includes example source and executable files. Version 1.3, binary only. Author: Joe Siebenmann

NorthC\_v1.2

A freely redistributable programming package containing all the

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programs required for developing in C. Based on the Sozobon Ltd C compiler, Charlie Gibb's assembler, the Software Distillery's linker, and portions from other sources. Steve has pulled everything together and added some enhancements in the process. This is version 1.2, an update to version 1.1. Changes include extra examples, many bug fixes, further documentation and some improvements. The environment is supplied compressed and unpacks to two disks. Partial source is included. Author: Steve Hawtin, Charlie Gibbs, Sozobon Ltd, The Software Distilary and many others.

#### BC-FORTRAN77\_v1.3C

BC-FORTRAN77 Version C is a part of an extensive development system. Vers.C is intended to provide, in a simple way, a compiler for programming courses. To meet this intent, this software runs almost identically on AMIGAs, ATARI STs and MS-DOS computers. Author: Andre Köstli

#### DICE\_v2.06.14

Dillon's Integrated C Enviroment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.14, an update to version 2.02. Shareware, binary only. Author: Matthew Dillon

Unpack disk A

Unpack disk B

#### CAM #475a&b Jeux

#### BPDI\_v1.1demo

Demo version of a new strategy game written in GFA-BASIC. German version only. Binary only. Author: Dirk Hasse

#### Conquest\_v1.2

Conquest is a war game similiar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game. Be prepared to defend yourself and take what is yours! Author: W. Michael Bryant

#### RINGS\_OF\_ZON-Volume\_I

An arcade/adventure game that mixes a unique blend of puzzle solving and arcade adventure. Your mind and your reflexes will both be tested to their limits as you work your way towards your goal, recovering the

Rings of Zon. Has 19 levels of action, save/restore your game on any level, stereo digitized soundtracks and sound effects, over 100 objects to discover and explore, up to 300 moving objects on the screen at once, and more. Volume 1, shareware, binary only. Author: George Broussard

HeadGames

A "Shoot-Em-Up" game done with SEUCK game constructor, featuring digitized heads as enemies. Binary only. Author: Neil Sorenson

SCombat

SCombat is a game of strategic combat similar in style to some CRPGs you may have played. Up to 40 Monsters may battle up to 40 Players on a playfield ranging in size from 5 X 5 to 40 X 20. Monsters and Players have attributes that determine their effectiveness and 11 types of weapons are available. Requires 310K of program and data space and 190K of chip ram screen memory.

Simpsons

The Simpson's Game, done with SEUCK. Rumor has it that Matt Groening has a copy of this one. You are Bart on a skateboard. Good Luck!! Don't forget that clicking on the upper left during the title screen will get you out of these SEUCK games! Enjoy.

Unpack disk A

Unpack disk B

CAM #476 Télécommunication

HandShake\_v2.20b

A full featured VT52/VT100/VT102/VT220 terminal emulator. The author has taken great pains to support the full VT102 spec. Supports ANSI colors, screen capture, XPR external protocols, user selectable fonts, ARexx, and more. This is version 2.20c, an update to version 2.12a. Binary only, shareware. Author: Eric Haberfellner

LhLib\_v1.8

A shared reentrant Amiga runtime library featuring highly optimized assembly language versions of the LhArc data compression / decompression routines. Compresses faster and more efficiently than any other currently available implementation of the Lzhuf algorithm. Two example applications for data compression/decompression, an interface to the Amiga Oberon Compiler, and documentation how to use the library in your own programs are included. This is version 1.8, binary only. Authors: Holger P. Krekel and Olaf 'Olsen' Barthel

VLT\_v5.034\_&\_Jr

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VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. Features include use of ARP, an ARexx port, XMODEM 1K/CRC and Kermit protocols, support for additional serial ports, external file transfer protocols (XPR), a "chat" mode, and scrollbar/review/history buffer. It comes in two versions, one with Tektronix emulation, and one without. The Tektronix emulation allows saving IFF files, PostScript files, and printing bitmaps to the printer. This is version 5.034, an update to version 4.846. VLT 5.034 This release has a number of new features, both in the VT100 part and in the Tektronix part. The new features are described in file VLT5p034.doc in the /docs directory. Some highlights: The serial device handling has again been improved. Higher speed operation, better error checking, new menu options, much better Xoff recovery. There are quite a few new script options, such as the WINDOW command to set window size and position. The Tektronix emulation has finally acquired some commands, and VLT can save out and read in files with script commands that describe the current graphics display. An ARexx program that translates such a script file to Provector instructions is provided: VLT2Provec.pvr. VLT now supports Matt Dillon's Fifo pipes. How these can be used is demonstrated in the program FifoBBS.rexx in the rexx directory; it implements a small but complete BBS system that uses VLT as the engine. Other new features include "local printing" from the host, smooth scrolling with settable speed, a much improved file transfer status window, and you can now select your favorite 8/11 point fonts from the menu. VLT now also recognizes ToolTypes in addition to command line options. ALT-ed and SHIFT-ALT-ed keypad and cursor keys are now programmable, as well as the console-window string. Of course, there are the usual numerous other little changes and bug fixes. Binary only. Author: Willy Langeveld

zoom\_v4.1

A fast and efficient floppy disk archiving utility based on the data compression / decompression algorithms used by lh.library. Has an Intuition and a Shell interface, fully supports Kickstart 2.0, is able to add texts and notes to archived output files, knows 66 different bootblock viruses, includes a number of compression parameters (such as encryption of the output file) and a lot more. Version 3.10, binary only. Author: Olaf 'Olsen' Barthel

Unpack

CAM #477 Utilités programmation

DeluxeChanger\_v1.0

Converts binary files to assembler, basic, or C source code data initialization statements. It is useful to add graphics or sound samples to programs as initialized data. Version 1.0, includes source in assembler. Author: Andreas Ropke

