

## **CAM Index - Amigaguide Version**

COLLABORATORS
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	TITLE : CAM Index - Amigaguide Version		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		September 4, 2024	

REVISION HISTORY
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# CAM Index - Amigaguide Version

### 1.1 Disks 700 to 749

CAM #700a&b Utilités graphiques

FastView\_v2.01

Very fast IFF picture viewer, binary only, only german documentation.  
Author: KRUEMELMONSTER2000 Software Company

ICoons\_v1.0

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

IFF\_cutter\_v1.0

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

InScript\_v1.1

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

InTime\_v1.2

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

#### ISL\_v1.0

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

#### Model4D\_v1.1

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

#### PPShow\_v2.3

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

#### Riff

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

#### Splat

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

#### Unpack disk A

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Unpack disk B

CAM #701a&b Jeux

BinoLogic\_v2.14

Your quest is too manipulate the first row of numbers with the NOT, ROL, ROL gadgets as best you can. Then with the logical commands to the left (XOR, OR, AND, NONE) you can move the first number down to the second row. And here comes the point... You shall try to make row number two EQUAL to row number three... Binary only, Author: Per Jonsson

BioRhythm\_v1.0

An intuition based easy-to-use program that shows your 3 basic BioRhythms plus the average-"rhythm". Take a look, dump it to your printer and make your plans for "when to do what". This is version 1.0, binary only, PAL version. Source available from author on request. Author: Thomas Arnfeldt

BoulderDash\_v0.9

BoulderDash is Emerald Mine style game, not multitasking but system friendly. Binary only, Author: Jeff Bevis

Cube

An animated Rubik's Cube simulator, solver, and tutorial. It uses two solving algorithms, one which can be applied by a human using simple rules, and another that is too complicated to be used except by a computer. Shareware, includes source. Author: Martin Gitelson

Dungeon

This is Dungeon, most of Zork I - III. Ported to the AmigaOS using f2c and SAS/C v5.10A by Loren J. Rittle.

Fleuch\_v1.0

A little game with more than five extra large stages. The object is to pickup up your cargo and climb safely to the next stage, without being shot or running into anything, (including your cargo!). Scrolling, shooting, some gravitation, similar to Thrust (C64). Binary only. Author: Karsten Gvtze

FollowMouse

A pair of small blinking eyes following the mouse movements on the screen. Runs from both the WorkBench and CLI. Includes source in PASCAL. Author: Kamran Karimi

GameControl

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Game Control is a custom database-type program that allows you to keep a record of your game titles along with their associated high-scores and passwords. You can also keep notes for each game, which will be displayed (unobtrusively) each time you call up a record. In addition, each game can be classified according to its time period (past, present, future) and genre (action, simulation, strategy, war, etc.). Binary only, Author: Doug Crane

#### Mine\_v1.6

A new Modula-2 implementation of an old computer game. You have an N \* N square with mines hidden in some fields. Your job is to mark them with a flag as fast as possible. High-score lists are supported. Version 1.6, an update to version 1.0, contains several improvements and a bug fix when operating under OS 39.x. Requires AmigaDOS 2.0, includes source. Author: Thomas Ansorge

#### Psychic\_v1.0

Generates random predictions about the future. Include source.

#### ReflexTest\_II

A game which tests your addition, subtraction, or multiplication skills. The goal is to answer several math questions in the shortest possible time. A continuation to the ReflexTest\_I. Binary only. Author: Jason Lowe

#### RoleMaster\_v1.0

The main part of this package is a character generator for ICE's RoleMaster FRPG. It handles all of the "bookkeeping", making creation of PCs and NPCs faster and easier, while still allowing you full control over how the character develops. It is designed to be flexible; most optional or house rules can be incorporated with little or no difficulty. It draws from the basic game, as well as from Companions I-V and from the Elemental Companion, so all the multitude of classes and skills are available. All the background option tables are also included. Spell development can be handled either by the traditional "by list pick" method, or by the "by spell" method introduced in the Companions. It also features the ability to "randomly" advance characters, and a combat program based on the "Super Fast Combat System" introduced in RMCIII, and a weather generator based on the system presented in TSR's AD&D Wilderness Survival Guide. Last, but not least, the package is extensively documented, so it shouldn't be too difficult to utilize. This is version Aml.0 for the Amiga, Author: Darryl C. Burgdorf.

#### SpleenWort\_v1.0

This is a hack that generates a fractal (IFS) fern on your WorkBench screen. Binary only. Author: Christoph Borst

#### Tetris\_v1.0

Multi-player Tetris clone. With source. Looks nice. Editable levels. Author: Trevor Smigiel

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## WizardWars

Wizard Wars is a simple strategy game, you play a wizard in his tower who creates demons to send out to destroy the other wizards' towers, etc. Shareware. Author: Andy Bolstridge, Nebula Software

Unpack disk A

Unpack disk B

## CAM #702a,b&amp;c SoundTracker Modules &amp; Players

## PowerPlayer\_v3.4

A very powerful, user and system friendly module player. It can handle nearly all module-formats, supports multiselect, has hotkeys, has ASL and ReqTools filerequesters, has an ARexx port, can read powerpacked modules and comes along with its own cruncher that uses the lh.library. Version 3.4, an update to version 3.0, freeware, binary only. Author: Stephan Fuhrmann

20 music modules:

Acid Jazz I, size: 242182, date: 08-Dec-92, Format: MOD, Duration: 3:30, Rating: common, Author: Nuke.

Acid Jazz II, size: 229488, date: 08-Dec-92, Format: MOD, Duration: 3:00, Rating: good, Author: Nuke.

Bag Rasta, size: 233148, date: 09-Dec-92, Format: MOD, Duration: 3:00, Rating: quite good, Author: Nuke.

Bruiser, size: 148218, date: 04-Dec-92, Format: MOD, Duration: 1:45, Rating: mediocre, Author: Nuke.

Cloud jumpin', size: 191714, date: 04-Dec-92, Format: MOD, Duration: 2:45, Rating: good, Author: Nuke.

Emotions, size: 177162, date: 04-Dec-92, Format: MOD, Duration: 2:05, Rating: quite good, Author: Nuke.

Emus Orgasm, size: 71518, date: 04-Dec-92, Format: MOD, Duration: 0:35, Rating: good, Author: Nuke.

Funny Beat, size: 53594, date: N/A, Format: MED, Duration: N/A,, Rating: N/A, Author: Hennig Peters.

Gold Return, size: 114442, date: 04-Dec-92, Format: MOD, Duration: 2:20, Rating: good, Author: Nuke.

Intro, size: 53852, date: 04-Dec-92, Format: MOD, Duration: 1:25, Rating: mediocre, Author: Loop.

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Jordan Jazz, size: 181614, date: 04-Dec-92, Format: MOD, Duration: 2:35, Rating: quite good, Author: Nuke.

13\_cdl-breathless, size: 66208, date: N/A, Format: MOD, Duration: N/A,, Rating: N/A, Author: N/A.

Lagune., size: 65606, date: N/A, Format: MED, Duration: N/A,, Rating: N/A, Author: Hennig Peters

Menu Musik 3, size: 30528, date: 24-Nov-92, Format: MOD, Duration: 1:15, Rating: mediocre, Author: Nuke.

Money, size: 48722, date: 04-Dec-92, Format: MOD, Duration: 0:55, Rating: mediocre, Author: Nuke.

Rainy Day, size: 41568, date: N/A, Format: MED, Duration: N/A,, Rating: N/A, Author: Hennig Peters

Random Waveforms, size: 133924, date: 04-Dec-92, Format: MOD, Duration: 2:30, Rating: good, Author: Nuke.

rhythm\_is\_a\_dancer, size: 915216, date: ??-??-92, Format: MOD, Duration: N/A, Rating: N/A, Author: beats.

Visitors, size: 186688, date: 04-Dec-92, Format: MOD, Duration: 3:10, Rating: quite good, Author: Nuke.

Where now??, size: 93930, date: 04-Dec-92, Format: MOD, Duration: 1:20, Rating: mediocre, Author: Nuke.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #703a,b&c Utilités domestiques

BBase2View\_v1.0

A Base-Viewer for Databases created with BBase2. Advantages are faster database processing, viewing and more. Includes a print option for single records. Requires Amiga OS2.0, version 1.00, binary only, shareware. Author: Michael Bialas

File\_v1.1

Examines given file(s) and takes an educated guess as to their type. File types looked for include:- fonts, icons, executables, objects, compressed, command scripts, C source, directories, iffs, LaTeX source, modula II source, shell commands and scripts, TeX source, dvi, uuencoded, yacc, zoo, lha(rc). Version 1.1, an update by Gary Duncan to Version 1.0 by Edwin Hoogerbeets. Changes include looking for a few more types, improving its IQ slightly, and amending source to

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compile ANSI-C under SAS/C 6.0. Includes C-source. Author: Edwin Hoogerbeets and Gary Duncan

#### ISAM\_v1.01

A Server/Library. Even novice programmers can store/retrieve database records. Powerful, multi-"user", almost unlimited number/size of records/files. Different users may access same file, file/record locking (exclusive/shared), multiple keys/file. Keys may: ascend/descend, overlap each other, have unique/repeatable values, be up to 499 bytes. Many record retrieval methods. Recover Index file if lost/corrupt. Deleted record space reclaimed. Small: server < 49K; Resident Library < 8K. AmigaDOS V1.2 and up, shareware, binary only. Version 1.01, contains examples w/source. Author: Scott C. Jacobs.

#### jed\_v2.06b

Yet another programmer's editor. Lots of features, including: total customization, a powerful programming language, multi-file/multi-view editing, number of windows is only limited by memory, clipboard support (cut/paste on any unit), any window can have any (non-proportional) font, an Arexx interface, and more. Version 2.06b. Requires OS2.0 or later, includes source. Author: John Harper

#### MakeInfo\_v1.49b

A modified GNU makeinfo that allows you to easily create a AmigaGuide(R) hypertext file from a TexInfo .tex file. in addition to the usual plain ASCII file and a TeX .dvi files. This version fixes two nasty bugs: makeinfo working on 68030 machines only, and amiga.tex not handling correctly all foreign characters. Version 1.49b, includes source. Author: FSF, amiga enhancements by Reinhard Spisser and Sebastiano Vigna

#### ReadRefs\_v1.1

A tool that brings the ability of references file loadings to any editor that can call ARExx scripts or batch files. It does a fast searching and is compatible to the format of the DMe and autodoc refs files. Includes sample scripts for TurboText and DMe. Version 1.1, binary only, freeware. OS 2.xx only. Author: Hans-Peter Guenther

#### SpellCheck\_v1.4

A program which aids you in learning foreign words. You enter the words and their translations, and then the computer quizzes you later. Version 1.4, update to version 1.3. Binary only. Author: Torgeir Dingsxyr, Pantheon Softworks

#### Switcher\_v1.0

A set of utilities designed for Amiga owners who use a Hewlett-Packard LaserJet Series Printer and Pacific Data's PacificPage P.E cartridge. These utilities allow the user to leave the Postscript cartridge installed at all times, and switch easily between Postscript and PCL (standard HP) modes. Version 1.0, binary only. Author: Thomas L. Applegate

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## TextRead\_v1.03

A nice, fast, text file reader which was designed to replace More or PPMore. The text output is very quick, since the program writes directly into it's screen memory. Supports printing, different tabsizes, fonts and screen modes. Configurations can be saved. Search routines use the locale library, if present. Requires OS 2.04, ReqTools.library v37+ and PowerPacker.library v35+ (both included). Version 37.16, release 1.03. Freeware, binary only. Author: Martin Blom

## Uedit\_v4.0

The popular editor by the late Rick Stiles. Per Rick's wishes, the entire program, including source has been placed in the public domain so that it may continue to grow. Uedit is a completely customizable editor with a learn mode, a command language, menus, hypertext, online help, a teach mode, split windows, copy and paste, undo, spell-checking, many word-processing features and more. This is version 4.0, an update to version 3.0. Author: Rick Stiles

## Unpack disk A

## Unpack disk B

## Unpack disk C

## CAM #704a&amp;b Fontes Adobe Type 1

## Brushstroke

Brushstroke is a paint brush typeface useful for headlines and flyers. It is not hobbled and has a full set of upper and lowercase characters as well as numbers and several special characters, such a copyright, registration, trade mark, and sterling. Not all grave, circumflex, ringlet, and acute characters are enabled, though many are. Auhtor: Kevin Willis

## Hanzi-Kaishu

We are providing some Chinese characters from our high quality fonts for your fun. CH\_K.PFB contain 94 modern (or simplified,'short') Chinese characters in Kaishu style (the printed style that is closest to brush writing) from our OUTLINE fonts. If you are Chinese or like to add an exotic touch to your greeting cards, invitations, titles etc., you'll find them pleasant and useful. Author: Dr. Zhang Zhaoyuan

## KavalierKursive

You've discovered my newest font "KavalierKursive". KavalierKursive is a cursive, bold and enjoyable. Author: Mike Allard

## Kelmscott

Based on the type style designed for William Morris' Kelmscott edition of Chaucer's Canterbury Tales. An ornate neo-gothic font. Author: Ragnarok

## Kennon

Kennon is a bold-ish serif font useful in almost any text/headline application. For applications that use kerning, there are several hundred kerning pairs, even some unusual ones (like Yg). Auhtor: Jim Pearson

## KenOnHoliday

Quirky face with large, angular serifs. Based on the font Surf.

## LampoonBrush2.0

Casual cursive font as if drawn with, appropriately, a brush. Author: Sam Wang

## LauraMcCrary

LauraMcCrary is a narrow-ish semi-bold sans-serif font with a little of the old Florida Art Deco style. (sort of a Helvetica went to Miami style) Even though it is somewhat Art Deco, it is very stable, readable, and can be used in both text and display typface purposes. Auhtor: Jim Pearson

## Logofonts

FIVE different PostScript Type 1 fonts:

LOGOS ENERGY: Arco, Exxon, Mobil, Quebec Hydro, Shell, Sun.

LOGOS ENTERTAINMENT: ABC, Bally, CBS, FOX, Headline News, NBC,  
The Washington Post, CNN.

LOGOS FINANCIAL: AmSouth, Chubb, First Union, Met Life, Navy Federal  
Credit Union, Citicorp, Travelers, Chase, Nations  
Bank, Prudential, Citibank.

LOGOS MANUFACTURING: Boise Cascade, Ford, Mattel, Weyerhaeuser, Black  
& Decker.

LOGOS TECHNOLOGY: AT&T, Bell Atlantic, GTE, Harris, NASA, US Sprint,  
United Technologies, Veritay, Zenith, Allied Signal,  
Hewlett Packard, Bell System.

Author: Cowan Design Associates

## LynzFont

All caps/num font of modern heavy curved letters with a missing stripe near the top.

## MachineBlock

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Based on the typeface "Machine", this is a block font. Upper case, numbers only.

#### MachineScript

This should be the cursive companion to MachineBlock (not one of my creations, but cool nonetheless!). This is a bold, blocky cursive. Author: Mike Allard

#### madrid2

Thin modern art deco letters. Incluces four weights: Madrid, MadridItalic, MadridExpanded, MadridExpandedItalic. Author: Randy E. Bouse

#### MarkerFeltWide

A Type 1 laser printer, upper and lower case font, MarkerFeltWide makes typed copy look like it's been spontaneously hand lettered. MarkerFeltWide gives messages urging immediacy a casual, personal touch by looking like it was made with a wide, felt-tip marker. Similar to MarkerFeltThin, but offering wider stroked letters. Author: Pat Snyder

#### Market\_Bold

Gosh, this looks like the typeface grocery stores like to use.

#### MetricFont

MetricFont is a freeware font for use in music printing applications using programs such as finale, etc. Author: Arun Konanur

#### MostlyWaves

This is a font of, well, "mostly waves." The wave patterns in this font could be chained together into borders by typing the same letter several times. There are other "water related" dingbats as well--water droplets, rain clouds, and even a leaking faucet. Use this font in your applications to create wavy borders on-the-fly. Over 60 characters in this font. Author: Jonathan Macagba

#### NeuSansBlack

NeuSansBlack is a sans-serif typface designed for almost every phase of font use. It's handy for emphasizing text, headlines, special announcements, etc. Author: Jim Pearson

#### NeuSerif

NeuSerif is a formal, serif typeface designed for any text use. It lends itself well to typesetting, as well as general use. NeuSerif is hand-kerned and drawn character-by-character, not traced or copied. Author: Jim Pearson

#### Newberry

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Classic looking serif letters.

NewBold

NewBold is a simple bold font, rounded edges with a twist here and there. Author: Jim Pearson

NewRixFancy

Modern, classical letters in a full font. Author: RIX Font Foundry

Nviray

Looks like Architect lettering, but with more flair. Upper case/small caps font. Author: Ray Laird

OxNard

An uppercase outline, shadow font with irregular sizing and erratic baselines...

PalPhon, PalPiRoman

International Phonetic Alphabet (IPA) character sets, including all characters and diacritics. Based on Palatino. Includes symbols from the report of the Committee on Phonetic Representation of Disordered Speech as well as symbols from Shriberg and Kent.

Phædrus

Reminds me something of Bookman. Author: Phil Noguchi

Pipeline

The upper case letters are supposed to be iron pipe, fitted together with the big bulky fittings that stick out at the joints. The lower case letters are supposed to be modeled after copper piping, commonly used for gas pipes. Copper pipe fittings are almost even with the surface of the main pipe, and are soldered together. Surprisingly enough, the font doesn't look too bad printed out at smaller sizes, but it really looks best on screen and paper when used at 36pt or larger, especially with ATM or TrueType. Author: John Anderson

PonchoVia

PonchoVia is a type that resembles the face use in the credits of Perry Mason. All/small caps font. Thick letters with angled serifs. Author: Randy E. Bouse

PremiumThin

Type one of numcaps (plus alternative caps for a few letters). '30s art deco style of thin letters (like FO/BENJCAPS). Author: James M. Harris

ReedPlain

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Type one font of upper/lower-case letters with long ascenders, low x-height and script-like serifs. Author: James DeVries

Romeodn

You've discovered my newest font "Romeo". There is a companion fonting worked on called "Juliet" (a handwritten style) previously uploaded! Romeo is a old-style serif. It has an Italian Renaissance flair to it. Author: Mike Allard

StarfleetPlain

A type one and TrueType set of uppercase letters designed to look like the control panel lettering used in Star Trek: The Next Generation. All caps and numbers.

StarsAndStripes

StarsAndStripes is an all caps display font which gives typed copy a patriotic look. StarsAndStripes gives the typist and graphic artist versatility to work with a font that can be all stars, all stripes, or combined stars and stripes. Author: Pat Snyder

Unpack disk A

Unpack disk B

CAM #705a,b&c Utilités de Télécommunication

AfaxDemo\_v1.34

Demonstration version of the AmigaFax software package. Send and receive faxes with your Amiga 500/1/2/3000. Features background fax operation, share one phone line for fax and data (eg UUCP/BBS/FAX), fax spooling, aliases/mailling lists. Converts between fax and text, IFF ILBM, TeX .dvi files and command files, operates from shell or WorkBench. Requires compatible FaxModem. Demo version limited to single page transmit/receive. Version 1.34. Author: David Varley, C-Born Software Systems

Amiga-IRC\_v1.0

The original IRC was designed under Unix for use on the Internet. It allows people from all over the world to join in live discussion groups and talk to each other in a multi-user chat system. Since its conception, the popularity of IRC has grown tremendously. With this package Amiga users with DNET can now run an IRC client directly on the Amiga without having to resort to using character based terminal emulation software. Amiga IRC is written specifically for Workbench 2.0 and takes full advantage of the GUI. Additionally, because it runs over DNET, you can run other DNET clients at the same time. Binary only, Author: Rick Kent

C\_Kermit\_v5A\_188

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C-Kermit is a very portable implementation of the Kermit file transfer protocol, written in C (obviously). The Kermit protocol is available on hundreds of different machines, including machines with non-ASCII character sets and ones with only 7-bit-wide connections. C-Kermit is a very sophisticated implementation of Kermit, including a full programmable script language. C-Kermit for the Amiga combines file transfers with simple ANSI terminal emulation through an Amiga RAW: console window on the Workbench screen. All features available on the Unix version of C-Kermit are also on the Amiga with the exception of the DIAL and SCRIPT commands (this last is a UUCP-style scripting facility, not to be confused with the programmable language mentioned above). Author: Frank da Cruz, original Amiga port by Jack Rouse.

