CAM Index - Amigaguide Version

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Contents

Chapter 1

CAM Index - Amigaguide Version

1.1 Disks 500 to 549

CAM #500 Utilités divers

AngusCopy_v2.0

A disk copy program with intuition user interface. Version 2.0,
shareware, includes source in Modula II. Author: Andreas Gunser

battmem_v1.1

Battmem is an editor for the battery backed RAM in the Amiga 3000.
Battmem requires AmigaDOS 2.0 and an Amiga 3000. Currently there are
four items that can be changed, SCSI controller ID, Synchronous SCSI,
SCSI Timeout, and SCSI luns. Version 1.1 Fixed Enforcer hit Calling
XCEXIT() instead of exit() saves a lot of space, since exit() pulls in
a bunch of cleanup stuff Using _main instead of DEFINE
only, author: Doug Keller

Blankette

This screen blanker does ONLY screen blanking, and is very tiny. It
will blank your screen after a preset time of inactivity, saving your
screen phosphors during times when you are away from your computer.
Author: Max Bithead

CheckFrag

CHECKFRAG will check your disk and report to you how badly fragmented
it is. It works on hard disks or floppies, and can use either the OFS
or the FFS system.

DiskFragReport_v2.00

Disk Fragmentation reporting utility. Displays disk fragmentation for
both floppy and hard disk devices. Does not attempt to change any
data, just gives a report. Version 2.02, shareware, binary only.
Author: Custom Services

Filesearch_v1.036

This program will search an AmigaDOS volume for a specified file/file pattern. Time saving for Hard Drive owners wanting to find a file/program quickly. Binary only, author: Matthew Crowd

LandScape

LandScape is a program to help design garden layouts! Firstly, ground objects (lawns/paths etc) are laid out, followed by a selection of plants. The program then draws an isometric '3D' projection from any viewpoint of approximately what the garden would look like in real life. Metric measurements only (sorry Americans). Version 1.0 Author: Steve Goddard

NewPop_v3.0

NewPop is designed to solve a few problems at once. First it provides a simple way of starting another CLI at any time without having to load workbench or exit whatever program you may be using. Second it has a builtin screen saver mode that automatically turns off the Amiga display when there has been no input for a given period of time. Include c source, author: Loren J. Rittle

NoCare_v1.5

This utility speeds up your windowing environment. The OpenWindow vector is patched. When someone tries to open a window in the workbench screen, the lower refreshbit in the nw_Flags field is cleared. This way, only NOCAREREFRESH windows will be opened, resulting in faster window movements. Windows opened in customscreens are not affected. Include Assembler source, author: Raymond Hoving

nodelete_v1.5a

NoDelete is especially intended to prevent the deletion of files by programs you are running (Omega was the one that inspired the program) without warning you. If a delete is called for, NoDelete will put up a requester telling you what is about to be deleted and allowing you to agree or to cancel the deletion.

Quick

A utility program specifically targeted at hard drive users to eliminate the frustration of launching programs on the Amiga. It eliminates the need to open Workbench windows and/or remember and type in long pathnames to executables. Version 1.0, binary only. Author: Greg Gorby

StopWatch_v2.0

A stop watch application with the precision of one milli- second (variable), which scans the joystick button. Full multitasking capability and intuition interfacing, ARexx port for parameter and result handling, and supports all non-proportional WorkBench fonts. Written in Modula 2 and assembly language. Version 2.0, binary only. Author: Christian Danner

TIV_v1.51

This is a shareware viewer I found on a local BBS. It's supposed to
show animations, iffs, SHAMs, HAM-Es, and play 8SVX sound samples of
any length. It also has hooks for a GIF viewer and MOVIE.

WorldTime

WorldTime is a clock with a difference. It can show you the time in
any city in the world, with 84 cities built in. Binary only, author:
Jonathan Potter

Unpack

CAM #501 Jeux divers

CrossWordPuzCreator_v3.3

A program that creates crossword puzzles. Has a message data file to
allow easy translation into almost any human language, with English and
German currently supported. This is version 3.3, includes source in
M2Amiga Modula-2. Author: Jurgen Weinelt

FastLife_v1.0

A fast life program featuring an intuition interface, four screen
sizes, 19 generations/second, and 153 patterns in text file format.
Version 1.0, binary only. Author: Ron Charlton

Mosaic

Mosaic is a game played with a set of 81 two-by-two tiles on a 24-by-24
playing area. The objective of the game is to place your tiles such
that squares of the same pattern are connected as much as possible.
Version 1.0, includes source. Author: Kirk Johnson and Loren J.
Rittle

