CAM Index - Amigaguide Version

COLLABORATORS

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

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

CAM Index - Amigaguide Version

1.1   Disks 600 to 649

CAM #600a&b Fontes Adobe Type 1 (PageStream)

Alexandria

Type One fonts resembling the old bitmapped Athens font. Author: Hank
Gillette

Athletic

Athletic is a font I developed based on the full block athletic look,
used by most schools and colleges on athletic sportswear. It contains
all the upper case letters with most of the standard symbols. Author:
Philip Schilling

BeesWax

Beeswax is a chubby, fun font of all caps, numerals, and some
punctuation marks. Great for informal, but attention-getting
headlines. Author: Thomas E. Harvey

CocaCola

Type 1 format, was originally done for The Coca-Cola Company in
Atlanta, GA, from original slicks from their art department. You will
find the match to the "Real Thing" superb.

CSD-JERSEY

Sport style type 1 font, caps only. Author: Creative Software Designs

Cyrillic

A Type One set of a complete Cyrillic script. This is a serifed font,
suitable for use as text, and comes in four harmonized weights
(regular, italic, bold, bolditalic. Author: ZSoft's SoftType

DominoEffect

This font contains 27 characters: the 26 capital letters and the
space. Each character looks like a domino with letters carved out of
it, rather than numbers. Author: David Rakowski

EddaCaps

Slightly tilted, slightly old Eire- appearing Caps letters. Author:
Sam Wang

Flemish

An ornate typeface. Author: Richard Mitchell

Handwriting

Neat cursive script. Upper/lower case font.

Harrington

Rounded letters with descenders.Type 1 version. Author: Sam Wang

Hotshot

Here is a font I've been mucking around with that is based on scans
from a 1930s painting manual. It's more an experiment than anything
else, but it looks nice, I think, for short titles or display art used
18 points or larger. Author: Walter Kafton-Minkel

IsadoraCaps

All caps font. 20-30's style letters.. very rounded. Author: Sam
Wang

Klinzhai

The indecipherable letters of Klingon (you know, those Star Trek
protagonists/federation buddies). Includes explanation and translation
file. Type 1. Author: PsychoGlyph

Latin-WideExt

Large font with oblique serif. Author: Publishers' Paradise

LibbyScript2

Uppwer/lower case letters of pretty decent looking hand-cursive style.
Author: Sam Wang

Lombardic

Celtic style, type 1 font. Author: ZSoft's SoftType

Lombardo-Beneventan

Old style, type 1 font. Author: George Williams

Maidstone

Tall, thin script cursive with upper and lower case, numbers and
letters. Author: Sam Wang

MathMajor

MathMajor is a type 1 Postscript font. It looks like a stroked font,
although it is actually filled characters. The font is for making up
math formulas and contains math and greek symbols. It also contains
the normal alphanumeric characters with the simple stroked appearance.

Medusa

Medusa is based on the familiar Art Nouveau font Broklin. It's a
display font that looks great at 12 points or larger. Author: Lorvad

MiniPics

General Dingbats Type 1 font.

Mira

Upper lower case type one font of combination Gaelic type font,thick
horizontal lines and thin vertical lines. Author: Sam Wang

MonotonyBook

Here's the font nobody's been waiting for, a monospaced font for the
rest of us. There is nothing remarkable about this font; in fact, it's
so boring I named it Monotony. Author: Phil Noguchi

Nordic

Nordic style. Thin upper and lower case letters that go diagonal
everyway they can...

Ox Nard

OxNard is an outline shadow font with irregular sizing and erratic
baselines. As a display font it works at 25 pts or larger. Sizes
above 50 pts are preferable. Caps only. Not kerned. Author: Lorvad

Paradox

Type 1 font like Papyrus.

Shalom

Hebrew style type 1 font. Author: ZSoft's SoftType

ShalomOldStyle

A fairly complete Hebrew typeface. "Fancy" characters. Author:
Jonathan Brecher.

ShalomScript

A fairly complete Hebrew typeface. "Handwritten," cursive characters.
Author: Jonathan Brecher.

ShalomStick

A fairly complete Hebrew typeface. Sans serif characters. Author:
Jonathan Brecher.

Thalia

Upper/lower case thick Old English style letters. Author: Sam Wang

Upsilon

Block venice heavy, bold font.

Unpack disk A

Unpack disk B

CAM #601a&b Fontes Adobe Type 1 & Clips Adobe Illustrator (PageStream)

3G_Graphics_EPS_AI

Images by 3G Graphics Inc. makers of high quality clip art in Adobe
Illustrator This archive contain a full disk of clip art as a demo of
quality of what can be obtained by 3G Graphics.

DotMatrix

Letting that resembles old IBM type dot matrix printers. Author:
Acute Systems

Durango

Old western style letters font. Author: Hank Gillette

EnglishTowne

This display font is a variation of the venerable Olde English. Most
of the Olde English fonts I have seen have the points squared off. In
EnglishTowne, the points are points. This font works well with
invitations, banners, and menus (English, of course). Author: Richard
M. Coda

Hebrew

Here's my Hebrew font that someone actually expressed some interest in.
Author: B.J. Kramer

Heidelbe

Heidelberg is more truly a calligraphic style font than MacHumaine,
with its more severe strokes and sharper angles. Author: Steve

Shubitz

LetterGothic

Looks like an old typewriter.

Linoscript

A very nice formal script.

Linotext

An Old English style.

LithographExtBol

This is our version of an immensely popular display face you have
probably seen everywhere from the titling on MTV to ads for "Home
Alone" and so forth. Author: Impact! Communications

MiamiBeach

Resembles the font known as "Broadway.

MicroTiempo

A body text font.

OregonDry

Upper/lower case informal stroke letters. Pretty dry, but informal, no
less. Author: Pat Snyder

OregonWet

Upper/lower case informal stroke letters that look like they just got
out of the shower (dripping wet....). Author: Pat Snyder

Palladam

This is a Tamil font, Author: T. Govindaraj

Recycle

Contains several recycling symbols in various light/dark combinations.

RedLetter

RedLetter is a novelty font with limited uses. It is intended to
replace Stalingrad. RedLetter differs from Stalingrad in several ways.
It is in Type 1 format. Some characters have been re-drawn, and not
all lower-case letters are simply reduced copies of upper-case letters.
Also I have improved spacing and kerning. Author: Robert Schenk

SaloonExt

SaloonExt is a display typeface in a style of the 19th century. It

does not have true lower-case letters; the upper-case letters are
simply repeated on the lower-case keys. It is in Type 1 format.
Author: Robert Schenk

SavannahfatsPlain

Black letters coming out of a white block background. Very close to
LeeCaps. Author: Jim Alley

SHOW

An ornate font.

Shpfltnat

Musical notes and characters. Author: David Rakowski.

Silicon

Block letters that resemble Chicago font meeting the Venice Font.

SlabFace

Slanted letters that slightly resemble brush strokes... Author: Jim
O'Bryan

StencilCut

Looks like stenciled letters.

Strongman

Strongman and Strongman Bold are based on two old engraving fonts
called Strongly 3 Line and Strongly 5 Line. The significance of the
"Lines" is that the weight of the font was controlled by how many
"lines" were used to draw it – the more lines, the bolder the font.
Author: Richard M. Coda

Trondheim

A celtic language font.

VireoFont

Modern looking letters... thin vertical lines connected to wider
looking horizontal letters. Full upper, lower case. Author:
Christopher Bird

Weiss

Nice text and display font.

Zallman-Caps

Flowers and vines shoot out from behind uppercase Classic (appear to
look like Times Roman) letters. X and Y are missing in this drop caps
set, though. Author: David Rakowski.

Unpack disk A

Unpack disk B

CAM #602a&b Utilités Télécommunication

LAZi_v1.0

A graphic interface for the archive utilities Lharc, Arc, and Zoo.
LAZi will add, delete, extract, and update single or multiple files,
list test archives, allow you to read extracted readmes/docs or any
other ascii file, save a configuration file that holds the locations of
your work directories, archive utilities, and its position when
iconified. At least 1Mb of RAM is recommended. Author: Mark W.
Davis

LhA_v1.11

A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA
V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has
been written with stability and reliability in mind, has carefully
optimized compression and decompression routines, is multitasking
reentrant and pure, handles multiple volume archives (registered
version only), and more. Also includes LhASFX, which creates SFX
(self-extracting) archives from ordinary LhA archives. Version 1.11,
(Jan 19 1992) include many new features and bugs fix. shareware,
binary only. Author: Stefan Boberg

Necromancer_v0.3ß

Necromancer V0.3 beta, an Amiga terminal program that supports XPR
protocols. Runs under 1.3 or 2.0. By William Coleman

ParnetKeys_v1.0

NetKeys is a set of programs for use with Matt Dillon's DNET networking
software that allow the input from the keyboard and mouse of one Amiga
to be sent to second Amiga. It is as if the keyboard and mouse was
attached to the other Amiga. Binary only, author: Joe Pearce

Prism_v1.4

An ANSI editor that allows animations, and complete color control. It
is used on many BBS's to create animated screens. Includes a
configuration editor, font control, and variable playback speed.
Version 1.4, includes source. Author: Syd Bolton, Chris Timmerberg,
Colin Vernon

Proteus_v1.100

Due to poor sales of other Energion Publications products and other
financial problems, Energion Publications has gone out of business and
has shut down their support BBS. I've taken back responsibility for

Proteus, and am now distributing it as freeware, rather than commercial
software. The registration info and 90-day evaluation limit have been
removed, and the full non-protected version is now included in this
archive. Author: Rick Huebner

StripANSI_v1.0

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. The Intuition version includes the ability
to selective strip certain ANSI codes, and generates a complete report.
This is version 1.0, and includes full source in C. Author: Syd
Bolton

Term_v1.9a_doc&src_ENG

English version of documentation and source for Term version 1.9a

XX_(en)Decode

XXEncode and XXDecode are two programs that facilitate the sending of
binary files through network mailers. These have the same basic
function as UUEncode and UUDecode, but are designed to eliminate the
problems associated with the characters UUEncode uses. Binary only,
author: Ernest Crvich

Unpack disk A

Unpack disk B

CAM #603a,b&c Langages

GCC_&_G++_v1.40-920127

Version 1.40 of both, gcc and g++. Ported by Markus M. Wild

IXEmulLibrary_v920202

A library, that would emulate as much as possible of a **IX/BSD
environment on the Amiga, so that programs (usually programming tools)
written for **IX/BSD could be ported quick and easy to the Amiga.
Author: Markus M. Wild

Unpack disk A

Unpack disk B

Unpack disk C

CAM #604a&b Utilités domestiques

DABPass_v1.1

This program lets you set up a password in order to secure your Amiga
from unauthorized use. Author: D. A. Bridges

DWF_PreSets

Included here are some "Amiga Release 2" presets that I created while I
was killing some time. Some will look a bit odd in modes other than
HiRes-Interlace mode and default colors. If your using Release 2.04,
you will be able to click on the icons change the presets without
having to use the Prefs tool. Author: David W. Ferguson

EnvPrint_v1.20

EnvPrint is a handy tool for printing envelopes for letters. Just type
in the addresses or load them from disk, and EnvPrint will organize the
printing job for you. Version 1.20. Shareware Binary only. Author:
Stefan Zeiger

FileLocator_v1.0

Searches up to 28 mounted devices for specific files using wildcard
matches. Version 1.0, binary only. Author: Joe Rattz, Jr.

Home_v1E

Address Book, Notepad,Inventory, Scheduler Cando program. Shareware,
Binary only. Author: Lord Sutch Productions.

LSlabel_v1.1.2

A simple label printing utility. Very powerful as the user can/must do
a lot of settings by himself. Features include variable linefeeds (in
1/216 inch steps) between 21 independant lines and freely configurable
printer codes. Version 1.1.2, an update to version 1.0, binary only.
Author: Stefan Berendes

sqldb_v020392

SQL dababase with arexx support. changes since last release on
11/25/91

 doc/sqldb_sqlref.doc deleted
 doc/sqldb_sqlrefman.doc updated
 added ORDER BY clause to SELECT
 more memory leaks fixed
 bug in NOT, MAYBE, MAYBE_I, MAYBE_A logical operators fixed
 bug in SELECT ... OUTPUT TO filename fixed
 bug in column formatting in GROUP BY fixed
 added DATE and TIME datatype
 bug in row selection in GROUP BY fixed
 bug in row deletion/insertion fixed
 added support for NOTNULL in INSERT INTO, UPDATE and DISPLAY TABLE
 statements
 bug in ARexx interface fixed

Binary only. Author: Kyle Saunders

StopWatch_v1.0

A stop watch application with the precision of one millisecond
(variable), which scans the joystick button. Full multitasking
capability and intuition interfacing, additional display screen for
genlock output, ARexx port for parameter/result handling and screen
manipulations. Written in Modula 2 and assembly language. This is
version 3.0S, an update to version 2.0. Binary only. Author:
Christian Danner

SubStore_v1.3

This is a Magazine Subscription Database that allows you to store
reference information from your monthly magazines such as Articles,
Reviews and other items of interest. Features include: Slick 3D
Interface, Search, Print, Queue Window w/Print, Mail Order Info
w/Names, Numbers & Notes, Attach User defined Brush/logos to be
displayed for each Magazine you're working with, and much more!
Version include many new feature and bug fix. ShareWare. Author:
John Lullie

SuperLock_v1.01

A very flexible security program that can lock any or all of the
devices present in the system, making access to them impossible. It
can also optionally lock the keyboard and the mouse. Version 1.01.
Requires arp.library. Binary only. Author: Jonathan Potter

TallyHOme_v1.0

Latest home inventory program makes recording valuables quicker and
easier. Four categories included: electronics, jewelry, computers,
collectibles. All 3D buttons, mostly point & click interface. A
must-have for insurance claims in the event of any loss natural or
unnatural! Shareware demo version. Author: Linda Lullie

TextraHyperText

This script was originally developed for use with HT, a HyperText
program, and Textra, a Word Processor (both of which are available on
CAM's), but could easily be adapted to drive other editors by simply
substituting the Textra commands with the appropriate replacements.
Note that the editor should provide an Arexx port. Author: DAB

TextStat_v1.10

An extended "wc" (word count) program. It has all features of the
SAS/C "wc" plus the ability to count the frequency of ASCII characters,
alphabetical characters and many other things in a text. Version 1.10.
Freeware. Sourcecode included. Author: Stefan Zeiger

Unpack disk A

Unpack disk B

CAM #605a&b Jeux divers

Bridge_1.03

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. Binary only, author: Erik Bergersjö

CirclesUp_v1.0

A simple little two player game where circles fly into the playing area
from both sides of the screen. When each player presses his
corresponding ALT key they fly to the top of the screen and stop moving
when they hit another circle or the border. The object of the game is
to connect a specified number of circles of the same color. Version
1.0, includes source. Author: Jason Lowe

Diplomacy_v2.0

A classic strategy game loosely based on World War I. Designed for
several players but can be played by as few as 2. The computer manages
the game, resolving orders and graphically displaying the current
status. Also provides map design capabilities for game variants.
Version 2.0, shareware, binary only (source available from the author
with shareware payment). Author: Steve Douthat

EquiLog_v1.36

A Master-Mind type game. Version 1.36, binary only. Author:
Pierre-Louis Mangeard

FindMe_v1.0

This is just a quick little game I threw together! It will show the
complete alphabet at the bottom of the screen and some empty blocks
above that. The empty blocks represent a word that you must guess at
its letters. You do that by clicking on one of the LETTERS in the
alphabet blocks at the bottom, if you get a correct letter... it will
show its position in what was the empty blocks. If it is NOT in the
word.. you will be told. You can click on the HINT block to get a
slight hint as to what the word might be. Of course if you click in
the GIVE UP block... you will be shown what the word was. If you
click in the top BLOCK that has "F I N D M E !" on it... you can take
a guess at the word. Wrong guesses will show you what the word was and
will go onto the next word. binary only. Author: Mike Dissinger

HOW-GAME

A new game from Peter Haendel. Roll a ball through a labyrinth.

NumbersUp_v1.2

A simple game where numbers fly into the playing area from both sides
of the screen. When you click the mouse button, they fly to the top of
the screen and stick there. The score is determined by what numbers
the current number lands near, and the game ends when the same numbers
end up adjacent to each other. Author: Jason Lowe

Poing_v1.0

The name implies it all, a break-out kind of game (with a twist). It's
a multi-tasking action game. I wrote this thingy more than 3 years ago
(back in 1988) but never put the finishing touches to it for a public
release. Well, here it finally is. Binary only, author: Paul van der
Valk

search_v2.0

Search is NOT an arcade game. It is kinda a maze game, kinda a thought
game, kinda a trick game. It is played on a 100X100 tile board that
you scroll around on. Different tiles have different effects. Great
graphics, fast response, works under 1.3 and 2.0. Three sample levels
are included along with the level editor. Shareware. Version 2.0
include more level and Editor improvement. Author: Alan Farrell

Spades_v2.10

"Spades" is a program written to play the card game Spades. It may be
run from the CLI or the Workbench. NOTE: Spades now requires AmigaDOS
2.xx to run. Include C source, author: Greg Stelmack

Worm

A little hack where a worm follow in every screen, Include assembler
source, author: Paul Trauth

Unpack disk A

Unpack disk B

CAM #606a&b Jeux d'arcades

ChinaShop

Ricardo the bull is in big trouble! While running through the streets
of Pamplona he make a quick turn into the plate glass store front of
Fernando's China Shop. Fernando, however, is prepared for just such an
emergency with loads of bombs and traps. Using your joystick, you can
guide Ricardo the bull to freedom by dodging Fernando's arsenal,
wrecking ALL of the china, and maintaining your health until you reach
the exit on floor six. Binary only, author: Joe Langraf

Colors_v1.0

The object of COLORS is simply to form lines of four blocks or more of
the same colors. Pieces which consist of three blocks are randomly
picked and then fall down in a T*tris-like style. There are four
different colors with which you can form lines, so there are
technically 64 different pieces, but since they can be rotated, there
are (I think) only 34 different pieces. The bigger the lines that you
form are, the more points you get. Also, if you clear more than one
color at a time, your score is multiplied. Binary only, author: Keith
Johnson

Offender

This is Offender, a shareware game based on William's Defender.
Offender will only run on an Amiga equipped with a 68020 (or better)
CPU and a 68881 (dito) FPU. Features:

 Plays exactly like the original, including smartbombs and hyperspace
 Ultrafast and smooth animation (50 or 60 frames per second)
 Upto 200 moving objects at the same time with 50 FPS on an A3000/25
 Includes PAL and NTSC versions
 16 digitized sound effects
 Kickstart 2.0 compatible
 Multitasks nicely and frees all resources before returning to WB
 Harddrive-installable :-)
 Full version with high-quality digitized sounds available for only
 $15

Binary only, author: Fred Bayer

Viper_1992

VIPER 1992 is a game created with Avantage/Accolade's "Shoot'em up
Construction Kit". VIPER 1992 was originally released as VIPER, but
has undergone major changes, enough to warrant this new version. The
graphics have been almost totally redone, with star clouds and
supernova's added, along with a huge amount of work done on the mother
ships, including surface detail, more structures, and lower deck levels
to give a them a "3d" look. Author: Steve Winkler

Unpack disk A

Unpack disk B

CAM #607 Utilités diverses

AppServer_v3.01

NOTE ! WorkBech 2.0 or later required !!! What's new in V3.xx ? You
can use AppIcons too ! Have you ever tried to drag an icon into the
IconEdit's window ? IconEdit loads it automatically and you don't have
to give any names. I liked that feature and wanted to see it in every
utility I had. AppServer gives you the power of Application Windows.
It is an Application Window AND -Icon Server for WorkBench 2.0.

AppServer is a configurable front-end for utility programs. An example
would be fine, I guess... You want to show a picture. You drag the
picture file icon into AppServer's window or icon and AppServer shows
the picture using your favorite Iff-Viewer. You can as well make other
windows/icons which play samples, show documents and even delete files
! Author: Jarto Tarpio

ASwarmII_v1.0

ASwarm II is a screenblanker with high security, does not burn in the
graphic into the screen. Is funny to watch. Runs only under Release
2.0 of Workbench. Source for Dice V2.06.36 or SAS-C 5.10a (or newer)
is included.