#### LhASFX\_v1.2

LhASFX sole purpose in life is to create SFX-archives. A SFX-archive is a normal LhA archive with a special executable SFX-header prepended to it, which makes it possible to list, test and extract files from the archive by means of executing it. Binary only, Author: Stefan Boberg

#### P-Compress\_v2.5

A compression program that produces smaller files faster than any other current general-purpose cruncher, using LZH compression algorithms. Can handle single files, whole drawers, disks, or selected files or types of files within drawers and disks. Includes compression and decompression object files which can be linked to your own programs to allow them to access and output data in LZH format. Version 2.5, an update to version 2.3, now has the ability to recognize and recompress power-packer files. Freeware, binary only. Author: Chas A. Wyndham, LZH code by Barthel/Krekel

#### TurtleSmasher\_v1.41

Well Turtle Smasher is a rather powerful adress decruncher with possibilities to write datafiles, executable files, autoloading trackloads or just tracks with or without decrunchheader. Include assembler source, Author: pseudonym

#### XDME\_v1.60.03

Version 1.60.03 of Matt's text editor. XDME is a "not-so-simple" WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, FAST scrolling, title-line statistics, multiple windows, and ability to iconify windows. This new version has some bug fixes, many new commands and several other new enhancements. Update to version 1.45, includes source. Author: Matt Dillon, Enhanced by Aaron Digulla

#### xDrop\_v2.21

xDrop is an easy to use visual user interface to the XPK library system. It allows you to choose from different packers and different operation modes by a simple mouse click. It supports a Style Guide compliant user interface and uses Workbench 2.0's appicon and appwindow features to make operation as simple and convenient as possible.

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Through the use of Commodore-Amiga's commodities.library, xDrop can be installed on any hotkey and fully controlled with the Commodities Exchange program. Binary only, author: Martin A. Blatter

#### XPk\_Library\_v2.5

XPk is an interfacing standard between application programs and packer libraries. Every XPk application program can pack data with any XPk packer. There are some applications bundled with this archive: 2 (de)compressing filesystems, a packing app-icon, command line packers, a LoadSeg() patch, an adapted image displayer, a movie player, a text viewer and many more. All these can thus handle compressed data. Five packers are included in this package, plus two very safe encryptors and various demo or special purpose XPk libraries. Authors: Urban Dominik Mueller, Bryan Ford, Peter Struijk, Christian von Roques, Andre Beck, Marc Zimmermann, Kristian Nielsen, Torsten Juergelcit, Matthias Scheler, Uwe Roehm, Martin A. Blatter ...and more.

#### XprZedzapLibrary\_v0.90

A variant of Zmodem Extern protocol library. Author: Yves Konigshofer

#### Zoo\_v2.1+src

Another independent port of Zoo version 2.10, this version includes source. Zoo is a file archiver, much like "arc" in concept, but different in implementation and user interface details. Version 2.10, an update to version 2.00. New features include greatly improved compression, preservation of full pathnames by default, and extended multi-screen help. Includes source. Author: Rahul Dhesi, Amiga port by Olaf Seibert

Unpack disk A

Unpack disk B

Unpack disk C

#### CAM #706a&b Objets 3d Imagine

##### A3000\_v2

New Amiga 3000 CPU & Keyboard Imagine object by Carmen Rizzolo

Andrews-objs

3 misc objects in Imagine format: Plane, Desk lamp & Lemming.

Celtic

Celtic pattern traced from postscript clip.

Disintegrator

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This is the Imagine 2.0 object constructed after a photograph in ZAP! RAYGUN CLASSICS by Leslie Singer. "Buck Rogers in the 25th Century" is a tm; design was by Daisy Mfg. Co., 1936. Author: Paul Weiser

Fubuki

This ship is an Earth defense force destroyer from the universe of the sci-fi animated classic STAR CRUISER YAMATO/STARBLAZERS, created by Yoshinobu Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm) Westchester Films, Inc.. Author: Paul Weiser

hourglass

Imagine object of an HourGlass, author: Kenneth F Goecke

Mark\_Head

This is a LightWave model of my head that was scanned on a Cyberware 3D laser scanner. The model is comprised of a 195K polygon data set and a 24bit map image (which has been jpeg compressed). Author: Mark Thompson

MuseumGlobe

LightWave object of Earth.

Plant

Imagine object of a plant.

seashell

Imagine object of a seashell. Author: Jeff Saffold

Shades

Just a quick little Imagine object whipped up for a still scene. The lenses are mirrored, so try them using a global picture: neat effects!

SpaceCruiser

This ship is (I think) an Earth heavy cruiser; it is from the universe of the sci-fi animated classic STAR CRUISER YAMATO/STARBLAZERS, created by Yoshinobu Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm) Westchester Films, Inc.. Author: Paul Weiser

StarBlazers

This ship is an Earth battleship; it is from the universe of the sci-fi animated classic STAR CRUISER YAMATO/STARBLAZERS, created by Yoshinobu Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm) Westchester Films, Inc.. Author: Paul Weiser

StarCruiserYamato

This is an IMAGINE 2.0 realization of the YAMATO from the Japanese sci-fi/comic adventure "Star Cruiser Yamato" (which appeared in the

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U.S. as a TV show retitled "Starblazers"). As I understand it (all my literature is directly imported, and I don't read Kanji - just the pictures) this is the actual Japanese battleship, raised and refitted as a starship. A dynamite concept, and in addition to the YAMATO it produced some other visually striking starships. Author: Paul Weiser

Stratocaster

This is a GREATLY improved version of the Fender Stratocaster Guitar Lightwave object that was originally an Imagine object. Author: Erik Flom

STTNGtitle

This object is in 5 separate parts all in their proper location to form the Star Trek: The Next Generation title. Author: Steve Lam

Sword

Imagine object of a Sword, author: Midgard Graphics

Veritech

Imagine object by Midgard Graphics.

WarpCone

Warp Cone Object in Imagine format.

Wineglass

Wineglass in Imagine format. Author: Greg Chance

Unpack disk A

Unpack disk B

CAM #707a&b Utilités domestiques

ABackup\_v2.00

A powerful backup utility, that may be used both for hard disk backup and for file archiving. Has a full Intuition interface, a "batch" mode, can save/load file selection, handle HD floppies, etc... This is a \*MAJOR\* update, with support for XPK library, child task for disk write, error recovering when writing to a disk and more. Include both French and English versions. This is version 2.00, an update from version 1.60. Shareware, binary only. Author: Denis Gounelle.

ACalentool\_v0.84

This is the first beta-release of the Amiga port of XCalentool, the first good calender program for the Amiga. Author: Michael Janich

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## ADocII\_v1.40

New version rewritten from scratch, of a help utility for the Amiga which allows you to have permanent help on any subject you want. Features include automatic search of any word on which you clicked, intelligent term requester, ability to use Commodore "AutoDocs" files and any nonproportional font, an AREXX port, and more. Both French and English versions. This is ADoc2 version 1.40, an update from ADoc 1.40. Binary only. Author: Denis Gounelle

## AmigaBase\_v1.20

A hierachical, programmable, in-core Database. Version 1.20. Runs under OS 1.3 and OS 2.0. The program has a full intuition-interface. Features include two display methods, filter datasets, search datasets, print datasets, and many more. Nearly everything can be realized by programming AmigaBase. Datatypes can be Integer, Real, Boolean, String, Memo (Text), Date and Time. Number of datasets is only limited by available memory. Also included in the package are some exampleprojects. Shareware. Binary only. Author: Steffen Gutmann.

## ARoff\_v1.01

ARoff est un programme de formatage de texte puissant et complet, avec registres, macros, etc... : il prend en entrée un fichier comprenant à la fois le texte et les commandes de formatage, et produit en sortie le texte mis en page comme vous l'avez demandé. ARoff peut être considéré comme une sorte de portage de l'utilitaire nroff, que l'on trouve habituellement sous système UNIX. Les deux programmes sont cependant assez différents, et il y a sûrement beaucoup de choses que ARoff ne sait pas faire. Source incluse, auteur: Denis Gounelle

## ATbl\_v2.30

A program for table forming, somehow inspired by the "tbl" utility on UNIX system. Can produce a printer output (with IBM semi-graphic characters) or a regular IFF file which can be read by any decent word-processing or desktop-publishing program. Both French and English documentation. This is version 2.30, an update from version 2.20, with bugs fixed and a few enhancements. Binary only Author: Denis Gounelle

## BackUP\_v3.77

A freely distributable, shareware hard drive backup program that features a custom Intuition interface, multi-floppy drive support, high-density drive support, incremental/full backups, on-the-fly compression using lh.library, optional verify, two types of backup logs and a restorable configuration. BackUP requires Workbench 2.0. Version 3.77, an update to version 3.5, contains several features, some optimizations and a several few bug fixes. Binary only. Author: Felix R. Jeske

## HPIII\_PCntrller\_v92.02.09

"HP-III PController" is a utility for changing modes on a Pacific Page Postscript Emulation cartridge. Binary only, author: Scott Dthomas Trenn

### ShowHyp\_v1.2

ShowHyp reads the .guide Hypertext file and displays it like a plain text file. Binary only, Author: Nick de Jong

### FileStorage\_v1.2

Small demo of a file librarian, a database for files. The database exists as a number of index files and disks where FileStorage puts your collection of files. FileStorage 'remembers' how many free bytes each storage disk has and tries to fill the disks to the maximum. For each file you can add a 320 character long description and set 16 different (user definable) filetypes. Searching / adding / deleting / changing it's all there! Version 1.2, binary only. Author: Joep Grooten

### Installer\_v3.1

A replacement for the installer tool by Commodore. It's an interactive, user-friendly installer, that can perform a complete, sophisticated installation. GadTools user interface and the ability to save a preferences file and a lots of options. Step by step installation, ask, update, mkdir, options, etc. Controlled by a simple script which contains the names, patterns and/or vars of the installation programs. OS 2.xx only, includes installation script for itself. Version 3.1, freeware, binary only. Author: Hans-Peter Guenther

### LE-NAG\_v92.10.21

LeverEdge NAG is a program to remind you of events before you miss them. Events can be scheduled to occur once or repeat daily, weekly, monthly or yearly. You can be alerted of the event in a number of ways from a screen flash to a message requester. Version 92.10.21, an update to version 92.05.02. Shareware, binary only. Author: Craig M. Lever

### Unpack disk A

### Unpack disk B

### CAM #708a&b Utilités graphiques

### grasp\_v2.1

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

### ICoons\_v1.0noFP

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

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source. Author: Helge E. Rasmussen

#### Lyapunovia\_v1.0

A mindbogglingly colorful program that makes pictures from a simple mathematical formula. (And it's NOT Mandelbrot!) Lyapunovia pictures vary from colorful candy to mean metal (or something), offering you everything you ever wanted in visual representation of abstract nothings.... This freely redistributable version of Lyapunovia has been thoroughly tested to work on all Amigas. Special registered versions with precision-extension, optimized for bigger CPUs, and support of WB 2.0/2.1 and WB 3.0 displaymodes (all 256 colors) are available. Version 1.0, binary only. Author: Jesper Juul

#### MPEG\_player\_v1.22

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

#### PlotMap\_v0.85

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

#### PPShow\_v3.0a

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

#### Rend\_v1.05

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

#### ViewTek\_v1.03

A feature packed Picture/Animation Viewer. Shows most ILBM's (including 24-bit ILBM's), most Compuserve GIF format images, most JFIF format JPEG images and most ANIM Op-5 format animations, with support for different palettes for each frame. Supports SHAM, CTBL, and PCHG images, full support of ECS/AGA display modes (ie. show 256 color

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GIF's directly, show 800x600 HAM animations, etc.). Supports viewing contents of clipboard. Iconifies to a Workbench AppIcon. Includes a version written for GVP's Impact Vision 24, to support true 24-bit display. Version 1.03, requires Workbench 2.04+, binary only. Author: Thomas Krehbiel

Unpack disk A

Unpack disk B

CAM #709a,b&c Jeux

AmigaMoriaGraphics\_v1.2

Amiga Moria Graphics version 1.2 based on UMoria 5.5. The game of moria is a single player dungeon simulation. A player may choose from a number of races and classes when creating a character, and then 'run' that character over a period of days, weeks, even months, attempting to win the game by defeating the Balrog which lurks in the deeper levels. Binary only, author: Henrik Harmsen

Demineur\_v1.0

Ce jeu consiste a decouvrir toutes les cases sans tomber sur une mine. Binaire seulement, Documentation française seulement, Auteur: LE ROUX Mikel

DungeonMap\_v1.1

A little tool that creates maps of dungeons and towns which can be used by a Dungeon Master (DM's) for use in a Dungeons & Dragons (D&D) game. These maps can be saved, edited, and printed. This is version 1.1, an update to version 1.0, binary only. Author: Bill Elliot

HackLite\_v2.0.8

Hack Lite is a dungeon adventure game in the style of Rogue, Hack, Moria, etc. It uses a customizable graphical dungeon display. The package includes a simple-to-use installation program, and a "Preferences"-style configuration editor. Version 2.0.8 include many new features. Binary only, author: Home Brew Software, Inc.

MEM\_v1.0

A little memory game where the object is to remember the face of a "thief" you are shown for a variable length of time depending on the level. You are then presented with a screen in which you have to "recreate" the face using various selections for eyes, eyebrows, nose and mouth. Version 1.0, binary only. Author: Jason Truong

Minefield\_v1.17

Minefield is a fun and addictive game in which the object is to find all the mines in a minefield. The minefield is a rectangular grid of

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squares. You are equipped with a mine proximity detector, which will tell you how many mines are near you. You also know how many mines are in the minefield, and have one flag for each mine. When you think you know where a mine is, you put a flag at that place to mark it. Works ONLY on Amigas running Workbench 2.04 or greater! Binary only.

Author: Michael D. Fischer

Thrallbound

"Thrallbound" is an interactive short-story, written by Torgeir Dingsøy, Tor-Martin Tveit and Christian Fiott for Pantheon Softworks.

UChess\_v2.12

A powerful version of the program GnuChess version 4 for the Amiga. Plays a very strong game of chess. Code has been re-written and data structures re-organized for optimal efficiency on 32 bit 68020 and better Amiga systems. Fully multitasking, automatically detects and supports 640X480X256 color AGA mode machines, and does not at any time BUSY wait. Requires a 68020/030/040 based Amiga computer system with AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version optimized for 68040 and requires 10 Meg of ram minimum. Supports a variety of standard features such as load, save, edit board, autoplay, swap sides, force move, undo, time limits, hints, show thinking, and a supervisor mode that will allow two humans to play with the computer acting as a "supervisor". Version 2.12, includes source. Author: FSF, Amiga Port by Roger Uzun

Wangle

Very addictive "sliding-block" single player strategy game. The object is to group four smaller squares of the same color together in such a way as to form a larger square. Once started in a direction, blocks slide until they hit another block, a wall, or in some cases, fall through the floor! Includes 50 levels and a level editor. Binary only. Author: Peter Handel

ZNYK

An offbeat Tetris variation with splashy graphics and nice sound. Addicting challenging game play with increasing difficulty. FreeWare - From SilverFox Software. Binary only. Source available from author for \$10. Author: Adisak Pochanayon

Unpack disk A

Unpack disk B

Unpack disk C

CAM #710 Utilités diverses

AltKeyQ\_v1.0

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A commodity that allows the user to input characters thru ASCII code by holding the left ALT key and typing in the code on the numeric keypad. (same as on PCs with MS-DOS). With AmigaOS 2.1 a localization takes place (currently German). Requires AmigaOS 2.04. Version 1.0, includes source. Author: Dieter Temme

#### ASwarmII\_v1.3

A Screenblanker Commodity with high security. Does not burn in the graphic into the screen when CPU is really busy. It's funny to watch, runs only under Amiga OS Release 2.04 or newer. Include source, authors: Markus Illenseer & Matthias Scheler

#### AutoSave

A small program which calls an ARexx script at regular intervals, controlled through a Workbench window. Although intended to provide an "AutoSave" function for applications, the script can do anything. Includes C source, which demonstrates simple use of GadTools and the timer device. Requires Kickstart 2.0 or later. Author: Michael Warner

#### dragit\_v2.01

Le but de ce programme est de permettre de déplacer et de changer la dimension d'une fenêtre sans aucune contrainte. Il est possible de modifier une fenêtre à partir de n'importe quel point de la fenêtre et ce même si la fenêtre est en partie cachée ou si elle est inactive. On peut aussi configurer une ou plusieurs touches accompagnant le bouton de la souris qui active le programme. Le bouton est aussi configuration et les souris 3 boutons sont supportés. DragIt ne fonctionne que sous AmigaOS 2.0 et plus. Il supporte aussi les nouvelles spécificités du système 2.1 (ou 3.0) en particulier pour le support des différents langages (locale.library) et un nouveau modèle de préférence. Binaire seulement, Auteur: Steve Lemieux

#### huntwindows\_v1.4

Starting with 2.0 you can make screens bigger than the visual size of your monitor. On a double-size workbench, catching windows like requesters etc. can be quite annoying at times. This little utility hangs itself on the Vertical Blank interrupt to find out which window is being activated and moves the screen to show the window in full view. Version 1.4, includes source in assembler. Author: Joerg Bublath

#### LoadLibrary\_v2.52

Another LoadLib program, but this version runs in its own task, and uses the reqtools.library for multiselection and other user friendly file handling. All installed LoadLib libraries can also be removed from the system. Version 2.52 for OS 2.0 use. Freeware, binary only. Author: Nils Gors

#### LoadSpy\_v1.00

A small System-Patch for the Dos.Library. It writes itself to the

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LoadSeg-Routine, displaying information about program names and load addresses from all files loaded with the LoadSeg routine. Requires OS2.0, version 1.0, binary only. Author: Michael Bialas

#### macro\_v1.1

A small utility that records a sequence of keypresses that can be recalled at any time. Handy for "on the fly" recording because of its simplicity. (Doesn't need a window, doesn't use the functions keys, so it won't interfere with other uses of them, etc.) Version 1.0, includes source. Author: Piero Filippin

#### MemWaste\_v1.0

Allocates all fast memory except a user specified number of bytes. Allocation is freeable with another call to MemWaste. Useful if you do not want to waste 32-Bit-RAM for your 1 MB RAD. Version 1.0, first release. Includes source in assembly. Author: Thies Wellpott

#### NoArgs\_v1.00

The Arguments Utility. Never again get weak-minded by typing those long Command lines including hundreds of Arguments/Parameters. With NoArgs you can create a new executable command that calls the original command and automatically passes it the arguments you specified, without having to execute any Batch/Scriptfiles. Requires Amiga OS2.0, version 1.00, binary only, shareware. Author: Michael Bialas

#### OmtiFroh

A very small "mini-hack" that allows Enforcer to be used with some specific SCSI controllers that don't bind an AutoConfig node into the ExpansionList. Enforcer registers the accesses to the hardware at 0xee0000 as 'hits'. This little gem will create the AutoConfig node for you. Includes source. Author: Henning Schmiedehausen

#### OneKeyII

OneKeyII is like OneKey by Carolyn Scheppner, except it needs KS 2.0 or greater, doesn't crash under KS 2.1, and has a couple of enhancements. OneKeyII lets you type one-key-at-a-time, so rather than press ctrl-lamiga-help all in one go, you can press control, then press lamiga, then press help as three distinct keystrokes. Note that you cannot do a warm reboot in this manner. Include source, author: Martin W. Scott

#### PowerPackerDataOnly\_v1.21

PowerPackerDataOnly, a CLI/Shell tool which uses the powerpacker.library for (de)crunching data files. Many options available (crunching speed, speed up buffer size, etc.) Version 1.21, first release. Includes source in C. Author: Thies Wellpott

#### PowerSnap\_v2.1b

A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another

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CLI or in a string gadget. Checks what font is used in the window you snap from and will look for the position of the characters automatically. Recognizes all non-proportional fonts of up to 24 pixels wide and of any height. Works with AmigaDOS 2.0 in both shell and WorkBench environments. This is version 2.1b, an update to version 2.0. Binary only. Author: Nico Francois

#### SFragMem\_v1.01

Graphically shows memory fragmentation. The graphic display is sizeable. Also displays some other information of the exec memory header. Version 1.01, first release, requires OS 2.0. Includes source in C. Author: Thies Wellpott