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#### GadgetED\_v2.0

A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. Version 2.0, includes source. Author: Jan van den Baard

#### MemGuard\_v4

A program similar to MemWatch, which continually checks the low memory vector table for random trashing. Has been optimized and greatly enhanced to support the 68010, 68020, 68030, etc. microprocessors. 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 IV, an update to version IIIa, binary only. Author: Ralf Thanner

#### PatchStarCompiler\_v1.0

A program to generate patches using a Pascal like language to describe what needs to be patched. This is version 1.0. Includes source in assembly. Author: Roger Fischlin

#### SBackup

Programmers utility to assist in maintaining old versions of source code. SBackup maintains 2-99 old versions in any location desired. Version 1.00e, binary only. Author: George Kerber

#### SnoopDos\_v1.2

A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 1.2. Version 1.2, 27th January 1991. The "deadlock when you quit SnoopDos" bug reared its ugly head again; it turns out that the V1.1 fix still left a very small window where deadlock could occur if you quit during heavy file activity. This time, I think it's really gone for good. Version 1.1, 30th October 1990. Minor update. Previously, SnoopDos would occasionally deadlock if you tried to remove it during heavy file activity. This has been fixed. Also, there was a small bug which appeared when programs set their current directory to the boot device (NULL lock). This has also been corrected. Includes source in C. Author: Eddy Carroll

#### SystemTracer\_v1.0

A tool to view and manipulate various AmigaDOS 1.2 and 1.3 system structures. Version 1.0, includes source. Author: Guido Burkard

#### Unpack

CAM #478 Jeux

AmigaTration

A nicely done Concentration Game with multiple difficulty levels.

China\_Challenge\_II

A game similar to Shanghai or Mahjong. The goal is to remove all parts of the pile, the so called Dragon, step by step. This dragon is composed of 120 different game pieces. You can always find four pieces displaying the same picture or chinese symbols. This is version II, an update version. Changes include some bug fixes, unlimited undo, saving and loading of games, background music, title screen, etc. Binary only. Author: Dirk Hoffmann

Intoxicated

A nice little screen hack which affects the mouse. Saying any more would spoil the fun. Includes source. Author: Thomas Albers

Quiz

A simple Quiz game. Current quiz subjects include "Bible", "Indians", "New England", "Physics", and "States". Binary only. Author: J. Dale Holt

SolitaireX

A solitaire game. Features include all possible moves shown with a pulsing green box around the card, reshuffle, unlimited undo, and tournament mode. Binary only. Author: Stephen Orr, Gregory M. Stelmack

The\_CanDo\_Senso

The CanDo Senso was inspired by the PD program Senso-Pro. Author: Fried Fish trilon In this game, you cannot flip the pieces to fit them together - you can rearrange the patterns of the blocks to try to get three adjacent blocks with the same pattern. Challenging - reminds one of Tetrix, yet quite different. Author: Todd M. Lewis

Tripppin\_rel2

A Workbench game based on an out-of-print board game. The object is a race in which each move you make restricts your opponent's choice of countermoves. Features a computer opponent of adjustable toughness. Includes source. Author: Paul Kienitz.

Unpack

CAM #479a&b Télécommunication

AmigaUUCP\_v1.08d

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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 1.08D, an update to version 1.06D, Includes source. Author: Various, major enhancements by Matt Dillon

barn\_v2.01

BARN is a Usenet news-reader designed to replace "Anews", which comes with AmigaUUCP 1.03D. It is intended to behave quite a bit like "rn" from the UNIX world. Include C source, author: Jeff Van Epps

Unzip

Two version of Unzip, unzip\_030 for 68020/030 machines and unzip or others. Source code is included. Included compiled version of unzip were done with the SAS/C 5.10a compiler. Author: Roger Uzun

Unpack disk A

Unpack disk B

CAM #480 Utilités programmation

BuildScreen\_v2.0

Build-Screen is a window/screen server. When invoked (its file name is tbuildscreen), it runs as an independent program that will display screens and/or windows with menus and/or gadgets and communicate the results of user interaction by intertask communication;. Both an aRexx ;and a Pipe;; interface are supported. With a pipe, all communication goes from tbuildscreen to the external program via the pipe. With an arexx interface, communication can go both ways. Tbuildscreen is started with the name of a file that contains a text description of screens, windows, menus, etc. and optionally the name of a pipe: to use for communication. The text file can be thought of as a small program for building screens which is directly interpreted at run time by Build-Screen (there is no compile step). Some simple capabilities for looping and variables are implemented as well as a macro substitution capability. An arexx program can issue each of these through the arexx port ;(except for the loop and end loop statements). Binary only, author: Unknow

SmartField

SmartFields is a replacement for Intuition string gadgets. It allows you to incorporate into your Amiga C programs the powerful editing capabilities often found in mini- computers. Includes full C source and documentation. Author: Timm Martin.

tool.library\_v7.6

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

Unpack

CAM #481a&b: Livres

AMIGA C MANUAL\_v2.00

A complete C manual for the Amiga which describes how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, Hints and Tips, etc. The manual also explains how to use your C Compiler and gives you important information about how the Amiga works and how your programs should be designed. The manual consists of 15 chapters together with more than 100 fully executable examples with source code. When unpacked, the manual and examples nearly fill up four standard Amiga floppies. An update to version 1.0. Version 2.0. Author: Anders Bjerin

Mind

A design for artificial intelligence (AI) based upon linguistics. The included animation shows how one node on a syntax tree flushes out the currently active concept in a mind contemplating a scene of the external world through the eye. Includes five documents describing the theory behind the animation. Author: Arthur Murray

Unpack disk A

Unpack disk B

CAM #482a&b: Images 3d

17 images 3d :

Blender, city, F15, office,apedeck, temp, Office, PoolBalls,  
DrinkingBird, Frump, Pianoroom, Ring, RXBubb, sciam2, Tammy3, TammyFaye

Unpack disk A

Unpack disk B

CAM #483a&b: Musique Soundtracker modules

Soundtracker modules :

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MOD.Austex CD1 menu, mod.beat, MOD.cream of the earth, mod.shadowfire,  
mod.exceedingly.silly, MOD.KefrensVector, mod.pt, MOD.raa, mod.sahara,  
MOD.soft synth, MOD.stylee, MOD.thorax, mod.xenophobe-title

Unpack disk A

Unpack disk B

CAM #484a&b: AmigaUUCP

AmigaUUCP\_v1.13d

A bug fix for UUCP 1.08 Includes a new getty and some bug fixes.  
Version 1.13d Author: Matt Dillon 1.13D FINAL RELEASE FOR WINTER 1990  
(1.08 was supposed to be this)

-BATCHNEWS uses a different name for its file locking, it was locking  
up UUXQT due to using the same lock name as UUXQT.