Cascade

Cascade is a program I wrote to clean up the Workbench drawer windows.
When run, it will recursively search a given drive, and automatically
adjust the position of any Workbench drawer windows to fit snugly
inside its parent. Cascade requires OS 2.0, V36 or greater. If you
experience problems, try increasing your stack size, although I doubt
anyone will ever run into problems. Author: Chris Papademetrious

CFX_v5.115

CFX is a VERY useful utility that will tell you just what file type a
particular file is. It knows a very large number of filetypes and can
also do other useful stuff such as

 Extended Hunk Scan
 Integrity check of files
 Checksum Calculation of files
 Calculates the REAL file size of disk files
 VIRUS checking!! Better than most dedicated virus finders
 Uses req.library!
 Registered Version Gives internal info on archives
 Registered version can uncrunch file and check for virii.
 Full recursive directory scan!!!

EW_v1.4

EW gives you "exploding" windows. This means that when windows and
requesters are opened, they open in a more exciting manner than you're
used to seeing. A rectangle grows from a very small size to the size
the final window or requester will be. Windows and requesters that are
closed get kind of the reverse treatment; they shrink to nothing. By
Ed Scherer

FindWindow_v1.1

This Workbench tool puts up a small window. When you click on it you
get a Popup Menu listing all open windows in the Workbench. When
selected that window pops to the front. This is very handy when you
have lots of windows open and want to quickly get to any given window.
JForth source code for the application and the Popup Menus provided.
Shareware.

FracBlank_v1.8

A commodities screen blanker written for AmigaOS release 2.x. When
running will blank the screen and start to draw real plane fractals
such as described in the September 1986 issue of Scientific American.
The resulting images may remind you of spiders' webs, lace or even the
Chladnian patterns formed by grains of sand strewn across a vibrating
surface. This is version 1.8, an update to version 1.4, and includes
numerous bug fixes and enhancements (such as multicolor mode).
Includes source in 'C' and assembly language. Author: Olaf 'Olsen'
Barthel

MagicFileRequester_v1.0

MFR is a file requester for Kick 2.0, that replaces ASL and REQ
library. Features:

 MFR is completely controllable via keyboard, so you will never have
 to touch your mouse when selecting files (of course you can, if you
 really want to).
 MFR looks very nice, especially on high resolution screens.
 MFR will use any font you want in it's display. Proportional fonts
 like helvetica look really marvellous.
 MFR has the ability to quickly search your hard disk for any file,
 so you needn't remember each file's directory.
 MFR can display pictures, play sounds, view archives, etc. with the
 aid of some external programs.
 MFR has a sizing gadget.
 MFR takes advantage of new Kick 2.0 features like file notification.
 MFR is configurable through a wide range of keywords.
 MFR is simply magic

Author: Stefan Stuntz

Manager_v1.0

a public screen manager for Release 2.04 by Chris Papademetrious

PointerX_v2.0

PointerX - Spins the hands of any pointer that looks like the standard
2.0 Workbench Busy pointer. PointerX only runs under Kickstart 2.0.
Author: Steve Tibbett

PopUpMenu_v4.3

A new version of PopUpMenu! What's new ? * Small bug removed. *
Better workbench support. Author: Martin Adrian

QuickTrans

Freely redistributable replacement for mathtrans.library,containing
faster versions of all 17 functions, with almost the same accuracy.
Trigonometric functions are 2 to 2.5 times as fast. Logarithmic,
exponential and hyperbolic functions are about 3 times as fast.
Version 1.0, binary only. Author: Martin Combs

Sizer_v1.0

Sizer reports the size of selected disk objects (including
subdirectories). It reports the number of bytes in all plain files and
the number of blocks occupied by files and directories. It is intended
for the Workbench user who wants to know if there is room to drag-copy
one or more icons. Author: Fabbian G. Dufoe, III

SuperDuper_v2.01

A very fast disk copier and formatter. Can make up to four unverified
copies from a ram buffer in 36 seconds. Verified copies from a ram
buffer take 67 seconds for one destination drive, plus 34 seconds for
each additional destination. This is version 2.01, an update to
version 2.0. Now includes a program to fine tune some fields in the
trackdisk device, and a "no click" type program. Binary only. Author:
Sebastiano Vigna

TurboLayer_v1.2

Intuition is quite a powerful windowing system. However, if you try to
move a window with the mouse, only an outline box is is displayed
instead of the entire window. TurboLayers tries its best to cure this
problem, making use of the Amiga's Blitter chip.

 02-Jul-91 V1.1 Some input.device deadlock problems removed
 18-Sep-91 V1.2 Refresh improved, general speedup

Author: Christian A. Weber

wiat_v1.20

This is a nice little addition for OS 2.04 (2.0x) owners. It's a
replacement for the execute command from the workbench menu. Updated
in this version (1.20) : Old version didn't check for Operating System
type, so this one does (finally!). Now uses *only* OS 2.04 gadgets (3d
look). Implementation of Check Boxes (used to toggle on/off stay up,
use max window size gadgets) ..and some bug fixes Author: Paul
Cardwell

WindowTiler_v1.2

WindowTiler is a simple commodity for os2.0 users that allows you to
map certain Windows3.0/TurboC++ type window management to a key
combination. NOTE: if it does nothing make sure (using commodities
exchange) that you disable any commodities that conflict for the same
hotkeys. by Doug Dyer

WizardClock_v1.20

The ultimate calendar clock for your workbench !!! Written by Stefan
Zeiger

ZodiacBlanker_v1.0

ZodiacBlanker is a very interesting screen blanker. It not only acts
as a screen blanker, it is educational as well. When activated it

displays a scrolling display of the major star constellations and
identifies them. Works under 2.0, not tested under 1.3. By Brian
Moats, Polyglot Software

Unpack

CAM #608a&b Utilités de programmation

AzMake_v1.1

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

AmigaInterfaceBuilder

Hi. This was a project I did in about two weeks in '91. It was never
finished, but it is successful in some things such as the menu
construction. The reason for releasing this is so others have gadtools
example source, and perhaps someone might want to finish it? I sortuv
ran out of steam... and AIB sat in a drawer hidden away. The source
code is real poor because this was just a learning experience and I
added things as I went along. Really, the only thing yet to be done
(other than generating source) is to generate gadtools in the window.
I tried a purely gadtools driven interface for AIB which worked great
for windows and menus, but because gadtools are so rigid, it was hard
to think of a flexible enough interface. Ill leave it to you. Include
source, author: Doug Dyer

ARoff

A complete and powerful program for text formatting, much inspired by
the "nroff" utility on UNIX systems. This is version 1.12. Includes
source, and documentation in both English and French. Author: Denis
GOUNELLE

ConLibrary_v2.00

A run time reentrant library, developed with the purpose of making life
easier for application programmers. It contains functions to format
and display text, accept keys/messages, strings, or numbers, and to
handle cursor and screen control, among other things. Version 2.00,
includes source in asm. Author: Bjorn Reese

EZAsm_v1.6

Combines parts of "C" with 68000 assembly language. Produces highly
optimized code. Supports all 2.0 functions and more. Comes bundled
with A68k and Blink, for a complete programming environment. This is
version 1.6. Includes example source and executable files. Binary
only. Author: Joe Siebenmann

FifoLib_v3.4

FIFO: is like PIPE: but is based on fifo.library rather than its own
implementation. Fifo.library is a general fifo library implementation
that supports named fifos, writing to a fifo from a hardware exception,
multiple readers on a fifo with each getting the same data stream,
efficient reading, and automatic or manual flow control. Programs that
require non-blocking IO can access one side of a FIFO: connection via
the fifo.library instead of the FIFO: device. Version 3.4, an update
to version 3.1. Includes some source. Author: Matt Dillon

GMC_v9.11

A console handler with command line editing and function key support.
GMC provides extended command line editing, function key assignment in
four levels, extended command line history, online help for functions
in the handler, and an iconify function. Also includes an output
buffer (dump to printer and window), filename completer, script
function, undo function, prompt beeper, pathname in window title, close
gadget for KS 2.0, etc. This is version 9.11, an update to version
9.8, with some new features and some bug fixes. Shareware, binary
only. Author: Goetz Mueller

icalc_v1.1a

An expression calculator with many powerful features, including
user-defined functions and variables, many built-in functions, script
files, and special looping constructs. Handles expressions involving
both real AND complex numbers. This is version 1.1a, with a major
bug-fix and some small enhancements. Source (in C and Yacc) is
included. Should work on all Amigas. Author: Martin Scott

JM_v1.0

JM (Job Manager) is a tool which extends the AmigaDos multitasking
environment. It can act in a passive, reporting mode:

* JM can monitor CPU use, and report the total CPU time and CPU% for
  each task in the system. This is actual CPU time, accurate to 1/60
  sec, not a guess based on task switching counts.

* JM can monitor and report the invocation time of each task.
* JM can monitor and report the system load average, time since boot,
  used CPU time, idle CPU time, the # of tasks started and finished,
  and idle CPU percentage.

It can also play an active roll:

* JM can allocate CPU cycles in any ratio to multiple CPU bound
  processes, something not before possible on the Amiga.
* JM can assign default priorities to tasks as they start.
* JM can log task activity to a disk file for later use.

Last but not least, JM has very little impact on the system itself -no
low priority "CPU muncher" tasks are started, unlike some CPU usage
monitor programs. JM requires AmigaDos 2.04 or later. 68000/20 and
68030/40 versions are included. Author: Steve Koren

MICE_v1.2

My Image Code Editor. MICE generates source code from standard IFF
pictures. Can generate either assembly or C source. Version 1.2,
binary only. Author: Pierre-Louis Mangeard

MSIP

This program is based on Xoper V2.2 by Werner Gunther It will only run
under Kickstart V37 and MUST have an 68020 or greater processor New
commands have been added, some routines have been rewritten and some
have been disabled. I decided to change the name to MSIP to avoid any
confusion with Xoper V2.3 and any later versions that may arise.
Author: Martin Ozolins

Reqtools_v1.0c

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 1.0c, an update to
version 1.0a. Includes source. Author: Nico Francois

Shadow_v4.3

Includes shadow.library, ppipc.library, and several example programs
including a class browser. Also included is more than 160k of
Documentation! SHADOW is a concurrent-object-oriented addition to
AmigaDOS. Its principle design goal is to help standardize an
extensible environment paradigm. It takes advantage of some of the
better AmigaDOS facilities (shared memory system, IPC ports, and fast
context switching) by internally managing much of the inter-task
communications, resource tracking, and resource allocation. Package
includes many other nicities, like semaphored, non-recursive AVLTrees
(implemented in, ick, assembly), hashed lookup of string constants, and
other neat stuff. Shadow requires 2.0 of AmigaDOS! Author: David C.
Navas

SPHINX_v2.5y

SPHINX is a replacement for/complement to the CON: and NEWCON:
devices. It is what I believe NEWCON should have been, although NEWCON
could not be like SPHINX and remain compatible with CON:. Author:
Nicolas Dade

TestOS_v2.0

This is a little tool for all those, where haven't got an OS2.04 ROM.
It tests for OS2.x and OS1.x and starts the one or the other. Author:
Andreas Bobak

TplEdit_v2.00ß

A gadtools template editor that is able to generate standalone C source
code and does generate its own surface. This is version 2.00 beta, an
update to 1.00. Requires Amiga-DOS 2.0. Includes source. Author:

Matt Dillon, enhancements by Koessi

Unpack disk A

Unpack disk B

CAM #609a&b Utilités graphiques

AutoRay

AutoRay is a conversion program which will translate an AutoCad DXF
file (and maybe other DXF files) into a Sculpt 3D or 4D script file.
Author: Mark D. Turner

Contour4D

Creates colored, altitude mapped objects for Sculpt 4D. Two IFF
brushes are used; one to supply the color for the object and a second
which, by its color intensity, gives an altitude for the object at that
point. Objects are optimised so that large areas of one color and
height become a single larger set of faces. Objects are output in
Sculpt '.scene' format. Works with ordinary, HAM or Extra-Halfbrite
brushes. Any palette colors can be omitted from conversion and all
palette colors can be of different textures. Full Intuition interface.
Version 1.5, shareware, binary only. Author: Bruce Thomson

ElectronWorld_v2.01

Electron World is a cellular machine. It uses a ->field of 108 by 58
->cells, that is processed through many ->steps. Author: Stefan
Zeiger

IFFWizard_v1.10

IFFWizard shows all chunks of an IFF file together with a short
description and the chunk lenght. It knows over 170 Chunk- and
Type-IDs and descends recursively into FORM-, LIST-, CAT- and
PROP-chunks. This distribution also contains a companion file with a
list of all chunk- and type-IDs known by IFFWizard. This is version
1.10. Freeware. Source in C included. Author: Stefan Zeiger

MandelSquare_v1.3

Yet another program to generate images from the Mandelbrot set,
different from most implementations in that it runs only under AmigaOS
2.x, requires an '020/'030/'040 CPU and a numerical coprocessor. The
calculation routines were written in '881 assembly language for maximum
speed and precision. Also included is a 'movie mode' which allows
generation of long camera zooms to spots in the Mandelbrot set. The
resulting animations can be saved in ANIM-opt-5 format, allowing to
replay them using 'MandelSquare' or standard animation software.
Version 1.3, includes source in 'C' and assembly language. Author:
Olaf 'Olsen' Barthe

TIV_v1.6c

TIV is a very complete general purpose IFF viewer. It combines an ILBM
picture viewer, ANIM Op5 animation player, and 8SVX sampled sound
player all in one hopefuy convenient program. TIV can be run from CI
or from WorkBench, with many different options available in either
environment. Version 1.6c include New Features and Bug Fixes. Binary
only Author: Thomas Krehbiel

Tree4D_v1.5

Creates 3D branching trees for Sculpt 4D complete with leaves. Many
aspects of the shape and design of the trees are modifiable, including
color and detail level. Objects are output in Sculpt '.scene' format.
Full Intuition interface. This is version 1.5, shareware, binary only.
Author: Bruce Thomson

TurboLife_v2.01

A quite comfortable implementation of the cellular automation "Life".
Version 2.01. Update to version 0.60 from Wizard-Works1. Shareware
US$ 10. Binary only. Author: Stefan Zeiger

VaporPaint

VAPOR PAINT the 6-d paint/animation program is really hard to describe
in six lines! Basically it records your drawing gestures and tweens
them into 24 bit frames, (or 8-bit for B&W) with motion blur... Very
hard to use (sez me, the author) but YOU ASKED FOR IT! Things can be
done in vapor paint that are impossible any other way. Author: J H H
Lowengard

Unpack disk A

Unpack disk B

CAM #610a,b&c Langages

csh_v5.19

A replacement for the standard Amiga shell. Quite similar to its UNIX
equivalent, but not script compatible. Has 100+ built in commands and
80+ built in functions, file name completion, file type recognition and
a very powerful scripting language. NEW FEATURES - Blanks allowed in
redirection, e.g. dir > tmpfile - Setenv can handle arbitrary long
files - All known bugs fixed Include source, german et française
documentation. author: U. Dominik Mueller (plus many others)

gcc_v2.0-920229

This archive contains two independant parts, one consists of the
binaries for the GNU C compiler V2.0. The other part consists of new
versions for my shared C library and the link level counterparts.
Author: Markus Wild

Unpack disk A

Unpack disk B

Unpack disk C

CAM #611 Utilités MIDI

AlgoRhythms_v2.0

An algorithmic composition program that improvises music over a MIDI
interface connected to the serial port. A MIDI interface and
synthesizer are needed. The music is simple but can be pretty. Now on
its own 8 color screen, with 20 voices and more scales, AlgoRhythms
saves its own output to standard MIDI files, and can play 330 notes/sec
on a 68000 at 7MHz. Does not use Amiga audio. Version 2.0, an update
to version 1.0. Includes source and sample data files. Author:
Thomas E. Janzen

AMIGA_SysXloader

SysXloader provides a graphic interface for Bill Barton's RSX and TSX
routines. It can be used to send and receive SYSEX data to MIDI
synthesizers. Binary only, author: Howard Wooten

DX100_v1.25

Editor/Librarian for the Yamaha DX100, DX21, and DX27 synthesizers.
Provides voice editing and librarian features similar to the FB-01
Editor/Librarian. Version 1.25. Author: James M. Smith

FB-01_v1.25

Edit all parameters for FB-01 Voices and Configurations. Has graphical
display of voice envelopes to improve the editing process. The
librarian provides the means to organize and store a bank of voices or
configurations on disk. Send customized banks to a Yamaha FB-01 or
receive banks from this instrument. Print hardcopy of voice and
configuration banks. Version 1.25. Author: James M. Smith

MIDIstuff_rel2

A package of 8 tools that use midi.library so that they can use MIDI at
the same time and can easily be combined in a modular way. Release 2
prerelease version, Binary only. Author: Bill Barton and Carl Loesch

TX81z

Editor/Librarian for the Yamaha TX81Z and DX11 synthesizers. Provides
voice and librarian features similar to the FB-01 Editor/Librarian.
Includes a Performance Editor and a Librarian. Version 1.23. Author:
James M. Smith

Unpack

CAM #612a&b Utilités programmation

ANSI_v1.0

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

Bovs_v1.0

Bovs (pronounced "boffs") is an overlay system designed to replace the
standard overlay system supplied with SAS/C. It acts as both overlay
supervisor and startup code. It provides many powerful features that
the standard SAS/C startup code and overlay supervisor don't provide.
It is intended especially for large applications which need flexible
and efficient use of memory. It is used in my Shareware music player,
MultiPlayer. Include source in assembler, author: Bryan Ford

DCconvert_v1.1

DCconvert converts any binary file on the Amiga to a 68000 assembly
dump file. Each line will contain 16 bytes worth of data (except at
the very end of the file), and will be as "compressed" as possible
(unless the user has specified otherwise on the command line). This
means that DCconvert will make a file about 10-20% smaller than what
most other Binary->Assembly converters do, and the file is still easily
referenced (multiply the linenumber with 16 to get the byte offset).
Binary only, author: Arthur Hagen

IAS_Library

A library IAS.library that handles fixed point arithmetic, also
included are the source,include file (assembler), and semantics
document. By C Eales

Intuisup_v3.0

A shared library with support routines for using texts, menus, borders,
gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template
editor and source to library and test programs. This is version 3.0,
an update to version 2.0. Author: Torsten Jurgeleit

NCode_v1.2

A fast MC68000/10/20/30 conditional macro assembler for the Amiga.
Supports both the old and the new Motorola syntax for operands and
allows you to put standard parameters in an argument file. NCode can
be used for any of the four CPU's and will check whether your code
matches the specified target CPU. Version 1.2, binary only. Author:
Edgar Visser

PicPak_v1.3c

A package of general purpose picture loading and manipulation
functions, including IFF ILBM loading, ViewPort color control
(including fades and color cycling), and frames. Will also load and
display SHAM images. Version 1.3c, includes source. Author: Paul
Miller

PowerVisor_v1.13

This is an update to PV V1.10 beta. Many bugs have been fixed and some
new features are added. A powerful machine language level debugger for
the serious Amiga programmer. Include source, AREXX support, 1.3/2.0
comp. author: Jorrit Tyberghein

RxilShell

A set of routines to form an additional layer between the programmer
and ARexx. Rxil_shell sits on top of rxil and contains a few changes
and bug fixes to the rxil routines. Using these routines, adding ARexx
support to a program becomes completely trivial. Version 1.0, includes
C source. Author: Andrew Martin, SciTech Software

Shadow_v4.6

SHADOW is a concurrent-object-oriented addition to AmigaDOS. Its
principle design goal is to help standardize an extensible environment
paradigm. It takes advantage of some of the better AmigaDOS facilities
(shared memory system, IPC ports, and fast context switching) by
internally managing much of the inter-task communications, resource
tracking, and resource allocation. Package includes many other
nicities, like semaphored, non-recursive AVLTrees (implemented in, ick,
assembly), hashed lookup of string constants, and other neat stuff.
V4.6 is an update to V4.3 which had problems with 68000 machines. The
examples should no longer bomb under 1.3 as well -- although SHADOW
does require 2.0. Author: David C. Navas

Shine

Shine is a multitasking sinus-wave generator. If you need a nice sinus
curve for your demo/intro/game, shine is the right program for you!
Binary only, author: Malone of Neutron Dance

VectorLibDocEng>CAM594

English documentation for Vector library on CAM 594.