#### SKick\_v3.21

SKick is the replacement for Kickit, ZKick and LKick kickers, intended for use on A500 or A2000 machines with OS2.0 in ROM (for instance A500+). Its task is to soft-kick any other version of kickstart into RAM. 'Any other' means also the 1.3 kickstart, which was unavailable to kick with any other kicker. KickIt and ZKick both require 1.3 ROM for operation and function of LKick from 2.0 isn't very stable. SKick is fully assembly-written program, with many facilities added. The main advantages of SKick are: Ability to relocate any kickstart image, when the relocation table is supplied into any kind of RAM (CHIP, FAST, EXP etc.) Standard operation (like Kickit etc.), when table is not available Patch function (patches kickstart image prior its start, which may correct known bugs etc.), using supplied patch file Powerful command line and Workbench interface Graphic User Interface (GUI) All operations during kicking are made so 'purely' as possible, all structures are exactly in the same state as if kicked from ROM Small code size (even if most powerful, SKick is the shortest from all the kickers) Relocation tables for new kickstart versions will be automatically available for registered users Loaded kickstart survives any 'soft crash' (without corrupting execbase or kickstart itself) and user reset Allows use of CoolCapture, romtags and memtags with user programs without any limitation. Binary only, author: SinSoft

#### Snap\_v1.63

A Small bugfix. Now snaps colored text. Author: Mikael Karlsson

#### Spliner\_v37.17

A spline screen blanker commodity, derived from the spline code extracted from Tom Rokicki's Mackie and encapsulated into a standard AmigaDOS 2.0 commodity. Release 37.17 introduces the COLOR and DMA switches and support for some V39 features (like new look menus). Binary only. Author: Tom Rokicki, Sebastiano Vigna

#### TClass\_v2.9

TClass is, to put it very generally, is a file identifier. You can specify a number of files on the command line, and it will tell you what types of files they are. TClass also gives you the option of making it learn new file types, and storing them in a "brainfile". Binary only, author: Sam Hulick

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Unpack

CAM #711a,b & c Languages

F68k\_v21.4.92

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

Gambit\_Comp\_v1.8

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

Gambit\_Terp\_v1.8

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

gcc\_frontend\_v2.1

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

IntroductionToARexx

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

PhxAss\_v2.11

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

PhxLnk\_v1.27

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

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## SKsh\_v2.1

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

## TurboDEX\_v1.2

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

Unpack disk A

Unpack disk B

Unpack disk C

## CAM #712a&amp;b Utilités de programmation

## AmigaPGP\_v2.1

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

## autodoc-it\_v1.13

AUTODOC-IT is a program in amigaguide/hypertext-format which helps you

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to get your autodocs (converted with ad2ht included in the amigaguide-package) together in one document. Binary only, Author: pseudonym

#### AztecErr\_v1.0

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

#### IncRev\_v1.10

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

#### MeMon\_v1.0

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

#### MPE\_v1.38

A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L M2Make, M2Project, and M2LibLink. This is version 1.38, an update to version 1.31. Binary only. Author: Marcel Timmermans

#### MungWall\_v37\_58

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

#### NiceMove

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

### RemLib\_v1.20

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

### ReqTools\_v2.1a

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

### REXXProgs

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

### sana2developer\_v1.5

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

### SnoopDos\_v1.7

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

### SELCO\_SourceOptimzer\_v1.0

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

### Struct-Saver\_v1.20

A utility to save the whole menu or gadget structure of a window as

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

Unpack disk A

Unpack disk B

CAM #713a,b&c Animations

AtTheMovieII

Sequel of "At The Movie" cartoon run on 1,2 or 3 meg configuration.  
Author: Eric W. Schwartz

Jugette\_3

Juggette 3: Balls of Wrath 2 megs of memory is recommended to run this animation  
Author: Eric W. Schwartz

LampDemo

This animation was created using a combination of GVP's CineMorph(tm) morphing software and their upcoming ImageFX(tm) image processing software. Author: Nova Design

RachelRaccoon

A set of hand-drawn "Eric-Schwartz-animation-style" pictures of a new cartoon character. The pictures are overscanned hi-res-interlace (704x480) and are provided in 16-color, 8-color, and 4-color flavors so you can use them for Workbench backdrop pictures. The colors are arranged so that at least on Workbench 2.x you will have standard looking titlebars. Author: Leslie Dietz

Unpack disk A

Unpack disk B

Unpack disk C

CAM #714a&b Images Ray Trace JPEG

Babylon-5

2 LightWave rendering 24 bits JPEG pictures from the film Babylon-5.

Enterprise

These 5 HAM images are renderings of the Enterprise from "Star Trek:

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The Next Generation". The imagine object is over 1MB in size, not including the many texture maps. An Amiga 3000 with 10MB of ram was used to produce the renderings. Authors: Innovision Computer Media Inc.

fireball

This image was raytraced in Imagine. All of the surfaces and fire effects were produced with the Essence library of algorithmic textures. Author: Jeff Peterson

Forum

This image was created on an Amiga 2000 computer equipped with a 68030 accelerator and 8 megs of RAM. It was raytraced in one hour with the Amiga program Imagine v2.0 using Steve Worley's Essence textures. Author: Don Hirschfeld

funkybike

This is a 704x482, 24-bit, ray-traced image of a futuristic motorcycle. It was dubbed 'funkybike' by its creator, Ernesto Rodriguez. He rendered it with Imagine 2.0 as part of a project for a graphics course at PSU.

HURR

Oil lamp rendering in JPEG format.

MegaPtera

Jpeg of a HumpBack Whale. Author: Andrew Denton

MetaBlob

MetaBlob is just a fun render at using some basic textures supplied standard with Imagine 2.0. Author: Michael B. Comet

NightAir

NightAir.doc is a handdrawn picture created entirely from Light 24, Impulses' 24 bit paint program. Author: Michael B. Comet

SpaceEarth1

Rendering of the earth from space in JPEG format. Author: Erik Flom

starland

This strange image was created on an Amiga 2000 computer equipped with a 68030 accelerator and 8 megs of RAM. It was raytraced in one hour with the Amiga program Imagine v2.0 using Steve Worley's Essence textures. Author: Don Hirschfeld

Temple

Temple.jpg is an image of a fantasy shrine set in a valley. The image

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was rendered entirely in Imagine and touched up in Light 24. Author: Michael B. Comet

Vase

Vase is a test of some texture mapping and the fog object ability of Imagine 2.0. Author: Michael B. Comet

Unpack disk A

Unpack disk B

CAM #715ab&c Music modules & Player

DeliTracker\_v1.32

A powerful and system friendly music player. Features include configuration files, GUI, full AReXX control, flexible player interface and xpk support. DeliTracker will play all popular sound modules available on the Amiga. Currently it supports over 40 different module formats. The most important players (PT/ST/NT) are internal. Additional players (like MED, 8SVX, SMUS, ...) may be loaded from disk. Includes the source of nearly all external 'deliplayers'. Version 1.32, shareware, binary only. Authors: Peter Kunath and Frank Riffel

11 Music Modules:

Boesendorfer P.S.S., size: 215688, date: 09-Dec-92, Format: MOD, Duration: 3:20, Rating: superior, Author: Romeo Knight. A fantastic Piano composition from the demo "Wicked Sensations" by Tri Star/Red Sector.

breakdown1, size: 130268, date: 26-Dec-91, Format: MOD, Duration: N/A, Rating: N/A, Author: Mark Walterfang.

breakdown2, size: 240938, date:N/A, Format: MOD, Duration: N/A, Rating: N/A, Author: N/A.

breakdown3, size: 110892, date:N/A, Format: MOD, Duration: N/A, Rating: N/A, Author: N/A.

Chinese Dream, size: 97010, date: 19-Jan-93, Format: MOD, Duration: 2:40, Rating: quite good, Author: Tip+Firefox.

funkyfletcher, size: 276012, date: N/A, Format: MOD, Duration: N/A, Rating: N/A, Author: N/A.

Das Boot, size: 351546, date: 12-Jan-93, Format: MOD, Duration: 5:20, Rating: impressive, Author: Stony.

houseout, size: 302974, date: N/A, Format: MOD, Duration: N/A, Rating: N/A, Author: U4IA.

It's my life (REMIX), size: 190342, date: 08-Dec-92, Format: MOD,

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Duration: 2:30, Rating: good, Author: Beethoven.

Pbcfhivshfacyt or Pippo Baudo Come..., size: 130140, date: 03-Dec-92, Format: MOD, Duration: 3:15, Rating: common, Author: Filippetto.

show 'em da bass, size: 381510, date: 10.6.92, Format: MOD, Duration: N/A, Rating: N/A, Author: U4IA.

the Abyss,, size: 327420, date: 23-Jan-93, Format: MOD, Duration: 7:05, Rating: quite good, Author: Virus.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #716abcd&e Langages

Amiga\_E\_v2.1

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

GCC\_v2.3.3

This is a new distribution including GNU CC version 2.3.3. It's a brand new version, and I'm sorry to say that I had almost no time to test it deeply, lets just hope it's as stable as the previous versions were. Since I'm away for 5 weeks, I just wanted to get this out before its old again ;-) Most changes since 2.2.2 are bug fixes in the C++ part, and, there is a first version of a runtime support library for Objective C. The rest of the distribution is the same as for 2.2.2, therefore I include after this short introduction the README.2.2.2 that accompanied gcc222.lha. Note: no new libg++, sorry, didn't have time to compile! Inline-Headers: Since the A4000 is now out, and thus OS3.0 is official, I'm including inline headers for OS3.0. They're very new (newer than 2.3.3;-)), and I don't trust them fully, take take and be cautious using them. Please tell me about bugs, as usual!

Unpack disk A

Unpack disk B

Unpack disk C

Unpack disk D

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Unpack disk E

CAM #717a&b Fontes Adobe Type 1 & Compugraphic

Astro\_v2

The enclosed ASTRO type 1 font will work with ATM and PostScript printers. It contains the main glyphs that a person would use within an Astrology chart, birthday sign banner, or related document. It is pretty well in its final form, and updates the April 92 version.  
Author: Laser Printing Solutions

BillsDearbornInitials

Heavily hyperextended victorian caps letters, fleurons in the number keys. Type 1.

BobGothic

An Olde English-style Gothic font. Nice, but some minor inconsistencies (the ligatures are too thin, eg.). Type 1.

Brassfield

Type one font of a very suitable-for-publishing sans serif typeface.

BunchOLines

Parallel lines in several weights and weight combinations, set up to be chained into horizontal or vertical rules by typing the same letter several times. Type 1.

CableDingbats

Popular cable and broadcast network logos put into a dingbats font. Mostly nationally known logos, but a few specific to Washington. Type 1.

CelticHand

All caps font of what seems to resemble old, Celtic lettering. Type 1.

Champagne

Steep, curving cursive letters. Perfect for wedding invites. Type 1.

CHANLPlain

Complete set of dingbats for generating a newspaper-style TV guide. Type 1.

Claude

Big black circles with invisible (or actually white) block letters cut

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out of them.... Type 1.

Creedmore

An edged, sans serif text font that looks like a derivative of LCD style letters. Type 1.

CSD-Chalk-Normal

Chalk style Compugraphic font.

Diner-Skinny

Yet another font based on the tall, thin, rounded Art Deco face Huxley Vertical. Skinny weight, Type 1.

Dolmen

Very heavy display font. Type 1.

DotsRight

Sans serif font with large balls at the intersection of strokes and other random spots. Boring. Type 1.

Elwood

Font of upper/small caps. Cartoonish shaped letters. A white outline with a black shadow behind it. Type 1.

FonsterOne

Type 1 font, Capital letters look like San Fransisco, the lower case letters are script.

FuriosoTitling

Upper case only type one font Font resembles tall semi-gothic letters.

Gaeilge

Based on gaelic fonts prior to the use of Roman fonts for writing in Gaelic. It includes dotted consonants for aspiration. Type 1.

Garth

Modern sans serif face very loosely based on the bitmap font "Grog" that comes with the program Synchronicity. Type 1.

HandwritingPlain

Neat cursive script. Upper/lower case Type 1 font.

Heron

"Cleaned up" Toulouse Lautrec. Includes Roman, Italic, Bold, and Bold Italic font files. Type 1.

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HotDog

Upper case/numbers font of puffy, rounded white letters with a black outline. Reminds me of Adobe's VAG Rounded. Type 1.

InformalOblique

Slightly curved sanserif font. Clean and "informal". Was SlantInformal. Type 1.

InstantLogo

A collection of shapes and patterns that may be mixed and matched to create snazzy logos. Really needs a program that can do white-on-black text to work properly. Type 1.

Kashmir

Modern, sans serif font modeled after the typeface on the cover of Led Zeppelin's "Houses Of The Holy." Type 1.

Patriarch

US flag style, Caps only, Type 1 font, Author: FontBank

Penultimate

Rounded style, Type 1 font, Author: FontBank

Pinwheel

Stencil fantasy style, Caps only, Type 1 font, Author: FontBank

Playmate

Titling style, Caps only, Type 1 font, Author: FontBank

Primer

Outline 3d embossed style, Caps only, Type 1 font, Author: FontBank

Primitiv

A black sans serif font. Lives up to its name. Type 1.

Quiver

Calculator segment style, Caps only, Type 1 font, Author: FontBank

Reinhard

Marker style, Type 1 font, Author: FontBank

Rita'sHand-Normal

Handwriting style, Caps only, Type 1 font.

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### Rounders

The author calls this type one font "Art-Deco"... it looks more like Zirkle. Upper/small caps w/ numbers and punctuation.

### ShelldonPlain

Thin delicate serif font. Upper and lower case based on Floreal Haas typeface. Type 1.

### SmileyFace

A collection of, well, smiley faces. Not ASCII smileys like :-), but normal faces like the "be happy" button. Type 1.

### SteelWolf-Medium

Uppercase only font. Reminds me of the lettering used for the titles of the Terminator Movies. Type 1.

### Sumdumgoi

An Oriental face of Roman letters. Great for a Chinese restaurant. Type 1.

### TuxedoVerticle

Thin modern art-deco (30's) style uppercase letters. Type 1.

### Uecker

Upper/small caps. Slanted electric slices or slashes. Type 1.

### WesternSlant

Skewed bold slab serif characters with drop shadows. Type 1.

### Wiltonian

Small caps font where the thin, stick-like letters connect together at their bottoms in a line formation. Type 1.

### Unpack disk A

### Unpack disk B

## CAM #718a&b Animations @ Images

9 Pictures are extract from "The Party 92" distribution, The Party is an european annual event for Amiga user they have activity looking like demo making usually related to software piracy:

-ENCOUNTER-, -SpIaSH-II-ScUBa, BISLEY'S\_HoRsY5, Competition by Facet,

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LydieInspirationMackMelon, PI.Murayama, PROBOTECTOR\_by\_TITAN\_of\_A,  
SUNY\_ANARCHY\_DRAGON, WomSnake\_32LO.

#### AmyWalks\_II

This Anim is basically a shameless ad for a new Video I will be coming out with: The Amy the Squirrel video special. The AmyWalks\_2 anim itself contains a very small portion of the work that appears in the video itself, in looping form. Author: Eric W. Schwartz

#### Amy\_vs\_Walker\_II

This is version II of Eric Schwartz Amy\_vs\_Walker animation.

#### HorseAnim

The sequence of frames from the experiment made at Palo Alto with electrophotographic equipment in 1887 by Eadweard Muybridge. The original aim was to settle an argument about whether or not all four feet of a horse are off the ground at the same time. This is shown to be true in the second frame. This also dawned a new era, action photography. These frames were hand scanned with a golden image scanner at 400 DPI. Animated with DPAINT 4. Author: D. Campbell

#### Unpack disk A

#### Unpack disk B

#### CAM #719a&b Audio & MIDI

#### AniMan\_v4.1c

AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. This is Version 4.1c of AniMan, an update to version 3.2. Either the Perfect Sound 3 or Sound Master (Sound Magic) audio digitizer is required, along with 1MB of fast memory. Binary only. Author: Richard Horne

#### COMPRESSOR\_v1.1

Here it is. A new version of the popular COMP sound compressor. This one has even more features including selectable quality (for even more compression) and i/o buffers. It also has been speeded up considerably and RLStockton's Sound program has been updated also. This is not a full working program, though. It is only a demo version and has some features disabled. This one has smaller i/o buffers than the registered version and it also does not compress the whole sound file. Runs on all machines under Kickstart v1.3 or 2.x.

#### JoinSounds



Joinsounds is an IFF sound sample joining program. It is called from the CLI with the statement 'joinsounds [file1] [file2]' where file one and two are the two files to be joined. If you don't specify two files, the program will allow you to select them from a requester. Binary only, author: Joe Tatman

#### MIDI\_Playground\_v1.03

MP is a small program that lets your Amiga communicate with a MIDI instrument. It runs from the CLI only (but can be made to run from the Workbench by using "IconX". Include source, author: Daniel J. Barrett

#### OberSuite\_v1.03

OberSuite is a collection of programs for the Commodore Amiga and the Oberheim Xpander and Matrix-12 synthesizers. They all require a MIDI interface, except for ObType. The OberSuite programs include: ObGet = Send patch data from the Oberheim to the Amiga. ObPut = Send patch data from the Amiga to the Oberheim. ObType = Describe the contents of a file created by ObGet. ObExtract = Extract individual patches from a 100-patch file. Binary only, author: Daniel J. Barrett

#### OmniPlay\_v1.23

OmniPlay is an Amiga sound player that reads and plays IFF-8SVX, IFF-AIFF, Sun .au, NeXT .snd (u-law, linear-8, linear-16), WAV, VOC, signed raw, unsigned raw, and raw u-law sound formats. OmniPlay determines the sound type on its own, so you needn't tell it what format something is (although you can if you wish), and it reads all relevant playback information from headered formats (although you can override these on the command line). Additionally, optional properties of a formatted sound (e.g., IFF's NAME, AUTH, etc.) are printed to the output stream (usually console) whenever encountered in a file (although this behavior can be suppressed on the command line). OmniPlay also plays PowerPacked sounds, as long as they decompress to one of the above formats. Furthermore, OmniPlay is as fast or faster than the average sound converter, and can parse a sound file quickly enough to keep up with the audio device. Unless you need IFF sounds for another application, there's no real need to convert sounds. Include source, author: David Champion

#### PatchMan\_v1.0

An editor for the Roland JD-800 programmable synthesizer. You can receive/transmit/save/load single patches, the special setup, all internal patches, "ALL"-datas, set parameters for the three effect systems used in Multi mode and edit the various part parameters. Version 1.0, binary only. Author: Michael Fuchs

#### Scale

Plays 1-4 simultaneous musical scales on the Amiga's 4 sound channels, using Rob Peck's AudioTools package. Six octave range, ascending/descending, multiple steps, several different speeds of playing simultaneous scales, overall tempo controller. Intuition interface. Includes source. Author: Dick Taylor

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## Sing

Sing will read a text file (actually ANY file) and try to "sing" the characters in it using internal simple waveforms in 4 voices. Binary only. Author: Richard Lee Stockton

## smus2mod\_v1.0

smus2mod converts a SMUS music file into a SoundTracker compatible MODule. The SMUS file's instruments are not converted, but their names are used in the MODule. The MODule can then be loaded into a tracker program such as MED or SoundTracker, where the appropriate samples can be added. Binary only. Author: Blaise Tarr

## SOUNDEffect\_v1.30demo

Sound sample editing program. Special features include: temporary buffers, frequency and amplitude modulation (tremolo and vibrato), echo, special reverb effect, chorus effect, mixer, free hand editing, low and high pass filter, compressor, expander, limiter, distortion and all usual functions (copy, paste, insert, cut, looping, zooming etc.). Version 1.30, shareware, binary only. Author: Sven B|hling

## SoundZAP\_v3.0

SoundZAP is a program for converting sound files of various formats into IFF 8SVX, Raw, or Sun .au files. Includes source. Author: Michael Cramer

## VCLI\_v5.2

Voice Command Line Interface allows you to execute CLI or ARexx commands, or ARexx scripts, by spoken voice command through your Perfect Sound 3, Sound Master (Sound Magic), or Generic audio digitizer. VCLI is completely multitasking and will run continuously in the background, waiting to execute your voice command even while other programs may be running. With VCLI you can launch multiple applications or control any program with ARexx capability completely by spoken voice command. VCLI is compatible with both NTSC and PAL. This is version 5.2, an update to version 5. New features include the capability to load alternate vocabulary files by spoken voice command, a choice of Amiga hardware timers to reduce interference with other programs, and immunity of the display to changes in system fonts. Binary only, requires AmigaDOS 2.0. Author: Richard Horne

## VoiceEditor\_v2.0

A tool to edit, save, load, and convert instruments of Roland D-20 Synthesizers (and compatibles, like D-10) via MIDI. You can convert instruments into Music-X sequences, save and load voicedumps and edit the system area of your D-20. Req.library and midi.library are used and included. Version 2.0, binary only. Author: Andre Willms

## Unpack disk A

## Unpack disk B

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CAM #720a&b Utilités domestiques (texte)

AZap\_v1.11

A "new generation" binary editor able to edit files, memory, or devices like hard disks. It can open several windows at the same time, handle FFS/OFS file systems, and has a lot a functions (fill block, compute checksum, base conversion, etc.). Includes both a French and an English version. This is version 1.11, binary only. Author: Denis Gounelle

bm2font

This is bm2font, a utility to convert pictures into TeX fonts, in C. Amiga port & correct iff-support has been done by Steffen Gutmann

DocDump\_v3.6

A print utility that puts 4 pages of text on one sheet of paper, including page-headers. Beside the normal Dump mode, a double-sided Booklet mode is also available. DocDump uses its own printer drivers, making one yourself is easy. Version 3.6, binary only, shareware. Author: Robert Grob

Fill

This program is a paragraph filler. That is, it automatically justifies text and/or makes it into a single paragraph. It's intended to be invoked from inside your text editor (if your text editor can invoke external commands) to neaten up your paragraphs, but it also works on the command line, reading from standard input and writing to standard output. Include source, ported by Daniel J. Barrett

FixName\_v1.14

This little utility change filenames started with a large character. Binary only, author: Mikael Nordlund

Hyper\_v1.15a

Will lead you through documents that are written to be used with the legendary 'Am\*gaGu\*de' from Commodore. An ARexx port gives access to it from other applications. Requires OS 2.x. Version 1.15a, an update to version 1.00. Shareware, binary only. Author: Bernd (Koessi) Koesling

J2AG\_v1.1

This program converts a Jargon file to the AmigaGuide ® format to make it easier to follow references to other entries while reading. binary only. Author: Svante Eriksson

JED\_v2.07

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Yet another programmer's editor. Lots of features, including: total customization, a powerful programming language, multi-file/multi-view editing, number of windows is only limited by memory, clipboard support (cut/paste on any unit), any window can have any (non-proportional) font, an Arexx interface, and more. Version 2.07,. Requires OS2.0 or later, includes source. Author: John Harper

#### MakeASCII

Removes special signs from file. binary only. Author: Kenneth Nilsen.