ProjectileMotion_v1.01

A Projectile Motion plotter. Plots the path of a projectile fired with
a variable initial velocity and angle. Display can be scaled, and time
can be accelerated. The program returns the distance traveled and the
time it took. Version 1.01, includes source. Author: Chris Hopps

Swish

A small simple screen hack that pushes the screen around using the view
port, and simulates a floating motion. Binary only, source available
from author. Author: Patrick Evans

The_Gallows

The Gallows is a Hangman type game with 3,150 words available in a file

named GallowWords. Binary only, author: Joseph C. Rattz

Up&Down

The object of this game is to get four of your chips in a row (across,
down, or diagonally) without letting your opponent get his chips in a
row first. Binary only. Author: Jason Bauer

WordPuzzle

The object of this game is to find a word in a puzzle arrangement.
There are three different variations of the game. Version 1.1,
includes source in BASIC. Author: Russell Mason

Unpack

CAM #502a&b Langages

DICE_v2.06

Dillon's Integrated C Enviroment. A C frontend, pre- processor, C
compiler, assembler, linker, and support libraries. Features include
ANSI compatibility, many code optimizations, and autoinit routines
(user routines called during startup before main is called). This is
version 2.06.15 (2.06B), an update to version 2.06.14 on Shareware,
binary only. Author: Matthew Dillon

GNU_DIFF_v1.15

Version 1.15 has the following new features; please see below for
details.

        -L (+file-label) option
        -u (+unified) option
        -a and -m options for diff3

Most output styles can represent incomplete input lines. 'Text' is
defined by ISO 8859. diff3 exit status 0 means success, 1 means
overlaps, 2 means trouble. This version of diff provides all the
features of BSD's diff. It has these additional features: An input
file may end in a non-newline character. If so, its last line is
called an incomplete line and is distinguished on output from a full
line. In the default, -c, and -u output styles, an incomplete output
line is followed by a diagnostic line that starts with \. With -n, an
incomplete line is output without a trailing newline. Other output
styles (-D, -e, -f) cannot represent an incomplete line, so they
pretend that there was a newline, and -e and -f also print an error
message. For example, suppose F and G are one-byte files that contain
just ``f'' and ``g'', respectively. etc. written by Mike Haertel,
David Hayes, Richard Stallman and Len Tower. Many bugs were fixed by
Paul Eggert. The unified diff idea and format are from Wayne Davison.

longpi

LONGPI is a program to calculate pi to any length, limited only by your computer's memory capacity. The program is run at the CLI using syntax longpi <#places>. An output file called ram:pi.out is created to collect the data, in addition to the CLI output on the screen. The program should work well with a mathcoproccesor. Include C source, author: Murphy Chesney

cc

a unix-like compiler driver for amiga lattice-c (that also filters out stupid messages!). Now works with SAS/C as well. Include c source, author: Miles Bader Modified by: Starbound Computing - David Lowrey, programmer

PCQ_v1.2

PCQ Pascal is a simple Pascal compiler for the Amiga personal computer. It is freely distributable, which means that I retain the copyright to the compiler, the runtime library, the source of the compiler and runtime library, as well as this documentation. Version 1.2 (April 18, 1991) Fixed strlen and CreateTask() to work with 32-bit memory. Re-wrote the expression paring and code generating routines completely.The routines now use registers much more effectively, and provide a good base for the separate peephl optimize. AddafwTurboPascalfeatures: you can now use type casts aywhere, eve in address calculation. Thu you can now write something like Record Type(Pointer^).Field, which in version 1.1 was illegal. Changed the FOR statement significantly in order to make it more efficient,and mor like Turbo. It boils down to two differences:ORloops n lnger run a minimum of once (e.g for i := 1 to 0 do .. will execute zero times),and the BY cause is gone. Added short circuit evaluations, automatic floating point conversions, Heap functions, Reset and Rewrite. You can now use any standard functions or operators in constantexpression. Changed the Read routines to comply with Standard Pascal and Turbo,inthat any white space is skipped before reading integers and reals. It used to stop at EOLNs. Author: Patrick Quaid.

Unpack disk A

Unpack disk B

CAM #503a&b Fonts

21 Adobe type 1 fonts:

CarawayBoldCascadeScript KuenstlerScript_black KuenstlerScript_medium KuenstlerScript_TwoBold MediciScript NuptialScript Albatros Andromeda Ashley BODIDLYbold Diego1 Dragonwick Eire KonanurKaps LowerEastSide Middleton Postscrypt ReynoldsCaps UpperEastSide UpperWestSide

10 Calamus converted for Pagestream fonts:

BurlingtonOblique Calligraphy_II CHANCERY CHICAGO FLASH Harlow Oakville
OLYMPIA SouvenirMedium Western