Unpack disk A

Unpack disk B

CAM #613a&b Utilités domestique

A4UP_v1.1

A4UP, an intutitionized program that allows you to use size A4 paper on
HP LaserJet and Deskjet series printers. A4UP prints a text file to A4
paper in portrait mode using two columns of either 80 or 85 columns
wide and a maximum of 120 lines per physical page. This is 4 pages of
text of 80 or 85 columns by 60 lines of logical page. Binary only,
author: G Chiu.

AutoGraf_v2.0

Collects and graphically displays information on auto mileage.
Features miles per gallon, cost per mile, miles driven, highs, lows,
averages, etc. Includes a couple of sample data files. This is
version 2.0, an update to version 1.0. Binary only. Author: Joel
Swank

bBaseII_v5.3

A simple database program using an intuition interface. Stores, sorts
and searches for information. Limited to 9 fields in each record.
Features include fast sorting, search in any field, and best of all,
it's really easy to use. This is version 5.3, an update to version 5.
Changes include improved print-outs, and now supports mailing labels.
Binary only. Author: Robert Bromley

BookPrint_v3.16

BookPrint is a printing utility which will print a file in two columns
on the front and back page of your paper, thus saving about 75% of
paper and making the file more easily to read (you can read it like a
book then). Especially useful for printing large documentation of
PD-programs. A printer capable of printing in 20cpi mode is needed.
Version 3.16, ShareWare, binary only Author: Alexander Rawass

DWF_Icons

This is a collection of icons for the Workbench 2.0 environment. Some
are designed for the "Interlace mode." Author: David W. Ferguson

FlyspeckFont

A very tiny font, which is more of a gimmick than a useful font.
Perhaps the tiniest font available for the Amiga. Author: Sascha
Wildner

Icons_16

This file contains replacement icons (or extras?) for most of the
standard tools, utilities, commodities, etc., in 2.0. They are
16-color icons. Author: Matt Marulla

JBPHelp_v0.34

JBPHelp version 0.4 is an intellegent HELP key utility designed to work
with MOST Amiga programs. Shareware, Binary only,author: John
Preston.

LoranNotebook_v1.4

The LORAN Notebook (LNB) is a dedicated database for LORAN users.
Binary only, author: Allen Maroney

Nprn_v1.02

This is a print spooler, meant to be run from the CLI or shell. It has
many switches to control the appearance and format of the output, can
be made to page on a signal, can print headers or footers can use
condensed as well as regular type, and more. Binary only, Author:
Dave Casler

PF_v2.12

The program PF (short for PRINTFILES) is an utility written to print
text files on an Hewlett-Packard DeskJet 500 printer connected to the
parallel port of an Amiga personal computer, selecting in the same time
the font and the printing style between the internal options of this
printer. PF comes in two versions, PF1 and PF2, written for the SAS
C-Compiler v5.10: the printing routines are the same. But PF1 is
callable only from the CLI, and is structured to be easily modified for
different computers (e.g. IBM (argh!) PC's); I did not try, but as I
avoided all the Intuition facilities and computer dependent statements,
it should compile and work with the only change of the output port name
(from PAR: to e.g. LPT1: or maybe PRN:). For maximum portability
PF1 writes to the printer fopening a file to PAR: and fwriting there;
this can be not strictly kosher but works (on the Amiga). PF2 instead
opens a device for output, and supports in addition CTRL-C handling and
a Workbench interface, built using the Requester Library from Colin Fox
and Bruce Dawson, that must be previuosly installed in order to run PF2
(from the Workbench; you can still run PF2 from the CLI without having
Req.Library installed). Include c source, Author: Maurizio Loreti

pfm2afm_v1.0

Convert Windows pfm files to afm files, Include c source, author: Ken
Borgendale

PPST_v3.1

This is a Postscript program that tests the speed of your printer in
doing a large number of things. It is readable ASCII text, and could
serve as a good instruction tool for using PostScript, as well.
Author: Jean-Serge Gagnon

PrFont_v1.4

Prints a sample of each font from the fonts: directory. Draws one
line of each font on a custom hires screen, which can be printed. This
is version 1.4, an update to version 1.3 on. Binary only. Author:
Joel Swank

PrLabel_v1.1

A utility to print laser printer labels. Support 3x8, 2x8 and 2x7 A4
label sheets. The program may easily be modified for other formats.
Also serves as a demonstration of using STSLib for gadgets and menus.

Version 1.1, includes C source. Author: Andrew Martin, SciTech
Software

SKoren_WBPrefs

Here are some 2.04 preferences settings for WB screen palettes and
patterns. The palettes are all 4 colors; add more if you use more
colors in your workbench screen. All the color sets are a bit dimmer
than the presets in the "prefs" program. I like to keep my monitor at
about half-contrast and full-intensity, and I find that the normal
preferences color sets are much too bright that way. All these
palettes should work with the 2.04 3D look. Author: Steve Koren

SpellCheck_v1.2

A program which aids you in learning foreign words. You enter the
words and their translations, and then the computer quizes you later.
Version 1.2, binary only. Author: Torgeir Dingsxyr, Pantheon
Softworks.

SplitP

SplitP breaks a large on-disk manual file into 2 files, one with odd
pages, the other with even pages. Print the odd first (1,3,5,...) then
flip the continous printer paper over and print pages 2,4,6... cuts
paper use in half. Great for those 100+ page on-disk manuals you
printout and waste the back of all that paper. Author: John Bianchi.
C source included.

TeleBase_v1.02

TeleBase v1.02. TeleBase will print out mailing labels, phonelists,
dial the phone, and keep track of it all! Requires 2.0 and REQ.LIBRARY
(included). This appears to be a nice, simple address/phonebook
database manager with dialing and printing features. Binary only,
author: Scott Rogerson

ThinFonts

Seven fixed width fonts in two designs to get more characters on your
screen. Made for usage on hires interlaced screens and A2024 modes.
Author: Dirk W. Reisig

VIF

VIF is a filter. It takes an input text file and outputs another text
file. During this operation VIF removes all useless characters.
(We'll se in a while what are useless chars). This program has come
out from the need of archiving, in an organic way, a great number of
documents. Before I wrote VIF, I had to use a text editor to do the
same job with a great amount of patience. Include c source, author:
Pagani Massimiliano

Vim_v1.14

Vi IMitation. A clone of the UNIX text editor "vi". Very useful for
editing programs and other plain ASCII text. Based on Stevie (disk

256) with many enhancements such as multilevel undo, command line
history, improved command line editing, full vi compatibility (except Q
and zn commands), command typeahead display, command to display yank
buffers, unlimited line length, ability to edit binary files, file name
stack, support for Manx QuickFix, shows current file name in window
title, etc. Internal storage structures have been redesigned for
optimal speed and memory usage. Version 1.14, includes source.
Author: Bram Moolenaar, et. al.

Unpack disk A

Unpack disk B

CAM #614a,b&c Noisetracker Players & modules

Blues Brothers, size: 55 970, date: 30-May-92, Format: MED,
Duration: N/A, Rating: N/A, Author: N/A.

ChameleonPlayer_v1.80

Music modules player, recognize many formats, Binary only, german doc
only, author: H.Raaf

Crusade, size: 209254, date: 06-Mar-92, Format: MOD, Duration:
2:20, Rating: good, Author: Uncle Tom.

Darkplay_v4.5

DarkPlay is a module player. It plays NoiseTracker (NT),ProTracker
(PT) modules and modules packed with PowerPacker. You can use it from
CLI. It has many specialites that other players don't have, for
example music equalizers. Instead of playing music with usual Vertical
Blanking interrupt it uses CIA-interrupt, so it plays modules right in
NTSC-mode too. Binary only, author: Mikko Ruokojoki

DeeLited, size: 260414, date: N/A, Format: MOD, Duration: N/A,
Rating: N/A, Author: Anchoret

DeliTracker

DeliTracker is a new soundplayer, which supports several soundformats.
And here are some other things that make this programm interesting:
runs fine in multitasking, allocates the soundchannels, correct
playspeed in PAL/NTSC (uses timerinterrupts), supports PowerPacked
soundfiles, supports up to 48 external players, runs fine with 680x0
and Kick2.0, uses & requires req.library, Arexx support, has a
configfile, enforcer and mungwall proof, supports full CLI or Workbench
(ToolTypes) environment, easy to use & looks good, has Volume/Balance -
slider, resident cli startup, supports mulitselect, written 100% in
Assembler SoundTracker and NoiseTracker and CustomPlay are internal
players. Additional Players are loaded from disk. That means you can
very easy add/update players. Currently available players: Delta1.0,
Delta2.0, FC1.3, FC1.4, Fred, FTM, GMC, Hippel, JamCracker, MED,
MarkII, Mugician, Music-Ass, OKPlay, SidMon1.0, SoundFX_1.3, SoundMon,

StarTrekker4, TFMX_1.5, TFMX_Pro1, TFMX_Pro2, TME, Whittaker. Binary
only, author: Delirium

FrenchModules_PAL

These are four Protrackers Modules I made with my Amiga: Commercial
Funk, Another One Bites The Dust, FrenchQueen(a kind of remake of
French Kiss with samples from TeenageQueen'StripPoker), Queen'sDead.
Author: Pignon

Get Down, size: 253172, date: 30-May-92, Format: MOD, Duration:
3:00, Rating: common, Author: Anchoret

IdontCare, size: 71508, date: N/A, Format: MOD, Duration: N/A,
Rating: N/A, Author: Legless

MultiPlayer_v1.17

General-purpose multitasking player for music modules. Supports over
20 popular module formats such as Protracker and MED. Version 1.17
include new features and bug fixes. Binary only, author: Bryan Ford

NoiseCracker_v1.02

This is 'NoiseCracker1.02' + doc ! With this nice Utility you can
convert NoisePacked Mods (Packed with TWINS/PHA NoisePacker...) to
'normal' NoiseTracker Mods (like the Enigma Tune). Binary only,
author: Taimak Of PROTON Limited

Reverb_PAL

5 music modules by Reverb: Altoflyt.mod, Floodworks_II.MED, Focus.mod,
Mod.bach, Mod.BloodyWanker.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #615a&b Jeux divers

CATACOMB

CATACOMB is a graphic adventure game set on a small island in the
middle of the land of EXOUSIA. Your quest is to discover the secrets
and treasures of this underground maze while staying alive. The rest
of the setting is presented in the introduction. Binary only, author:
Peter Gage

Centipede

Here is the latest version of Centip*d* by Glenn M. Lewis. Binary
only.

CryptoKing_v1.0

A game for those who like to solve Cryptograms, (those coded sentences
that have to be decoded to be read). Operate with keyboard or mouse.
Version 1.0, binary only, shareware. Author: Robert Bromley

Cube4_v1.2.1

A 3-dimensional version of "zeros and crosses" on a 4x4x4 board which
can be inspected from all sides. It is possible to change the skill of
the computer game, take back moves, change sides and abandon. Version
1.2.1, binary only. Author: Joachim Tuckmantel

Cubus_v1.01

CUBUS is a three-dimensional Tetris-like game with some nice features
and 10 different levels each containing other difficulties. It should
work on any Amiga from A500/1.2 to A3000/2.0. Binary only, author:
Fred Bayer & Oliver Siebert

DungeonMap_v1.0

A little tool that creates maps of dungeons (and eventually 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 1.0. Binary only. Author: Bill Elliot

MathsAdv

A simple game where you, the young adventurer, must try to escape the
king's Maths Adventure. To do this you must pass through a series of
rooms. In each room you are given a math problem to solve, after which
you can proceed to the next room if you answer correctly. The problems
become more involved and more difficult in each room. Includes source.
Author: Jason Lowe

Rothello

Reversi/Othello like game that features the option to shift complete
rows or columns of the playfield. Play a human or computer opponent.
Version 1.0, shareware, binary only. Author: Michael Koepke and Rolf
Herrmann

Unpack disk A

Unpack disk B

CAM #616 Utilités diverses

ASwarmII_v1.1

ASwarm II is a screenblanker with high security, does not burn in the
graphic into the screen. Is funny to watch. Runs only under Release

2.0 of Workbench. Source for Dice V2.06.36 or SAS-C 5.10a (or newer)
is included. This is version 1.1 with new graphic features, a 100%
working Dice-Version and extended documentation. Author: Matthias
Scheler

DragIt_v1.01

The sole purpose of this program is to allow you to move a window
without ever using the drag bar. How? Press on the configurable
qualifier, while holding it, press your left mouse button, and move the
mouse. You'll see the window border appear, and you'll be able to drag
it. DragIt only works on 2.0 operating system. It supports the
commodities exchange standard. Include c source, author: Steve
Lemieux

FoCo_v1.2

Format controller. A graphical user interface for disk formatting.
Pops up on disk insertion or via hotkey. This version 1.2. include
new features and bug fixes.Requires OS 2.0. Includes source. Author:
Michael Balzer

IconSwap_v0.14

A small utility, which allows you to quickly and easily swap the colors
of your icons between the older 1.3 and the new 2.0-style. Version
0.14, includes source. Author: Uwe Rvhm

IconTools_II

Four programs to manage some aspects of icons using the Intuition
interface and allowing one operate on many icons at once by
shift-clicking. FloatIcon 1.05 sets an icon so that the Workbench can
freely place an icon in a drawer window. ReplaceTool 2.04 sets a new
default tool for project icons using the Workbench icons or a file
requester. ReplaceImage 1.01 changes the image of icons to that of
another. Swap-Colors 1.01 swaps colors 1 and 2 in icon images. The
last two programs will be useful for converting to the "new look" of
Workbench 2.0. Includes source in JForth Professional 2.0. Author:
Richard Mazzarisi

Notify_v1.01

A suite of Rexx programs that can be used to issue messages or run
commands automatically on certain days and/or at certain times of day.
Facilities are provided for the adding, editing and deleting of
messages, and for displaying the times and texts of pending messages.
A chime program is included to enable the time to be announced at
regular intervals. Version 1.01. Author: Michael Tanzer

SecurityControl_v1.3

Security Control is a program designed to be used by computers with a
hard drive. It allows multiple users to log on with an account name
and password, and keeps a daily log file of system activity. If
anunauthorized user attempts to use the computer in the program will
log this as well. It can be used by schools with open access to their

computers, or for individuals who have a need for security. It
includes an account file editor, accessable only after entering a
correct password, as well as being able to delete old log files, as log
files are saved on a day to day basis. Binary only, author: Robert
Marlbrough

Tapete

With AmigaOS 2.0, you may use patterns as background for your
workbench. These patterns are limited to 16$\times$16 pixels, so really
interisting patterns are impossible. Tapete allows you to use an
arbritrary sized image as wb pattern. Include source in modula,
author: Fridtjof Siebert

ToolTypeWatch_v0.9

Helps you if you are searching for ToolType-keywords of a certain
application. It patches the FindToolType() and the MatchToolValue()
functions of the icon.library and records all calls to these functions
along with the given arguments. This allows you to discover all
keywords supported by an application as ToolTypes. Version 0.9,
includes source. Author: Uwe Rvhm

WBLink_v1.10

WBLink adds the ability to create hard links from Workbench. It puts
an 'AppIcon' on the Workbench screen that creates a link to any file or
directory that is dropped on it. This is an upgrade from version 1.00;
changes include minor bug fixes and the ability to specify the position
of the AppIcon. For Workbench 2.0 or later. Version 1.10. Includes
source.

WindowTiler_v1.2.1

This is the latest version of the utility. It now fairly duplicates
what is it like working under TurboC++ and Windows 3.0 with the ability
to arrange windows, explode them to front, click on ZOOM button and
they jump back. There are 7 ways to arrange the windows. (Tile,
Cascade, etc) There are double-click features that may be turned off:
dclick on titlebar to explode window to fill screen (and in front)
dclick elsewhere to bring window to front. click on the windows ZOOM
gadget on exploded windows to have them jump back into their arranged
position. there are key equivalents to the dclick features. there is
a REFUSE tool type like that of WindowShuffle, in that you can specify
windows not to be arranged. Binary only, author: Doug Dyer

Unpack

CAM #617a&b Telecomm

Freeze_alpha

Compresses the specified files or standard input. Each file is
replaced by a file with the extension .F, but only if the file got

smaller. If no files are specified, the compression is applied to the
standard input and is written to standard output regardless of the
results. Compressed files can be restored to their original form by
specifying the -d option, or by running melt (linked to freeze), on the
.F files or the standard input. Include c source, author:

NComm_v2.0

A communications program based on Comm version 1.34, by DJ James, with
lots of very nice enhancements. Also includes several auxiliary
programs such as AddCall, CallInfo, GenList, PbConvert, and ReadMail.
This is version 2.0, an update to version 1.921. NComm 2.0 offers a
lot of improvements (50k file description) over earlier versions.
Features XPR protocol support, ANSI and VT100/VT220 emulations. This
is "ShareWare". Binary only. Author: DJ James, Daniel Bloch, Torkel
Lodberg, et al

niftyterm_v1.3

Niftyterm is an h19/VT102/VT52 emulator for the Amiga. It was
originally designed to be used with DNet, but it has been expanded so
that it may also be used as a normal terminal emulator. Niftyterm was
designed to be a good emulation of these terminals, as well as being
fairly small and fast. It was not designed to be anything but a
terminal emulator. As such, it provides no direct facility for file
transfer, nor are any planned for future versions. Niftyterm opens its
window on the WorkBench. It provides a full-featured Intuition
interface, as well as a system for storing preferences and a large list
of command-line options. Copy/paste to/from the clipboard is
supported. Niftyterm also remaps the cursor and keypad keys so that
they function as on the real terminals. Version 1.3 include new
features and bug fixes. Binary only, author: Christopher J. Newman
and Todd Williamson

P-Compress_v2.1

A gimmick-free and very easy to use program for most compression
requirements. Uses the latest LZH compression algorithms. Can handle
single files, whole drawers, disks, or selected files or types of file
within drawers and disks. In PACK mode it can consolidate files into
less space than whole-disk compression tools or archivers. This is
version 2.1, an update to version 1.2. Freeware, binary only. Author:
Chas A. Wyndham, LZH code by Barthel/Krekel

PublicService

A screen clock intended for those whose day revolves around a series of
breaks; this one counts down the minutes to each break, and complains
if you're at the Amiga outside working hours! All break times are
contained in a small text file (example given). Times are expressed in
words rather than numbers. Includes source. Author: Michael Warner

ScudBuster_v0.8

A Scuds vs. Patriots missle game. This Tele game is a combination of
the old Missle Command, Battleship, and Stratego games rolled into one.
Set up your strategy and launch missles at your enemy, while he

launches missles at you. Version 0.8, binary only. Author: Howard
Dortch

Term_v2.0

A gift-ware telecommunications program written for AmigaOS release 2.x
(Kickstart 37.74 and Workbench 37.33 or higher required, Kickstart
37.175 and Workbench 37.52 recommended). Features include total
configurability, full ARexx control, Xpr-transfer-support,
filetype-identification after download, cut & paste/point-and-click on
screen, auto up-and download, scrollable review buffer of unlimited
size, 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.
Comes with six Xpr-transfer libraries (ascii, jmodem, kermit, quickb,
xmodem & zmodem). Version 2.0 include bug fixes and new features also
includes the full 'C' and assembly language source code. Author: Olaf
'Olsen' Barthel

xprkermit_v1.111

XPR Kermit is an implementation of the Kermit protocol in the form of
an eXternal PRotocol (XPR) library. This means that, once one copies
the file xprkermit.library to one's LIBS: directory, that all
communication programs which support external protocols have automatic
access to the features of XPR Kermit. A partial list of such programs
is: VLT (freeware), NComm, JRcomm, Term, and Handshake (shareware),
and A-Talk III (commercial). The advantage of this scheme is that you
need not upgrade your terminal program to upgrade the file transfer
protocols it uses! Also, because XPR's are implemented as Amiga shared
libraries, multiple copies of terminal programs can share the same copy
of the protocol code, reducing the amount of memory needed for
simultaneous transfers. In version 1.111, I have fixed several bugs in
XPR Kermit 1.5, the previous release, and added a few new features.
The biggest new feature is that the library is now re-entrant, meaning
that multiple XPR Kermit transfers can happen at the same time. The
biggest bug fixed was a buffer overflow problem that often prevented
XPR Kermit V1.5 from working at all on A3000 class machines. Include c
source, author: Marco Papa & Stephen R. Walton

XprymodemLibrary_v2.20

This is the Version 2.20 of the xprymodem.library, MUCH better
multi-tasking feeling in receive mode.. Binary only, Author: Ueli
Kaufmann

Zoom_v5.4

A floppy disk tracking and archiving utility, written by Olaf 'Olsen'
Barthel of MXM. This is a solid and polished rewrite of the original
'Zoom' 4.2 program. Many (lots of!) bugs have been fixed and new
features added. Unlike the previous release this revision has survived
intensive beta testing across the last few months. The file format
'Zoom' outputs has changed substancially and can no longer be
decompressed by older 'Zoom' releases. Nevertheless, 'Zoom' 5.4 will

still read and decompress older style archives. Binary only.