#### MiniFonts

"Mini" fonts, system replacement fonts. Author: Risto Paasivirta

#### PagestreamDrivers

```
prodraw.import
This is ProDraw import driver version 2.1.10 for Pagestream.
tiff.import
This TIFF import driver version 2.2.2 for Pagestream.
```

#### ppcompress\_v0.95

PPCompress reduces the size of the named files using the PowerPacker compression scheme, available through the powerpacker.library. includes source. Author: David Champion

#### PrintManager\_v1.0

A printer spooler for AmigaDOS 2.0 or later. Works with all programs, whether they use the parallel or serial device, use PRT: or the printer device directly, are printing text or graphics, and has an Intuition interface. Version 1.0, binary only. Author: Nicola Salmoria

#### PSUtils

Some cli utilities for the manipulation of PostScript files. Includes: psbook - rearranges pages into signatures; psnup - uses pstops to merge multiple pages per sheet; psselect - selects pages and page ranges; pstops - performs general page rearrangement and selection; and epsffit - fits an EPSF file to a given bounding box. Includes source. Author: Angus Duggan, amiga port by Jonathan Hudson

#### Reverse

Reverses the content of a file. binary only. Author: Kenneth Nilsen.

#### RomCon\_v1.10

Converts a decimal value into a value represented by roman numbers. You can convert from decimal to roman or from roman to decimal. E.g. '1992' equals 'MCMXCII'. Version 1.10, freeware, binary only. Author: Chris Vandierendonck

### S-Text\_v1.1

Turns texts into completely self-contained, self-displaying compressed files callable from Workbench or a CLI. S-Texts will save disk space and can be transferred from disk to disk without having to think about reader and decompression compatibility. Freeware, binary only.

Author: Chas A. Wyndham

### StripANSI\_v1.2

Removes all ANSI codes from a text file so that only the bare text remains. It is useful for editing terminal program capture buffers. Two versions are provided: one for the command line (CLI) and one with a full Intuition interface. You can selectively strip certain codes, and generate a report. New features include more codes, better help, and tab expansion. Version 1.2, an update to version 1.0, Includes source in 'C'. Author: Syd L. Bolton

### TKEd\_v1.11

TKEd is a very comfortable Intuition-based ASCII editor with an english and german user-interface. It can read texts packed with PowerPacker, has user-definable menus, a comfortable AREXX interface with 109 commands, an interface to some error tools for programmers, macros, undo, wordwrap, supports foldings, has an online help mode, and many other features. TKEd is re-entrant and can be made resident. It's Kickstart 1.3/2.04 compatible, supports the new ECS-screenmodes, an application window and checks itself for linkviruses. Version 1.11, an update to version 1.05. Binary only. Author: Tom Kroener

### TogglePrt

Arexx & AmigaDOS script to toggle between two printer drivers on the fly. Author: Brian J. Cerveny

### TracersFonts

These two fonts are based loosely on the Lucida-Typewriter fonts on the Sun Sparcstation. They're 6x6, and quite readable on a 640x200 workbench, if you want to have multiple viewable console windows but don't care for interlace flicker... Author: Peter da Silva

### TyrvasFonts

This is a small 6 & 8 points bitmap system replacement font.

### WoMan\_v2.01

Woman stands for Window Operated MANuals. It is a user friendly program that displays on the screens manual pages for all AmigaDOS commands and many more. This Evaluation version comes with a restricted set of manuals and can only read 30 manuals per directory. Look at the bottom of this file to get the full list of manuals that comes with the registered version. Binary only. Author: Bernard Piette

### WorkFILE\_v1.32

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Small but useful tool to interchange ASCII files between different operating systems. Converts foreign symbols and adapts linefeed codes. Can also be used to expand tabs to multiple spaces or vice versa. It has builtin templates for interchange between Amiga, MS-DOS, OS/2 and UNIX systems. Profiles can be used for common adaptations. The new version contains new templates and the memory management system has been revised and optimized. Version 1.32, an update to version 1.11. Includes source in C. Author: Joerg Fenin

Unpack disk A

Unpack disk B

CAM #721a&b Utilités de Télécommunication

All2Lha\_v1.0

Change Lzh, Zoo, Zip, Arj to LHA. Includes source, Author: Christian Warren

ArchivingIntuitionInterface

"Archiving Intuition Interface" allows you to access many features of the LHa archiver via the WorkBench. Requires reqtools.library. Version 1.03, first release. Requires KickStart 2.0 or higher. ShareWare, binary only. Author: Paul Mclachlan.

DreamTerm\_v0.6

DreamTerm is new and fast terminal which supports ANSI/VT100, in standard Amiga's (68000 + FASTMEM) it can handle about 2500 ANSI-characters in one second. But speed has its price, some non-legal ways are used to obtain that amazing speed. Nevertheless special care has been taken to use those ways without losing multitasking or reliability. Due to the speed you are able to use 38400/V42bis with 8 colors without noticing any speed loss, when other terminals can barely handle 9600/MNP4 with 1 color. Binary only, author: Pasi Ristioja

EPU\_v1.0

A program like Stacker or XPK that allows applications to access compressed data from AmigaDOS devices without knowing that the data is compressed, and automatically compresses new data. The file size is not limited by memory and the settings of the handler can be changed at any time. Version 1.0, shareware, binary only. Author: Jaroslav Mechacek

Login\_V1.091

Login is a program for AmigaDOS 2.0 and higher which allows access restriction to both console and serial-line shells by means of Unix-style password encryption. Login utilities support any number of usernames, each with a potentially unique password. Console

restriction is similar to that of the NeXT login screen, while TTY access resembles remote Unix login. Binary only, author: David Champion

#### ParaBIT\_v0.98

The ParaBIT terminal currently allows you up to three simultaneous modes (upload, download and terminal/menus/text) of operation. Uploads and downloads operate over your modem at full speed.. so you are getting about TWICE as much done as you normally would in the same amount of time, perhaps more if you like to read and respond to messages which takes very little effort from your modem and any effect on ParaBIT up/downloads should be negligible. Binary only, author:Christopher Laprise

#### Prism\_v1.5

An ANSI editor that allows animations and complete colour control. It is used on many BBS's to create animated screens. Includes a configuration editor, font control, and variable playback speed. New features include automatic line and box drawing, and a special "Quick Pick" option for accessing extend characters codes. Version 1.5, an update to version 1.4. Binary only. Authors: Syd Bolton, Chris Timmerberg, and Colin Vernon.

#### RingDetect\_v1.09

This program tells you when your phone is ringing. You may specify a program for it to run when the phone rings. As extra options, it can bring the screen it was opened on to the front, display a beep and of course all options can be disabled. Binary only. Authors: Tomi Blinnikka

#### RSM\_v1.42

An ARexx compatible serial port manager. Run your serial port from other programs! Version 1.42, C source included. Author: Ron M. Battle

#### ShellTerm\_v1.12

This is a simple terminal program that runs in a CLI/Shell window. Its primary use is with dumb terminals hooked up to an AUX-handler. This is the reason ShellTerm doesn't open a window or screen. It uses standard input and output. I use it as a substitute for JrComm (Copyright John P. Radigan) when I'm using my dumb terminal (it's next to my bed... that explains most of the stupid mistakes in these docs :) and want to call a BBS without having to get out of bed and walk over to my Amiga. Binary only. Authors: Tomi Blinnikka

#### TWC\_v2.02

Two Way Chat & Send enables you to make use of your modem's full duplex feature. With TWC you can connect to another Amiga running TWC, then you may transmit files AND chat at the same time, in both directions. GUI-driven, needs Kick-Start 2.04 or higher. Version 2.03, freeware, binary only. Author: Lutz Vieweg

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unzip\_v5.1

portable UnZip v5.1 for Unix, VMS, OS/2, MS-DOS, Windows, Macintosh, Windows NT, Amiga, TOPS-20, [Atari], [[VM/CMS??]]

VBBSDisk\_v5.0

VBBS Utilities - Includes TERM for calling VBBS systems (graphical) multitasking mouse oriented BBS program. Author: Stephen Vermeulen

X-Comm\_v1.00a

X-Comm is an telecommunications package for the Amiga® range of computers. It was written to be a fast, easy to use but very powerful terminal program that looked good. It only runs under Kickstart 2.04 or higher and uses the gadtools library for its GUI. We have tried to stick to the Commodore guidelines for user interfaces as much as possible to keep the program 'familiar.' binary only. Authors: Edward Lawford & William Waring

XFH\_Handler\_v1.32

XFH-handler is a DOS handler which uses xpkmaster.library to provide transparent access to compressed files in a given directory or partition. All compression/decompression is done automatically by the handler when files are read or written. Compression is optional and may be switched at any time, allowing for fine control over storage of data. The compression method may be changed at will. Decompression is always automatic, you don't have to care about which compressor was used to create the files. Includes source in C. Author: Kristian Nielsen

xpkRDCN

An implementation of Ross Data Compression for the Amiga Featuring Fast compression and decompression The fastest overall xpk-library. Includes source in C. Author: Niklas Sjöberg

Yek\_v1.2

Yek is a program to split large files into smaller ones. Unlike the standard UNIX Split, Yek is not limited to textfiles. With Yek you can split any file into files of arbitrary size. Includes source in C. Author: Daniel Kussendrager

Unpack disk A

Unpack disk B

CAM #722 Utilités diverses

AppISizer\_v0.20

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An AppIcon utility to size disks, directories or files. Gives the size in bytes, blocks and the total occupied. Requires KickStart 37.175 or higher. French and English documentation. Version 0.20, binary only. Author: Gérard Cornu.

#### BigMec\_v1.0

A shareware utility that displays the current available amount of memory, the memory available when BIGMec was started and the difference between those. The amounts can be displayed in HEX/DEC and BYTE/KILO/MEGA. BIGMec can be started from Workbench as well as from CLI. Version 1.0, binary only. Author: Sandi Tomsic

#### CloseWindow\_v1.2

A tool which enables you to kill windows which are left on any screen from other programs, which have been terminated by gurus or other things. You can specify the window by pattern matching in the string gadget or by setting a timeout that gives you time to select the proper window. It has a gadtools interface and an "ask-before-closing" option. Version 1.2, OS 2.xx only. FreeWare, binary only. Author: Hans-Peter Guenther

#### ColorSaver\_v0.84

A "pop-up-anywhere" (almost!) color palette commodity with several features I could not find in other palette tools. Features include: Load/Save color palettes; Sliders selectable between RGB/HSV; Copy, Swap, Range Functions; Complement selected color; Left/right shifting of the entire palette; Ability to permanently alter (patch) the color tables of executables with a statically allocated color table. Requires OS2.04 or greater. Version 0.84 (alpha release), includes source. Author: Dan Fish

#### ColorSwitch\_v1.0

A little program to switch between WB1.3, WB2.x and user preference palettes. Requires Kickstart 2.0 or higher. Includes source in C. Author: Martin W. Scott

#### CycleToMenu\_v1.10

CycleToMenu is a commodity for AmigaOS 2.0 or later which allows you to use popup menus with the standard gadtools cycle gadgets. This way, selecting the desired option is easier and faster. binary only. Author: Federico Giannici

#### EgoMouse\_v1.0

A little hack that makes the mouse pointer turn towards the direction you move your mouse. A popular program on the Macintosh. Version 1.0, binary only. Author: B.J Lehamn, Pointer designed by F. K|ster

#### IntuiCalc\_v1.05

IntuiCalc is a calculator similar to that on the Workbench-disk. IntuiCalc knows the usual functions (i.e. sinh). Instead of most

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other calculators, you have to enter the whole function (as a string) first. binary only. Author: Ruediger Dreier

#### LAV\_v1.1

This is a little program which I usually have running in my title bar. It displays the number of tasks in the Amiga's run queue, averaged over the last minute, 5 minutes and 15 minutes. This lets you see just how much (or how little) of the time there is something using the Amiga's processor, and how many tasks are queued to use it. Includes source in C. Author: Eric G. Suchanek

#### LockIt\_v2.1

A simple commodity to protect files or drawers from any access. Uses a WorkBench AppIcon and allows selection of files via ASL-Requester. Requires OS2.0. Version 2.1, binary only. Author: Andreas Linnemann

#### MagicMenu\_V1.17B

Voici la version 1.17 beta de Magic Menu un system de menu pop-up avec un interface intuitionisé. La documentation incluse est en allemand sous la forme guide peut-être lu avec AmigaGuide, Multiview ot tout autre éditeur, cependant l'interface est en anglais. Or ce logiciel peut-être utilisé aisément sans avoir recours à la documentation. Buon Appetito! Binaire seulement, auteur: Martin Korndörfer

#### NewMode\_v1.1

A tool for changing the screenmode of any screen by manipulating the OpenScreen pointer. Includes new "ModeNames" file for the screenmodes (like HAM...). Requires OS2.0. Version 1.1. Binary only. Author: Andreas Linnemann

#### Pal

A small utility to help applications open their own PAL screen on an NTSC Amiga with ECS. It requires Workbench 2.0. Includes sources in C and assembly. Author: Eric Gontier

#### PerfMeter\_v2.1

PerfMeter is the X's PerformanceMeter-style little meter, which shows CPU usage, CPU load, chip, fast and public memory. Binary only. Author: Juha Tuominen

#### Recover\_v0.99

An easy file recovery program. Recover only works with AmigaDOS 2.0 or higher. This is a demo version, lacking the sort, search, and a few other functions that you will see in a future version, but it does work and no limitations have been placed on it. Binary only. Author: Greg Cunningham

#### Replex\_v1.0

REPLace EXecutable. This handy patch substitutes program names that

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are about to be executed, e.g. if an icon default tool specifies ":c/MuchMore" and you prefer to use "c:TextRead", you can have it defined as such, so you never have to change the icon. Intuition interface allows up to 8 such definitions. Compatible with all known OS versions. This is version 1.0, binary only. Author: Ekke Verheul

#### ScreenSelect\_v1.2

'ScreenSelect' was programmed for users which commonly have two or more screens open at the same time. It shows a list of screen names in a listview gadget, so that user can then do a double click selection to get new screen to front. It is mainly designed to be used with public screens but it also works with normal screens if wanted so. Only requirement is 'KS2.04' (V37) or greater. It is implemented as a commodity and it also sports a font-independent interface. In addition 'ScreenSelect' allows quick change of default public screen and easy binding of hotkey to any public screen. binary only. Author: Markus Aalto

#### TheDiskUte\_v2.0

The Disk Ute is a multitasking copier/formatter written with ease of use and speed in mind. The program supports high density Amiga disks and works happily on an A4000/3000/1200/2000/600/500. It requires Workbench 2.0x upwards. binary only. Author: Alchemy Software Development

#### tm\_tools

##### 4 Tools for ToolManager:

- GAsk - a graphical 'ask' for use from scripts
- InsertKey - inserts a keystroke into the input stream
- IconKill - deletes an icon using DeleteDiskObj
- Kill.script - shell-script to delete files

#### TWA\_v1.1

A commodity that remembers the last active window on any screen. If screens are shuffled, the window is automatically re-activated, when that screen is brought to front. Version 1.1, binary only. Author: Matthias Scheler

#### Yak\_v1.3

"Yet Another Kommodity". Features a sunmouse that only activates when mouse stops, KeyActivate windows, Click windows to front or back, Cycle screens with mouse, Mouse and Screen blanking, Close/Zip/Shrink/Enlarge windows with programmable hotkeys, Activate Workbench by hotkey (to get at menus when WB obscured), Pop up a palette on front screen, Insert date (in various formats), KeyClick with adjustable volume, Pop-Command key for starting a command (like PopCLI), Gadtools interface. All settings accessible from Workbench tooltypes. Version 1.3, an update to version 1.2, has some new features and several bug fixes. Includes source. Author: Martin W. Scott

#### Unpack

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CAM #723a&b Utilités graphiques

AAP\_AAC

Animation playback and convert programs. (AAP and AAC). AAP can show IFF ILBM pictures, show IFF ANIM\_5 and IFF\_ANIM\_7 animations. It can show (long) sequences of animations and/or pictures using a script file and can operate from memory (preload) and/or disk. AAC converts between the supported anim filetypes and/or sequences of pictures. AAP version 1.2, AAC version 1.1. Includes source and a small sample sequence mix of pictures/animation from script file. Author: Wolfgang Hofer

AGMS\_Film\_v2

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

GoldForest\_Font\_48pt

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

IShowAnim\_v0.5

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

JPEG\_v4

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

MCAnim\_v0.8

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

MUGiff\_v1.04

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

SeePix\_v4.0

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

#### Sisys\_v1.0.7

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

#### Spots\_v1.10

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

#### ToasterCG\_Fonts

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

#### UNDL\_v1.0

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

#### Unpack disk A

#### Unpack disk B

#### CAM #724a&b Hardware projets

#### ADC0804\_SoundDigitizer

Build a \*quality\* audio digitizer for your amiga for under \$20. Author: Jamie C.Mueller

#### ADC\_0808\_StereoSampler

This sampler was developed because I wasn't able to find the ADC0802 chip here in Brazil. All samplers I could find on e-mail used it, but I only found the ADC 0808. Then, I decided to project my own sampler, using the '08 chip. Author: Luiz Cressoni Filho

#### AmigaScope

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A program which makes your Amiga function like an eight channel digital data analyzer or oscilloscope. The eight channels of data are 5V logic signals connected to the Amiga's parallel port. When using AmigaScope, the Amiga's parallel port is used as an INPUT port. AmigaScope is digital; it will not accept analog signals. binary only. Author: Stephen L. Childress

#### ArcnetAdaptorSchematic

Pocket.\* is a schematic of an Arcnet network adaptor that plugs into any Amiga parallel port. This adaptor is designed along the same lines as the popular Xircom adaptors used in the PC-Clone world, mainly among laptop users. The Pocket1.hgl is a Hewlett Packard HPGL plotter file, Pocket1.pcl the same thing but converted to a Hewlett Packard Laser Jet print file. Author: Jeff Easton

#### GALer\_v1.3

GALs (Generic Array Logic) are programmable logic devices. "GALer" is the software and the hardware which is necessary to program your own GALs. The supported GAL-types are GAL16V8 and GAL20V8. The circuit diagram for the GAL device programmer is available from the author. Version 1.3, shareware, includes source, German version only. Author: Christian Habermann

#### HDFixer\_v1.10

Some of the newer A3000's have high density floppy drives. In the 37.175 version of kickstart, HD disks are not completely supported in HD mode. This program patches the system so that kickstart V37.175 owners are able to use 1.71 MB HD disks in the floppy drive. Requires Workbench 2.04. This is version 1.10, an update to version 1.00. Binary only. Author: Peter-Iver Edert

#### Install\_1.44\_Floppy

This text is a number of simple hints for those who have bought one 1.44 drive (1520k exactly!!) and still have some troubles with it!