-Locking lib code changed to handle new config variable called  
'LockDir', which allows you to specify a directory other than T: that  
locks are placed in. This should be used to get around bugs in pre  
kickstart.37.39 2.0 releases in the RAM: drive that caused memory  
loss. If you are running a pre 37.39 2.0 kickstart you should set  
LockDir to somewhere other than in your RAM: drive.

-lock library fixed so testing a lock does not generate unnecessary  
disk activity

-hardwired dirs in new util programs have been fixed to use config  
entries.

-bug in Dnews NOT fixed -- clicking to a newsgroup doesn't necessarily  
bring up the appropriate group on the screen. Use 'N' and 'P' to get  
around this problem. 1.12D

-BUG in UUXQT. When an error occurred during processing, UUXQT would  
continue processing remaining queue files but NOT DELETE THEM!! This  
has been fixed.

-DNews feature added -- doesn't display groups with 0 articles in them  
(toggleable with 'A' keyboard command)

-POSTNEWS BUG FIXED. If AutoBatch is disabled (i.e. you run batchnews  
via -b option to uucico or from dcron), outgoing news articles would  
get the same message-id, causing all but one to be silently ignored by  
your feed.

-UUCICO bug fixed, an expect string of "" was not handled properly.

-UUCICO bug fixed, a protocol message after an error was incorrect  
1.11D

-RNews now supports system aliases in the UULIB:Sys file of the form

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primary:alias:alias:alias:<wildcarded\_groups>. Enhancement by Dave Lowrey but I lost his uuencoded zoo file so just made the changes myself. (sorry Dave!)

-bug in sendmail for local mail, e.g. you mail to 'mynode!myself' where it just creates a local X. file in spool. Has been fixed. Was introduced in 1.10D

-UUCico now supports alternate send-expect strings

-Getty now supports additional options

-bug in lib/config.c fixed, but probably never effected operation

-bug in uuxqt to fixed, would process files but after an error would no longer delete the queue files! This causes double receptions, etc...

1.10D UPDATE TO 1.08

-pri mode uucico bug fixed (SetTaskPri() was given wrong args!)

-getty bug with -h0 and timeouts fixed

-getty REWRITTEN, SEE UUMAN:LockSerial and UUMAN:Getty for information on overriding getty to run a terminal program (or whatever). Note that UUCico handles serial port locking itself and should NOT be run with LockSerial. Getty no longer accepts line-breaks to switch baud rates.

-uucico now performs serial port locking and bugs with uucico<->Getty interaction have been fixed.

-MAJOR bugs in uucico fixed that could cause an infinite loops while connected after a protocol failure.

-sendmail bug in the domain system fixed (MF entries with a path instead of a single host)

-sendmail queue files now named after the destination machine and with the same sequence number to make the directory look more user friendly. Remote files are now renamed after the local machine as is proper (this is the third update to the naming scheme)

-sendmail: optimized logging for large aliases, sendmail no longer opens/writes/closes the log file for each entry, but instead opens/write/write/write/write/closes.

-dnews improved -- added Nextgroup and Prevgroup keyboard commands, and a few other fixes.

-Added -t (set packet timeout for retry) option

UUCP\_How\_to

Here are a few directories of information related to UUCP and the USENET. The information is broken into the following directories: Netiquette Guidelines and suggestions on posting news Lists of newsgroups and mailing lists as of Jan 91 Registering Contains

information on registering your "node" Protocol UUCP official protocol standards (RFC's)

ARN\_v0.68

Arn" (AMIGA Reads News) is a program that allows you to read and write a lot of news-articles and keeps track of what you already have read or not. It is designed for the USENET and follows the rules given by RFC 1036 (Standard for Interchange of USENET Messages). It doesn't use the mouse, because I think it is better to use the keyboard all the time when the task is to read and write many words. To switch always from keyboard to mouse (e.g. paging via mouse, writing a follow-up with the keyboard) is not rational (IMHO). Author: Roland Bless

0.68 Arn now checks for "empty"/redundant header-lines, FollowUp-To: line is only taken if it has another groupname than in Newsgroups:. Reply-To: is only used when specified in .arnrc

- + XRef-Lines are evaluated, so crosspostings are marked as read, if you read one of them.
- + New newsgroup-command 'L' added. Lists available newsgroups and their status.
- + Arn now detects ^L (FormFeeds) everywhere, instead of only in the first column.
- + "J"-command now marks article as read, but stays at the current article.
- + Now you can enter an article number when you listed the articles with =.
- + "Arn" can stop after the header (new command ^H).
- + Clear Screen Mode (pager command 'L') available to speed up displaying text.
- + If you use more than one bitplane, "Arn" messages are in another colour (no longer boldfaced).
- + New entry for .arnrc: PATHTYPE (No, User, Full).
  
- Fixed bug with GOTO-article command. Long range-numbers are now accepted.
- Fixed bug in matchroutine - caused in some situations endless loops.
- Now the entries in GROUPLIST can be "endless" (earlier limited to 256 Byte per line).
- Fixed little bug in followup-routine (thanks to A. Kirchwitz).
- No longer "No spooldir..." Error-Messages on stdout.
- Minor changes in source to save space, ^N prompts changed, new "Type a key to continue" prompt, no longer boldfaced subjects at =.