ClearFonts

Topaz, PCfont and VTss Replacements Author: Glenn Eddy

Unpack disk A

Unpack disk B

CAM #504a&b Applications

hypertext

HT is a Hypertext program for the Amiga which allows you to have links
in a text based document to graphics, sound, animation, music, other
text, and even programs. The real docs are included in the
Documentation directory, so look in there for more info on that sort of
thing. Binary only, author: Dominic Giampaolo

Post_v1.6

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 1.6, an update to version 1.5. You can use
POST with PPage to get faster printouts, or with programs such as
Excellence. Changes include:

        Version defined as real number string in init.ps.
        Define ISOLatin1 encoding vector.
        New menu and error "kill".
        New error name string library entry.
        Pathbbox now meets level 2 spec.
        Allow Encoding length less than 256.
        Use .notdef for type 1 buildchar.
        Increase $error dictionary size; move $error to systemdict.
        Allow name operands to length operator.
        New operator cleardictstack.
        Change cvrs to correct spec.
        Bugs fixed: fast image positioning when ydir negative.

Author: Adrian Aylward

TextPlus3.0EN

A word processor for the Amiga, with both German and English versions.
TextPlus enables you to write letters, books, programs etc. in a very
easy and comfortable way. This version 3.0E include: V3.0E
(07.04.1991)

 * multiple windows
 * footnotes

* serial letters
* ARexx-port with 120 commands
* ANSI-compatible
* files crunched by PowerPacker can be loaded
* mapping of function keys
* menu for external applications or macros
* powerful block operations
* arbitrarily defined command-sequences may be sent to the printer
  via par: or prt:
* automatic saving in time intervals
* auto-overscan
* many bugs have been removed

Binary only, author: Martin Steppler

Unpack disk A

Unpack disk B

CAM #505a&b Programmation graphique

GrapicsGems

This package contains the most up-to-date versions of the C source
files from the book "Graphics Gems" (Editor Andrew S. Glassner,
Academic Press, 1990 ISBM 0-12-286165-5, 833 pgs.). All known bugs
have been fixed, formatting problems have been corrected, and
enchancements to some of the original Gems have been made. You are
encouraged to submit bug fixes, skeleton programs, and the like to
Craig Kolb (kolb@yale.edu). Andrew Glassner / Craig Kolb

Gwin_v1.1

GWIN or Graphics WINdow is an integrated collection of graphics
routines callable from C. These routines make it easy to create
sophisticated graphics programs in the C environment. One line calls
give you a custom screen (ten types available), menu items, requestors,
text, circles, polygons, etc. GWIN is a two dimensional floating point
graphics system with conversion between world and screen coordinates.
GWIN includes built in clipping that may be turned off for speed. Use
of color and XOR operations are greatly simplified. Many examples of
the use of GWIN are included in an examples directory, including a
line/bar graph program, geographic mapping program, SPICE 2G.6 graphics
post processor, and others. Extensive documentation is included. This
is version 1.1, an update to version 1.0, recompiled to be compatible
with MANX Aztec C Release 5. Author: Howard C. Anderson.

DKBTrace_v2.11

DKBTrace is a ray tracer written completely in C. It is a
photo-realistic 3-D object rendering shader, suitable for realizing the
output of CAD programs or generally wasting LOTS of CPU time drawing
pretty pictures. It features a command-line interface and reads plain
text input files in an easy to use and understand "structured" scene

description language. It writes output files in several popular 24-bit
image formats, including DKB/QRT "Raw" and Truevision Targa-24 formats.
DKBTrace supports spheres, planes, triangles, smooth (Phong) triangles,
arbitrary quadric surfaces (spheres, ellipsoids, cones, cylinders,
planes, paraboloids, hyperboloids, etc.) and quartic surfaces (which
include tori, lemniscates, foliums, etc.) It also supports constructive
solid geometry and composite objects, so a nearly infinite variety of
object shapes can be produced from the several simpler geometric
primitives. Lighting and shading models used are: diffuse, ambient,
reflection, refraction and alpha (transmittance), and Phong specular
highlighting. These combine with a rich set of procedural textures and
atmospheric effects (fog) to make realistic and interesting looking
scenes. The object coloration textures available are: checkers,
marble, wood, Bozo, granite, agate, spotted, gradients, and
image-mapping. Image-mapping allows the use of IFF (32 color and HAM),
GIF (2-256 color), or 24-bit DKB/QRT "Raw" images. Several surface
perturbing (or bump-mapping) textures such as waves, ripples, bumps,
dents, and wrinkles are available for use in combination with the
coloration textures to help make more natural-looking object textures.
version 2.11 include many new features and bug fix. Include c source,
author: David K. Buck

Ham_e_library

This is Black Belt's hame.library and renderhame.library, two standard
Amigalibraries that allow you to access the HAME diplay modes. Author:
Pete Patterson