Unpack disk A

Unpack disk B

CAM #618a&b Education diverse

Elements_v2.3b

Very nice interactive display of the the Periodic Table of Elements.
Includes general row and column information, plus a test mode where the
program asks specific questions about the selected element or
row/column. This is version 2.3b, an update to version 2.3, with some
minor AmigaDOS 2.0 fixes, a new icon, and Swedish and German data
files. Include tool for convert data file. Binary only, shareware.
Author: Paul Thomas Miller

FastLife_v1.1

A fast life program featuring an intuition interface, four screen
sizes, 35 generations per second on Amiga 3000/25, 19 generations per
second on Amiga 2000/500/1000, and 153 patterns in text file format.
Runs with Kickstart 1.3 and 2.0. This is version 1.1, an update to
version 1.0. Changes include better Intuition interface, easy
selection of calculation mode, speed control, task priority control,
and tooltypes support. Binary only. Author: Ron Charlton

GoLD

Game of Life – Duo. A "Game of Life" extension. This one uses TWO
strains of cells, allows free redefinition of the rules, and contains
the original game as a subset. This is version 1.0, includes source in
C and assembly. Author: Andreas Neubacher

jax4th_v0.dpANS-2.3.10

JAX4TH,is RESIDENT-able re-entrant proto-ANS Forth kernel for the
Amiga. Include source, author: Jack J. Woehr

Mandelmania_v3.0

Mandelmania is a fast Mandelbrot Set and Julia Set calculation program.
The main features are: Takes full advantage of Kickstart 2.0 (doesn't
run under Kick 1.3) Loading and saving using IFF format. Picture
parameters are stored in a special chunck. Entering new parameters
using either the keyboard or the mouse (two zoom modes). Mandelbrot
and Juliasets are supported. Two and threedimensional graphic output
is supported. Most Amiga graphic modes are supported. Even huge
autoscroll screen are possible. 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

MathPlotter_v2.0

Mathplotter contains all the files for the software product called
Mark's MathPlotterV2.0. Briefly, it is a toolbox of various function
plotting tools. With it you can draw graphs of functions of one
variable in Cartesian or Polar coordinates, draw wire frame solids of
revolution (done in calculus classes) with either one or two curves,
draw graphs of functions of two variables with or without hidden
surface removal, and plot tables of values for functions of one and two
variables. Originally designed for demonstrations in my college
lectures, it can be used by anyone with at least a background in
algebra or trigonometry. Shareware, binary only, author: Mark A.
Clark

Mint

Here is the copy of Mint (Maple Lint) from Waterloo Maple Software.
Binary only

Morse_v1.2

It is a freely distribuitable demo for the Morse Code training program.
Binary only, author: Ben Decker

NeuralNetwork

This package contains all the functions necessary to generate a Neural
network which you can train and use in your programs. The Neural
network has an input layer, two hidden layers, and an ouput layer. The
network is feedforward and fully connected. You may specify an size
for each layer at run-time. This code is Public Domain and anyone can
use it in any type of program.

Unpack disk A

Unpack disk B

CAM #619a&b Objets Imagine, Videoscape

Appache

A Nice Appache Attack Helicopter in Imagine object format.

Castle

Castle contains the Imagine 'source' for an animation of the batguy
object created by Marvin Landis.

Dancer_Cycle

Just a simple cycle object of a dancing man created totally in IMAGINE
by Randy Connell. Not a great object, but shows some of what the cycle
editor can do!

Dulcimer

A 3-string Appalachian Mountain dulcimer in Imagine object format.
Author: Marvin Landis

Ferengi

The Ferengi Marauder from Star Trek The Next Generation in Imagine
object format. Author: Bob McGee

Ladybug

This is a Ladybug Insect in Imagine Object Format.

LavaLamp

A Lava Lamp object for use with Imagine. Author: Douglas Michael
Kasten

Magiclamp

A highly detailed Magic (?) Lamp in Imagine Object Format.

MickeyMouseWatch

A excellent Imagine Object of a Micky Mouse Wrist Watch complete with A
fantastic looking dial face of Micky. This object extracts to a size
of 867280.

nautilus

A Nautilus Sea Shell in Imagine Object Format.

polyhedra

Les 142 polyèdres de Netlib convertis en format Videoscape texte, un
répertoire pour les solides et un pour NET (l'état aplat avant
origamisation >)).

Pumpkins

2 pumpkins imagine object.

Tomahawk

A TLAM Cruise Missile in Imagine Object Format.

TrafficLight

A highly detailed Traffic Light in Imagine Object Format.

USS_RELIANT

This is the USS Reliant Federation Star ship from Star Trek the next
Generation. Silver object. Author: Ken Schmitt

wildcat

A nice WWII US Navy Wildcat Fighter Plane in Imagine Object Format.

Unpack disk A

Unpack disk B

CAM #620 Utilités diverses

AddPath

addPath is somewhat like the standard Commodore Path command: you can
add directories to the CLI/Shell's search path. But AddPath has 3
additional features when compared with the CBM Path 1.2 (and still 2
extra compared with the 2.0 version): AddPath does not add a directory
to the path if it already is in it. All directories you specify after
the moption, or at the beginning of the list of directory names, are
added to the end of the path. Each directory you specify after the
moption, or at the beginning of the list of directory names, is
prepended to the beginning of the path. Additionally, you can specify
that you remove a directory from the path (also possible with the 2.0
Path command). Any directories you give after the option are removed.
Include c source, author: Olaf Seibert

Anothervail

Requirements: Any Amiga with 2.0 operating system and a CLI/Shell. If
you have slow-mem (at addresses C00000 upwards) in your Amiga, the
Commodore Avail-command just lists it as fast-mem. So, I made
Anothervail just to tell how much slow-mem and true fast-mem the system
had. The keywords (CHIP/S,FAST/S,TOTAL/S,FLUSH/S) are not available in
this program, use the original program when you need those. Otherwise
quite compatible with the original. Binary only, author: Arthur Hagen

APipe_v37.4

An "Amiga pipe" device. If opened for read, it will run the file name
as an Amiga CLI command, with the output going to the opening process.
If opened for output, it will run the file name as an Amiga CLI
command, with output to the opened file sent to the command as input.
Author: Per Bojsen

AutoPort_v1.1

A software switch that makes it possible to use a trackball or mouse
plugged into the first mouseport, together with another trackball or
mouse in the second port, as if they were two input devices plugged
into the same first port. Version 1.1, includes source. Author:
Bernd Koesling

CloneCommandKeys_v1.0

A commodity that maps the AmigaDOS 2.04 Shell's CUT and PASTE commands

to any keys. By default, CloneCommandKeys will make LEFT-amiga-c act
as COPY, and LEFT-amiga-v will act as PASTE. Alternately, you can
specify any key-mapping you like by using ToolTypes. Requires AmigaDOS
2.04. Version 1.0, includes source. Author: John Lindwall

CopyMemQuicker_v2.1

Just another small thingy to put in your Amigas S:Startup-Sequence.
This one will patch the exec.library functions CopyMem and CopyMemQuick
to become faster (by a few pct.) than the regular ones. These
functions are two of the cornerstone functions of the operating system,
so most programs should benefit from this patch. Source included.
Author: Arthur Hagen

DT_v1.17

DT, a floppy disk test program by Maurizio Loreti. Tests the integrity
of the data on floppy disks, and reads the files to be sure they are
okay. Version 1.17 include some improvements and bug fixes. Includes
C sources, author: Maurizio Loreti

Env_v2.08

A user friendly tool to edit your "environments". You can change, add,
copy, rename and delete them with an intuition GUI, instead of using
DOS SetEnv/GetEnv. Features include keyboard shortcuts, font-sensitive
windows, and shell command line support. Version 2.08, binary only.
Author: Stefan Otto

EOLCon_v1.2

This program will make the end-of-line character anything the user
wants (well, except for the '0' and '1' characters...they have a
separate meaning...see the doc file). When I say 'end-of-line', I
actually mean the character right BEFORE the linefeed char. And in the
case of a file that already has carriage returns, adding your own
character will place it *before* the carriage return, where it should
be (in case you forget to add them in order). Include c source,
author: Ernest Crvich

fastVBR_v1.03

fastVBR is designed to move the 68010 Exception Vector Table from low
memory to *true* FAST RAM. The purpose of this is twofold. First, for
68010/20/30/40 processors, which have the VBR register, moving the
Exception Vector Table to FAST RAM allows the Amiga to respond to
interrupts without being held off by AGNUS (as much). Second, to add
the 1016 bytes of low memory back to the system for extra CHIP RAM.
Include assembler source, author: Mark C. Barnes

GvpPatch_v1.3

This is a patch GVP released that is suppose to fix the problems with
errors from the hard disk controller when doing high speed serial
transfers. Binary only, author: Robert Miranda & Ralph Babel

MagicFileRequester_v1.1

MFR is a file requester for Kick 2.0, that replaces ASL and REQ
library. Features:

 MFR is completely controllable via keyboard, so you will never have
 to touch your mouse when selecting files (of course you can, if you
 really want to).
 MFR looks very nice, especially on high resolution screens.
 MFR will use any font you want in it's display. Proportional fonts
 like helvetica look really marvellous.
 MFR has the ability to quickly search your hard disk for any file, so
 you needn't remember each file's directory.
 MFR can display pictures, play sounds, view archives, etc. with the
 aid of some external programs.
 MFR has a sizing gadget.
 MFR takes advantage of new Kick 2.0 features like file notification.
 MFR is configurable through a wide range of keywords.
 MFR is simply magic

Version 1.1 is a bugs fix. Author: Stefan Stuntz

MinStack

MinStack sets the stacksize of the current CLI or Shell to the
specified value, if the current value is smaller. This is useful in
scripts, where you wish to make sure that the stacksize if set high
enough for a particular program. Include c source, author: Olaf
Seibert

mountshare

MountShare will allow you to re-use the loaded code from one device for
other devices that are applicable. Using MountShare you specify a
"master" device whose handler will be re-used by other devices. (The
word "device" in this document is used for an AmigaDOS device, not for
an Exec.device.) Include c source, author: Olaf Seibert

NoDelete_v2.01

This is version 2.01 of NoDelete. It patches dos.library and generates
a requester for each attempt of the system to delete a file. Patterns
can be given like *.tex or *.sav to intercept deletion of special files
matching that pattern. The new version allows interactive run-time
pattern editing and many more useful functions. A couple of minor bugs
were fixed in this release, too. The most useful change is perhaps
that NoDelete now works fine with KickStart version >2.01, too.
Includec source, author: HooverSoft

oSnap_v3.10

oSnap vous permet de sélectionner le texte de n'importe quelle fenêtre
et de l'insérer dans n'importe quel programme qui accepte des entrées
du clavier. Tous les paramètres du clip et de l'insertion du texte
sont ajustables et peuvent être modifié grâce à une fenêtre de
configurations. Ils peuvent être aussi sauvegardés dans un fichier
pour les conserver. Deuxièmement, oSnap permet aussi de clipper
n'importe quel écran pour le sauvegarder dans un fichier IFF.

Finalement, oSnap permet d'occuper le port sériel pour faire semblant
que vous êtes toujours là... Binaire seulement, auteur: Pierre
Baillargeon

PictSaver_v2.4

A small utility that allows you cut rectangular portions of any screen
and store them on disk as IFF-ILBM files. Also allows easy saving of
windows and entire screens to disk. This is version 2.4, an update to
version 2.0. Binary only. Author: Preben Nielsen

PP_v1.4

Patches AmigaDOS and makes decrunching of powerpacked files completely
transparent to any program attempting to read such files. This means
that any program may work directly on powerpacked datafiles, without
any need to decrunch these first with PowerPacker. A must for
Powerpacker fans. This is version 1.4, an update to version 1.3. Full
source is included. Author: Michael Berg

rdb

RDB allows you to see the first block of the RigdiDiskBlocks on any
hard drive that uses them for automounting. It also allows you to save
a copy of them in a file, and to restore them should they become
corrupted, or if you are replacing a disk with another of the same
type. Binary only, author: Larry Phillips

ShellTimer

ShellTimer is a multitasking-friendly shell-based stopwatch program.
It is useful when you need to measure the amount of time taken by an
operation. With this simple shell command you can start a timer and
later stop it; the elapsed time will be displayed. ShellTimer can be
useful to time compile/link operations, renderings, program executions,
script files, etc. Since it is shell-based, the command can be invoked
from AmigaDOS scripts, from Arexx macros, from makefiles, or
interactively. This program requires AmigaDOS 2.04. Include c source,
author: John Lindwall

SpeechToy_2

This is the first release of a new SpeechToy program that allows you to
play with all the features of the narrator device under 2.0. The
speech abilities of the Amiga are greatly enhanced under 2.0, and this
program will give you a means of seeing what has been added. Binary
only, Author: C.DEMIRIS

TP

TP serves to statistically analyse cpu-usage of all tasks running on
your amiga. TP needs 2.04. Include modula source, author: Fridtjof
Siebert

WildCard

This program is just a simple piece of C code that matches wildcard

strings. Pass the function wildcardmatch() two strings; the first one
may contain as many wildcards as you like. Wildcards are * which
matches 0 or more characters, and ? which matches exactly one
character. The function returns TRUE or FALSE to say if they match.
This is case-sensitive. Include c source, author: Frank J. Perricone

Unpack

CAM #621 Utilités d'émulation

ATCopy_v2.2_REXX

A program to copy files from the Amiga side of a system equipped with a
PC/AT bridgeboard, to the PC side, using wildcards. Copies directly
through the shared memory. Supports CLI and WorkBench usage. This is
an an update to version 2.2. Now includes an AREXX port. Shareware,
binary only. Author: Peter Vorwerk

deMac_v1.0

Modula-2 Mac Header Stripper. This program strips the first 128 bytes
of the input. Binary only, Author: Steve Plegge

FUZZ

An anti-flicker INIT for A-Max II. This program reduces PAL/NTSC
interlace flicker by anti-aliasing the display. Binary only, author:
Jouni Pekkanen

PCExecute

A little program that allows you to execute programs on a bridge-board
without opening a PC window. Now includes an AREXX port. Includes
source. Author: Peter Vorwerk

ProperMac

A patch for A-Max II Well, it is a little something I threw together to
patch a few things that really bugged me about A-Max II. ProperMac
will dim the LED, speed up the key repeat rate, and will create a two
bitplane display so that A-Max will look like a real Macintosh. It
should be noted that the new display will only be created if you select
an interlaced display of 640 x 400, or 512 x 342 at the A-Max
preferences screen. Include source in ASM, author: Chris Brenner

QL_Emulator_v3.03

A complete Sinclair QL emulator, Binary only, include english & german
version author: Rainer Kowallik

RunAMax

RunAMax - programed by Shachar Shemesh A program to easily start AMax
with right colors and with HD partitions mounted from WorkBench or CLI.
Includes source in assembler.

Spectrum_v1.4

This program emulates a Sinclair ZX Spectrum 48-kbyte z80-based
computer on any Amiga computer. Version 1.4 an update to version 1.0
on CAM 573 Author: Peter McGavin

TwinExpress_v1.1

Twin Express 1.1 (Amiga) is a serial file transfer program. Features
transfer speed of about 22,000 bytes/second, compatibility between
Amiga and IBM version (with translation of text files), DOS-like
commands, support for wildcards & subdirectories, on-line help, error
detection & correction, etc. Shareware from Omnicode.

Z80_Emulator

This is a beta-version of a Z80 emulator/cross developer that I am
currently writing. It provides a complete emulator of a Z80 system, a
single pass assembler and a symbolic disassembler. Author: Phil Brown

Unpack

CAM #622a&b Utilités domestiques

A4UP_v1.3

This is version 1.3 of A4UP - a utility which allows you to print 4
logical pages to a single physical page on a Laserjet or Deskjet
printer. The utility downloads the appropriate font first. It will
print on either European A4 paper or American sized 8.5 x 11. Command
line interface or use it from Intuition.

- changed over to reqtools.library which offers a pattern select in
  the file requester, and as using the req.library extended file
  selection would intermittently guru on me (of course it probably
  wasn't a req.library fault at all)
- tossed in an iconize function with the rmb
- running as a crunched file gurus at odd times, therefore released
  as a normal file.

Binary only, author: G Chiu

ADoc_v7.04

A freely redistributable help utility for the Amiga. Allows you to
have permanent help on any subject you want. Features include
automatic searching of the word on which you clicked, English and
French help files on all Intuition and Dos function calls, an
intelligent term request, ability to use original Commodore AutoDocs
files, an AREXX port, and more. This is version 7.04, an update from
version 3.10. Binary only. Author: Denis GOUNELLE

AIBB_v4.0

This is release version 4 of Amiga Intuition Based Benchmarks. As this
version is a complete re-write of earlier efforts. a benchmarking
(system performance evaluation) utility for the Amiga. Support for
FPU-evaluated tests, and additional tests, as well as a general
overhaul of the entire program. Binary only, author: LaMonte Koop

AnalyRim

An integration of the AnalytiCalc spreadsheet and the RIM-5 relational
database management system. Integrates a spreadsheet with hundreds of
functions and 18000 by 18000 cell address space, with a complete disk
based DBMS, and functions permitting one to move relations or
selections of relations in either direction between spreadsheet and
database. In this way, large relations can be stored on disk, yet
accessed as needed in the spreadsheet, from whence they can be computed
with or plotted. The command language of RIM is fairly close to SQL
and documents for it are included. Also supports GnuPlot to provide
flexible plotting. A minimum of 2Mb of memory is recommended, of which
750K must be contiguous. Include source, Author: Glenn C. Everhart
et. al.

HomeBudget_v1.0

This program allows you to create a full budget system for home use.
Tracks checking, savings, and integrates it into a workable budget.
Report mode shows stats and charts about your account and budgets.
Uses gadgets and menus for input. Many transaction types to enter,
edit, and modify. Multiple budget types can be created and modified.
Full documentation is included. Binary only, author: Mike Huttinger

MonochromeIcons

This is archive contains 122 two-colour brushes of various icons
suitable for you to use in Foundation, CanDo, or Hyperbook. Many of
the images were taken from public-domain HyperCard stacks for the Mac.
These are 2 bit plane. Very nice, professional looking work. Ported
by Travis Capener.