Unpack disk A

Unpack disk B

CAM #485: Télécommunication

BackTalk\_v1.10

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general purpose TTY-type telecommunications program for the Amiga  
Feature Overview: Supports the XPR specification. You may use any file transfer protocol for which there exists an XPR library implementation. At the time of this writing there exists XPR libraries for CompuServe QuickB, Zmodem, Xmodem, Kermit, and Ascii.

- Fully supports user selected fonts, including proportional fonts. ARexx interface
- Full featured Review Buffer
- Program will operate in a 1 or a 2 bit plane custom screen or in a workbench window. If run in a hi-res/interlaced environment, a @split" is provided (half screen)
- Capture Buffer for saving text to a file
- Chat Window for network conferencing.
- Color requester for loading and saving color choices
- Phone book limited only by available memory. Baud rate loaded from phone book entry.
- Real time clock
- A non-graphic Print Screen function
- Print feature for echoing incoming text to a printer

Author: Steve Ahlstrom and Don Curtis

LZ\_v2.00

LZ is by far the fastest .LZH archiver and extractor available for the Amiga! LZ is compatible with MS-DOS version 1.13c of Lharc and Amiga Lharc 1.3. Binary only, author: Jonathan Forbes

VLT&jr\_v5.045

VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. Features include use of ARP, an ARexx port, XMODEM 1K/CRC and Kermit protocols, support for additional serial ports, external file transfer protocols (XPR), a "chat" mode, and scrollbar/review/history buffer. It comes in two versions, one with Tektronix emulation, and one without. The Tektronix emulation allows saving IFF files, PostScript files, and printing bitmaps to the printer. This is an update to version 5.034 Version 5.045 This is a bug-fix release with just the executable of VLT (or VLTjr) and a new version of xprascii.library.Binary only. Author: Willy Langeveld

xprzmodem.library\_v2.10

An Amiga shared library which provides ZModem file transfer capability to any XPR-compatible communications program. This is an update to version 2.0. Version 2.10, Includes source. Author: Rick Huebner

Unpack

CAM #486: Jeux

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### AirAce\_II

AirAce2 is a game designed by Robert Grace of Kansas City, Missouri, USA using Accolade's wonderful Shoot'Em Up Construction Kit.

### Hi-Low\_v1.0

This is a simple game You turn a card and select whether the following card will be higher or lower than this one. Get five correct and recieve a random win between 10p and 50p. Include C sources  
Author: Simon J Raybould

### Tetris

Workbench window tiny tetris Author: Joran Jessurun

### TripleYacht-Z\_v1.2

Dice game Yacht-Z Triple Yacht-Z differs form normal Yacht in that all scores in the 3rd column of your scorecard are worth 3 times as much as the normal value, those in the 2nd are worth double. Note that these values are only show as doubled or tripled in the net score space, and NOT in the the individual columns. The 35 Bonus Points for having at least the Average on the upper section is also doublable or triplable.  
Author: Stephan Iannce

### Unpack

### CAM #487: Utilités divers

### AmiDock\_v1.2.4

An Amiga version of the NeXT's "dock", but more versatile and not as limited. Provides you with a number of buttons on the WorkBench screen that, when pressed, will launch other programs. These buttons are fully configurable to run any program you want. Version 1.2.4, binary only. Author: Gary Knight

### ButtonAsk

ButtonAsk is a replacement for the AmigaDOS ASK command. It takes a prompt string from the command line, echos it to standard output, and waits for either the left or right mouse button to be pressed. The program will then send a return code of either 5(WARN) or 0 to the system which can be interpreted by using the IF command. This program is mainly used in scripts. Include ASM sources, author: Chris Simpson

### Calibrate

Calibrate Battery Backed Up Clock for A2000 with clock does not keep accurate time

### CLIwindow\_v1.00

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CLIwindow allows you to manipulate the dimensions of a CLI window. It can be moved, enlarged, or shrunk. This is version 1.00. Includes source in assembly. Author: Roger Fischlin

copyy

copy command with gauge bar display Authors: Ben Williams, Barry Chalmers

CpuBlit\_v0.96

CpuBlit replaces the standard system BltBitMap routine with a version that uses the 68030 where practical. The 68030 can comfortably outrun the blitter for simple tasks like scrolling, although the blitter still wins out if the data has to be bit shifted as well (for example when scrolling sideways). Another benefit of using the CPU is that it isn't constrained to operating on one bitplane at a time; it can do them all simultaneously. So, the infamous "flicker" effect when coloured text is scrolling disappears. This is particularly useful when you're logged onto a bulletin board with colour ANSI menus. Include C sources, author: Eddy Carroll

FileID\_v1.30

The program identifies and gives information about a variety of file types. These currently include GIF files and IFF files. Include C sources, authors: Lloyd Eldred, Fred Homan

journal\_v0.9Beta

Journal is an AmigaShell command history manipulation program. It can save and load command histories from files or other AmigaShell's. Author: David Andrew Clayton

KeyMapEd\_v1.2

KeyMapEd allows you to modify the KeyMaps destributed by Commodore-Amiga with AmigaDOS. These KeyMaps may then be installed on your system with the SetMap command. Author:Tim Friest Changes to v1.2 since v1.1i Added support for using the ROM keymap so you can load it in and edit it (you have to save it out as a file of course). Fixed a bug for normal keys with values greater than 0x7F (why is char a signed byte????) Kludged a fix for my error messages. Since I write to Output() with DOS, if you start from Workbench, there is no output defined so I GURUed... I now start from workbench with IconX to insure a an Output. Hopefully I will unkludge this sometime in the future.