#### SCRAM500

The first of a series of Public Domain "KitWare" hardware projects for the Amiga. On this disk you will find the design for an 8Meg RAM and SCSI controller for the Amiga 500 (SCSiRAM for the 500 = SCRAM 500). You will also find an order form to obtain PCB, chips and whatever you need to build one. The SCRAM 500 is easy to build, cheap and should be useful to a lot of people. Included in this distribution is complete documentation on how to assemble a SCRAM 500, notes for Amiga 1000 owners, a description of the custom chips, design notes, troubleshooting guide, user's manual, bill of materials, 12 HPGL plot files for schematics and PCB layout, hard drive partitioning software, a mountable device driver, a ROMable driver, and more! Author: Norman Jackson

#### ScrnTst\_v2.0

A program to reveal small irregularities in the beam sweep of computer monitors. Uses the MOIRE effect to render such defects more readily observable. A short program which should be compatible with OS 1.3 as well as release 2.0. Version 2.0, binary only. Author: William Barish

Spartan\_v34.4

The sources to the Spartan PD scsi interface driver for Amiga 500 and Amiga 1000 originally by Paul Harker. This is an enhanced version that includes a major bugfix and \* SCSI-Direct support. Versions 34.3 (generic) and 34.4 (true SCSI). Author: Several, see documentation

Unpack disk A

Unpack disk B

CAM #725a&b Éducation

AmigaSciSchool-2.65

Amiga science-faq. Compiled-by Richard Akerman

ARcalc\_v1.1

'ARcalc' is a program, developed for the Amiga series of computers, that emulates a scientific calculator. 'ARcalc' can be used with any Amiga model running a version of the operating system greater then 1.3. binary only. Author: Roberto Attias

ChemBalance

An ARExx script to balance unbalanced chemical equations. With ChemBalance in ram, enter "rx ram:ChemBalance" from a CLI or Shell window. A prompt should appear from which you can enter an unbalanced chemical equation for ChemBalance to try to balance. Version 1.0, requires ARExx. Author: Patrick Reany

Chemesthetics\_v2.14

Chemesthetics uses the calotte model to draw molecules. It has an Intuition user interface, can save pictures as IFF files and has many example files. The new version lets you raise the task priority for the painting process to get the results faster, shadow and reflection color can now be set to your desires, quicktrans.library is used for even faster painting. Versions for a math coprocessor and utilities to convert data files from Molec3D and to DKBTrace are included. This is version 2.14, an update to version 2.10. Includes source in C. Author: Joerg Fenin

ChemistryCnstrctnSet\_v1.0

Chemistry Construction Set v0.9999999999, a chemistry oriented paint program. binary only. Author: Alan Farrell

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#### cpk\_v1.0

A program to render a space filling representation of atoms in molecules. This is the type of representation one would find in the plastic 'CPK' (Corey, Pauling, Kendrew) models often used in organic chemistry. There are no hard coded constraints on the number of atoms it can process, it correctly handles intersecting 3-dimensional spheres by using the Bresenham circle algorithm in 3D, and computes using the the current display screen resolution for simplicity and speed. Version 1.0, binary only. Author: Eric G. Suchanek

#### FastLife\_v2.2

A fast life program featuring an Intuition interface, 33 generations/second on Amiga 3000/25, 19 generations/second on Amiga 2000/500/1000, and 200+ patterns in text file format. Runs with Kickstart 2.04 and later, and uses the ReqTools requester package (included). An update to version 1.1. Changes include support for all screen modes, screens as large as memory allows, run for a specified number of generations, stop at a specific generation, CLI and ToolTypes support for file name filter and "ON" character within Picture files. Version 2.2, binary only. Author: Ron Charlton

#### Kurve\_v2.001

Kurve is yet another function plotting tool which provides a very fast and easy way of plotting and analysing mathematical functions. The integrated function compiler makes this plotter to be the fastest one you've ever seen. Version 2.001, compatible with Kickstart 2.0 and 3.0beta. Includes source in C. Author: Henning Rink

#### MathPlot\_v1.36

MathPlot is a little program to plot twodimensional functions. You can enter up to 10 functions and plot them all. In addition, you can plot the first and second derivation of the functions (numerical and symbolic). A discussion and numerical integration is also possible. An ARExx-port is included. So the program can be used i.e. to control your own results. binary only. Author: Rüdiger Dreier

#### Quest\_v0.2

General purpose interactive AREXX question/answer routine that includes a very funny script ("HackerTest") to rate your "computerese" and hacker ability. Quest can be used for any similiar type question-answer script. The original hackertest was created by Felix Lee, John Hayes and Angela Thomas in September 1989. Author: Erik Lundevall

#### ReflexFinal

A game which tests your addition, subtraction, division, multiplication, percentage, and algebra skills. The goal is to answer several math questions in the shortest possible time. Binary only. Author: Jason Lowe

#### ShowGerb\_v1.0



A Gerber display program. Gerber plotfiles are generated by several CAD packages. This program will display them on an Amiga using 1.3 and probably 2.xx and 3.xx. Source is not included but can be requested from the Author. Includes several sample plotfiles. Version 1.00, binary only, shareware. Author: Paul Gill

Unpack disk A

Unpack disk B

CAM #726a&b Clip Art

3G\_Graphics\_Clips

This is a 3G Graphics Clips Art Sample in Adobe Illustrator format.

BaseballPlayer

This is PDRAW clip art. This baseball player, when displayed on screen almost look like live TV. To display the proper on screen-ratio, enlarge the X-scale by 20%. However, it should print without any ratio distortion.

BestImpressions

Best Impressions Sample Clip Art in Adobe Illustrator format.

Lamborghini

High-quality PDRAW illustration. This Lamborghini is a showcase of what can be accomplished using the finest illustration package on the Amiga So far.

MapArt

MapArt is a Sample of clip art maps in Adobe Illustrator format.

Palm

3 clips of palm tree in Adobe Illustrator format.

Silhouettes\_6

Dramatic, evocative, slightly old-fashioned silhouettes. Images include dancing, drinking, hunting, holding tickets, watching TV, gardening, camping, picnicing, taking photos, kids at wiener roast, crowd at office party. More. 14 images in vector AI (.EPS) format, Source: Public domain Macintosh images ported to PC, modified, and uploaded by John McAdams.

StudioAdvertisingArt

Click&Clip Sample Clip Art from Studio Advertising Art in Adobe

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Illustrator format.

TechPoolStudios

TechPool Studios Sample Clip Art in Adobe Illustrator format.

TotemGraphics

Totem Graphics Sample Clip Art in Adobe Illustrator format.

Unpack disk A

Unpack disk B

CAM #727a&b Utilités domestiques

ABackup\_v2.40

ABackup est un programme de sauvegarde écrit pour l'Amiga. Il peut être utilisé aussi bien pour sauvegarder votre disque dur que pour archiver des fichiers, dispose d'une interface Intuition complète, et peut utiliser la bibliothèque XPK. Sous système 2.0, ABackup reconnaît les liens et est capable de gérer les disquettes Haute Densité.

Auteur: Denis Gounelle

AmiGantt\_v4.03.00

Enclosed in this archive is version 4.03.00 of AMIGANTT, a simple project definition and management tool developed for the Amiga (TM). This is an enhancement bug fix release to the 4th general release of AmiGantt available to registered users and other shareware afficianatoes. Author: Donald R. Tolson

AmigaVisionPlayer\_v2.04

This archive contains a freely redistributable player program called AVPlayer. AVPlayer is a version of AmigaVision Professional without the Flow Editor. It allows you to play back flows created in AmigaVision Professional or AmigaVision 1.7

AmiTODAY\_v1.20

AmiTODAY is a small program for reminding you of birthdays and other important events. With the data-files you can get a small history lesson once a day, like birthdays of famous persons. Or exact dates of special events. The files are also useful if you are searching for the date when something happed. You can also create special birthday-cards. Binary only, author: Jonas Svensson

Astrolog\_v2.25

Amiga port of 'astrolog' with graphics. The Astrolog program computes so-called astro-charts for each persons birth hour and location. These can be displayed in a table (ASCII-Form, the most important), or as a

XBitmap (in a Window or a file which can be converted with 'xbmtopbm | ppmtoilbm'), which may look quite pretty. The program does not compute horoscopes or foresayings, it only displays the constellation of the stars, the 'houses' and the 'aspects'. For the interpretation of these you may consult an expert, who is able to do some things which may tell you something about your character or your fortune. I myself don't believe in anything of this, but I think the program should work in the way it is supposed to do. It has been ported from the Unix/X-Windows version. Most parts of the X-Windows Graphics have been ported too. To dump a BitMap you need a minimum amount of 2.5 MBytes of continuous memory. Binary only. The X-Windows emulation has been done by Kruemelmonster2000

#### Convert\_v2.0

Convert is a programme that provides the means to easily convert numerical values between international, imperial and US systems of measurement. It does this in twelve different fields of measurement including area, capacity, density, energy, fuel consumption, length, power, pressure, speed (velocity), temperature, volume and weight. Convert is so easy to use that you may never need to read this doc file but I have made it comprehensive for the benefit of everybody. Auteur: Mike Fuller

#### DFA\_v1.1\_20.11.92

NOT just another address utility. DFA(ddress) features email support, dialing, different types of printing addresses, full commodity support, application icon, Arexx port, font sensitive windows and can be fully directed by the keyboard. This is version 1.1. Shareware, binary only. Author: Dirk Federlein

#### EconKnow\_v1.0

EconKnow v1.0 is a financial program containing 15 money related functions. Results from each function are presented in a window with a print option. Menu choices cover such topics as Future Value, Deposits, Investments, Loans, Interest, Present Worth, and Equivalent Costs. binary only. Author: George W. Kell

#### SysInfo\_v3.11

Sysinfo is an Amiga Sytem Information program. It interrogates the Amiga and determines types of hardware, software, modes, speed etc. Users have found it very useful for determining correct operation of an Amiga before purchase and that the unit actually contains hardware that they are paying for, without having to open it up. It is under constant revision, and these revisions are available from myself at any time. My goal is to make SysInfo the most informative and accurate information program on the Amiga. To do this I need your feedback and suggestions. binary only. Author: Nic Wilson

#### Textra\_v1.3

Textra 1.13 is the User-Friendly Text Editor for the Amiga. Easy-to-use and full of features... background printing and ARexx script operation, UNDO, multiple windows in different fonts,

convenient 'mouse-drag-select' paradigm, and the list goes on.  
Author: Mike Haas

TrueED\_v5.5

A shareware editor. Version 5.5, and update to version 3.40. No documentation, binary only. Author: Jurgen Klein

Unpack disk A

Unpack disk B

CAM #728a&b Fontes Adobe Type 1

AdobeType1:

AlfredDrake

A flowing face with an "Arabic" feel like the title face for Kismet.

Aneirin

Nice font based on a Celtic design. Caps only.

Angelic

Type one font based on 12th century "book of magick".

Apollo

Nice bold display font based on the face of the same name.

Bastarda

Thin, old style gothic letters.

BeaniePlain

Upper/lower case Calligraphic letters based on a Ondine.

BelleroseLight

An art deco display face based on Capone. Has uppercase, lowercase, numerals, punctuation, and accent characters. Over 10,000 kerning pairs. A nice sans serif font.

BorzoiReader

Based on Adobe's Stone Informal font, this upper/lowercase font set has three "weights" (italic, roman, bold...). Sans serifs.

Computerfont

The typical "Hey, this is a computer!" font popularized in the '60s or

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'70s and based on MICR. Like the font Future.

OL54

Fantasy script style Type 1 font, Author: Jonathan Smith

Rigamarole

Outline relief Caps Type 1 font, Author: FontBank

ShotThru

Silhouette with shoot thru caps Type 1 font Author: FontBank

Skinny

Double line fantasy Type 1 font Author: FontBank

Splash

Poster script style Type 1 font Author: FontBank

Stupendous

Sport style outline caps Type 1 font Author: FontBank

Template

Stencil style caps Type 1 font Author: FontBank

TypewriterHeavy

Typewriter style Type 1 font Author: FontBank

Velveteen

Thin line style Type 1 font Author: FontBank

NEXT\_Type1\_fonts:

ArnoldBoecklin-ExtraBold

Fantasy style Type1 fonts, including accent, Author: Publishers'  
Paradise BBS

Baskerville-Bold

Classic style Bold Type1 fonts, including accent, Author: Publishers'  
Paradise BBS

Baskerville-Italic

Classic style Italic Type1 fonts, including accent, Author:  
Publishers' Paradise BBS

Baskerville-Normal

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Classic style Typel fonts, including accent, Author: Publishers'  
Paradise BBS

Blippo-Heavy

Ribbon style Typel fonts, including accent, Author: Publishers'  
Paradise BBS

Bodoni-Bold

Classic style Bold Typel fonts, including accent, Author: Publishers'  
Paradise BBS

Bodoni-Italic

Classic style Italic Typel fonts, including accent, Author:  
Publishers' Paradise BBS

Bodoni-Normal

Classic style Typel fonts, including accent, Author: Publishers'  
Paradise BBS

Brush-Script-Italic

Painting style Typel fonts, including accent, Author: Publishers'  
Paradise BBS

Cooper-Heavy

Poster style Typel fonts, including accent, Author: Publishers'  
Paradise BBS

Garamond-Medium-Italic

Classic style Italic Typel fonts, including accent, Author:  
Publishers' Paradise BBS

Garamond-Normal

Classic style Typel fonts, including accent, Author: Publishers'  
Paradise BBS

Goudy-Old-Style-Bold

Typel fonts, including accent, Author: Publishers' Paradise BBS

Goudy-Old-Style-Italic

Classic style Italic Typel fonts, including accent, Author:  
Publishers' Paradise BBS

Goudy-Old-Style-Normal

Classic style Typel fonts, including accent, Author: Publishers'  
Paradise BBS

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ParkAvenue-Normal

Script style Type1 fonts, including accent, Author: Publishers' Paradise BBS

Slogan-Normal

Fantasy script style Type1 fonts, including accent, Author: Publishers' Paradise BBS

Unpack disk A

Unpack disk B

CAM #729a&b Langages

Adev\_v1.2

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

BoopsiButtonClass\_v37.1

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

Cleo\_v1.00

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

GNUSmallTalk\_v1.1.1

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

SB\_Prolog\_v3.1

This is Vince Herried port of the U of Arizona Stony Brook Prolog V3.1 for the Amiga. This version has been tested under Amiga dos 1.3.2 and

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2.04 which no problems. I recommend a mininum of 3Mb of ram.

#### SEKA\_convert

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

Unpack disk A

Unpack disk B

#### CAM #730 Utilités diverses

##### AppISizer\_v0.41

AppISizer is the 'Workbenchised' version of my littl'ol' Sizer utility. Not only is it Workbenchised, but as soon as it is launched it transforms itself into an 'AppIcon', binary only. Author: Gérard Cornu

##### AZap\_v1.30

AZap est un éditeur binaire "nouvelle génération", capable d'éditer aussi bien un fichier que la mémoire, ou encore une disquette (même s'il n'offre pas d'outils pour vous aider à récupérer une disquette endommagée). AZap peut ouvrir plusieurs fenêtres d'édition en même temps et dispose de nombreuses fonctions, comme l'impression d'un bloc, le remplissage d'un bloc, la recherche d'une chaîne, etc... Auteur: Denis Gounelle

##### DiskMate\_v3.0

A disk utility with multidrive disk copier (either DOS or non-DOS disks), disk formatter, disk eraser, disk installer, and floppy disk checker. Version 3.0, binary only. Author: Malcolm Harvey

##### FileView\_v1.1

Fileview sets up an AppIcon on the Workbench window. When a file is dropped onto this icon it will attempt to load it into whatever file viewer is specified by the user. Author: James McDonald

##### FullBench\_v1.1

This program will find the Workbench Window and resize it so that it fills the entire screen. It also sets the WorkBench Screen ShowTitles=FALSE. Also an example of how to call Animated Requesters with ARQ V1.66. When using NickPrefs by Nicola Salmoria the WBPicture prefs picture looks kinda wierd when the Titlebar is showing at the top. Also when using a big screen font the titlebar wastes a lot of Workbench space. Include C source, author: Chris Conger

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#### GroupInfo\_v1.04

GroupInfo is to a group of files what the C= supplied Information (in the workbench Icons menu) is to one. It allows the manipulation of a set of files and their .info files in one operation. It requires at least WB 2.04. binary only. Author:Nicolas Dade

#### HSV\_v0.99

Have you ever tried to mix colors with RGB-Sliders? I bet you have, and did you like it? I didn't.. so I wrote this small utility to help me out. In it's current state it's able to rewrite your palette-prefs, so you don't have to use Commodore's palette program anymore :\*) It's based on the HSV color model, as described in 'Computer Graphics', Principles and Practice, Foley, van Dam, Feiner and Hughes. nclude C source, author: Frank Ederveen

#### IntCalc\_v1.11

IntCalc is a 32-Bit-Integer-Calculator operating to the typical bases 2 (Binary), 8 (Octal), 10 (Decimal) and 16 (Sedecimal). It supports the four standartoperations addition, subtraction, division and multiplication as well as the operations power, negation and modulo. Further a simple memory and infinite bracketlevels are implemented. binary only. Author: Stefan Schulz

#### MemSnapII

A small memory monitor useful for seeing how much memory other programs take up. Based on a program called Memeter, which broke under Kickstart 2.0. Requires Kickstart 2.0 or higher. Includes source. Author: Martin W. Scott

#### MouseRuler\_v1.0

Mouse Ruler initially opens on the workbench screen showing X ... Y ... press the z key to zero the display thereafter pressing the x key will display the mouse coordinates relative to the zeroed value. Mouse Ruler has two menus 'screens' which displays a list of currently open screens and 'options' which contains "about","rebuild list" and "screen to front".Rebuild list refreshes the list of currently open screens. Selecting a menu item with a screen name moves the window to that screen. Includes source. Author: N.J.Underwood

#### PPMC\_1.2b\_v38.70

The Powerpacker Mini Clone. PPMC is powerpacker.library meeting gadtools.library. It's a utility, useful for packing and unpacking text and data files. This is version 1.2b, an update to version 1.1. Many new enhacements including a complete Shell interface, a hypertext documentation, a brand new look, localization, Danish, Dutch and French catalogs, etc... Includes 68030 and 68040 versions plus source for SAS/C. Author: Reza Elghazi

#### PubChange\_v1.2

PubChange brings the next (or previous) screen to the front, and if

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this new screen is a public screen, it is made into the default. "Shanghai" mode is not affected. It is especially useful with "POP CLI" Commodities or other commodities which launch applications on the default public screen. For best rests, it should be used in conjunction with a public screen manager utility. Author: Steve Koren

#### RADBack\_v1.0

A shareware utility that can make a backup of a RAD disk to a normal 880K Amiga disk, regardless of its length - bigger RADs are saved on more disks. Can be started from the Workbench as well as from CLI. Version 1.0, binary only. Author: Sandi Tomsic

#### RequestString\_v1.02

This program lets you request a string from the user, similarly to the many Yes/No/Maybe requesters. It can be used from a CLI or from ARexx. If it is started from WorkBench it automatically goes into arexx mode, since the workbench does not supply a standard output to which to write the string. WB2.04 or higher, of course. binary only, Author: Nicolas Dade