Unpack disk A

Unpack disk B

CAM #623a,b&c Langages

AdaEd_v1.11.0a

An Ada compiler/interpreter. Validated under version 1.7 of ACVC.
This is NOT a pure compiler. The "compiled" code is executed via an
interpreter and does not run very quickly (about 850 drhystones on a
stock Amiga 1000). Does not include the pragma interface for C (yet)
so you cannot get at Amiga library routines or add your own C
functions. 2 Meg disk space (executables can get rather large too).
1.5 Meg RAM minimum, 2 Meg recommended. Runs under AmigaDos 1.3 (not

tested under 2.0). Might be able to run this from a floppy system
(using PowerPacker or such) but I sure wouldn't recommend it. Binary
only, Author: New York University Amiga modifications by Michael D.
Black

BCPL_4_Amiga

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

fd2inline

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

libg++_v2.0-920319

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

SB_Prolog_v3.1

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

TurboDEX

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

Unpack disk A

Unpack disk B

Unpack disk C

CAM #624a,b&c Utilités programmation

APIG_v3.1

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

Aprile_v2.00d

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

DynIFFRoutines_v1.1

This is yet another batch of commands to use to play with iff files.
Only this batch has a twist – you can dynamically insert, delete, and
resize chunks from the iff file, and search for chunks in either
direction. Performance is decent, and just peering into and scanning
files is amazingly easy. Author: Robert Bryce

GadToolsBox_v1.3

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

IXEmulLib_v37.29_920330

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

JM_v1.1a

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

libm

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

MMU

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

MonopolySrc

Source to the immensely popular Monopoly game Author: Ed Musgrove

Neural_Network_v2.0

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

Pattern_v5.0

A shared library which matches AmigaDOS patterns with strings and
converts strings into uppercase or lowercase, including umlauts. The
library works with Kickstart V1.2 and higher and the pattern matching
routines are compatible with ARP and AmigaDOS 2.0 pattern matching. An

ARexx function library is also available. One of the external programs
included in this package is pgrep version 0.4, a small grep command,
that finds a string or an AmigaDOS pattern in one or several files, or
in stdin (default). Version 5.0, freeware, binary only. Author:
Angela Schmidt

PPLib_v35.274

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

RexxRMF_v1.8

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

SrcAnalyzer

Filter/Statistics program which analyzes standard 68000 assembly source
code and produces mnemonics statistics while also filtering out all
unrecognized lines. Output files can be fed directly to a small
barchart display program "chart" (included). Source to "chart",
SrcAnalyzer binary only. Author: Laurence Vanhelsuwe

VMem_v0.1

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

Unpack disk A

Unpack disk B

Unpack disk C

CAM #625 Hardware

2MegAgnusHACKinA2000

A text file describing how to put 2Meg AGNUS into A2000 + 2M/1M
enhancements. Author: Pascal Janin

86to100-pinExpansion

This HACK will allow an Amiga 1000 or 500 to use it's 86-pin expansion
connector as an A2000 100-pin slot!!!!! Author: Joe Pellegrino

CanonLBP

Canon laser printer driver package, containing WB driver, extra
preferences program for additional options (landscape, copies, margins,
timeout, etc), PageStream drivers, FontShop program, automatic font
download, free definable papersizes, and full support for Workbench
2.0/2.1. Version 1.01, fully functional demonstration version, binary
only. Author: Wolf Faust

digitizer.pic

Schematic for building a video digitizer (work with popular software).

EPROMmer_v2

This is version 2 of the EPROMmer project (An Amiga based EPROM
programmer). The main change is a new C based driver program with new
functions, and a new personality module for 62256 32Kx8 static RAM.
Original Project (included) was designed by Bob Blick. Version 2
include c source, author: Udi Finkelstein

hardwarehack

Text file describing various hardware hack and fixes you can do to your
Amiga. Author: Gregory Miller

Loop

Schematic of connector for adapt Loop CT-1458 Multisync monitor.
Author: Fred Farleigh

MacFloppy

Schematic for building interface Mac floppy to Amiga.

mouse-switcher

Schematic for auto mouse/joystick switcher Author: Mark Spankus

STScan_v2.0

A utility program for using a Siemens ST 400 SCSI flatbed scanner with
the Amiga. Can be adapted to other scanners and serves as an example
of scsi-direct access to scsi devices. Version 2.0, an update to
version 1.0. New features include image processing and vectorization
functions that can be used without any scanner. Includes source in C.
Author: Frank-Christian Kruegel

Track-Display

Schematic for Amiga disk drive track display. Author: Mark Spankus

Uforce_v1.00

Uforce PowerGlove code inferface, include source, author: Ethan Dicks

VGA-interface

Schematic for Amiga to analog RGB multisync monitor. Author: Mark
Spankus

Unpack

CAM #626a&b Utilités traitement de textes

AmicomFileScrmblr_v1.8b

A file scrambler. If you need to protect data against unauthorized
access in a truly reliable fashion then this is just what you need!

APrf_v5.00

A freely redistributable printing utility for the Amiga. Features
include a full Intuition interface, preview function, page selection,
margins setup, line numbering, an AREXX port, a multi-columns mode, and
more. Includes both French and English versions. This is version
5.00, an update to version 2.62. Binary only. Author: Denis GOUNELLE

GUISpell_v1.0

GUISpell is a graphical front end to ISpell-3.1ljr (or later) [with
ARexx server mode/port added by yours truly] or to any spelling checker
that adheres to the standard ``Spell Checker ARexx Interface'' as first
described in ISpell documentation. Include c source, author: Loren J.
Rittle

MI-Clip2Font

Essentially, this program will take any Professional Draw Clip file and
convert its contents into a Professional Draw font file. It also
contains a kerning editor for creating kerning tables in fonts you
convert from clips, or for editing any kerning table from any existing
PDraw font.An obvious application for this program is to allow you to
design your own PDraw fonts. Another less obvious application is to
take any clip files containing symbols or pictures and organize them
into PDraw fonts which take up less disk space and are easier to
manage. You can also use the kerning editor to preview the symbols and
pictures without having to remember "okay, what did I call that little
squiggle with the line in it?" Binary only, author: Gary Brusanowski,
Mirror Image Productions

minguide_v1.0

Hypertext file reader. Include c source, author: U. Dominik Mueller

post_v1.7

An excellent PostScript interpreter for the Amiga which implements the
full Adobe language. Supports type 1 and type 3 fonts, screen output,
file output, and printer output. Requires Arp library V39+ and ConMan

V1.3+. This is version 1.7, an update to version 1.6. You can use
POST with PPage to get faster printouts, or with programs such as
Excellence. Changes include: Post no treats "*" as interactive. New
specification for CONDEV option, should work with Workbench 2.0.
PostLJ new page size options and now works with DeskJet. Type 1 font
rendering now interpolates between hints. Bugs fixed: Strings as
dictionary keys, type 1 fonts etc. with white space after eexec, arcs
of zero radius, stroking lines of zero length, roll of zero items,
image and kshow procs with strange stack discipline, setflat values out
of range.

scan_v0.82gamma

Serching expression utility. Searches twice as fast on hard drives and
five times faster in ram than the best search programs currently
available. Option to scan selective(wildcard) internal LZH and LHA
files. Supports searching for multiple patterns simultaneously with
little speed degradation. Option to output whole article when a match
is found. Extensive wildcard support(*,?,[],[^],[-],+,|,&,..).
Optional inverted pattern matching. Recursive directory scanning.
Support for \x?? and \? in patterns and article separator. Line
search highlights matching words with selectable color. Binary only,
author: Walter Rothe

Textra_v1.2

TEXTRA is a user-friendly text editor that includes a complete AREXX
interface. It allows multiple files to be open at the same time, each
in their own Workbench window. Cut, copy & paste is provided between
files. This editor is versatile and easy-to-use... it has served as
the main text-editing/viewing utility for both professional programmers
and novices. Version 1.12 include many new features. Shareware,
author: Mike Haas

TKEd_v1.00

TKEd is a very comfortable Intuition-based ASCII editor. It can read
texts packed with PowerPacker, has user-definable menus, a comfortable
AREXX-interface with 79 commands, an interface to some errortools for
programmers, and macros. TKEd is reentrant and can be made resident.
Version 1.00a, binary only. Author: Tom Kroener

TrueEd_v3.40

A shareware editor. Version 3.40, binary only. Author: Jurgen Klein

TxtUtils

AddCR and RmCtrl are two text-formatting commands that carry out
operations I have required often in the past. AddCR adds Ctrl+M type
carriage returns at every linefeed, and RmCtrl removes annoying control
characters and replaces tabs with actual spaces. Binary only, author:
Mohawk Dave

Uedit_v3.0a

A nice shareware editor with learn mode, a command language, menu

customization, hypertext, online help, a teach mode, split windows,
copy and paste, undo, features. This is version 3.0a, an update to
version 2.6h. Binary only. Author: Rick Stiles

Unpack disk A

Unpack disk B

CAM #627a&b Utilités diverses

DoIt_v1.02

DoIt is a 2.0 ONLY program that makes use of app-windows to make things
like showing pictures, playing anims, playing sounds, reading text,
playing music, adding icons, archiving files, editing icons, converting
older archives to new ones and more. DoIt passes filenote flags, date
and time to an updated LHA archive from Zoo, arc, lzh or zip archives.
Needs archivers in c: directory. This shareware demo will show nag
screens during it's operation. Binary only, author: Roger Peyton

Fenster_v3.2

A program which can operate on requesters, screens, and windows owned
by another program, to close them, change their size, refresh gadgets,
move the window to the background, etc. This is version 3.2, an update
to version 2.2. Includes source in assembly. Author: Roger Fischlin

IE_v3.0

An icon editor which can create and modify icons up to 640x200 pixels
in size, up to 16 colors, edit all non-graphical icon parameters
including up to 40 tooltypes, generate C source code for icon and image
programming, import/export IFF images, recolor icons for DOS2.0, write
text into icon in any font and style, and much more. Demo version of
IE 3.0, a major update to version 2.0. Requires 1 Meg. Source
available from Author. Author: Peter Kiem

kd_freq.library_v3.11

Version 3.11 of Khalid's File Requester and FR_BYpass. Fixed problems
with some programs that use ASL. Binary only, author: Khalid Aldoseri

MachIV

A macro/hotkey program that also includes features of sun mouse,
clicktofront, popcli, clipboard viewer, title bar clock, and much more.
Each program or window may have its own hotkeys and other settings.
Requires 2.x. This is version 4.0, an update to 3.1. Binary only.
Author: Brian Moats

MagicFileRequester_v1.3

MFR is a file requester for Kick 2.0, that replaces ASL and REQ
library. Version 1.3 include many features and bugs fixes. Binary

only, author: Stephan Stuntz

MakeIcons_v1.0

Utility that uses selected icons as templates to create new icons for
files that don't have them. It can also revise existing icons, giving
them new images, tooltypes, or positions. It will operate on all icons
in a disk or drawer (the user decides whether it will operate
recursively or not) or the user can identify specific icons for
revision. Unlike the pseudo icons shown by Workbench 2.0, MakeIcons
creates real icons, complete with tooltypes, stack size, and so forth.
Version 1.0, shareware, binary only. Author: Fabbian G. Dufoe, III

MenuHelper_v37.1

MenuHelper is a release 2.0 commodity that allows easier keyboard
access to menus than what Intuition provides. Intuition utilizes the
Right Amiga-Right Alt key combination along with a cursor key to move
the mouse pointer anywhere on the screen. This is a simple yet
flexible approach, however, if you have ever tried to use it for menu
selection you probably found it to be very cumbersome. Keyboard
shortcuts are usually provided to invoke menu selections, but unless
you use a particular program a lot its hard to remember all the key
combinations from one program to the next. You then find yourself
reaching for the mouse to see what menu options are available. Binary
only, author: Ken Lowther

mightymouse_v1.07

A very small screen blanker, mouse accelerator, mouse blanker, hot key,
etc. utility. Version 1.07 include some enhancements and bugs fixes,
binary only. Author: Bob Stouder

oSnap_v3.11

Bug fix version of a text snapping cut and paste utility. Binary only,
author: Pierre Baillargeon

PCMenu_v1.5

Control your pulldown menus from the keyboard using the arrow keys or
"first letter matching". Multiple selections made with Shift-Return.
Remembers and returns to previous menu items. Completely configurable.
This is version 1.5. Binary only. Author: Brian Moats

RemapInfo_v1.1

An icon color remapping tool that swaps the colors black and white.
The program runs on 1.3, but when run on 2.0 it supports the AppIcon
feature. It allows you to drag all icons you wish to remap on
RemapInfo's AppIcon to recolor them. Version 1.1, an update to version
1.0. Binary only. Author: Nico Francois

ReqChange_v1.05

ReqChange is a little OS 2.04 only program that patches the system
requesters to use the similar requesters in ReqTools.lirbary (since

these ones are much nicer). It also patches the ARP requester (that
one looks awful under 2.04), and all requesters in req.library. The
patches shold be completely transparant, so there should be no problems
with using it (as long as you are using ARP 39.1 and req.library V1 or
V2 at least)! It is very flexible, allowing you to modify where the
requester should appear, which of the libraries to patch etc (i.e. you
don't need to have ARP or REQ to run this program). I've put down a
lot of effort to make this a 100% reliable program, and I think I'm
quite close to that (no promises! :). New things in 1.05: o ASL
patches *much* safer. o Many bugfixes. o Improved ARP and REQ
filepatches a bit. o Simplified AssignX builtin. o 4 bytes smaller
executable! :) Binary only, author: Magnus Holmgren

ReqTools_v1.0d

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 1.0d, an update to
version 1.0b. Includes source. Author: Nico Francois

RoxBlanker_II

RoxBlanker II is a fancy screenblanker program. It blanks the screen
by running animation files which were created with a program called
Roxanne. It is based on the original RoxBlanker which was launched by
SleepyCron at idle time. This version is a standalone version that
does not require SleepyCron. But get SleepyCron anyway, because it's
way cool.Binary only. Author: Joe Hitchens

sysInfo_v2.60

A program which reports interesting information about the configuration
of your machine, including some speed comparisons with other
configurations, versions of the OS software, etc. This program has
been very popular with many users and has been fully updated to include
many new functions. This is version 2.60, an update to version 2.56.
Binary only. Author: Nic Wilson

system_information_v2.0a

This program is intended as a handy utility to determine what is inside
your Amiga. Binary only, author: Paul Kolenbrander

WindowTiler_v1.3

WindowTiler is a simple commodity for os2.0 users that allows you to
map certain Windows3.0/TurboC++ type window management to a key
combination. Version 1.3 include: Fixed a bug: seems htile and vtile
were.. ah.. switched. Added REFUSESCREEN, NOHEIGHT, NOWIDTH,
STEPLEFT, STEPDOWN, SHOWTITLE tooltypes. Binary only, author: Doug
Dyer

Unpack disk A

Unpack disk B

CAM #628a&b Images Ray trace

ABUG

Just a nice little Ray Trace for are Club in Butt County. ABUG stands
for Amiga Butt Users Group. Author: Randy R. Wall

AmigaJPEG_v2.0

Here are the Independent JPEG Group jpeg compress and decompressor
(version 2). cjpeg can read IFF ILBM files, including HAM and 24-bit
ILBM. djpeg can directly produce IFF ILBM output, including 24-bit,
4-bit grayscale and HAM. This port was done by Timo Rossi

ANACHRONISM

A interesting Futuristic Robot Rendering titled "ANACHRONISM" in jpeg
format.

Corinthian.iff

Architectural ray trace picture, Author: A.Price

GrecianUrns

GRECIAN URNS was raytraced with Turbo Silver using IFF brushes created
with the incredible JX-100 scanner. What a difference it makes to have
photo-realistic brushes to map to the objects. Author: Richard Nichol

HurcLamp

This is my version of the test scene used in MacWorld's Feb'92 article
on 3D rendering packages. It was rendered entirely in LightWave with
brushmaps created/manipulated in ToasterPaint, ADPro, and DPaint.
Object modeling, texture assignment, and scene layout was completed in
one evening. Final rendering with full shadowing and antialiasing took
12 hours on a 25MHz 68030 (LW2.0 will speed this up tremendously).
Author: Mark Thompson

ME.109

Me.109 plane object rendering.

MickeyMouseWatch

This is a 24bit jpeg format Imagine Quickrendering of the Micky Mouse
Wrist Watch object also found in this library. I just uploaded this to
show the power of the quickrender feature and to let you view this
object prior to downloading the rather large object file.

NightPrey

A JPEG picture of web rendering, author: Andrew Denton

P38

P38 plane object rendering.

PORCHE

A Lightwave Rendering of a Porche Showroom which took 46.5 hours using
a 50mhz system.

Spitfire

Spitfire plane object rendering.

STARB

This JPEG file was produced on the Video Toaster in LightWave 2.0. It
is one frame from a 3800 frame annimation I'm currently producing.
Greg Heifner

SteveWorley_pics

4 images rendered by Steven Worley. They were all done with Imagine
(1.0, 1.1, 2.0) on a 25Mhz A3000. 767OVERBOISE.JPEG, AMILUXO.JPEG,
rough_voyage.jpeg, threepointer.jpeg.

strike

"Strike" is a raytrace by Steven Worley. I wanted to recreate a
version of Steve Upstill's (of Pixar) classic bowling pin picture. I
figured it would be kind of fun to set up a similar scene, and it
wouldn't be too difficult. Indeed, the setup time for the picture
(including digitizing the pin logos and making the alitude maps) only
took three hours; there were no complex objects or anything to model.
Each frame was rendered at 768 by 482, and took about 2 hours each.
These were rendered on a 14M A3000, and the brushmaps took most of the
memory.

t1k

t1k.ham is a HAM rendering of a "mimetic-poly-alloy" creature as its
head is rising out of the floor. It was created by Blaise Tarr using
Imagine.

Tyrell

JPEG rendering of a tyrell building, author: Andrew Denton

Unpack disk A

Unpack disk B

CAM #629a&b Jeux divers

ahextris_v1.0

AHextris is an extremely addictive, yet simple game. It is based on a
familiar theme but the blocks are made out of hexagons, making the game
more of a challenge. This is one of those 'I'll just have one more go'
games. To run AHextris you'll need OS_204 or higher and
reqtools.library. Author: Ives Aerts

AmigaMoriaGraphic_v1.0

This is a graphic version of UMoria 5.4 for the Amiga. It has
bitmapped graphics for all objects and some extra goodies compared to
the original UMoria 5.4 to make it attractive to the graphic-oriented
Amiga public. Other than this, it is supposed to be as close to the
original Umoria 5.4 as possible. Binary distribution. Version 1.0.

Challenger

A freely distributable quiz program with 500 questions in this version.
English and German version included. Version 1.0, binary only.
Author: Udo Haisch

JEyes_v2.1

JEyes opens a sizable window on the Workbench screen containing a pair
of eyes which follow the cursor about the screen. JEyes V2.x is a
Workbench 2.0 (V37+) only application. Binary only, author: John D.
Gerlach, Jr

Legend_Of_Lothian_v1.02

This is an adventure game in the vein of the Ultima game series by Lord
British. It was originally featured in the September, 1991, issue of
the Jumpdisk Amiga disk magazine. In this game, you play the role of a
humble shepherd who is summon to a perilous task when your country's
king is bewitched. You must set out in a dangerous land to find the
clues that will enable you to revive your king and save your land.
Colorful graphics, hordes of monsters to combat, helpful citizens to
converse with, and puzzles to solve are what lie ahead of you in
"Legend of Lothian." Author: David W. Meny

maiyessae

This adventure game can be played by one or two players. Joystick
required. The was written using the S.E.U.C.K. program, and was drawn
and designed by Jennifer Diane Reitz.

Party

This is a text-only adventure game. Binary only, author: Phil Brown

Rocky_v1.0

Another Boulderdash clone. This one multi-tasks and accepts keyboard
or joystick inputs. Loads of game levels. This is version 1.0.
Includes source in assembly. Author: Laurence Vanhelsuwe

SmurfHunt_v1.1

This is a S.E.U.C.K. game where you manipulate your wolf character
thru Smurf forest, into Smurf Village, and to the final battle at Papa
Smurf's house. Blast smurfs with yer 12 guage shotgun or just step on
'em. Most smurfs just run around in terror, but some throw/shoot
things at ya. Score values are on the startup screen. Pick up Dollar
bills and gold bars along the way (Don't ask me how they got there..)
Just don't open any presents... It's a bad Idea.. Watch out for
rolling boulders, too... This game features the ubiquitous Dumb Stupid
Bonus Stage(TM). Author Pat Carson

Unpack disk A

Unpack disk B

CAM #630a&b Fontes Adobe & Util. Pagestream

Astro

The enclosed ASTRO font contains the main glyphs that a person would
use within an Astrology chart, birthday sign banner, or related
document. It is "NOT" in its final quality form, or designated size
relationship between numbers, angles and symbols. Author: Laser
Printing Solutions

Bizarro

The Bizarro font is a display caps-only font with bizarre (hence the
name) silhouetted characters in the shape of people, animals, sprites,
and various sorts of harlequins and demonlike creatures. There is no
W. The V isn't much to brag about, either. The character outlines are
from an old 17th or 18th century source. Author: David Rakowski

CAPRI_rel

Similar to Sinaloa – The kerning information has been corrected from a
previous version. Upper & Lower Case. Author: George Ciesek

Coliseo

A bold, non-serif font similar to a press-type font called "Koloss."
Works best as a display face at 24-point or better, but could be used
as small as 15-point. Author: Thomas E. Harvey

Columbus

Upper/lower case tall serif type 1 font.