PowerSnap\_v1.0

PowerSnap is a utility that allows you to use the mouse to mark characters anywhere on the screen and paste them somewhere else, like in the CLI or in a string gadget. Author: Nico François

SetSpeed\_v1.0

Newer versions of the Amiga are fitted with the Fatter Agnus chip

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which, amongst other things, allows you to specify whether to run your machine at 50 or 60Hz. On PAL machines with a good quality display, this causes the screen to stretch so that only the top 200 lines can be seen on the screen, but the machine runs faster. With a poorer quality display, the screen flickers badly, but the increase in speed still occurs. As NTSC machines already run at 60Hz (I think!) no speed increase can be obtained, but somebody somewhere might find a use for the 50Hz mode. Include ASM sources, author: Chris Simpson

#### SwapSlowFast

SwapSlowFast swaps the first two entries in the memory list provided these are both fastmemory regions. Author: Unknown

#### whereis

"Whereis" is a utility which searches a file(name) on (hard)disk and shows you the path to this file. Include C sources, author: Roland Bless

#### Unpack

### CAM #488 Utilités Programmation

#### Bool\_Parser

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

#### csch\_v5.0

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

#### FDStub\_v0.6a

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

#### MakeMenu\_v1.0

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

#### modengine\_v1.0

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

reslib

How to create an Amiga shareable library in SAS C

TCL\_alpha2

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

ZZ-Pointer

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

Unpack

CAM #489: Utilités graphiques

FCS\_v0.99

This is a pre-release version of an iterated Fractal Construction Set  
Author: Garth Thornton

GIFMachine\_2.116

A program that will convert CompuServe GIF image files into IFF SHAM and 24bit ILBMs. It offers a number of extra options like dithering, horizontal and vertical flip, as well as automatic border removal. Requires KickStart version 2.0 or greater to run. This is an update to version 2.104. Version 2.116. Includes source. Author: Christopher Wichura

Pandora\_v1.1

Draws iterated 'fractal' patterns at random, with colour cycling animation. Author: Garth Thornton

Post\_v1.5

An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. This is version 1.5, an update to version 1.4. Includes source in C. Author: Adrian Aylward V1.5 Type 1 font character rendering improved (though slower). Fix printer page size selection (inches).

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Printer output now truncates to maximum dump size, to prevent scaling.  
Bugs fixed: path fill at top of clip path, free first vm segment,  
rotate scale and translate with matrix operands, cached characters  
within clip path, long clip paths, clippath not default clip path,  
hollow clip paths, setband.

#### SHADOWMAKER\_v1.5

Demo version of an Intuition based Font shadow generator. In seconds  
you can convert your favorite fonts into color fonts with professional  
video shadows built right in. The only restriction for this demo is  
that the final font height at SAVE times must be less than 40 pixels in  
height. Version 1.5, an update to version 1.0. Binary only. Author:  
Stephen Lebens

#### Unpack

#### CAM #490a&b Jeux

#### GAMEBOY\_Emulator

Nitendo Emulator with tetris game. Binary only no documentation,  
Author: ?

#### SeaLance

Game based on a Trident submarine simulator. You must use the weapons  
at your disposal to liberate the earth's cities from alien occupation.  
Lots of graphics and sound. Binary only. Author: Jason Bauer

#### Seamonkey\_v2.0

Turn your Amiga into a bowl of friendly, frolicking, sea monkeys!  
Binary only, author: Ephraim Cohen

#### BugHunt

This is a graphics hack I wrote a few years ago and then forgot about.  
It's basically a cute animation done on your workbench or cli screen,  
double-buffered and with extra bitplanes. The artwork was done by  
Derek Grime of Beyond Graphics. Most of the source code for this demo  
was lost in a disk accident, so don't ask!

#### AmigaPet\_v2.52b

Another cute screen hack. Version 2.52b, binary only, source available  
from author. Author: Patrick Evans

#### Conquest\_v1.3

Conquest is a war game similiar in concept to the board game Risk. You  
are the lord of an entire world, destined to rule the galaxy. Some  
worlds are virgin fruits, ready for you to colonize. Some worlds have  
natives who do not wish to accept your rule, these you must conquer for

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they will yield more valuable resources. As you claim the galaxy you will find that you are not the only one extending your dominion. This is a two-player game. Be prepared to defend yourself and take what is yours! This version of Conquest fixes a few minor bugs and adds a few features that allow "Play by Mail", or rather, "Play by BIX". Binary only, author: W. Michael Bryant

#### MEGA\_BALL

MegaBall, the sequel to BALL (brickout game). Has music, more bonus blocks...etc...etc! You liked BALL, you'll LOVE MEGABALL! Binary only, author: Ed Mackey

#### PopUp\_v1.0

A simple Breakout-style game for the Amiga. Binary only, author: Michael S. Booth

#### SpaceWar\_v1.11

SpaceWar is a two player game. One player controls the Enterprise, the other the Klingon ship. Why the little triangle is always called the Klingon, I do not know. The object is to shoot the other player (no kidding). One point is scored when you kill the other player. The game ends when a player reaches fifty points. 1.11 Version 1.11 is basically the same as 1.10, except that I have moved up to Manx 5.0a and no doubt introduced all kinds of new bugs in the process. This release was delayed about three months because I was going to locate and fix all those bugs, but I never got around to it. So basically this is 1.10 with some really minor changes and a bunch of new bugs. 1.10 Many many many changes from 1.0. Since hardly anyone has ever seen 1.0, I won't list them here. Binary only. Program by Jeff Petkau Graphics by Brian Fehdrau

#### Unpack disk A

#### Unpack disk B

#### CAM #491 Utilités graphiques

#### HamLab\_v1.1\_Demo

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

#### MandAnim\_v1.2

A Mandelbrot Animation program that allows you to easily generate series of lo-res/16-color pictures. Features full mouse and/or keyboard operation, zooms, auto-save, high (+cheat) speed, iconization, preview, ease, etc. The generated pictures all remember their

positions and settings so they can be reloaded. This is version 1.2, an update to version 1.1. Binary only. Author: Ekke Verheul.