#### ScreenManager\_v1.13a

ScreenManager (SM) is a small CLI utility used to open, close or modify public screens and retrieve information about them. Screens can be opened with user-selectable colors and DrawInfo's (they determine which color is used for highlighting). The resolution is also selectable on a wide range. On the other hand SM can also be used to make a certain screen the system's default screen, or to change the screen modes of other public screens. Finally, it is possible to view a list of all currently open screens in the system and to get informed about resolution and other properties of screens. binary only, Author: Bernhard Möllemann

#### ScreenModeChanger

ScreenModeChanger (short SMC) is a small tool to patch the Openscreen-functions of OS2.04 (and newer) to force other programs to open their screens in the (with SMC) selected screenmode. SMC can be used only under OS2.04 and newer! binary only, Author: Tom Kroener

#### StarClock\_v1.01

StarClock displays the actual time, date and stardate in a small window on the right hand side of the workbenchscreen. StarClock is dedicated to all trekkies all over the world. binary only, Authors: Michael Laurent & Volker Goerke

#### TrashIcon\_v0.6

TrashIcon - A Workbench 2.04+ application icon to delete files. The workbench has a standard trashcan, but unfortunately, each disk must have its own, and it cannot be 'Left Out'. TrashIcon basically puts an icon at a (possibly user-defined) position on the workbench screen, and deletes all files that are dragged onto it. Author: Mark McPherson

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## WBRexx

WBRexx is a simple program to launch ARexx-Commands or Scripts from WorkBench in a similar manner like the original rx command, but the ARexx command gets your Icon as an argument. The ARexx-Command is specified by a REXXCMD ToolType entry in your Icon. Includes source. Author: Michael Illgner

## Unpack

## CAM #731 Utilités diverses

### AGrep\_v2.04

This is version 2.04 of agrep - a new tool for fast text searching allowing errors. agrep is similar to egrep (or grep or fgrep), but it is much more general (and usually faster). Amiga port by Jörg Plate

### AKeySwap\_v1.1

The two 'Amiga' keys to the left and right of the spacebar serve different functions in the Amiga system. The right key is used for menu shortcuts while the left is reserved for system use, such as flipping through screens. The menu shortcut key is the most frequently used by most people but some find it awkward to use. AKeySwap swaps the the left and right Amiga key functions so you can use the left Amiga key as the menu shortcut key. Correspondingly, the right Amiga key becomes the system key. Includes source. Author: John Fieber

### AmigaToNTSC\_v1.1

These two programs were written mainly for PAL users who are tired of "flickering" 50Hz displays. As most people know a 60Hz display looks much more stable than a 50Hz display. Sadly enough, European users are stuck with this 50Hz display. Author: Nico François

### Amnesia\_v1.2

Amnesia is a program designed to perform a very simple task: to check, double check, triple-check... check 8 times every single memory location in your Amiga. This can be useful if you notice that something in your Amiga is behaving strangely, and suspect that the cause could be a defective RAM chip. Author: Vincenzo Gervasi

### ArpLibrary\_v40.2

Replacement arp.library for Kickstart 2.0 or higher. This is just a hacked up version of the library to improve compatibility of Arp with Kickstart 2.0 (or higher) and 68040.

### AUSH\_v2.00

A command line interpreter for the Amiga. Features include file name completion, pattern expansion, expression computation, command history,

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for...done loops, full support of AmigaDOS 2.0, and much more. Almost fully compatible with ARP and Commodore shells. This is version 2.00, an update from version 1.52. Binary only. Author: Denis Gounelle

#### CheckDate\_v1.100

CheckDate is a "real life utility". I wrote it after my machine crashed and I worked several days with a date in 2002, which caused some UUCP-Sites to crash. This is prevented by CheckDate now. When started for the first time, CheckDate writes the current date to disk. From now on, every time you start CheckDate, it will load that date and compare it with the current in your real-time-clock. If the dates differ by more than a specific number of days, CheckDate will alert you. Binary only. Author: Peter Simons

#### CompressdiskDevice\_v37.14

As its name probably suggests, it is an Exec device, similar in the way of operating to Matt Dillon's fmsdisk.device. Like that, in fact, it allows you to create virtual disks, whose tracks are saved on a file. Unlike that, however, it uses a different file for each track, and compresses the tracks. This allows you to create virtual partitions on your hard-disk, usable like normal partitions, but having the great advantage that every file you write is automatically compressed (and obviously, it is decompressed whenever you read it back). Binary only. Author: Antonio Schifano

#### CPUClear\_v3.100

CPUClear is a small hack, inspired by CPUBlit, that replaces the BltClear()-Routine of the "graphics.library" with a highly optimized 68020 (or higher) version. This gains (in a simple test) approx. 60% speed and should be even faster on an A3000, because the CPU works more efficiently with 32-Bit ChipRAM. Includes source. Author: Peter Simons

#### DateRecall\_v1.5

Cet utilitaire permet de lancer des programmes ou bien de faire afficher un texte (une ligne) en fonction du jour. Les dates etant mises dans un script appele 'DateRecall.cfg' et se trouvant dans le repertoire S La commande run doit se trouver dans le repertoire c: La version 1.5 permet de donner un \*intervalle\* de date et non plus seulement une date fixe. Fonctionne sous systemes 1.3, 2.0, 2.1, 3.0 ? Auteurs: Mathias Delantes & Simon Feldmann

#### EasyStringRequester\_v1.00

ESR allows you to bring up a string gadget from a script or a command line, and return the value input to the requester to stdio (the shell or script). Author: Scott Ellis

#### GetString\_v1.00

A small utility that puts up a string requester and stores the result in an environment variable (either local or global) that can be used in Shell scripts. Requires OS 2.04+ and ReqTools.library. Written in E,

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source included. Author: Diego Caravana

#### Hackdisk\_v2.00

A complete replacement for trackdisk.device featuring a verify option and better performance. Hackdisk is supplied as an OS module that may be RamKick'ed or placed directly in the Kickstart ROM. This is version 2.00, an update to version 1.12. Now includes support for 150RPM HD floppy drives and untested support for 5.25 inch drives. Free for non-commercial use, assembly source included. Author: Dan Babcock

#### MemoryPerform\_v1.00

MemoryPerform is a small tool that tries to reduce the fragmentation of your memory and to speed up the memory-handling in general. binary only, Author: Peter Simons

#### MXReq\_v1.20

Creates a customizable mutual exclude requester from a shell or AREXX script. The user can select one out of up to eight entries, each of them writes an own value to an environment variable. Including executable, sources, docs, examples and a small bonus tool. Version: 1.20 Author: Andre Weissflog

#### PassWord\_v0.1

A little password program, not intended to give protection against professional hackers but more like keeping little sisters and/or friends from using your system without your permission. This is the first release version 0.1. OS 1.3 and 2.xx, freeware, binary only. Author: Hans-Peter Guenther

#### PreventDelete

Patch the trackdisk device in order to prevent (if necessary) any FORMAT command. Patch the scsi device, the suprascsi device and the gvp SCSI device the same way (send us other drivers name to complete the list). Patch the dos library in order to prevent any DeleteFile command. Author: Jean-François Stenuit

#### QMouse\_v2.30

An unusually small and feature-packed "mouse utility". Was inspired by, but not derived from, the original QMouse by Lyman Epp. Features include automatic window activation (like WindX), top-line blanking for A3000/A2320 users, system-friendly mouse blanking, mouse acceleration/threshold, "Pop-CLI", click-to-front/back, "SunMouse", "NoClick", "WildStar", Northgate key remapping, and more. Requires Kickstart 2.0, but is not a commodity. Only 3K. Version 2.30, an update to version 2.21. Public domain, assembly source included. Author: Dan Babcock

#### RDBInfo\_v0.17

Reads the RigidDiskBlock of the unit and device given as arguments, then displays the most interesting parts. Version 0.17, Binary only.

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Author: Gérard Cornu

#### Shanghai\_v1.0

Shanghai forces a program to open its windows on a specified publicscreen. It temporarily defines this screen as the default-publicscreen and sets the SHANGHAI flag, so all programs, which do not specify a publicscreen themselves, will open their windows on this screen. After that the old default-publicscreen and the old SHANGHAI flag will be restored. Includes source. Author: Michael Illgner

#### Shell2Front\_v0.12

A simple, small and pure utility to be launched by a hotkey. It brings to the front, the first shell window it finds, including its screen. Version 0.12, binary only. Author: Gérard Cornu

#### SKick\_v3.32

SKick is the replacement for Kickit, ZKick and LKick kickers, intended for use on A500 or A2000 machines with OS2.0 in ROM (for instance A500+). Its task is to soft-kick any other version of kickstart into RAM. 'Any other' means also the 1.3 kickstart, which was unavailable to kick with any other kicker. KickIt and ZKick both require 1.3 ROM for operation and function of LKick from 2.0 isn't very stable. SKick is fully assembly-written program, with many facilities added. Author: SinSoft

#### SmallMathLibraries\_v1.2

"Drop-in" replacements for the Commodore IEEE math libraries for users with a math coprocessor. Since these libraries do not contain the coprocessor-emulation code normally present, they are 60%-90% smaller than the usual libraries. For the same reason, however, they cannot be used without a coprocessor. Version 1.1, public domain, partial source included. Author: Laz Marhenke

#### Timing\_v1.21

A program to clock the time between two events. You can use several names, enabling the timing of different events. Useful mainly in scripts though other uses are possible. Timing can give the elapsed time in ticks, seconds or in the normal hh:mm:ss format. Version 1.21, freeware, binary only. Author: Chris Vandierendonck

#### WaitForTask\_v0.400

The idea for this program came to me while talking to Walter Mildenberger, who said: "Self-detaching programs are stupid!" We talked about the problem of waiting on such a program from the CLI. This is quite difficult because there is no possible way of finding out when the program finishes. This problem is solved now! WaitForTask scans Exec's task lists regularly and looks for a program name, which is specified when you run the program. WaitForTask will not return until this task exists! Using this command you can easily synchronise your scripts with self detaching programs. binary only. Author: Peter Simons

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Win2Front\_v0.22

A simple, small and pure utility similar to Shell2Front. This program adds the ability to specify the name of the window to be brought to the front. Version 0.21, binary only. Author: Gérard Cornu

Xcod\_v1.0\_&\_DVCheck

Xcod\_v1.0, un codeur/decodeur de fichiers. DVCheck, un très petit programme qui contrôle le Disk-Validator. Auteur: Patrick Burnand

Unpack

CAM #732ab&c Vistapro DEM files

27 VistaPro DEM files from USGS & NIST coordinate data Converted by Mike Bandy: Indian Hill - Colorado, Littleton - Colorado, PlatteCanyon - Colorado, Kassler - Colorado, Alma - Colorado, Anchorage - Alaska, BeverlyHills - California, Camas - Wa-Or Portland, Chapel Hill - North Carolina, Crater Lake West - Or, Eloise - Florida, Entriiken - Pa, FortIrwin - California, Hogansburg - NY ON PO, Honolulu - Hawaii, Jabez - Ki, Jackson - SC-GA, NewBritain - Colorado, PhantomRanch - Arizona, Saxton - Pa, Slaton - Texas, TiefortMountains - California, TumWater - Wa, Virginia - Mn, WestPoint - NewYork, WestOfDrinkWaterLake - California, Penny - penny surface.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #733a&b Jeux divers

AmigaBridge\_v1.06

As you might have guessed, Amiga Bridge is an Amiga program that plays the game bridge. It supports a subset of the bidding system described by Eric Jannersten in his books "Bridge från grunden" and "Systemet i ett nötskal" (I don't know their english titles, if any). As far as I know, this is the first non-commercial bridge program available for the Amiga. In my opinion it compares well with the commercial ones :-), especially when the user interface is concerned. I admit the documentation might be a bit sparse, but who reads lengthy documentation files anyway? binary only. Author: Erik Bergersjö

AmigaSingsDaisy

Make your Amiga sing!! (Requires "say" and the Narrator device.) From

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USENET. The author is unknown.

#### ASokoban\_v1.1

ASokoban is an implementation of the UNIX game Sokoban for the Amiga. It has the original 85 levels of the UNIX game, which means that if have already played the original game, you will find ASokoban's stages familiar). binary only. Author: Panagiotis Christias

#### Balder'sGrove\_v1.1

This is yet another Boulderdash clone but this time it is inspired by the Nordic mythology. Your task is to guide Balder - the god of light - through groves filled with berserks and dragons. Collect rings, push runestones and try to find the small passage to the next level. The game comes with 40 levels and a level editor. binary only. Author: Morgan Antonsson

#### DigitalCharacter\_v1.0

Okay, this program is designed to aid D&D players in creating new characters. This character generator includes tables from the Advanced Dungeons & Dragons Player's handbook. binary only. Author: Giancarlo Castrataro

#### HS\_IS\_IB

This is a demonstration of Incremental scrollpane horizontal scrolling with an interleaved bitmap. It is programmed using the graphics library functions so the hardware programming is hidden for the programmer etc. Includes source. Author: Adisak Pochanayon

#### MiniPac

A very tiny PacMan clone, only about 8K. Binary only. Author: Philippe Banwarth

#### ObEd\_v1.0

ObEd V1.0 - The Ultimate Object Editor for Demos and Simulators ObEd is a general purpose 3D model designer, programmed for the author's own use, but released as Public Domain software as a result of public request. The editor does only support 16 colour, simple, and relatively small objects, and is NOT intended to be used as an editor for use with ray tracing programs. Binary only. Author: Per Christian Odegard

#### Proker\_v1.0

PROKER is the Poker game you'll want to play and LEARN from no matter what skill level your at. Among many features you can even change the rules at will, even have the computer tell you what cards to discard for a MAXIMUM chance of winning. Binary only. Author: Christian Warren

#### RnS

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RnS is program a taken from the idea of many "eyes" type programs that are out there. This one, however, features two of my favorite cartoon characters--Ren and Stimpy! If you haven't seen the Ren & Stimpy show, you're missing something great. If you have seen it--and like it--you probably have the same wicked sense of humor I and many other fans have. Binary only. Author: Charles Massey

#### Snake

An updated version of the old computer game which lives in a Workbench window. You control a "snake" which grows by eating "frogs" and avoiding obstacles. Requires AmigaDOS 2.0. C source included. Author: Michael Warner

#### UChess\_v2.26

A powerful version of the program GnuChess version 4 for the Amiga. Plays a very strong game of chess. Code has been re-written and data structures re-organized for optimal efficiency on 32 bit 68020 and better Amiga systems. Fully multitasking, automatically detects and supports 640X480X256 color AGA mode machines, and does not at any time BUSY wait. Requires a 68020/030/040 based Amiga computer system with AmigaOS 2.04 or later and 4 Meg of ram minimum. Special "L" version optimized for 68040 and requires 10 Meg of ram minimum. Supports a variety of standard features such as load, save, edit board, autoplay, swap sides, force move, undo, time limits, hints, show thinking, and a supervisor mode that will allow two humans to play with the computer acting as a "supervisor". Version 2.26 an update to version 2.12, includes source. Author: FSF, Amiga Port by Roger Uzun

#### WBGames\_v1.6

Bunch of games for any public screen, It is the sixth edition of WBGames. It includes: WBTetris 1.6, WBColumns 1.5, WBMineSweeper 1.5, WB15 1.3, WBBoxMan 1.3. Binary only. Author: Marat Fayzullin

#### WBTRIS\_1.3

Little Tetris-Game with many Options. Runs only under Release 2.0 or higher of Workbench. includes source. Authors: Ralf Pieper & Dirk Böhmer

#### WhiteLion\_v1.2\_FD

A new Othello (Reversi) playing program. Strong and fast, it explains the rules and plays different strategies depending on the selected level. Supports interLaced resolutions. Version 1.2\_FD, english and german executables. ShareWare, C sources and special version available when registering. Author: Martin Grote

#### World!

World! is a fairly simple game, for 2 to 8 players, depending on how big you want the map. You can't really go very wrong in it, as I have tried to ensure ease of use in the form of pull-down-menus and a nice little input window. This version was made especially for Amiga and has the load and save options disabled. Binary only. Author:

R.M.Packer

Yacht\_v1.1

The famous 5 dice game revised for the Amiga features continually updated onscreen scorepad which displays all possible scores after each roll. Another feature is the player controlled dice roll - hit the STOP ROLL gadget when you feel lucky! Version 1.1, binary only.  
Author: Richard Gallagher

Yactris\_v1.0

Yep. Just when you thought you saw the last Tetris clone for the Amiga (much less any other computer), Yet Another CloneTRIS is released. Of course, such an audacious move must be accompanied by an appropriate "catch." Well, it's a pretty great catch. YACTris is programmed in COMPLETE adherence to the 2.04 User Interface Style Guidelines. includes source. Author: Jonathan Springer

Zetris\_v1.0

Another tetris clone including a 020 version, work just in Cli. Binary only, Author: Pseudonym

Unpack disk A

Unpack disk B

CAM #734ab&c Utilités domestiques (texte)

ADocII\_v2.00

ADoc2 est une nouvelle version de ADoc, qui a été réécrit entièrement afin de supprimer certaines limitations et de pouvoir ajouter plusieurs améliorations. Notez que certaines incompatibilités sont apparues, principalement au niveau des arguments. Ce programme fonctionne de la même façon sous les versions 1.3 et 2.0 du système. Auteur: Denis Gounelle

APrf\_v2.01

APrf2 est une nouvelle version de APrf, capable d'utiliser les fonctions de la version 2.0 du système. Ce programme peut toujours être utilisé avec le système 1.3, bien que certaines des nouvelles possibilités ne soient pas disponibles dans ce cas. APrf est un utilitaire d'impression qui permet (entre autres) l'ajout d'une entête, d'un pied de page, de marges, la numérotation des lignes, l'impression sur plusieurs colonnes, etc... et utilise les valeurs fixées dans les Préférences. APrf dispose de plus d'un port compatible AREXX, d'une fenêtre d'application (ou "AppWindow", sous système 2.0 uniquement) et peut charger des fichiers compactés par "PowerPacker 2.3b" ou par "PowerPacker Pro 3.0b". Auteur: Denis Gounelle

MultiPrint\_v1.3

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MultiPrint is a program for printing text files to both sides of a page, in multiple columns, and very small, or very large, high quality fonts. MultiPrint makes use of many Amiga OS Release 2.04 features, and so requires at least this revision of the operating system. These features include Compugraphic Scalable Font technology, to produce characters to the correct size at the full resolution of the, printer, and the correct aspect ratios. Source available by author, Author: John Matthews

PostView\_v1.00

A front end program based on the Post library. Binary only, Author: Ralph Schmidt

Post\_v1.86enh

Post 1.7 is a great PostScript viewer, and my enhancements fix some of its more glaring bugs and add functionality. Post V1.86enh allows the user to view PostScript documents on screen, send them to ANY preferences supported printer (contrary to claims made in the recent announcement of GhostScript for the Amiga), or create an IFF-ILBM file from the PostScript file. There are also separate programs in the distribution (unchanged from Mr. Aylward's distribution of version 1.7) which allow printing to the HP LaserJet and compatibles (faster than printing through preferences) and which allow band printing for printers with limited memory. includes source. Author: Robert Poole

PrintManager\_v1.1

A printer spooler for AmigaDOS 2.0 or later. Works with all programs, whether they use the parallel or serial device, use PRT: or the printer device directly, are printing text or graphics, and has an Intuition interface. Version 1.1, binary only. Author: Nicola Salmoria

PStream\_new\_modules

New Import modules for PageStream 2: ART Expression EPS, Adobe Illustrator 3.0, ProWrite (includes version 3.3), Final Copy.