CracklingFire_rel2

CracklingFire is a Type 1 PostScript font, It is an all-caps font, plus
period, comma, exclamation point and question mark. It looks like Dom
Casual letters beginning to go up in flames. Author: David Rakowski

Dobkin-Script

Dobkin-Script is an Art Nouveau era script font. It contains a full
alphabetic set, numbers and punctuation. It's pretty frilly, but still
readable -- the caps are not at frilly. Author: David Rakowski

DUPUY

The Dupuy font family comes in three weights: Regular, Thin and Heavy.
It contains a full kerned alphabet, numbers and punctuation. Upper-
and lower-case letters are identical. The letters look rather like
cartoon lettering; it most closely resembles the lettering in comics
that originated in the '40's and '50's. Author: David Rakowski

Elizabeth-ANN

Elizabeth-Ann is a serif display font with thinly etched white lines
drawn through the characters. Author: David Rakowski

FKafka

This typeface is an all caps "WoodCut"-esque display font that reminded
me of Franz Kafka's stories, thus the title. Author: Ron Olson

FoxScript

Based on the font used in "New Yorker" magazine. Upper case and small
caps...

Gismonda

Upper/lower case font of what look like Celtic/Irish letters.

Harting

The Harting font is a font with a full character set that mimics a
typewriter with a few crooked keys which also has a ribbon that is
running out of ink. The characters are monospaced, as on a typewriter.
Author: David Rakowski

HARTING2

The Harting II font is a font with a full character set that mimics a
typewriter which has a ribbon that is running out of ink. (This
version straightens most of the more crooked letters of the original
version) The characters are monospace. Author: David Rakowski

Headhunter

Headhunter is a Type 1 PostScript font made of bones. All alphabetic
characters and some punctuation can be found in the font. There are no
numbers. Author: David Rakowski

Holtzschue

The Holtzscue is a caps and numbers only font derived from a 19th
century Victorian source. The tops of each character are white and the

bottom black, with some little stripes in between. There is NO
punctuation. Author: David Rakowski

KastellarOpenface

Classical outline letters, elegant open type 1 font. Author: AB Vista
Company

Lilith-Initials

The Lilith-Initials font enclosed is the companion to my shareware
font, Lilith-Light, which you can find in various locations. The
Lilith-Initials font decorates the capital letters of the Lilith-Light
font with flowers and vines. Only the uppercase alphabet appears in
this font. Author: David Rakowski

Nauert

Nauert is a chiseled serif font from a mid-nineteenth century source.
It is a display font that, due to its detail inside each letter, looks
best above 48 points on a 300-dpi printer. It is generously kerned and
contains a full character set, minus diacritics, minus brackets and
parentheses. Author: David Rakowski

Nouveau

This font is based on the work of Charles Rennie Mackintosh in Glasgow
at the turn of the century. It is essentialy a headline font, and
looks ghastly below 24 points. Upper case only is represented, but
lower case letters give upper case output. Author: Alan J. Cairns

Pepita

Script/scrawl of upper/lower case letters.

Rechtman

The Rechtman-Script font is a chiseled script font that looks pretty
darn good; a complete character, number, and punctuation set may be
found in the font. Below sizes of 36 point, the "chiseled" features of
the font may disappear. Author: David Rakowski

Shohl

The Shohl-Fold font (what a silly name). The letters look like they
are on a continuous fanfold -- some facing left, some facing right. To
get the visual effect of a continuous fanfold. Author: David Rakowski

Shrapnel

A full alphabet, numbers and punctuation are represented. The edges of
the letters of the alphabet look like they are exploding, hence the
name Shrapnel. Author: David Rakowski

TNGMonitorsPlain

Uppercase font and punctuation font based on the typeface used in Star

Trek computer consoles. Author: Ares Software Corp

Trains

Various train parts (engine, caboose, other cars, etc.) Type 1.
Author: Uncle Dave's Oakstand Enterprises

TypeFinder_v1.0

TypeFinder will search thru a PageStream document file and find all
known fonts (up to a limit of twelve) and display them. That way, you
don't have to tell PageStream's Font Manager about ALL the fonts in
your system at once, nor wait forever for it to update the list
everytime you want to switch type in your document. You also won't
have to remember what type was used where, or waste space creating a
template for something trivial. Include assembler source, author:
Mark W. Smith

Uechi-Gothic

Uppercase looks goudy... lowercase is a faust-type gothic knockoff.
Author: David Rakowski

UltraCourierDemo

UltraCourier is an extra bold version of Courier. Use it for headlines
and for extra emphasis in any document where Courier Bold just isn't
bold enough. Author: Andre Page

Unpack disk A

Unpack disk B

CAM #631a,b&c Utilités Télécommunication

AfaxDemo

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/mailing 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. Author: David Varley, C-Born Software
Systems

IFFCHR_v1.1

IFFCHR is an Amiga graphics utility that will translate non-HAM IFF
screens into character graphics text files that approximate the same
shapes and colors as in the original screen. IFFCHR is primarily
targeted for BBS users who want to participate in "ANSI artwork"
message bases. Version 1.1. Shareware. By David Hopwood.

LHA_v1.22

A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA
V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has
been written with stability and reliability in mind, has carefully
optimized compression and decompression routines, is multitasking
reentrant and pure, handles multiple volume archives (registered
version only), and more. Also includes LhASFX, which creates SFX
(self-extracting) archives from ordinary LhA archives. Version 1.22,
an update to version 1.11, include many new features and bugs fix.
shareware, binary only. Author: Stefan Boberg

lister_v1.2

Lister is a program, will allow you to look into various archive
filetypes and see what files are inside the archive. Lister will
display information on compressed and uncompressed size, compaction
factor, date and time, and filename. A total summary will be printed
at the end. Lister currently supports Arc, Cpio, LHA, Lharc, StuffIt,
Tar, Zip and Zoo archive formats. Include source, author: Kerry
Cianos ported by Geoffrey Faivre-Malloy.

ReadMail_v3.71

Amiga ReadMail is a tool for use with any commsprogram which contains a
script language. It was made by Torkel Lodberg, the author of NComm
V2.0. Amiga ReadMail lets you read, answer and enter messages from any
bulletin board system offline. Some file functions are also
implemented. This means that you may even order uploads and downloads,
or take a look at the list of new files. Most bulletin board
operations can be performed while being offline, saving you a lot of
time and money. Many message handling functions are included, making
it easy to read only those messages that *you* are interested in.

Term_v2.1

A gift-ware telecommunications program written for AmigaOS release 2.x
(Kickstart 37.74 and Workbench 37.33 or higher required, Kickstart
37.175 and Workbench 37.52 recommended). Features include total
configurability, full ARexx control, Xpr-transfer-support,
filetype-identification after download, cut & paste/point-and-click on
screen, auto up-and download, scrollable review buffer of unlimited
size, 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.
Comes with six Xpr-transfer libraries (ascii, jmodem, kermit, quickb,
xmodem & zmodem). Version 2.1 include bug fixes and new features also
includes the full 'C' and assembly language source code. Author: Olaf
'Olsen' Barthel

VLT_v5.517

VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105)
emulator, currently in use at SLAC (Stanford Linear Accelerator
Center). Although the VT100 part was originally based on Dave Wecker

et al.'s VT100, many enhancements were made. Features include use of
ARP, an ARexx port, XMODEM 1K/CRC and Kermit protocols, support for
additional serial ports, external file transfer protocols (XPR), a
"chat" mode, and scrollback/review/history buffer. It comes in two
versions, one with Tektronix emulation, and one without. The Tektronix
emulation allows saving IFF files, PostScript files, and printing
bitmaps to the printer. This is an update to version 5.045 Version
5.517 include new features and big-fix. Binary only. Author: Willy
Langeveld

XPR_ZmodemLibrary_v2.52

XPR Zmodem library version 2.52. This is the laster release of this
library. The '020 version contained within now works correctly.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #632 Utiltés diverses

AddAssign_v1.04

A small system patch and replacement for the standard CLI commands
'assign' and 'path'. With AddAssign, you may assign a logical device
(like 'C:' to one OR MORE physical devices or directories). AddAssign
is especially useful for programs which need a library or something
else in a specified path, but you don't want them to be there. Version
1.04, shareware, includes source. Author: Alexander Rawass

BrowserII_v2.04demo

A "Programmer's Workbench". Allows you to easily and conveniently
move, copy, rename, and delete files & directories using the mouse.
Also provides a method to execute either Workbench or CLI programs by
double-clicking them or by selecting them from a ParM like Menu whith
lots of arguments. Version 2.04, an update to version 1.0. Binary
only. Author: Sylvain Rougier, Pierre Carrette

CLIExe_v1.1

A XIcon style program. It allows you to execute a script from WB and
is completly CLI compatible, because it is a CLI. Can use a real
script file or take commands in its own TOOLTYPES. Version 1.1, an
update to version 1.0. Includes source in C. Author: Sylvain Rougier

ExplodingLayers_v1.0

I think everyone knows what a "window exploder" is. If not, just try
it out! Explodes and implodes windows in a fancy manner. Catches all
window resize and move events (including zip events). Works with all
OpenWindowTags. Fully featured Commodity environment. 2.0 only. By

Andreas Schildbach

KCommodity_v1.63

Multifunctional commodity for OS 2.0. Includes window-activator,
time-display in several modes and formats, alarm function,
KeyStroke-Clicker, time to environment, Window/Screen cycling,
LeftyMouse, ESC-Key can close Windows, Revision Control System,
telefone bill calculator, Screen-/Mouse-Blanker, Mapping of german
"Umlauts", PopUp Shell, AppIcon support, LeftyMouse, user definable
HotKeys. Fully controllable via ARexx-Port. All settings can be
customized and saved to disk. This is version 1.63, requires OS 2.0.
Written in assembly for speed and efficiency. Includes source.
Author: Kai Iske

LoadLib_v1.0

Another LoadLib program, but this version take unlimited number of
arguments in both CLI/WB and remove the quote (") so it can work in
BrowserII at any time. Pure so you can put it in your resident list.
Version 1.0, includes source in C. Author: Sylvain Rougier

ParM_v3.6

Parameterable Menu. ParM allows you to build menus to run whatever
program you have on a disk. ParM can run programs either in WorkBench
or CLI mode. This is an alternative to MyMenu which can run only when
WorkBench is loaded. ParM can have it's own little window, can attach
menus to the CLI window you are running it from, or to the WB menus,
just like MyMenu. This is version 3.6, an update to version 3.00.
Includes source in C. Author: Sylvain Rougier, Pierre Carrette

TaskX_v3.0

TaskX is a program for manipulating task priorities. At least, that's
how it started. TaskX 3.0 still shows you a list of tasks running in
your system, and lets you change the priority of any of them, but it
will also let you easily send signals to them (some tasks will exit
when a Ctrl-C signal is sent to them for example), and lets you see
much more information than just the priority. Author: Steve Tibbett

WindX_v1.1

WindX is a very simple 2.0-only commodity, which does this: It
activates the last window that was activated on each screen as it is
popped to the front via Amiga-M. Normally when you hit Amiga-M, the
frontmost screen is sent off behind the other screens, revealing the
next screen in the list - but Intuition doesn't change the active
window when you do this. So, if you hit Amiga-M to bring your editor
to the front, the last program you were typing into is still active.
With WindX loaded, it will activate the editor window, in this case, as
soon as you hit the keystroke - providing it was the last active window
on that screen. (WindX 1.1 is a simple update to 1.0, the only change
being it's task priority is now 2 instead of 0, so screen flipping
works even if a CPU hog is running at priority 0 or 1). Author: Steve
Tibbett

Unpack

CAM #633 Utiltés diverses

AlarmingClock_v2.2

AlarmingClock 2.2 is an alarm clock program that plays 8SVX files for
the alarm. It has many startup options, a snooze button, can open on a
public screen, and can use the asl requester. You need 2.0 to run
alarmingclock. Author: Brian G. Neal

EditKeys_v1.2

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. If running under AmigaDOS 1.3,
requires "arp.library". This is version 1.2. Includes source in
assembly. Author: David Kinder

LacePointer_v1.0

LacePointer is a program that will change all that. Running
LacePointer will double the resolution of your mouse pointer. So your
pointer will be displayed in Lores-Interlace! Author: Nico François

NickPrefs

NickPrefs is an enhancement of IPrefs, the preferences manager of
Workbench 2.0. From these very few words, you understand that you need
Kickstart 2.0 to use this program ;-) It has been tested under
Kickstart 2.04, that is the one burnt in the A500+' ROMs. NickPrefs
manages three new preferences, which may be modified with the three
accompaning programs WBPicture, BusyPointer and Floppy. WBPicture
allows you to display any IFF picture in the main Workbench window,
supplanting the original (and boring ;-)) WBPattern. BusyPointer lets
you edit the clock pointer used by programs when they are busy. You
may create an animated pointer, see later for details. Floppy provides
the ability to mess with the public fields of trackdisk, that is the
TDPF_NOCLICK flag, step delay and the like. BE CAREFUL when changing
the delays! You should not touch them unless you really know what
you're doing! Read on for more info. Author: Nicola Salmoria

NonClick_v1.06

A program to stop floppy drive clicking. Features an intuition user
interface that allows you to turn clicking on and off on every drive
individually. Requires AmigaDOS 2.0. This is version 1.06, public
domain, includes source. Author: Kjell Cederfeldt

PrintFiles_v0.9

A freely redistributable print utility to replace the standard
workbench Printfiles command. Supports Arexx, application icon, and
setting up a print list with unlimited number of entries. Requires OS
2.04. Includes two versions, V0.9e in English and V0.9d in German.

Includes source. Author: Karlheinz Klingbeil

PublicScreen_v1.02.08

Opens Public Screen with Close/Set Default Menu requirements: AmigaOS
2.04 (v37) changes: fixed process_name, cli usage template added,
fixed close default/shanghai bug added "low chip ram" to error
requester updated docs for easier reading

Sphinx_v2.6x

SPHINX is a replacement for/complement to the CON: and NEWCON:
devices. It is what I believe NEWCON should have been, although NEWCON
could not be like SPHINX and remain compatible with CON:. Version 2.6x
include new features and bug fix. Author: Nicolas Dade

Switcher_v1.10

Switcher is a very nice utility for switching between screens. It
brings up a window on the front screen with a list of the screens in
the system allowing you to pick a new screen to bring up to front.
(also does the same for windows). Plus, IFF screen/window save,
cycling, special 'command' gadgets for launching programs, and more.
Release 1.10: new features and many bug fixes.

ToolManager_v1.5

This WB2.0 Commodity will allow you to access your programs via the
tools menu on the WB, custom icons on the WB, or via a dock (ala NEXT
style). Source code in C is included. Written by Stefan Becker. This
program is very configurable and is highly recommended for anyone using
WB2.0.

WB_Printer

WBPrinter is a Workbench 2.0 utility that puts a printer icon onto the
Workbench screen. Any files dropped on the icon will be printed. This
is for Workbench 2.0 only.

Unpack

CAM #634 Utiltés diverses

ASwarm_III

ASwarm is one of the best screen blankers for OS 2.0 in the public
domain. It has two blanking states, one with an animation of "bees"
chasing after "wasps" to certain user-specified parameters, and if CPU
usage is high enough, a blacked-out state, in which nothing is
displayed, hence not only saving your screen from the certain doom of
having wasps and bees imprinted on it, but also conserving as much CPU
time as possible so that your application (whether it be your C
compiler, ray-tracer, or automatic dishwasher simulator) will get
finished sooner. Both time-outs are user-configurable as well. It has

hotkeys for both the configuration panel and the blanking mode, and
it's a commodity to boot. Source code is included, as well as
makefiles for both SAS/C and DICE.

CPUSet_v1.5

For all Hot-Rod Amigas...Set your data cache/burst inst. cache/burst
via Intuition. Shareware by Author: Nic Wilson

CyberCron_v1.3

A cron utility for AmigaDOS 2.0. Uses the new, more flexible, AmigaDOS
2.0 technique for running programs. Offers an extended set of options
that may be specified for any given event. Version 1.3, includes
source. Author: Christopher Wichura

FixMenus_v1.1a

FixMenus is a utility to fix the menus of pre-2.0 programs which create
menus connected to a window on the Workbench 2.0 screen. Prior to 2.0,
a programmer expected the menu font to be eight pixels high. Because
of this, most menu structures were set for all items to be eight pixels
high. The problem that arises now is that the menus of such programs
will be very difficult to read and use IF YOUR DEFAULT WORKBENCH SCREEN
TEXT FONT IS NOT EIGHT PIXELS TALL. Author: Benjamin Reich

kd_freqLibrary_v3.13

Release 3.13 of my File Requester. Replaces the FR's in arp, asl and
req libraries. This version has several new features and bug fixes.
Khalid Aldoseri.

KGB_v2.0

It's a known fact that Intuition lacks keyboard control. The mouse
emulation is poor at best, and most gadgets, even under 2.0, don't have
keyboard equivalents. KGB was designed to provide the ability to
browse through and activate windows, screens and gadgets (including the
system sizing, dragging, closing gadgets). Author: Pierre Baillargeon

lwb_v1.0

On a Sun Workstation under the twm-Manager of XWindows. It is possible
to have a virtual Screen much larger than the real Monitor-Screen like
the AMIGA OS 2.0 supports. To manage the movement within your large
virtual screen you get a small window in the lower right of the real
screen which is a representative of the whole available virtual screen.
All windows on the virtual screen are drawn in it and you can move them
all by dragging their representatives. The shown clipping can be
moved, too within this window. I like this feature very much because
you can have a lot of different windows open without overlapping each
other. So i decided to program such a utility for the AMIGA. Author:
Jörg Wesemann

NewBeep_v1.0

This program plays a user specified IFF 8SVX sampled sound file

whenever another program flashes a screen (calls DisplayBeep()). It
can be used with 1.3 and 2.0. With 2.0, NewBeep can invoke the asl
file requester. Two sample sounds are included. Loads of laughs!
Author: Brian Neal

NewDefTool_v1.01

A utility to change the default tool for project icons. Has a user
defined configuration file for flexibility. Can change default tool
according to old default tool or filenames. Supports the use of
appicon, so using NewDefTool is a simple matter of dragging and
dropping icons. Requires AmigaDOS 2.0. This is version 1.01, public
domain, includes source. Author: Kjell Cederfeldt

PM_37.5

PM v37.5 – Copyright (c) 1992 by MKSoft Development (Requires 2.0) PM
is a tool that monitors the Amiga system's CPU usage using some hooks
that are available in 2.04 EXEC. The program uses the high resolution
EClock timer to get real time values for the amount of time the
processor spends running tasks and the amount of time it spends between
tasks (in task switch and in sleep). By Michael Sinz

ppdata_v1.0

This program is basically an intuition front-end for that library, and
allows you to crunch and decrunch DATA files. "But I've already got
PowerPacker!", I hear you cry. Well, if you only have the shareware
version <= 2.3b, you'll know that crunching can be a time-consuming
business. Later (commercial) versions use speedup-buffers to
dramatically decrease the crunching time. Newer versions of
powerpacker.library provide the facility to use these faster methods of
crunching, and that's where PPData comes in. The program is only for
use with Kickstart 2.0 upwards. Author: Martin W. Scott

SetScr21

A 592 byte CLI program for WB/KS 2.0+ that allows one to use the newer
ECS screen modes with programs that do not yet support them. SetScr
intercepts pre-2.0 intuition OpenScreen calls and opens the new custom
screens in whatever mode is currently selected for the workbench screen
(e.g. PRODUCTIVITY mode). 2.0-style requesters will have the standard
3D look on the opened screens. PageStream2.2HL looks great in
PRODUCTIVITY mode. The patch is removed if the program is run a 2nd
time. Author: Norman Iscove

SoftLock_v1.0.1

A program to help prevent unauthorized access of your bootable hard
drive by requiring a password each time you reboot. Has been tested
under both AmigaDOS 1.3 and 2.04. This is version 1.0.1, shareware,
binary only. Author: Allan Baer

SunClock_1.0

This program is a clock that shows which portion of the Earth's surface
is illuminated by the Sun. It is designed to be usually iconic (a

window on the workbench screen), but can be opened for a larger display
with the time updated every second and both the local timezone and UTC
displayed. Author: Mark Waggoner

TexadaUtils

4 asm. language programs: WBShuffle: Changes colors of current
window Shuffle: Changes colors of all open windows, according to its
own settings. UnShuffle: Changes windows back to their old colors.
DeleteD: Adds keyboard equivalents to the workbench 2.0 menus:

                Delete-   right-amiga-d Delete
                Clean Up-   right-amiga-f Fix up
                Update-   right-amiga-t updaTe
                Show All Files- right-amiga-v eVerything
                Show Only Icons- right-amiga-w Well??
                View By Icon-   right-amiga-g Gosh...
                View By Name-   right-amiga-h Handle
                View By Date-   right-amiga-j January
                View By Size-   right-amiga-m Monstrosity??