#### Mostra\_v1.04

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

#### OFF2TTDDD

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

#### PicToANSI

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

#### PictureEditor\_v1.12

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

#### SMan

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

#### SuperView\_v3.1

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

#### Unpack

#### CAM #492 Utilités divers

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#### altmenu\_v1.0

The keyboard menu replacement doohicky, Include c source, author: E. A. Hutchins and L. J. Rittle

#### AmiCron\_v4.2

The original Cron for Unix ran as a background task working from a table, and would start up tasks at a time set in the table. That was ported to the Amiga and improved by Rick Schaeffer. Christian Balzer has added features to Rick's version. Version 4.2 will detach itself from its shell, and will read the table into RAM: and use it from there.

#### AssignX\_v1.0

Whenever your Amiga flashes the "Please insert Volume xxxxx in any drive" requester, you are only allowed to CANCEL or to RETRY. When you have AssignX running from the startup-sequence, that requester will also have another choice - "Assign to:" and a requester from which you can select or type in the correct assignment. Author: Steve Tibbett  
NOTE: AmigaDOS 2.0 only.

#### Browser\_v1.7

Browser does allow you to do, easily and conveniently, is to move, copy, rename, and delete files and directories. It will also let you execute either Workbench or CLI programs, either directly by double-clicking them or by selecting them from a menu. By combining these you can set up a complete operating environment that will, to a large extent, replace both Workbench and the CLI. Version 1.7 add show file size long listing, window correction for 2.0 and bug fixes. Binary only, author: Peter da Silva.

#### CacheDisk\_v1.0

Improves floppy disk throughput by caching entire tracks of data. Buffers disk reads and writes for maximum speed gain and has a user settable number of buffers for each drive. Version 1.0, binary only. Author: Terry Fisher

#### DefaultIcon\_v2.3

An object-oriented tool for assigning icon images to file classes. Binary only, author: Christian A. Weber, AMIcom Research

#### JMenu\_v1.1

This program allows an AmigaDOS script to display a menu, wait for the user to make a selection either with the mouse or the keyboard, and return the selection back to the script through an environment variable. It can also immediately execute any valid AmigaDOS command based upon the menu selection. The maximum size of the menu is based on the screen resolution and font size, up to a maximum of 26 selections of a maximum of 80 characters each and an optional title area of up to 4 lines. Version 1.1, binary only. Author: James Collins

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## KeyMenu\_v1.03

An alternative to Intuition's method of menu selection via the keyboard. Uses one key to activate the menu for the currently active window, the cursor keys to move through the menu as you choose, and the return key to select the desired menu item or escape key to abort selection. Works with AmigaDOS 2.0 mouse accelerator and has option to blank Intuition's pointer. Version 1.03, includes assembly source.  
Author: Ken Lowther

## OnTime\_v1.0a

Holds up a task until a given time and then releases it to run. Version 1.0a, binary only, source available from author. Author: Patrick Evans

## PIV\_v1.0

When you are running PIV, and the requester that says "Please insert volume xxxx" comes up, you are presented with a different requester instead. This one says "Volume xxxx is not mounted. You may: Insert the disk and retry, ASSIGN the volume to -----, MOUNT the device, CANCEL the operation." Source included. Author: Ed Hanway

## PowerPlatform\_v1.1

A directory utility with flexible configuration via Arexx. Binary only, Author: Martin C. Warnett

## ToolManager\_v1.3

With ToolManager you can add your own programs to the tools menu of the 2.0 Workbench. Requires Workbench 2.0. Version 1.3, includes source. New features since 1.2: - Now supports different configuration files - Format of the configuration file slightly changed - Tool definitions can be changed at runtime - Now supports CLI & Workbench startup method - Selected icons are passed as parameters to the tools - Now uses the startup icon as program icon if started from Workbench - The position of the icon can now be supplied in the configuration file - The program icon can now be disabled - New menu entry "Show TM Window" - Every new started ToolManager passes its startup parameters to the already running ToolManager process Author: Stefan Becker

## ToolMenu\_v36.16

With this program you can easily add tools to the TOOLS menu in Workbench2.0. It allows the passing of arguments, setting of stacks, and other such necessities for these tools. Binary only, Author: Carolyn Shepner

## Unpack

### Cburst\_dev

This is a rather extensive set of tools for programming MAST's ColorBurst. It includes documentation and source - in assembler - and can be used in developing your own programs.

### enforcer\_v2.6f

Enforcer uses the MMU to build a shroud of protection over anything that is not legal memory. Any empty holes in the address space are marked as illegal. Reads of the system ROMs are allowed, but not writes. With the exception of longword reads of location 4, the lowest 1K of memory is completely protected. When an illegal access is detected, the power LED will flash and a detailed message will be sent out the serial port. Binary only. Author: Bryce Nesbitt

### FifoDev\_v2

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

### ILBM\_Library\_v0.5

The ilbm reader/writer library 0.5 and examples. Also can be used for non-ILBM files. 100% compatible with original Electronic Arts code. Binary only. Author: Jeff Glatt

### LibTool

A utility that can quickly convert C or assembly code into an Amiga shared library. Also makes all support files including C and assembly include files, bmap files, Manx and Lattice pragmas, C glue stubs. Can also make a device. Binary only. Author: Jeff Glatt

### OnTrap

Ontrap and associated routines is a modification to the SAS/C programming environment. They add the ability for a process to handle stray exception interrupts such as divide by zero, illegal instruction and address error to name a few. The programmer can define a function to free RAM, close windows and screens before the program terminates. No GURU!!