S-Text\_v1.2

Turns texts into completely self-contained, self-displaying compressed files callable from Workbench or a CLI. S-Texts will save disk space and can be transferred from disk to disk without having to think about reader and decompression compatibility. Freeware, binary only. Author: Chas A. Wyndham

Unpack disk A

Unpack disk B

Unpack disk C

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

## cweb\_v2.8

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

## EGS

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

## Enforcer\_v37.28

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

## Hextract\_II\_v1.1

A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, prototypes, and pragmas. The data from a set of V2.x Amiga and Lattice header files is included and packed for immediate reference by Hextract. HextractII Version 1.1 an update to extract version 1.2. Freeware, includes partial source. Author: Chas A. Wyndham

## ImagefxDeveloperKit\_v0.90

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

## indent\_v1.7

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

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### MungWall\_v37.58

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

### Precognition\_v1.02

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

### ReqTools\_v2.1d

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

### Run68017

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

### Unpack disk A

### Unpack disk B

### Unpack disk C

## CAM #736abcd&e Animation & Images

### 1701D.jpg

This picture was created using a variety of Amiga programs. The Enterprise object itself is a huge 800K Imagine object released to the public domain by Carmen Rizzolo. (Thanks, Carmen!) It was rendered in ray-trace mode using Imagine 2.0 on an Amiga 4000. A reddish light was placed below the ship to make it appear as if it was being lit by the planet below. Author: Denny Atkin

### 1701D\_v1.2.JPG

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This is a frame of a object that was originally a very well done Imagine (compliments to the author!!) object. The problem was, the Imagine object was cool, but I work with LightWave a lot. So I converted the object with John Faust's Interchange Plus into a complex scene file with over 140 parts for LightWave 2.0 rendering. Author: Greg Heifner

CHIMER.JPG

Excellent rendering of two dragons in a jungle setting. Very interesting use of textures in this image. Image was downloaded from a local bbs and the artist is unknown. Image format is 24 bit jpeg.

jpeg-faq24January.pp

Frequent asked question about JPEG at 24 January 93.

STA3.JPG

Another frame from CENTRALpark, done with LightWave 2.0 Author: Greg Heifner

STA4.JPG

This is a frame from a new animation produced with LightWave 2.0. Author: Greg Heifner

Upgrade

Animation by Dr. Gandalf. The original images were generated in Interlaced Overscan HAM mode using a Turbo Silver SV (floating point), a commercial ray-tracing program from Impulse Software. The rendering was done partly with and Amiga 2000 with a Commodore 14MHz 68020/68881, and partly with a GVP 32MHz 68030/68882. The animation took about one year from start to finish. There are over 700 images total. UPGRADE requires \*5 Megabytes\* of memory, and Super Agnes, and 5 megabytes of hard disk space to run!!

Unpack disk A

Unpack disk B

Unpack disk C

Unpack disk D

Unpack disk E

CAM #737ab&c Utilités de Télécommunication

HyperANSI\_v1.02

The ultimate in ANSI editors. Allows you to edit up to 999 pages at a

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time, with a unique 'transparency' mode which allows you to 'see through' the pages ( and save as a single page ). Other features include; Copy, Move, Fill, Replace, Text alignment & justification, line drawing, character painting (colors and/or text), half character painting, and keyboard remapping for all 255 IBM characters, plus more. The SHAREWARE versions limitations are; Macro Record and Macro Play are disabled, the program will wait 45 seconds before you can use it, and the ansi files it creates will undestructively display "HyperANSI v1.0" at the beginning of each file (ANSI files only). version 1.02, binary only. Author: Mike D. Nelson

#### MUGcut

It joins multiple part UUEncoded binaries (like UseNet articles from comp.binaries.amiga, alt.binaries.pictures, etc.) and removes all lines preventing UUDecode from working properly. Include Modula source, Author: Mark Rose

#### MultiUser\_v1.08

This package is intended to get rid of all these guys hooked up to your serial port and trying to call the magic function ColdReboot(). It allows you to define which people are allowed to use your computer and what files they can access. You can even work with different people on one computer at the same time, each having his own file access rights, because access rights are on a task-to-task basis and are inherited by their child tasks. Your favorite pet should be equipped with Kickstart 2.04 (V37+) or higher, although 3.0 (V39+) is recommended. A Hard Disk is of course needed because that's the object we're gonna protect. The package was written on an A4000/040 running OS 39.106 and was thoroughly tested on this system. I wasn't able to test it under 37.xxx because I couldn't find a SoftKicker that would work on my machine. You need also regtools.library (V38+), which is Copyright © Nico François. Binary only. Author: Geert Uytterhoeven

#### OWS\_v1.20a

This program is written entirely in 680x0 assembler, for optimal speed. With the LhA interface, it is now the fastest disk compressor for Amiga. By adding several useful commands, like the MFM reading, and other commands, the OWS is the most flexible disk packer out for amiga. The OWS also works with High density disks, which is a brand new AmigaDOS standard for Amiga. Binary only. Author: Michael Pendec

#### ShellTerm\_v1.15

This is a simple terminal program that runs in a CLI/Shell window. Its primary use is with dumb terminals hooked up to an AUX-handler. This is the reason ShellTerm doesn't open a window or screen. It uses standard input and output. I use it as a substitute for JrComm (Copyright John P. Radigan) when I'm using my dumb terminal (it's next to my bed... that explains most of the stupid mistakes in these docs :) and want to call a BBS without having to get out of bed and walk over to my Amiga. Binary only. Author: Tomi Blinnikka

#### Term\_v3.1

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A gift-ware telecommunications program written for AmigaOS 2. or higher. Features include total configurability, full ARex control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, unlimited size scrollable review buffer, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. This is version 3.1, an update to version 2.4a. Includes full source. Author: Olaf 'Olsen' Barthel

#### TWC\_v2.05

Two Way Chat & Send enables you to make use of your modem's full duplex feature. With TWC you can connect to another Amiga running TWC, then you may transmit files AND chat at the same time, in both directions. GUI-driven, needs Kick-Start 2.04 or higher. Version 2.05, freeware, binary only. Author: Lutz Vieweg

#### UUCoderWindow\_v1.00

An intuition user interface for the CLI commands UUEncodeX and UUDecodeX, written by Michel Bekke. Requires AmigaDOS 2.x. Version 1.0, freeware, binary only. Author: Nils Görs

#### uux\_v1.0

UUx makes the task of uuencoding and decoding simple. You can even lha and uuencode multiple files in a single step! (And vice-versa) Also, UUx will decode uuencoded files that have multiple mail files and other garbage in them! So you can download multiple part archives off the usenet, and decode them without editing out all the headers! All this with a modern Amiga interface. binary only. Author: Asher Feldman

#### XferqLlibrary\_v931030

This is a BETA RELEASE of the XferQ queue management system. This release has been running on 1:163/109 for a week with no major problems. However, I still have outstanding unreproducible bug reports from Alpha testers. XCore is a debug tool. It dumps the contents of XferQ's private memory pool to a file. If XferQ starts acting silly on you, send me a core dump! binary only. Author: David Jones

#### XprAsciiLibrary\_v2.3

xprascii.library -- version 2.3 This is an XPR 2.0 implementation of the ASCII protocol. based on xprascii.library 0.9 by W.G.J. Langeveld Source code modifications and additions needed for XPR are by Ueli Kaufmann

Unpack disk A

Unpack disk B

Unpack disk C

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CAM #738a,b&c Imagine Contest (Pics & Anim)

ANIMATION CATEGORY:

1st Prize- "BulbMash" by Stephen Mund

HAM CATEGORY:

1st Prize- "Forest" by Michael Comet

2nd Prize- "Ice Cream" by Chris Hurtt

24 BIT CATEGORY:

1st Prize- "3D STUDIO" by Chris Hurtt

2nd Prize- "EYES" by Guido Rechsteiner

2nd Prize- "Alien Vacation" by Michael Comet

3rd Prize- "Science Station" by Steve Langguth

4th Prize- "EndGame" by John Humpal

5th Prize- "Witches Brew" by Randy Auschrat

6th Prize- "Forum" by Don Hirschfeld

7th Prize- "Fishin" by Orin Palmer

Unpack disk A

Unpack disk B

Unpack disk C

CAM #739a,b&c Vistapro DEM files

23 VistaPro DEM files from USGS & NIST coordinate data - Converted by Mike Bandy:

annandale.DEM, ashbygap.DEM, bellecreek.DEM, bluemont.DEM,  
bountifulpeak.DEM, ennisne.DEM, fairfax.DEM, fallschurch.DEM,  
ftdouglas.DEM, gaithersburg.DEM, germantown.DEM, helens1.DEM,  
helens2.DEM, herndon.DEM, kensington.DEM, manassas.DEM,  
poolesville.DEM, rockville.DEM, sandyspring.DEM, seneca.DEM,  
sterling.DEM, vienna.DEM, washington.DEM.

MK-B

The T-4 "Bee" Imagine model uses a number of brushmaps to add detail and texture. They are included in this archive. To render properly you must assign the logical device "Brushmaps:" to the directory where you have stored these brushes. The model was designed on a 16meg A4000, but tested on a 6meg A3000. I can't be sure it will render on machines with less memory.

Mouse

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This is a mouse as in furry and squeak (not computer) that I produced entirely on turbo silver 3.0. Author: Mike Wagman

Raider

This object is the Cylon Raider from the universe of the live/model action TV show BATTLESTAR GALACTICA (late 1970s). It is based upon a Monogram model; BATTLESTAR GALACTICA is (tm) Universal City Studios, Inc... Author: Paul Weiser

SnowDome

This is a Snow dome Imagine object.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #740 Langages

ACE\_v1.01

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

Author: David Benn

Amiga\_E\_v2.1b

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

Author: Wouter van Oortmerssen

UNSW\_Prolog\_v1.0

UNSW Prolog 4.2 is a Prolog interpreter currently in use at the School of Computer Science and Engineering at the University of New South Wales, Sydney, Australia. This is the AmigaDos port of this interpreter. Amiga version 1.0 is the first public release. It works under Workbench 2.x (it has not been tested with 1.3, but does not contain any 2.x specific code) and includes an optimized 68030

version of the executable. This 68030 version does not contain 6888(1|2) code, so users without FPU's can benefit as well. This release is Enforcer clean. Original author: Claude Sammut, Amiga port: Peter Urbanec.

Unpack

CAM #741a,b&c Télécommunication

addkey\_v1.0

AddKey is a small utility for PGP to mix keyrings very fast. Only new keys are added and keyfile must be in binary format. Author: Esa Piirilä

ANSIconvert

Prints out the contents of an ANSI formatted file as bare text. Include C source, Author: Jean-François Stenuit

AXshSupport

Some utility programs that were submitted by AXsh users.

AXsh\_v1.3demo

AXsh's main purpose is to let other users have access to your Amiga and still be sure that nothing inappropriate can happen. AXsh ensures this by allowing access only to directories that are defined accessible and only accepting commands and arguments that are defined legal. AXsh supports multiple lines, multiple users logged in simultaneously and 8 different user levels. User actions can be saved into a log file. Each user has his/her own home directory, but the used disk space can be/is restricted. AXsh can be used as a bulletin board system with or without UUCP or as a door program in a 'normal' BBS. It has its own mail, news and file transfer programs. However, AXsh is not restricted to remote access, it can be very well used as a local shell. etc. Version 1.3 demo - is a non-crippled evaluation version. Author: Pasi Ojala

CitadelBBS\_v3.42e19

A full featured Amiga BBS program with all the necessary files to setup your own BBS. Citadel is a room structured message system with the fundamental design goal of providing a congenial forum conducive to interesting discussions. Messages are stored and retrieved in chronological order within each room. Callers may travel freely between the rooms, reading old messages and posting new ones. Version 3.42e19 include many features. Binary only, source available from authors. Author: Jay Johnston, Hue JR., and Tony Preston

dmscheck

This is a program for checking "dms" files on unix systems.

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### pgp\_v2.2

PGP (Pretty Good Privacy) ver 2.2 - RSA public-key encryption freeware, protects E-mail. Lets you communicate securely with people you've never met, with no secure channels needed for prior exchange of keys. Well featured and fast! Excellent user documentation. PGP has sophisticated key management, an RSA/conventional hybrid encryption scheme, message digests for digital signatures, data compression before encryption, and good ergonomic design. Source code is included.

### SCAN8800\_v2.28

A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. Version 2.28, an update to version 2.27. Now works on NTSC Amigas. Binary only. Author: Rainer Redweik

### TrinityBBS\_v1.7b

Trinity BBS was written to take full advantage of the capabilities of the Amiga computer. I wanted to support all the positive options a BBS can have and still be user friendly. My main goal was to write a very sophisticated BBS be user friendly and not some kind of animal the average user will be afraid of. I believe you will see that Trinity BBS fits this goal. Trinity BBS has the following features and more : Supports both ASCII and ANSI terminal emulations. Text output can be either 40 or 80 columns which is user adjustable. Screen pauses for any given size of screen. Fast hot keys for all menus and can be turned on or off. Unlimited userLog capacity. Unlimited message capacity. Unlimited file capacity. Online programs that are written in AREXX and are compatible with a an already large existing library of games. Xmodem, Xmodem CRC, Ymodem Batch, and Zmodem file transfers. Access levels and access descriptions are customizable by the SYSOP. All text files are customizable by the SYSOP. Menu commands are customizable by the SYSOP. Quick and smooth operations. Auto-maintenance mode. Multiple Nodes (multi-users online). Multitasking friendly. This unregistered version is limited to 40 users. Version 1.7b feature multinode intercommunication. HighSoft Basic source available from author: Rodney Martin

### xData\_v1.0B

xData is a program that allows other programs to read xpk-compressed files as if they were normal files. It is similar to PP by Michael Berg, which provided a similar facility for PowerPacked files. Binary only, author: Martin W.Scott

Unpack disk A

Unpack disk B

Unpack disk C

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## CAM #742 Utilités diverses

## AppMenu\_v1.1

AppMenu is a utility for Workbench. It runs only under Release 2 (V37) and later versions of the Amiga operating system. It's a commodity that adds menu items to the Workbench Tools menu. When a menu item is activated, AppMenu starts up a program you chosed. You can free define the items and programs to execute. All programs are started as separate, asynchronous processes. You can also choose arguments for these programs through icons or file requester. Binary only, author: Marius Chwalczyk

## Cerca\_v1.1

CERCA is made to scan a unit/path given by the user looking for a file-name or for a pattern, which indicates the matches with the full path. Besides CERCA can display some information on file found, like name, size, protection flags, date and file type from a list of about 70 types (\*note Recognized file types::.), and it gives the opportunity to make operations on the indicated file simply by programming 4 user-gadgets. Binary only, author: Carlo Todeschini

## DashBoard\_v1.2

The Dashboard is the combination of well known PerfMeter-alike utilities, clocks and RAM gauges. Its window can be opened on any public screen and displays: Current time, Amounts of chip, fast and total memory., CPU activity., Graphs of these parameters. Binary only, author: Marat Fayzullin

## Dragit\_v3.00

Allows you to move or size a window without having to use the drag bar or sizing gadget. Press on the configurable qualifier, while holding it, press your selected mouse button, and move the mouse. You'll see the window border appear, and you'll be able to drag or size it. Requires OS 2.0, supports localization with locale.library and the new style 2.1 (or 3.0) preference. Version 3.00, binary only. Author: Steve Lemieux

## MagicMenu\_v1.22

Patch menu for a nice 3d looking, popup etc. Only german documentation, Binary only, author: Martin Korndörfer

## ToolAlias\_1.02

ToolAlias provides a mechanism for rerouting specific programs to other programs. For example, with ToolAlias, you could reroute all references to ':c/muchmore' to use instead 'sys:utilities/ppmore', so that when browsing documents on a Fish disk, you get to use your favourite text viewer, rather than loading the one specified in the document's ToolTypes. Include C source, Author: Martin W. Scott

## WComm\_v1.80

A commodity which enables the user to manipulate windows with 43 user definable hotkey commands. You can move, size, resize, set to prefs, zoom, exclude, include, close tile cascading, and kill windows. You can cycle screens. WComm also has a title clock, a palette window (with up to 256 colours), a popup shell, and a notify system, which can inform you about any important event and date, such as the birthdays of your friends, etc. You may also automatically start any command, a backup for example, at specific intervals. WComm is controlled by some configuration files and can be handled by the use of the several asynchronous windows. Requires AmigaDOS 2.04 or higher. This is version 1.80, freeware, binary only. Author: Hans-Peter Guenther

#### XSearch\_v1.1

A program to search files and directories on any Amiga device. Uses AmigaDOS 2.0 style interface. Includes both German and English versions. Includes source in KICKPascal. Author: Stefan Plöchinger

#### XTrash\_v1.01

A constant trashcan implemented as an application icon. Can erase anything; files, directories, trashcans and disks. Disk formatting requires an external formatter. Conforms closely to the AMIGA Style Guide. Requires AMIGA OS 2. Version 1.01, includes source in KICKPascal. Author: Stefan Plöchinger

#### Unpack

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

#### AztecErr\_v1.25

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

#### BoopsiButtonClass\_v37.2

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

#### BumpRevDeluxe\_v2.200

This is a tool for all assembly language programmers who want to document the changes at the different revisions. BumpRevision Deluxe generates the well-known \$REVISION-HEADER autoMAGICally and allows you to comment the changes. Additionally, the latest version number and

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the revision-date is included in the source-code as a macro, so you can easily update things like version-strings in your own programs. BumpRevision Deluxe requires an ordinary AMIGA equipped with OS 2.0. binary only. Author: Peter Simons

#### DialogLib\_v1.0

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

#### DrDobbsCompress

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

#### EGS\_v15-3-93

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

#### Enforcer\_v37.36

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

#### GigaMemDevKit\_v3.00

The General Purpose of vmem.library is to make a virtual memory handler available to any application writer while keeping things as transparent and easy as possible. Any application using vmem.library will work with or without actually having installed virtual memory. No need for huge checks all over the code. As soon as GigaMem is installed, all applications using vmem.library will take advantage of it. If other virtual memory systems will appear on the market (e.g. from Commodore), vmem.library will be updated to support it. Your application will take advantage immediately without a change.