Author: Michael Texada

WizardClock_v1.30

A workbench clock with many features and various languages. Version
1.30, an update to version 1.20 (WizardWorks 2). Freeware. Binary
only. Author: Stefan Zeiger

Unpack

CAM #635 Utiltés diverses

AutoCLI_v2.19

A 'PopCLI' type replacement that works with WorkBench 2.0 and fully
compatible with A3000 & accelerator boards. Always retains the default
path and stack, and current directory. Can automatically open
CLI/SHELL windows to 1 pixel less than the current screen size on
opening. New functions include spline patterning on blanking, toggle
freeze mouse, more function keys, mouse activated screen shuffle, close
gadgets on Shell windows, and more as many users have requested. This
is version 2.19, an update to version 2.17. Binary only. Author: Nic
Wilson

Bell_v2.1

Bell is a small background program to add an audible error (or
attention) bell to the Amiga. It can be configured to use any IFF 8SVX
digitized sound as the bell, with selectable volume and pitch values,
by a separate preferences module (BellPrefs). Beep should work both
under WB 1.3 and 2.0, but BellPrefs works just under WB 2.0. Author:
Bruno Costa

DiffTime

DiffTime is used to calculate the difference in time between two dates
given in the same format as that used by the date command. If the
second parameter is not supplied, the current system time is assumed.
The time duration is provided in a fixed field output, containing the
years, days hours, minutes, and seconds of duration. Author: David
Plummer

Explode_v1.2b

Explode is a background utility that shows a small "animation" whenever
a window is opened on any Amiga screen. This "animation consists
symply of an outline moved along an arbitrary, user configurable path
that originates from the mouse pointer position (thus the name
explode). This program differs from existing ones mainly because of
the user configurability and the inovative default animation. This
program was written and designed under WB 1.3 – although it does work
under WB 2.0, some of the new features make it a little useless.
Author: Bruno Costa

HDFixer_v1.0

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 1.00, binary only. Author:
Peter-Iver Edert

hold_1.43b

Hold is a background utility primarily designed to hold down the right
mouse button for you. This means that, to access a menu, you may just
click the right mouse button, browse through the items (withouth
having to hold any button), and when you are done, just *click* the
mouse button again. Users of the original Commodore mouse, whose
switches where not very stable (specially after some use), will
appreciate this program. This does not mean that users of better
quality mouses (like the A3000 one) will not benefit from the use of
this program. Hold provides an additional utility: window
auto-activation (SunMouse-like). Author: Bruno Costa

ht_v3.2

The Simple HyperText System (SHTS) is an easy way to create text files
containing hypertext links. Author: Damien Neil

MemMan_v1.1

The MemoryManager can be used to test programs under different
CHIP/FAST memory configurations. Version 1.10, freeware, binary only.
Author: Carsten Raufu

MemSnap_v1.0

Small memory meter providing snapshot facility, so you can see what

memory a program uses, and whether it frees all its memory. Based
entirely on a program called Memeter, but the version I had crashed
under 2.0, and so I wrote this. This is 2.0 ONLY (sorry - use Memeter
under 1.3), and adapts to screen font set under preferences. Author:
Martin W Scott

mini

A minimal text display program for small text files. It will open a
window of just the required size on the current screen. Source
included. Author: Lorenzo Zago

RoxBlanker_III

RoxBlanker III is a fancy screenblanker program. It blanks the screen
by running animation files which were created with a program called
Roxanne. It is based on the original RoxBlanker which was launched by
SleepyCron at idle time. This version is a standalone version that
does not require SleepyCron. But get SleepyCron anyway, because it's
way cool. Author: Joe Hitchens

SCSIMounter_v2.02

Removable media partition mounter for Kickstart 2.0 or higher.
SCSIMounter allows you to mount and unmount partitions without
rebooting the machine. It sports a nice 2.0-style point-and-click user
interface that makes handling removable media a piece of cake. 2.02 -
Terrible bug fixed that caused SCSIMounter to fail on 68000 machines.
2.00 - SCSIMounter is a commodity now bi-lingual user interface 1.30 -
MASK tooltype added 1.20 - Minor changes to the CLI interface. New
tool type 'NOUNMOUNT' 1.10 - ReadArgs() CLI Interface added Binary
only, Author: Martin A. Blatter

SystemInfo_v2.0a

A system configuration display program with an Intuition interface.
Recognizes about 80 different product codes and about 40 manufacturer
ID's. Displays information about all AutoConfig cards, all mounted
drives, vectors, processor types, and other useful information. This
is version 2.0a, shareware, binary only. Author: Paul Kolenbrander

TextWeasel_v1.0

TextWeasel 1.0 is an intuition-based text formatting/filtering program
that has 19 common operations like CR and LF manipulations, line
numbering, left justification, statistics gathering, and control
character filtering. TextWeasel will run with any version of
kickstart; it uses reqtools.library (included) for standard requesters.

Trap_v2.4

Trap is designed to catch system exceptions and display a requester on
the frontmost screen, allowing you to either suspend or remove the
crashed process or reboot the system. It displays the CPU registers,
allowing you to take a deeper look on what went wrong. It can be
removed at any time and it doesn't override a private trap handler
attached to a task/process. 2.0 only. By Abt and Kneer

wbloc_v1.0

WBLoc is a small screen hack that displays a "locator" on the Workbench
screen, made up by a crosshair and a sprite with the coordinates of the
active pixel. It is meant to be used to measure pixel distances and
sizes of images in the WB screen. Although it isn't the most useful
utility in the world, there are some interesting parts of the source
code worth looking at. It works both under WB 1.3 and WB 2.0. Author:
Bruno Costa

Unpack

CAM #636 Utiltés domestiques

AdPerfect_v1.1

Some of you might remember a tiny, bugged little address-storage
program called 'Trademate'? - Well, I decided not to update it anymore
because of it's bugs and messy source.. but I could stand the idea,
and the only other 'useable' program was 'Swappit'. -- Well, what
could I do than start from scratch on a new program? The result is ...
AdPerfect!! Author: Vidar Bang

Amigadex_v1.61

A disk based "address book". It is intended to be used as a personal
data base for the names, addresses, and phone numbers of all your
friends and business associates. May be used to maintain a small
mailing list. Includes a flexible print utility and import function.
Version 1.61, shareware, binary only. Author: Ray Lambert

AnimalsIcon

Animals representation icons from an England public domain disk.

Annotate_v1.0

A text editor written for AmigaDOS 2.04 only, that takes advantage of
public screens and the system default font. Features include folding,
shifting, and full clipboard support. Version 1.0, binary only.
Author: Doug Bakewell

AppliGen_v1.0

An Application Generator for Superbase III. Create the SBpro DML
program's menus without having to do the same work over and over.
Creates Superbase DML sources with menus, labels, opening of files,
queries, etc. Many user-selectable options (inluding all SBpro SET
commands). Menus can be previewed as Intuition menus or text-menus.
Sources and included sub-routines can be syntax checked, and exported
as ASCII or ".sbp"-file. Version 1.0 interpeted language source and
executable. Author: Ivo Kroone

EnvPrint_v1.50

EnvPrint is a handy tool for printing envelopes for letters. Just type
in the addresses or load them from disk, and EnvPrint will organize the
printing job for you. Includes an ARexx port. Version 1.50, an update
to version 1.20 (WizardWorks 2). Shareware US$ 10. Binary only.
Author: Stefan Zeiger

EZSpool_v1.0

Disk based printer spooler. WB2.0 required

Icons

A selection of 8 color hires icons for your viewing pleasure. Author:
Ernst Janesch

Icons4

Some icons for graphics programs and data.

MythologyIcons

Mythological subjects representation icons from an England public
domain disk.

WreadFiles_v4.2

WreadFiles is a vocal text file reader program for use on the Commodore
Amiga. The text is both printed to the screen and spoken. Author:
M.L. Barlow

Unpack

CAM #637a&b Utiltés domestiques

AIBB_v4.3

AIBB is a utility primarily designed to assist in the evaluation of
system performance. This version of AIBB includes a few fixes and
feature enhancements Author: LaMonte Koop

bBaseII_v5.32

A simple database program using an intuition interface. Stores, sorts
and searches for information. Limited to 9 fields in each record.
Features include fast sorting, search in any field, mailing label
support, and best of all, it's really easy to use. This is version
5.32, which fixes some bugs which crept into version 5.3. Binary only.
Author: Robert Bromley

Comics

Comics is a database manager program to handle a comic book collection.

It can store the Title, Issue, Date, Author/Artists, Cover, Current,
Purchase, and Profit Prices, number of Copies, Notes, Publisher,
Condition, and Format for each issue. It has a find mode, generates
reports, indexes by title and issue, and supports "updating" to use
last month's information to use in the current month's issue. Also
supports inserting a series of comics with one command. Was tested on
an Amiga 500 with 1MB ram running under Wbench 1.3. Written with
Lattice C; includes the C source. Author: Chuck Jordan

LoranNotebook_v2.0

A database for storing, searching and printing loran numbers. Store
Lats/Lons, TDs, Waypoints, Depths, State, County, Comments, and Quick
Comments. Search by any catagory, and numbers can be searched with a
margin of error. Printouts as text only or as a graphic. Select sites
on the plot screen by lassoing them. Version 2.0 includes a lon/lat
scale on the plot screen, better zooming, and accurate land areas via
the World Database II (included) and/or user drawn. You can now show
and edit land on your plots by drawing it in or by making a list of
lat/lon points. A small sample database is included. Version 2.0,
binary only. Author: Allen Maroney

MusicMania_II_v2b

The latest update for Music Mania. Complete new look (WB 2 look).
This is for the casual and/or avid music collector. Catalog your CD's,
LP's, Cassettes, 8 Tracks (yes 8 tracks), Reel To Reels, 78's, 45's,
etc. Multiple print features. Very comprehensive. Needs 1 meg of
CHIP RAM. Author: Lord Sutch Productions.

SiliconSec_v1.51

A bowling league statistics generator. Teams are ranked by win/loss
record & total pins. Tracks team and individual statistics. Absent
and 'blind' bowlers, floating and team subs easily entered. ABC/WIBC
award lists, recap forms, simple newsletter article and other options
can be generated each week, if you want them. A address list, phone
list, mailing labels and end-of-season report meeting ABC/WIBC
requirements may be generated any time. Online help with search may be
edited by the user. Runs from the Workbench or CLI. One meg required.
Version 1.51, binary only. Author: Allen Maroney

WBase_v1.2

A handy database which stays as a small window on your Workbench screen
and supports PowerPacked files, even crunching them itself. It also
allows you to run programs from it. This is version 1.2, binary only.
Author: Simon Dick

WineSteward_v1.1

The Wine Steward (version 1.1) by Mike Richan, Wine Steward allows you
to match hundreds of food types with 100+ wine types, quickly and
smoothly. Everything is mouse driven, and complete instructions can be
found within the program.

Unpack disk A

Unpack disk B

CAM #638a&b Utiltés domestiques

DrawMap_v4.0

Release 4.0 of a program for drawing representations of the Earth's
surface. New features include using the full Micro World Data Bank
data files, user selection of the items to be included (e.g.,
coastlines, rivers, etc.) and the amount of detail in each map, and a
redraw function. Corrects a problem with box and text selection
encountered under AmigaDos 2.04, but AmigaDos 2.04 is not required.
Requires 1.5 megabytes of memory and a hard disk with 1.6 megabytes of
free space. Also includes version requiring a 68020 CPU and 68881 FPU.
This is an update to version 3.1. Includes full source.

Elements_III

Very nice interactive display of the the Periodic Table of Elements.
Includes general row and column information, plus a test mode where the
program asks specific questions about the selected element or
row/column. This is version 3.0, an update to version 2.3b. Now is
completely Amiga-DOS 2.0 conformant. Path and language information are
configurable from the icon, uses 2.0 proportional fonts, can be opened
on a public screen, and includes German and Swedish name files.
Shareware, binary only. Author: Paul Thomas Miller

GourmetGuru_v1a

Gourmet Guru v1.a from Itchycoo Productions (Formerly Lord Sutch Prod.)
Recipe, Bartender and Wine Inventory database with import/export
feature. Full print and search functions. Compatible with MS-DOS's
Meal-Master recipe program. Needs 1 meg of CHIP RAM.

Perfmeter_v1.2

PerfMeter is the X's PerformanceMeter-style little meter, which shows
CPU usage, CPU load, chip, fast and public memory. The items can be
selected from the Project menu. In v1.2 there's current uptime, too.
Uptime is reseted every time you start Perfmeter so I think you better
add perfmeter command to your s:user-startup. Author: Juha Tuominen

stockanalyst_v3.01

An incredible stock/mutual fund/market indicators/ analysis program.
One of the best in a recent AmigaWorld comparative review. And it's
just $25.00 shareware! The manual alone is worth the price. Whether
you are a serious investor or just play the market on paper, this is a
must have. Great graphs, over 20 different measurement criteria, built
in automatic comm program for auto downloads of quotes. Would be cheap
at 6 times the price! Fully operational, not a demo. 2.0/1.3
compatible

Unpack disk A

Unpack disk B

CAM #639a&b Jeux

Adventure

The Colossal Cave Adventure, by Donald Woods and Will Crowther. This
program runs from the CLI or Workbench, and is virtually identical to
the original mainframe classic. Version 1.00, binary only. Author:
Donald Woods, Will Crowther; ported by Tony Belding

CelestialCaesars_v1.11

Celestial Caesars, a strategy game for up to nine players. This simple
wargame pits you against any combination of human or computer
opponents. The game uses an Intuition interface, and can be played by
file-mail. Version 1.11, binary only. Author: Tony Belding

DiamondsThief

Drive your little thief buggy around the screen and try to pick up the
diamonds while avoiding all the nasties on the screen. Freeware.
Binary only. Author: Harshy Wanigasekara

Eaters_v1.0

A screen hack that places a number of creatures called Eaters on the
screen. These hungry Eaters live on white dots, consuming them and
leaving black droppings in their place. When not near a white dot,
they move randomly. Version 1.0, includes source. Author: Guido
Wegener

FireFighter_v0.0001

Shoot em up contruction kit game

Haktar_v1.6

A kind of Adventure Construction Kit based on an easy-to-learn
interpreter language. With it, you can create moderately complex
multiple choice adventures. Some example adventures are included.
Version 1.6, includes source. Author: Guido Wegener

Pipeline_II

A game like the commercial game 'Pipe dream' (Pipe mania). Needs a
joystick. High scores are saved to disk. This is version 2.0, an
update to version 1.0. Includes source in assembly language. Author:
Andri Wichmann

Raid2

This is a PD shoot'em'up. It pretends to be a clone of SWIV.

snake_v1.0

Snake is a very simple game. A snake-like figure crawls over a surface
where some blocks are placed. The snake is controlled by using the
joystick, and you must avoid all the blocks, except the single one in a
different color. The colored block MUST be hit: when you do so,
another colored block will appear and your score will be increased by
one. You must also avoid to hit your own tail - the snake grows as
time passes to make things a little more fun. If you hit yourself or a
wall or a block, the game is over - restart pressing fire. To exit the
game, close the window. This program works both under WB 1.3 and 2.0.
Author: Bruno Costa

Unpack disk A

Unpack disk B

CAM #640a&b Utilités programmation

3dc

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

ARTM_v1.6

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

Bovs_v2.0

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

BumpRev_v1.0

Implements easy creation of source code revision headers, similar to

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

Bump_v1.0

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

enforcer_v2.8b

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

FLUSHLibrary_v1.1

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

FontConverter

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

Foreach

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

HardblocksLibrary_v1.1

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

HotLinks_Developers_Kit

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

IFF_Library_v22.1

The iff.library is an easy to use Amiga library which gives you some
powerful routines to deal with IFF files, especially ILBM files

(pictures), ANIM files (animations) and 8SVX files (digitized sounds).
It was fully written in Assembler and is only 3.2 KBytes long. The
decompression routines are the fastest I've ever written. Author:
Christian A. Weber.

Intuisup_v4.0

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

JM_v1.1b

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

MkMake_v1.45

A tool for generating makefile automatically. Author: Anders Hybertz

mon_v1.54

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

Mungwall_v37.51

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

NoFragLib_v2.2

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

NotePlayer_v1.0

This document describes the NotePlayer standard. The NotePlayer
standard is an application interface specification designed to be
compatible across all 680x0-based computers. Its purpose is to allow
hardware-independent music players to be written which can be used in a
variety of environments, operating systems, and even on completely
different computers. It also makes it easier to simply write music
players for the Amiga. Author: Bryan Ford

Skew

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

Unpack disk A

Unpack disk B

CAM #641a,b&c Fontes

Alex-Antiqua

Display style adobe type 1 font, Author: Alextype

Avion

Display style outlined adobe type 1 font.

CGCapsFonts1

These are CompuGraphic fonts converted from freely distributable
PostScript fonts using the 'Font Manager' program that comes with
Professional Page 3.0.

CarrickCaps, A very ornate 'woodcut' font for fancy initial paragraph
characters

GreenCaps, A 'two-tone' font

Judas, A 'Judas Priest album cover' type of font.

CGDavysDingbats1

These are CompuGraphic fonts converted from freely distributable
PostScript fonts using the 'Font Manager' program that comes with
Professional Page 3.0. DavysDingbats A various picture fonts

CGDavysDingbats2

These are CompuGraphic fonts converted from freely distributable
PostScript fonts using the 'Font Manager' program that comes with
Professional Page 3.0. DavysOtherDingbats A various picture fonts

CGFonts1

These are CompuGraphic fonts converted from freely distributable
PostScript fonts using the 'Font Manager' program that comes with
Professional Page 3.0. Architect, BlackChancery, Faustus, Luxembourg,
Mira.

CGFonts2

These are CompuGraphic fonts converted from freely distributable
PostScript fonts using the 'Font Manager' program that comes with
Professional Page 3.0. Middleton, Muriel, ParkHaven, RichardMurray,
OswaldBlack.

DavysCrappyWriting

The font represents the sloppier side of my handwriting and is designed
for use at 24 points. Author: David Rakowski

EditionCaps

The shareware typeface enclosed is an all-caps version of Diehl.Volk
Typographics' Edition Serif. It is Type 1 format.

EileenCaps

EileenCaps and EileenCaps-Black are two related DropCaps fonts drawn in
an elegant and complex Art Nouveau style. Author: David Rakowski

Eraser

Full font of chalk-on-blackboard characters. Author: David Rakowski

GALLEDIS

Galleria Display is a font that will be readily recognizable by most.
It is used frequently in the design of logos. It is a display face,
with a "modern" flair.