### PointerLib

A disk based shared library which provides programmers with easy access to custom pointers and a consistent user selected busy pointer. Includes source. Author: Luke Wood

### RegExpLib\_v1.0

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Shared library that implements regular expression pattern matching.  
Version 1.0, binary only. Author: Stephen Moehle

#### SmallIFFParseLibrary

A standard amiga library that is an exact sub-set of the  
iffparse.library. The library is an EXACT sub-set in the sense that  
you can rename it to be iffparse.library and put it in your LIBS:  
directory and then let programs that normally requires the true  
iffparse.library use this imposture ;-). Include c sources, author:  
Michael Jansson

#### Unpack

#### CAM #494a&b SoundTracker modules

##### 17 SoundTracker modules

blue-mood darkdance mandeldust mandelforce Munk-Jams sheiscoming  
sunwind the last one underground InTheAir klisje\_paa\_klisje leave the  
brain power Rocking1 short slappy studio sound

#### Unpack disk A

#### Unpack disk B

#### CAM #495a&b Utilités textes

##### AfterWords

This is a small, easy to use spelling checker for ASCII files It will  
not work on word processor files that contain all kinds of binary  
coding, but will work on most things done with an editor.

##### FontConvert\_v1.2

This is an update to an earlier program from Soft Logik that will  
convert MacIntosh Adobe Type 1 and Type 3 fonts to work with the Amiga.  
Several utilities are included here to solve various problems you might  
have with the conversions.

#### Redaktu

A PostScript program which runs on PixelScript to edit other PostScript  
programs. Several examples and a detailed explanation are included.  
Author: John Starling

##### TextPlus\_v2.2e

A word processor for the Amiga, with both German and English versions.  
TextPlus enables you to write letters, books, programs etc. in a very  
easy and comfortable way. This is version 2.2E, the same as previous  
version. However, this release includes the source Author: Martin

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Steppler

Vortex\_v1.5

A universal accented character converter for Amiga, IBM-PC, MacIntosh, and C64 files written in most west european languages (Danish, Finnish, French, German, Italian, Islandic, Norwegian, Spanish, Swedish, and more. Works with either ASCII or Word Perfect files. Version 1.5, includes source. Author: Michel Laliberte

AZspell\_v1.02

AZspell is the spelling checker program. AZspell has a special mode that allows the automatic collection of mis-spelled/not found words in a document. Binary only, author: Danny Hartley

ISpell\_v3.11jr

Amiga port of ISpell (spelling checker) with Arexx. Include C source, Port by: Loren J. Rittle

Scan

CLI utility to display the individual character contents of any file. Displays the ASCII and Hex values, count and percentage of total along with actual character (if displayable). Listing is displayed on a console window or optionally written to an output file. Possible uses would be to scan files for binary characters, relative character counts, matching numbers of special characters, determining LF/CR configurations, etc. Version 1.0, includes source. Author: Dan Fish, console routine by Jim Cooper

Unpack disk A

Unpack disk B

CAM #496 Télécommunication

APE\_v1.0

Ape V1.0 is a pre-release beta-version of a new (yet another) packing (compression) program for the Amiga. In contrast to other Amiga compression programs, this program is bug free! APE was designed to:  
o Amiga Only, no shitty MS-DOS features  
o Be bug free (no undocumented features either)  
o Have a good compression ratio  
o Befast  
o Easy to install. Binary only, author: Jim Geuther

BackTalk\_v1.30

BackTalk 1.30 features XPR protocols, proportional fonts, ARexx interface (110 ARexx commands), chat window, review buffer, non-graphic screen print, very fast and a LOT more. Copyrighted but freely distributable. Added in 1.20 Added ability to call ARexx scripts from within BackTalk. When BackTalk is run, if the port "REXX" is found, a new menu named ARexx is added. The only menuitem under ARexx is "Run

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ARexx Script...". When that menu item is selected a file requester is presented that is defaulted to REXX: and the file names defaulted to #?.BT. For BackTalk to automatically recognize ARexx scripts written specifically to be run from within BackTalk, name your scripts with the ".BT" extension. Added the ability to run ARexx scripts from an FKey. In your macro definition, the backslash (\) is used as a delimiter. If you need to actually send a backslash in a macro precede it with another backslash (ie, \). The text inside the backslash delimited string is the name of the ARexx script. There is no need to enter the complete path for the ARexx script nor the extension. REXX: is assumed for the path and .BT is assumed for the extension. Added the ARexx commands ... over 40, etc... By Steve Ahlstrom and Don Curtis.

#### Backup\_v2.06

Matt Dillon's backup program is included in this archive, but the main purpose was for the scripts that make Dillon's program easy to manage. There are scripts for backing up and restoring easily, along with scripts for using other features of Matt's program.

#### DisTerm

The dissidents telecommunication program. Has built in phone directory requester, autodial, various file transfer protocols, ascii send and capture, full/half duplex, split window, color requester, macro keys, selectable baud, CR/LF expansion, automatically configured per phone entry. Binary only. Author: Jeff Glat

#### EliteBBS\_v0.31

An online message and file handling system. Features include a message base, private mail, file library, support for xmodem, ymodem, and zmodem, fully buffered serial I/O routines for top speed, time limits, and more. Version V.31, binary only. Author: Nick Smith

#### ModemDraw\_v1.0

Paint program via modem, function key controlled, requires atleast .5 megs of RAM, and a 2400 baud, or higher, modem capable of handling 8N1 data format (8 data bits, no parity, and 1 stop bit). A modem with a Hayes compatible command set, such as the "GVC Super Modem 2400", or "USR Courier HST" series, (a Hayes SmartModem 2400 goes without saying), would be ideal but is not necessary. Binary only, author: Bradley Scott

#### Unpack

#### CAM #497a&b Musique

#### ComSMUS\_v2.2

This SMUS server has many advantages over other available music players for use within other programs. Some of the capabilities of this SMUS player are: o can have multiple songs loaded concurrently and maintain