#### Mungwall\_v37.64

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

an update to version 37.58. Binary only. Author: Commodore Amiga; submitted by Carolyn Scheppner

#### OpalVisionDevKit\_v1.2

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

#### Owner\_v37.2

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

#### Precognition\_v1.04

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

#### rcs\_v5.6

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

#### SIM\_v1.72

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

#### TagListLibrary

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

#### VCB&VCX\_v1.2B



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

VirtualMemory\_v1.0

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

Unpack disk A

Unpack disk B

Unpack disk C

CAM #744 Utilités diverses

AskReq\_v1.0

This is another batch file requester. It displays a message and prompts the user for a string or optionally for a number. It may be also used to request a choice between the specified gadgets. Has a lot of CLI options. Requires AmigaDOS 2.04 or higher. This is version 1.00, freeware, binary only. Author: Hans-Peter Guenther

AutoPubScreen\_v1.00B

This program automatically opens windows on a public screen. All you have to do is specify a public screen name in your program. If it is not found, the screen will be automatically open. After that, this screen will be available to other windows. When every window will be closed, the screen will be automatically closed. The screen opened will clone the workbench. You must have kickstart 3.0 to use this program. binary only. Author: Steve Lemieux

DateCheck\_v1.01

A REXX program that validates the system date by comparing it to the date stored when DateCheck was last executed. If the system date is earlier or too much later than the stored date, the user is notified by a requester. Version 1.01. Author: Michael Tanzer

DirectoryDatabase

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These programs make and search databases created from Amiga directory trees. It is much faster to search one of these databases for a file, than it is to search the filesystem. Also, you can use these programs to do something with all the files which match a pattern, or with random files. Binary only

#### DiskFiller\_v1.1

This utility is useful when you want to put some files on trackload format. It generates sourcecode as well, so you doesn't have to calculate the offsets yourself. Binary only, author: Jonas Andersson

#### Filemount\_v1.20

FileMount is a simple utility designed to create what I call "pseudo-partitions". A pseudo-partition has all the characteristics of a real partition, but resides within a file. Now, this begs the question, "what is a partition"? On the Amiga a partition is simply a set of contiguous sectors on a disk. A file on the other hand is not required to comprise only contiguous sectors; each data block may reside anywhere on the disk. To bridge this gap various people have written device drivers that operate on files, for example FMS by Matt Dillon or FDEV by Timo Rossi. They do a good job, but have some disadvantages. For one, they are slow compared to a real partition. What's worse, though, is that you can't use them with AMAX, or other operating systems, because AmigaDOS won't be around to access the file. Binary only, author: Dan Babcock

#### FRequest\_v1.55

FRequest is a handy program which lets you select a file by using the ASL file requester and executes a CLI command with the given selection. FRequest can be easily used in batch files and has a lot of options. You can use it as an frontend for any program which does not directly support filerequester selections. It exchanges '[' in the specified command line with the selection. It has a debug ability for testing of options before execution. This is version 1.55, an update to version 1.5. It now supports multiple file selections and the save filerequester option. Requires AmigaDOS 2.04 or higher. Freeware, binary only. Author: Hans-Peter Guenther

#### GetPubName\_v1.4

GetPubName returns the Name of the frontmost PubScreen either to StdOut, or if specified to a global/local Environment-Variable. The main usage is supposed to be in conjunction with other programs, that need a PubScreenName, and the BackTick "`". Include Modula source, author: Michael-W. Hohmann

#### GMC\_v9.17

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

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function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is version 9.17, an update to version 9.13, with some new features and some bug fixes. Shareware, binary only. Author: Goetz Mueller

#### HuntWindows\_v2.1

Starting with 2.0 you can make screens bigger than the visual size of your monitor. On a double-size workbench, catching windows like requesters etc. can be quite annoying at times. This little utility hangs itself on the Vertical Blank interrupt to find out which window is being activated and moves the screen to show the window in full view. Version 2.1, includes source in assembler. Author: Joerg Bublath

#### ID\_v3.40

Given a filename as its second argument will find that file and try to identify it as one of 73 file types. If the -e option is given then some extra information may be given about the file. If ID is given the name of a device or directory as its second argument then Id will recursively find every file and try to identify it. If the -r option is given then the search is not recursive and if ID finds any directory it will skip over them. If the -s option is given then the statistics will not be printed at the end of the search. If the -e option is given then extra information will be printed about each file if it is available. If the -e option is given then the statistics will not be printed out at the end. If you wish to have stats then put the -s option on the command line as well. Binary only, Author: Paul Hunt

#### LoadLibrary\_v2.72

Another LoadLib program, but this version runs in it's own task, and uses the reqtools.library for multiselection and other user friendly file handling. All installed LoadLib libraries can also be removed from the system. Supports the locale.library and Amiga-Guide. Version 2.72 an update to version 2.52. Freeware, binary only. Author: Nils Görs

#### MemLink\_v2.4

The main purpose of this program is to allow usage of RAD: device with a version 2.x of the operating system. Without running it some words in RAD: image get damaged on restart. It can perform few additional tasks, which may be utilized also under 1.3/1.2. binary only. Author: Petr Cisar

#### muFS\_v39.134

MultiUser-FileSystem. MuFS allows you to create a UNIX-like environment where several users live together in harmony, unable to delete each others files, unable to read those private love-letters of other users ... And this even if several users are working on the machine at the same time (on a terminal hooked up to the serial port) ... binary only. Author: Geert Uytterhoeven & Kurt Haenen

#### NewEdit\_v1.7

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NewEdit is a commodity, that pathches all stringgadgets of the system (better: it installs a global edithook for the stringgadgets). Beside some new edit functions (see below) NewEdit supports copy and paste of text between the clipboard and stringgadgets! Include C source,  
Author: Uwe Roehm

#### Paths\_v1.0

Paths is a preference editor that fills a lack of WorkBench. Using Paths you don't need anymore tens of path lines in your "User-Startup", it's all made in a single line (or even less, \*note Installation::.). Paths may be useful both for the boot and for adding or removing global or local paths during your works. binary only. Author: Enrico Fedrigo

#### Reducer\_v1.0

Reducer is a program which helps you transfer files from a harddrive to floppy disks with a minimum of free blocks. Currently, there are 2 other similar program in the Public Domain: Dred and ECopy, but these programs have several shortcomings. For example, files cannot be copied via the RAD: device (Copy File to RAD:, then make a 'DiskCopy RAD: to DF0:'). With Reducer, you have the possibility to configure what will be written in the script (that can optionally be executed) for each phase of a 'diskfill'. binary only. Author: Christian Warren

#### SetBuffers\_v1.06

SetBuffers is a simple tool for setting the amount of buffers for each device in your system. It is a logical extension of the addbuffers command. This tool is designed to be used with KickStart v37.175 or greater and WorkBench 2.04+. binary only. Author: sAustex Software

#### SuperDark\_v1.2

SuperDark is a Screen Blanker...Yet, another one, but this one as some special features. It's based on the well now program named AfterDark in the PC and Macintosh World. binary only. Author: Thomas Landspurg

#### TWA\_v1.2

A commodity that remembers the last active window on any screen. If screens are shuffled, the window is automatically re-activated, when that screen is brought to front. Version 1.0, binary only. Author: Matthias Scheler

#### Unpack

CAM #745a&b Fontes Adobe Type 1

AmstadPlain

Catooning Adode type 1 font

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ArgosANouveau

Art Nouveau Type One font. Looks similar to Irish Eire.

Ariosto

a casual serif face with some swashes. Caps only. Type One format.

Bamberg

in upper/lower case Adobe type 1 font based on Pfister's 36 line bible.

Bamberg Initials

an Adobe type 1 font which are uppercase only letters of black boxes with the letters cut out in white.

BluePrintBold

A neat handwritten style (NOT cursive) very similar to Tekton. Type One format.

Bogatyr

a Cyrillic Art Nouveau Calligraphic font based on early 20th-century hand drawn lettering from Russia. Caps only, with Roman capitals, too. Adobe type 1 format.

BrassfieldBlackObl

Type one font of a very suitable-for-publishing sans serif typeface.

Burton Initials

A classical, "ornaments" font. Adobe type 1 format.

Caliph

a Flowing script designed to look like Arabic. Adobe type 1 format.

Caxton Initials

A classical (old old English) font. Adobe type 1 format.

Chaillot

a Decorative Medieval caps Adobe type 1 font.

Columba

a Celtic-style script with decorative caps Adobe type 1 font.

Durendal

Very wide serified font with a large x-height. Type One format.

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Elbjorg-Script

Fantasy script marker style type One font.

Enochian

an "angelic" or typeface used in witchcraft circa 1580 Adobe type 1 font.

FineLine

All characters are composed of very very thin lines. An Avant Garde style not suitable for small point sizes. Type One format.

Fiorenza

Based on a style of Renaissance calligraphy that features extremely elongated italic-style characters. Lower case only. Type One format.

Floydian

Derived from the scrawl on the cover of the album \_Pink Floyd The Wall\_. Great for angry display type. Type One format.

Fraktur

typeface upper/lower case Adobe type 1 font.

Futhark

a runic serif Adobe type 1 font.

Futhark-Gothic

a runic serif sans serif Adobe type 1 font.

GadzoobBold

Bold, informal characters with slab serifs. A "circusy" feel. Caps only. Type One format.

Hermetica

type 1 font containing elementary Hebrew, Astrological, Alchemical and Magick symbols.

KennonBlackObl Bold

italic serif font suitable for headlines. Type One format.

KennonUltra Bold

serif font suitable for headlines. Type One format.

Lindisfarne Runic

caps-only serified font. Type One format.

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### MarkerFinePoint

A casual, "Medium Felt Tip pen" feel. Version 2 offers many additional characters. Type One format.

### Marydale

Informal display typeface based on someone's hand-lettering. Come in regular and bold weights. Type One format.

### Potsdam

Ornate serified font with curley-cues. Type One format.

SIL\_IPA SILDoulosIPA-Regular, SILManuscriptIPA-Regular, and SILSophiaIPA-Regular:

serif, monowidth, and sans serif fonts of the International Phonetic Alphabet. Type One format.

### Styletto\_v2.1

A "blend of an Optima-like base with finely pointed serifs." Poor quality. Type One format.

### Tancred

a nice serif type 1 font suitable for text or display.

### TitlingOrnaments

A classical, "ornaments" font that looks like vases. Adobe type 1 format.

### Tombstone A

Sans serif type 1 characters with tapered stroke ends. Each character is centered on a tombstone. The same as Graveyard with white-on-black characters.

### Townsend

based on Tuscan Egyptian, a wood type font dating from the Hamilton Co. in the 1880s. A Western-style type 1 font.

### Trajan

type 1 font based on the letters used on Trajan's Column in Rome. Not the font of the same name sold by Adobe..

### Turkish

a turkish-derived script type 1 font.

### UrsaSerifBold

a bold serified type 1 font suitable for headlines or body text.

USGSfont

Twenty-seven additional symbols needed for United States Geological Survey maps. Meant to be a supplement to Carta. Adobe type 1 format.

Warlock

a sans serif characters with tapered stroke ends. Adobe type 1 format.

Unpack disk A

Unpack disk B

CAM #746a,b&c Utilités domestiques

ABackup\_v2.42

A powerful backup utility, that may be used both for hard disk backup and for file archiving. Features include a full Intuition interface, a "batch" mode, save/load file selection, support for HD floppies, support for XPK library, a child task for disk write, error recovery when writing to a disk, cyclic backup to and restore from several drives, optional data compression, function to rebuild the catalog, support for both soft and hard links, and more. Includes French and English versions. Version 2.42, an update to version 2.40. Shareware, binary only. Author: Denis Gounelle

AMaster\_v1.5ß

An address database program with sort, search and selections after each field. The number of entries depends only on the free memory. Has a lot of print options including a print to screen function. Has a full online help system. Includes both German and English versions. Is font independent and has been tested under 2.04 and 3.0. Requires AmigaDOS 2.04 or higher. This is version 1.5ß, freeware, binary only. Author: Hans-Peter Guenther

AmigaBase\_v1.22

A hierachical, programmable, in-core database that runs under OS 1.3 and OS 2.0. Has a full intuition interface. Features include two display methods, filter datasets, search datasets, print datasets, and much more. Nearly everything can be realized by programming AmigaBase. Datatypes can be Integer, Real, Boolean, String, Memo (Text), Date and Time. Number of datasets is only limited by available memory. Also included in the package are some example projects. Version 1.22, an update to version 1.20. Shareware, binary only. Author: Steffen Gutmann

AmigaFamilyTree\_v1.0

Amiga Family Tree (AFT) is a genealogy database program for maintaining

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information about any number of family histories. binary only.  
Author: Andrew M Hounsell

#### Convert\_v2.0

A program that provides the means to easily convert numerical values between international, Imperial and US systems of measurement. It does this in twelve fields of measurement, including area, capacity, density, energy, fuel consumption, length, power, pressure, speed (velocity), temperature, volume and weight. It has a flexible, easy to use GUI and works under OS 1.3 and 2.xx. The registered version also has an ARexx port. Version 2.0, shareware, binary only. Author: Mike Fuller

#### EditKeys\_v1.3

A keymap editor. Supports editing of string, dead and modifiable keys, as well as control of repeatable and capsable status of each key. Runs equally well under AmigaDOS 1.3 or 2.0. This is version 1.3, an update to version 1.2. Binary only. Author: David Kinder

#### MemoMaster\_v2.0

A program that warns you about events (like birthdays and anniversaries) as they approach. Version 2, includes source. Author: Jeff Flynn

#### Most\_v1.42

Most is a 2.0 only textviewer which I wrote with full workbench support in mind. First at all an overview of interesting features: unlimited number of windows, each text has its own process, search function, highly configurable, clipboard support, "click-and-load" function for includes, font sensitive GUI, PubScreen, CustomScreen or Workbench, AppWindow, AppIcon, ARexx Port, localization with locale.library, AmigaGuide support, XPK support, pipe support, as mentioned, kickstart 2.0 is requiered. Binary only. Author: Uwe Röhm

#### MultiPrint\_v1.4

MultiPrint is a program for printing text files to both sides of a page, in multiple columns, and very small, or very large, high quality fonts. Binary only. Author: John Matthews

#### Nag\_v1.01

Nag is a scheduler/reminder commodity written for OS 2.04. It is designed keep track of an unlimited number of events and, at the time of the event, flash the screen and display a requester to remind you of it. It can be configured to display a reminder for an event occuring only once or for events that occur on a weekly basis. Currently Nag cannot handle semi-weekly, monthly, or yearly events. Include C source, Author: David Walthour

#### NoteEdit\_v1.0

NoteEdit is a utility to write and save crypted notes. The ability of

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an automatic diary is included as well. Version 1.0, freeware, includes source. Author: Benjamin Stegemann

#### oleo\_v1.2.2

Version 1.2.2 of the GNU spreadsheet. needs >020,ixemlib. This version seem to work fairly well. All I did to "port" this thing was basically to recompile. It uses the CLI and a termcap file. I have included the termcap that works for me. Place it in a directory and assign ETC: to that directory. I have included libcurses.a and libtermcap.a I used to compile the program. I compiled these from PD sources. The program has an interface for I/O that could be better adapted to the amiga. The X interface includes support for fonts and mouse. Some amiga guru could write a nice interface this would be an nice program. As is, it is a good utilitarian program for those who need a spreadsheet now.

#### PrintDuplex\_v1.0.0

PrintDuplex is an Amiga utility which will print PostScript or ASCII text files to a laser printer or printer with single-sheet capability, two pages per sheet. It will not work with printers which rely on continous forms. PrintDuplex has a fairly naive notion of a document: a stream of pages numbered 1-N where N is an even number. You can print documents having an odd number of pages. PrintDuplex will supply the "missing" (blank) page. Binary only. Author: Mark R. Rinfret

#### ProWriteConvert\_v2.0

ProWrite File Convert converts files created with other Amiga word processors into ProWrite files (which are also compatible with QuickWrite), preserving as much of the document's content as possible. This means that you won't lose the document's headers, footers, paragraph margins, justification, and character styles when converting them to ProWrite format. Binary only. Author: New Horizons Software, Inc.

#### QuickFile\_v1.2

A flexible, fast and easy to use flat file database using random access with intelligent buffering to minimise disk access, multiple indexes for fast access to records, form and list style screens and reports, and fast sorting and searching. Files are quickly and easily defined, and fields can be added, changed or deleted at any time. Binary only. Author: Alan Wigginton

#### XDME\_v1.82.08

Version 1.82.08 of Matt's text editor. XDME is a not so simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, FAST scrolling, title-line statistics multiple windows, and ability to iconify windows. This new version has some bugs fixed, many new commands and several other new enhancements. Author: Matt Dillon, Enhanced by Aaron Digulla

#### Unpack disk A

Unpack disk B

Unpack disk C

CAM #747a&b Utilités Graphiques

Clouds\_v2.0

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

FixObj\_v1.2

Fixes Pixel3DPro generated Wavefront files. Include source in E.

FractalDynamicsPRO\_v1.0

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

ISL\_v1.4

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

MakeVPort\_Patch

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

Mandelmania\_v4.0

Mandelmania is a fast Mandelbrot Set and Julia Set calculation program. The main features are: Creating animations automatically via ARexx scriptfile. 2.5 times faster than MandFXP. Needs Kickstart 2.1 (V38+ of asl.library). On-line help using amigaguide.library. Supports all Amiga graphic modes, incl. AGA modes and autoscroll screens. Loading and saving using IFF format. Picture parameters are stored in a special chunk. Entering new parameters using either the keyboard or the mouse (different zoom modes). Supported Fractal types: Mandelbrot Set LSM, Julia Set LSM, Mandelbrot Set CPM (two- and threedimensional),

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Julia Set CPM (two- and threedimensional), Lyapunov Space The graphic output window can be sized as you like. Colormap can be changed by a comfortable colorrequester. Built in colorcycling. ARexx interface. Creating animations automatically via ARexx scriptfile. Easy scrolling by pressing the cursor keys. Author: Markus Zehnder

#### Movement\_v1.0

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

#### MPEG\_Play\_v2.01

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

#### MUGiff\_v1.12

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

#### pack\_tga\_v00.05

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

#### TreeGrow\_v1.0

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

#### unanm\_v1.0

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

#### undl\_v1.2

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

#### unflit\_v1.1

UNFLIT is a program that unpacks Autodesk Animator FLI or FLC files into their constituent frames. Each frame is stored as an 8-bit IFF

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file, which can then be converted to HAM or whatever and recombined into an IFF ANIM file. This is a KS2.0 program. binary only. Author: John Bickers

unvga\_v1.0

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

ViewTek\_v1.04

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

Unpack disk A

Unpack disk B

CAM #748 Émulation

AmigaQDOS\_v3.10

QDOS is an Operating system designed for small 68000 computers, which provides multitasking, a virtual device interface for grafics, an easy to program device driver interface, and last, but not least a highly sophisticated structured and expandable resident command language interpreter called "SuperBASIC". Since it was first implemented on a computer with only 128K RAM and 48K ROM this operating system and its supporting Software and compilers are small and very efficient, mostly programmed directly in native 68000 machinecode. This makes QDOS the ultimate operating system for all small computers like for example the Amiga 500 and single board controller computers, which can use a real time operating system and the whole support software for their applications. QDOS was written by Tony Tebby, who has my deep respect for this. binary only. Author: Rainer Kowallik

BerkleyFastFilesystem\_v1.1

BFFSFilesystem allows you to mount (and use) Unix filesystems directly under AmigaDOS. Utility is similar to CrossDOS (©) from Consultron and the CD-ROM filesystems for the Amiga. binary only. Author: Bill Moore and Chris Hooper

C64Gfx

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The C64Gfx package contains programs which are used to convert portable pixmap (ppm) files to C64 graphics formats (FLI and koala) under AmigaOS. The package includes ANSI-C source codes for the programs, so they are also compilable in any environment with an ANSI compliant C-compiler. In addition to this package you need e.g. PBMPPlus to convert Amiga ilbm files to ppm first. And of course some way to transfer files between the machines. Include C source, Author: Pasi Ojala

D64

A program to convert C64 programs from datasette to amiga file format for use with TheA64Package etc. Include C source, Author: Holger Schemel

PcRestore\_v.2.31

PcRestore is a utility for those people who wants to transfer files between MSDOS-machines to the Amiga. binary only. Author: Mikael Nordlund

Spectrum\_v1.6

This program emulates a Sinclair ZX Spectrum 48-kbyte z80-based computer on any Amiga computer. ROM code is not included. binary only. Author: Peter McGavin

Z80\_Emulator\_v1.03

Z80 Cross Development System and Emulator V1.03. binary only. Author: Phil Brown

Unpack

CAM #749a&b Jeux

4-GET-IT\_Demo

Hello and welcome to the strange world of 4-Get-It. This is a puzzle game, but one with some bizzare and mean twists to it. You will have to work your way through over 200 levels of maddening puzzles before you have exhausted this game (and we are already working on new levels and an editor). binary only. Author: Adisak Pochanayon

ActOfWar\_v1.4

Act of War, or AoW as I've just decided to call it as it involves less typing, is a strategy game in the tradition of Laser Squad, Breach 2 (or so I'm told) and, if anyone can remember that far back, Rebelstar. binary only. Author: Dave Smith

BattleCars

Battle Cars is a one or two player game played inside an arena, with

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each player being equipped with an armour plated car and a big gun (an M61 20mm cannon). You start off with 4000 rounds of ammunition which lasts for about 40 seconds of continuous firing, but is more than adequate for the task in hand. binary only. Author: David Jameson

battlestar

Here is a fun text based adventure game. It is reminiscent of Dungeon (aka Zork) and Adventure. You start out on a space ship under attack and must get off and back to the planet... It is a port of a game found on many BSD UNIX machines that is really quite clever and fun. I ported it with minor modifications using Markus Wild's port of GNU GCC 2.3.3. Many thanks Markus. Include C source, Author: David Ingebretsen

BeBop'N\_Drop\_demo

A demonstration version of the commercial game BeBop 'N Drop. BeBop 'N Drop is a real-time graphical arcade puzzle game, a greatly enhanced version of the popular shareware game Obsess-O-Matic. The object is to fit the falling pieces together in such a way as to form complete horizontal rows, which will then disappear off of the board. BeBop 'N Drop contains 77 different levels of play, each with a different shape board. The game contains over 800 different playing pieces, more than 450K of digitized sound, and many interesting visual effects. Binary only. Author: Wayne Phillips

RoachMotel

A game where the object is to collect all the spray cans to complete the level. If you touch any creatures you will lose one life, except when stomping on a roach or hitting a roach or boyd with your head while wearing the toupee. Written in AMOS, binary only. Author: Ryan Scott

SolarSystemWars\_v1.14

Solar System Wars is a game similar to Space Wars, pitting two players against each other, in orbit around 0 to 3 stars. You can choose from 48 different solar systems, or use the random system selector for a different challenge every round. A variety of weapons are available. Supports two button joysticks but does not require them. Version 1.14, binary only. Author: James Cleverdon

Tankyou\_v0.22B

This is a Scorched Earth And Artillery Duel-styled game for the Amiga. There are five weapons at the moment. The nice collapsing routine was done by Teijo Kinnunen. binary only. Author: Pasi Kovanen

Unpack disk A

Unpack disk B

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