Garton

The Garton font is a semi-script serif display font with a full set of
characters, numbers, punctuation, a few ligatures, and a helping of
upper- and lower-case swash characters. Author: David Rakowski

Gessele

Gessele-Script is an elegant script font from the Art Nouveau period.
Author: David Rakowski

GoldDiskTools

CreateFont: From correctly installed CG_fonts, will create
Professional Draw fonts, PostScript download fonts or Amiga BitMap
fonts.

Download: Will permanently download a postscript printer font file to
your postscript printer. It will remain downloaded until the printer
is powered off.

CG_Update: Will update the the CGFonts directory after Type 1 fonts
have been converted to CGFonts and copied into the CGFonts directory.
Just double click on the icon and watch your hard drive light. When
the drive light stops the update is complete (this is similar to
WorkBench's FixFonts).

Griffinone

GriffinDingbats contains about 155 picture characters and a rather
ornate Gothic drop caps font. Author: David Rakowski

International

Misc picture adobe type 1 characters, Author: Gary L. Ratay

Lilith-Heavy

The Lilith-Heavy font is a companion to the Lilith-Light and Lilith
Initials fonts. Author: David Rakowski

McGarey

The McGarey Fractured font is a typewriter-like font with mild
contusions on the characters. Author: David Rakowski

MI-Clip2Font_v1.1

MI-Clip2Font 1.1 Update. Fixes a bug that scrambled character
ordering. MI-Clip2Font converts any PDraw clip file into a PDraw font
file. Full 224 character set supported. Useful for organizing clips
into compact fonts. Program includes an on-screen kerning table
editor. A MUST for PDraw users. Author: Gary Brusanowski

Nixon

NixonInChina is a font designed to look like display printing on many
Chinese restaurant menus. It is based on a font called Chopstick.
Author: David Rakowski

RabbitEars

The RabbitEars font is a round, bold '40's type of advertising display
font whose letters slightly resemble Cooper Black. Author: David
Rakowski

Relief

The "Relief Pak" contained herein consists of three fonts drawn in
relief: WhatARelief, ReliefInReverse, and RoundedRelief. They were
drawn in response to a user's request for a "sans serif relief font."
WhatARelief and ReliefInReverse use the same letters shapes -- a
squarish sans serif relief alphabet. ReliefInReverse prints a black
strip with white shadows, or the "negative" of WhatARelief.

RoundedRelief is a rounder, more condensed relief font. Author: David
Rakowski

Rickshaw

Chineese style adobe type 1 font. Author: Peter S. Bryant

Tejaratchi

TejaratchiCaps is a caps-only font of raised quasi-metallic letters.
Author: David Rakowski

Tenderleaf-Caps

Tenderleaf Caps is a font of CAPS ONLY, plus ampersand, exclamation
point and question mark. It is a display font of rough capital letters
with leaves growing out of them. Author: David Rakowski

Twogriffin

contains about 155 picture characters and a rather ornate Gothic drop
caps font. This version is broken up into smaller pieces which should
alleviate problems encountered in the huge full version. Author:
David Rakowski

Will-Harris

The Will-Harris font is patterned after the display font 'Skyline.' It
is a special-effect font wherein the characters look like views through
Venetian blinds of a city skyline. Author: David Rakowski

Unpack disk A

Unpack disk B

Unpack disk C

CAM #642a&b Télécommunication

AmigaSatTrack_v2.1demo

Satellite tracker program with full intuition interface.

huffman_v1.0

Huffman is a (not so) simple program to compress files, using the well
known huffman coding algorithm. The compression ratios achieved by
this method are worse than those obtained by compress, arc, lharc, zoo,
zip and many others, but at least you have the source code ;-).
Huffman has been ported easily to MeSsy-DOS and UNIX, and can be used
as a simple way to compress files to be transferred between different
systems, over which you have control (to remove bugs or add features).
Huffman works perfectly under AmigaDOS 1.3, but under 2.0 you must
disable fast memory using NoFastMem (don't ask me why!), as is

necessary to run PKAZIP. Note that this was tested in an Amiga 3000
under Kickstart v36.209, with burst mode and caches turned either on or
off. Author: Bruno Costa and Lucia Darsa

LAZi_v1.1

A graphic interface for the archive utilities Lharc, Arc, and Zoo.
LAZi will add, delete, extract, and update single or multiple files,
list and test archives, allow you to read extracted readmes/docs or any
other ascii file, save a configuration file that holds the locations of
your work directories, archive utilities, and its position when
iconified. At least 1Mb of RAM is recommended. Version 1.1, an update
to version 1.0. Binary only. Author: Mark W. Davis

MrED_v1.20

An ANSI graphics editor that allows loading and editing of ANSI color
files, commonly used in BBS programs. Features block moves, a line
drawing mode, colorize functions, full ANSI sequence support, and more.
Version 1.20, binary only. Author: Robert V. Fahey

OwnDevUnit_v2.1

A package that provides an extended locking mechanism for a device/unit
pair that makes using programs like getty much easier. Getty is a
program that sits on the serial port waiting for calls to come in. By
using OwnDevUnit.library, a program can request that getty temporarily
release the serial port. Version 2.1, an update to version 2.0.
Includes source. Author: Christopher Wichura

TeleBASE_v1.14

TeleBase will print out mailing labels, phonelists, dial the phone, and
keep track of it all! Requires 2.0 and REQ.LIBRARY (included). This
appears to be a nice, simple address/phonebook database manager with
dialing and printing features

term_v2.2b_int

A gift-ware telecommunications program written for AmigaOS release 2.x
(Kickstart 37.74 and Workbench 37.33 or higher required, Kickstart
37.175 and Workbench 37.52 recommended). Features include total
configurability, full ARexx control, Xpr-transfer-support,
filetype-identification after download, cut & paste/point-and-click on
screen, auto up-and download, scrollable review buffer of unlimited
size, 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.
Comes with six Xpr-transfer libraries (ascii, jmodem, kermit, quickb,
xmodem & zmodem). Version 2.2b include bug fixes and new features also
includes the full 'C' and assembly language source code. Author: Olaf
'Olsen' Barthel

xprbplus_v1.0

This is an Amiga shared library for use with terminal programs such as
Term, VLT and Backtalk, which implement the XPR standard. Its purpose
is to provide the improved facilities offered by the Compuserve B Plus
Protocol. This first release implements the 'File Information'
Facility which enables file sizes and hence estimated download times to
be displayed during downloads. NOTE: This library does NOT implement
download resume. As such, it offers little over the xprquickb library.

Unpack disk A

Unpack disk B

CAM #643a&b Utilités graphiques

2View_v1.50

2View is an ILBM picture viewer for use under Workbench 2.0. It
supports all standard Amiga graphics modes, SHAM, MacroPaint-style
dynamic hires, color cycling, ARexx, and both the CLI and Workbench. A
list of files to display can be given, or each filename can be
specified individually. Each picture can be shown for a specified
period of time or until the user clicks the left mouse button. Version
1.50, an upgrade to version 1.11. Includes source. Author: Dave
Schreiber

AnimFader_v1.0

AnimFader is a small utility to fade screens in and out. Author:
Andreas Ackermann

AniMan_v2.1

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 2.1 of AniMan, which requires only 512K chip memory and
supports both the Perfect Sound 3 or Sound Master (Sound Magic) audio
digitizers. AniMan is like nothing you've ever seen before. Binary
only. Author: Richard Horne

filmview_v1.0

This is a viewer for filmstrips created with Imagemaster, Imagemaster
F/c, or Image Professional. The archive contains one sample filmstrip
for the curious. Filmstrips are a great way to show off the animation
uses of our image manipulation software.

FreePaint_v37eta

A freely redistributable painting program, much like the popular DPaint
program. Version 37eta, an update to version 35z. Binary only.
Author: Stefan G. Boldorf and Bjorn-Eric Trost

jpeg2dctv_v0.2

A program to decompress JPEG compressed images into a DCTV display.
You will need a screen grab program since this does not have a save pic
feature yet. You will also need the DCTV.library.

Mostra_v1.06

Mostra is a shareware IFF utility featuring real-time unpacking scroll,
dozens of options, "smart" analysis of any IFF file (FORMs, LISTs,...
also nested ILBM!), total control over display modes, simple slideshow
processing, pattern matching, SHAM, an external link to show Dynamic
Mode pictures, double buffering, fast decompression, color cycling,
TeXdocs, startup files for easy custom configurations and complete WB
support, through ToolTypes and Style icons! This is version 1.06, an
update to version 1.04. Binary only. Author: Sebastiano Vigna

P-Animate

A full 3D Animation program for producing animations in Anim5 format,
with emphasis on live characters rather than inanimate objects. Can
also be used to produce animated illustrations for use in P-Reader
illustrated texts. Version 2.1, freeware, binary only. Author: Chas
A Wyndham

Slicer_v2.0

A program for creating abstract art based on mathematical functions,
such as the Mandelbrot set, Julia sets, and related abstractions
(chaotic dynamical systems). Features include fast fixed or floating
point arithmetic, many different functions, many computation options,
many coloring and rendering options, batch mode, focus, multi pass,
zoom in, zoom out, pan, and four dimensional navigation. The produced
pictures can be thought of as cross sections or "slices" revealing the
insides of solid (if imaginary) objects. Version 2.0, an update to
version 1.0. Binary only. Author: Gary Teachout

SurfacePlot_v2.0

SurfacePlot is a math tool for drawing 3-dimensional parameterized
surfaces. Useful for visualizing the surfaces used in various
mathematics classes. Allows you to use three separate functions for
the X, Y, and Z coordinates. Includes rotation and zoom for changing
the viewpoint. Version 2.0, binary only. Author: Ole Bak Jensen

VS2PR_v1.2

Converts files to and from VideoScape 3D and PageRender 3D. It
preserves and matches colors as closely as possible, and retains
surface detail polygons from VideoScape. Good for Video Toaster owners
looking for the more mathematical 3D objects that PageRender generates
so well. Other features include scaling, batch processing, and a
QuickRender module that lets you preview the 3D objects in wireframe.
This is version 1.0, binary only. Author: Syd Bolton

Unpack disk A

Unpack disk B

CAM #644a,b&c Langages

c++2latex

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

dicepref_v1.0

DICE-AREXX environment. Author: Matt Dillon

gasldsrc-920429

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

gcc_v2.1

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

gcctools-920420

These are some tools useful in a gcc programming environment.

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

Author: Markus Wild

libauto-920413

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

Unpack disk A

Unpack disk B

Unpack disk C

CAM #645a&b Jeux d'arcade

AmyHawk

Here's a game created with "Shoot'em UP Construction Kit" called
"Amyhawk", you get to fire at Macs, Ataris, and other kinds of evil
creatures. This is a fast'n'furious shoot'em up game with sound
effects.

FORTRESS

Another "Shoot'em UP Cnstruction Kit" Tank game style. Author: Paul
Ciulla (you have to uncompress with Lharc (included)).

Intrepid_v1.5

An arcade/strategy game in which you must navigate a high tech tank
through the Antarctic to rescue a scientist taken hostage by
terrorists. Version 1.5, binary only. Author: Peter Gage (you have
to uncompress with Lharc (included)).

NUCLEAR_PLANET

Another "Shoot'em UP Cnstruction Kit" game. Battle your way thru a
country fighting to keep Sununu president. The entire planet has gone
nuclear; energy plants, uranium storage buildings and waste dumps cover
the land. etc. Author: Paul Ciulla

SEUCKHCK.TXT

Text file describing how to have infinite live hack in "Shoot'em UP
Construction Kit" game. Author: Arthur Johnson Jr.

SkyAce

Another "Shoot'em UP Cnstruction Kit" game. You are an American
fighter pilot during WWII sent to defend your carrier and destroy as
much of the Japanese Navy, Air Force, and Ground installations as you
can. You'll be fighting in the South Pacific where the Japanese have a
strong hold on most of the islands. Watch out for the convoys and get
those tankers! Author: Bob Van Allen

Vengance

Vengance is a game created with the Shoot 'Em Up Construction Kit. You
must fly deep into enemy territory, destroy as much of the land and
sea-based defense system as possible, and blow up the Nuclear Weapons
plant. Author: Steve Winkler

Unpack disk A

Unpack disk B

CAM #646a&b Utilités de Télécommunication

Citadel_v3.41.e6

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. Binary
only, source available from authors. Author: Jay Johnston, Hue JR.,
and Tony Preston

LhA_v1.32

This is the evaluation version of LhA V1.32 - LhA V1.32e. It fixes a
couple of bugs found in LhA V1.22e. 'Dangling lock' problem solved.
National & old file systems handled properly. Fixed bug in delete
command. Plus several other bugfixes and additions. Binary only,
Author: Stefan Boberg

metamail_v2.3

This is a port of metamail version 2.3 to the Commodore Amiga. The
current version has only been tested with Amiga OS 1.3, but there
should not be any problems with 2.0. Ported programs: ezview, mailto,
metamail, mmencode, richtext, splitmail. Author: Johan Widén

Necromancer_v1.0

Here's the first non-beta version of Necromancer terminal program.
I've corrected all the known bugs and added a few more features. This
terminal is designed for people who find most terminals have a few
dozen features they never use. It has all the basics, up to 30 macros,
phonebook, review buffer, etc. Uses XPR protocols (X-, Z-modem, and
Kermit are included). It's not a memory hog either. Bnary only,
Author: William Coleman

Remote

Here are some utilities I wrote to enchance and support, remote AUX:
logins. Including Zmodem transfers, editing files, and my enchanced
AUX: handler. When combined with Getty (from UUCP package by Matt
Dillon) and csh a nice aux: enviroment is only a phone call away.
Files included: Remote-Startup, guruhandler, sd_aux_handler,
mountlist.aux, aux.login, emacs, az, aux.newcli, auxshell-start.
Author: Steve Drew

Space_v2.6

Citadel Space Empire is a multiplayer game for up to 25 players. The
documentation shows how to set it up as a door for the Citadel BBS.
Version 2.6, binary only. Author: Tony Preston

XprbplusLibrary_v1.1

XPRBPlus.library is an Amiga shared library for use with terminal
programs which support the XPR standard such as Term, VLT and Backtalk.
Its purpose is to provided the improved facilities of the B+ Protocol.

This version implements the 'File Information' facility which allows
file sizes and hence estimated download times to be displayed, together
with 'Download Resume' which allows partial file transfers to be.
Binary only. Author: Terence Finney

Unpack disk A

Unpack disk B

CAM #647 Jeux divers

3dttt

3d Tic Tac toe game (5 levels). Binary only, author: Brian Grier

4Wins_v1.0

A simple little WorkBench game where the first one to get four happy
faces in a row wins. Author: Kay Gergs

Attacks

A two player strategy game played on a seven by seven grid, modeled
after the arcade game called Ataxx. The moves and rules are very
simple, but the strategy is complex. Includes source in Modula-2.
Author: Scott Biggs

BenchBall

BenchBall, a simple hack/toy by Greg Cunningham, BenchBall is a ball
that bounces around on your Workbench and bounces off your pointer.
There is no objective and no point to it. Binary only.

Bridge_1.04

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? Version
1.04: Fixed some minor bugs. Binary only, Author: Erik Bergersjö

dog_v1.0

A puzzle where the object is to push boxes to designated locations.
Uses HAM mode and is written in JForth. Relative difficulty for this
puzzle is easy, but it will take over a half hour for most people to
find the solution. This is version 1.0, binary only. Author: David M
Cole

Ishid-o-matic

An Ishido type game. Lots of features, like single player, two
players, tournament mode, highscore tables, sound, etc. Includes
partial source in Modula-2. Author: Robert Brandner

nova_v2.0

A puzzle where the object is to push boxes to designated locations.
Uses HAM mode and is written in JForth. Relative difficulty for this
puzzle is advanced, and it will take over two hours for most people to
find the solution. This is version 2.0, binary only. Author: David M
Cole

OrderDrawer

Order is a tile game played on a 7X7 board. Each tile can be one of 5
colors or can be blank. The purpose of the game is to arrange the
tiles in a way to achieve the maximum order. Bnary only, author: Alan
Farrell

ShiftIt_v1.0

A small game, for installation on the workbench. Useful if you must
wait for the compiler or something else. Binary only. Author: Robert
Brandner

shotSTAR

Nice star program, creates complex sring-art-like stars, 2 versions +
source code. Author; Aaron Holmes.

SQUARED

A simple strategy game for one or two players. Entertaining for just
about everyone over eight years old. A variation of the connect the
dots to make a box game. Binary only, author: CLOCKWORK SOFTWARE

TacTix

Tactix is a "take-away" game similar to NIM. It was invented by Piet
Hein, a mathematician in Copenhagen, in the '40's. Martin Gardner
described it in articles in Scientific American in the 50's, and in his
book, The Scientific American Book of Mathematical Puzzles and
Diversions, published by Simon and Schuster, New York, in 1959. The
game starts with a 6x6 board filled with pieces. Each player takes
away a group of contiguous pieces from a row or column. The object is
to force your opponent, in this case, the computer, to take the last
piece. Include source, author: Russ Yost.

Unpack

CAM #648a,b&c Utilités de Programmation

ARexxBox_v1.0

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

auto

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

DebugUtils

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

HardBlocks_v1.2

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

Hextract_v1.1

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

indent_v1.3

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

Intuisup_v4.2

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

JPEGsrc_v3.0

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

MTRD_Library_v0.99ß

MTRD.library – A shared library that enables tasks in the system to
share information and automatically update it. Includes executable and

small demo. Author: Amit Fridman.

NewIFF

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

PPLib_v35.0

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

ReqTools_v1.0e

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

ResGrep_v0.03b

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

SANA-II_v05-21-92

Main text of the final (v1.0) SANA-II Network Device Driver
Specification. To actually develop a SANA-II device or software which
directly uses one, you will need additional information (available from

CATS). Author: Dale Larson, Greg Miller, Brian Jackson, Ken Dyke

SCSIutil

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

Unpack disk A

Unpack disk B

Unpack disk C

CAM #649a&b Utilités domestiques

AmiGantt_v4.02.00

Version 4.02.00 of AmiGantt project management software. This version
gives the program a 2.0 look and feel, but still works under 1.3 or 2.0
It also fixes a number of fairly significant bugs that were around in
version 4.00.00 and 4.01.00. SHAREWARE -- requires v. 39+ of ARP
library.

BonAppetit_v1.3

Bon Appetit is a recipe database manager that automates recipe
collections and allows for far more flexibility than regular index
cards. You can search for recipes by title, keyword, or ingredient.
You can import recipes in BonAppetit's own format or 3 popular MS-DOS
formats, so you can quickly build a recipe collection. Includes
complete recipe utilities and 24 recipes to get you started. Version
1.3. New features include recipe browsing, mass export, less cryptic
error messages, and many bug fixes. Shareware, binary only. Author:
Boris Shor

BookStore_v1.0

BookStore is a neat book database that features just about everything
for storing and tracking your personal library! Killer 3D User
Interface, Unlimited number of User-Defined Categories, Several
Printing options, A Detail Manager, User-Defined Preferences, Display
Entire Library and more.... ShareWare. (Some options disabled).
binary only. Author: John Lullie

Compta_v1.5

Programme de comptabilité en Français, Shareware, entièrement
fonctionnel. Binaire seulement. Auteur: Aladin Karim

LeverEdgeNag

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 92.05.02,
shareware, binary only. Author: Craig M. Lever

Magnetic_Pages_v1.30

A software package that allows you to create and display a disk-based
magazine. The magazine produced is of a similar format to that of a
traditional paper magazine. You can combine text and graphics on a
single page, branch to different sections by clicking on icons and play
sound and music. Features a full intuition driven interface. Version
1.30, an update to version 1.0, with many new features, bug fixes, and
an improved user interface. Shareware, binary only. Author: Mark
Gladding

MCMaster

MCMaster is another cassette tape cover printing utility which should
work together with any printer which supports pica and fine. Other
features include a search function and a list function which allows you
to put all the song names in a list gadget to scroll around. Version
1.1, freeware, includes source in C. Author: Michael Watzl

Unpack disk A

Unpack disk B