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a shared pool of samples o can operate simultaneously with floppy and hard disk I/O, as well as concurrent window resizing, depth arranging, etc, etc. o can play one song while simultaneously loading another o supports instrument changes within tracks o plays both the attack and loop portions of the waveform o can play chords within tracks o well behaved; communicates with audio through audio.device and allocates and deallocates voices on the fly so other well-behaved audio programs can run concurrently. o uses a free CIA timer (Timer A on CIA B) as an interval timer o can play IFF 8SVX single and multioctave sample files, including those that have been compressed by Fibonacci delta compression. o server runs as two separate programs, so a game or application consisting of several programs need only load the server once, and music can play while new programs are loading as above o player, based on simple testing with the Amiga performance monitor program (PM), consumes very little CPU time, typically around one or two percent. o sample management routines permit flexible control of what samples (instruments) are loaded and unloaded, and permit minimizing disk load times by retaining in memory samples used in multiple songs o server can load songs, instruments and voicebanks from IFF CAT archive files, reducing clutter and, more importantly, reducing load time by 50% (a tool to create and manipulate CAT archives is included) o message-based server interface is also provided o server code size is less than 30K bytes This SMUS server consists of two programs and an interface library. The two programs are the loader and the player. Include c source, author: Karl Lehenbauer @ The Hacker's Haven

#### MultiRipper\_v2.2a

Music ripper, The ripper can rip any module made with: SoundTracker 15 instr., SoundTracker 31 instr., NoiseTracker 4 voices, FutureComposer 1.0-1.4, SidMon, BugMon, SoundMon The ripper can recognize and handle 35 crunchers correctly. The ripper can scan non-standard DOS-disks for crunchers/modules. The ripper saves both instruments and modules. The ripper has an option for searching after text or other data. The ripper can view CHIP-mem as a bitplane (useful????) The ripper can also do lots of other things.. Binary only, author: VALHERU OF UNIT ONE

#### wondersound\_v1.7

Wondersound is an additive harmonic instrument design tool with a separate envelope design window and 16 relative harmonic strength and phase angle controls. Version 1.7, an update to version 1.6. Binary only. Author: Jeffrey Harrington

#### MED\_v3.0

The complete distribution of MED 3.0 from Teijo Kinnunen of Finland. It contains 110 (!) files of demo songs, sampled sounds, synthesized sounds, and programmer's documentation. Also included are the MED3.0 program itself, a stand-alone song player, MEDPlayer. MED - music editor V3.00 Copyright 1989 - 1991 by Teijo Kinnunen

#### rexxplayer\_v1.01a

REXXPLAYER allows the playing of MED songs in the background AREXX and gives your applications the capability to synchronize these music type

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files with your graphics to enhance your ability to have complex transitions on sequence. Author: Robert S. Wagoner

Unpack disk A

Unpack disk B

CAM #498a&b Domestique divers

MRBackUp\_v5.02a

A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Version 5.02a, an update to version 3.4 This is probably the last shareware distribution of MRBackUp, since he's gone commercial with it. Requires the ARP library. Shareware, binary only. Author: Mark Rinfret

SC\_v6.7

Source and executable for Simon J. Reybould's port of sc, the public domain Unix [tm] spreadsheet. Sc is a very useful tool, with quite a few nice features. It isn't very Amigafied; there are no menus, for example. Also, the very latest version of sc on Usenet is 6.14. Still, it gets the job done, which is what's important, no?

BTNTape\_v2.0

BTNTape is a "Better Than Nothing" SCSI tape device handler. It provides flat-file access to a SCSI tape drive from application programs using simple DOS calls to Read() and Write(). It can also be used with the Amiga TAR utility for disk backups. It requires a "SCSI-direct" compatible SCSI bus adapter. This is version 2.0, update to version 1.0. It now supports many more tape drives, and includes some new features. Include c source, author: Bob Rethemeyer

DiskPrint\_v2.7

Prints labels for 3.5" disks, primarily for PD library disks. Label data files can be loaded into memory so labels for most PD disks are available after a few mouse- clicks. Features include three different label sizes, default file, different label library functions, Amiga-LibDisk contents read-in and easy handling. This is version 2.7.2, an update to version 2.3.5b. Shareware, binary only. Author: Jan Geissler

houseinventory\_v1.2

The Household Inventory Manager provides a convenient method for recording and keeping track of your valuable household property. Binary only, author: Hal Carter

HyperText

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HT is a complete Amiga hypertext system. HT works with text files which contain "links" to many other types of objects and media. HT has been designed on and for the Amiga, and therefore takes advantage of the unique features the Amiga provides. Binary only, author: Dominic Giampaolo

Label'er\_v3.0

A label generation program for Epson compatible printers. Has both English and German versions. This is version 3.0, binary only, shareware, source available from author. Author: Siegfried Rings

Unpack disk A

Unpack disk B

CAM #499 Utilité programmation

ExecRexx

A program that turns an ARexx script into an executable which can be run from WorkBench or the CLI. Binary only. Author: Jeff Glatt

GamePortDeviceToolKit

A toolkit with link time and shared libraries that allow easy access to the GamePort device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham

InputDeviceToolKit

A toolkit with link time and shared libraries that allow easy access to the Input device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham

MinRexx

A simple ARexx interface which can be easily patched into almost any program. Includes as an example the freedraw program. Version 0.4. Includes source. Author: Tomas Rokicki

RexxIntuition\_rel2

An ARexx function library which allows ARexx scripts to open windows/screens, add menus, add proportional, boolean, and string gadgets, use requesters, load/save ILBM pictures, use a color requester, print text in various colors, sizes, and styles, draw colored lines and boxes, print text or graphics, etc. Binary only. Author: Jeff Glatt

RexxLib\_rel2

A shared library that can be used to easily add an ARexx implementation to any program in a memory efficient manner. Binary only. Author:

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Jeff Glatt

Rxgen\_v1.0

An ARexx library that allows you to call any function of almost any Amiga library from an ARexx program. Version 1.0, binary only.

Author: Francois Rouaix

Unpack

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