Unpack disk A

Unpack disk B

CAM #506 Télécommunication

JrComm_v1.02a

Shareware telecommunication program. JR-Comm 1.02a fixes three bugs in
the initial 1.02 release. The primary bug fix deals with the broken
Skypix mouse button. The other major bug was the line delay in ASCII
send. The third was a minor bug fix for a non-functional actual time
count in XMODEM downloads. Binary only, author: Jack Radigan

NComm_v1.92

A communications program based on Comm version 1.34, by DJ James, with
lots of very nice enhancements. Also includes several auxiliary
programs such as AddCall, CallInfo, GenList, PbConvert, and ReadMail.
This is version 1.92, an update to version 1.9. NComm 1.92 offers a
lot of improvements over earlier versions. Features XPR protocol
support, ANSI and VT100 emulations. This is "Giftware". Binary only.
Author: DJ James, Daniel Bloch, Torkel Lodberg, et al.

SerServer_v2.20

The newest version of SerServer (Version 2.20). A remote cli with with
chat, command parsing, command history, message system etc. Binary
only, author: Michael R. Mossman

Unpack

CAM #507 Jeux

golf

Hi-res, interlaced version of the solitaire game Golf with animation of
card movement, sound, high score keeping, and other features.
Shareware. Source code in C available with shareware fee. Author:
Pat Clark

nestor

Hi-res interlaced solitaire game of Nestor features card-movement
animation, sound, high score keeping and more. Shareware. Source code
in C available with shareware fee. Author: Pat Clark

solitaire

Hi-res interlaced "regular" game of solitaire with card-movement
animation, sound, high score keeping, and two variations: one,
according to Hoyle, where you turn one card at a time and go thru the
deck only once; and two, where you turn three cards at a time, and go
through the deck as often as you wish. Shareware. Source code in C
available with shareware fee. Author: Pat Clark

Spades_v1.20

This is version 1.20 of Spades card game. It contains some strategy
revisions, as well as the ability to move the screen to the background
via a HIDE button in the titlebar. Include c source, author: Greg
Stelmack

Up&Down

The object of this game is to get four of your chips in a row (across,
down, or diagonally) without letting your opponent get his chips in a
row first. Binary only. Author: Jason Bauer

Unpack

CAM #508 Projets Hardware

Accel

14MHZ Accelerator hardware project for the Amiga. Written by Livio
Plos of Italy. No warranties. And this will definately void yours.

IO_Expansion_Board

This file contains documentation and updated software to run the
hardware expansion described in the February '91 issue of Amazing
Computing. The card permits you to add up to four parallel ports and
four serial ports to your Amiga. Here is the software to drive those
ports. Author: Dan Babcock

IR_RemoteCntrl_AREXX_ßeta

This is a hardware/software project to allow the Amiga to read an
infrared remote control via the parallel port. Includes an ILBM of the
schematic for a simple interface to the A1000 parallel port, some
modifications are needed for other Amigas. The source code and
executable for a reader program are included. For further
functionality modifications to the source can be performed. Author:
Ron Peterson

lightpen_v1.1

This file contains a handler (with source) for using a joystick port to
attach a lightpen to your Amiga. It also has instructions for making
your lightpen, in case you cannot find one that is Amiga compatible.
Author: Andreas Klingler

newmidi.iff.pp

Iff Schematic of midi interface for A2000

Unpack

CAM #509 Programmation

apm

Llyod Zusman and Master Byte software's Arbitrary Precision Math
Library has been "ported" to the Amiga (I say ported in quotes because
I didn't do too much.) APL is a link time library with routines for
handling simple math functions (+ - / *) using number of arbitrary size
(say integers with hundreds of digits). It is freely distributable as
long as the license is followed (Gnu-style non-restricting restricting)
Ported by: Sam Pigg

ATS_v2.0

Icon & c++ programs for the solution of systems of differential
equations. Programs by Dennis J. Darland for the generation of c++
programs to solve a specified system of differential equations using
long Taylor series. Automatic plots may be obtained if you have Maple.
Author: Dennis J. Darland

CShell_v5.13

A csh like shell derived from Matt Dillon's shell, version 5.0. This
is an update to version 5.0 Changes include many bug fixes and, some
new features, Includes source for 5.10 Author: M.Dillon, S.Drew,
C.Borreo, C.Dieni

DES

A quick Amiga port of Phillip Karn's freely distrib. DES encryption
utilities for Unix machines The original author Phil Karn, ported by
Sam Pigg with some small mods.

ENVhandler

ENV-handler is an AmigaDOS handler that manages Environment variables
in memory. A single file is maintained for permanent variable
retention. Replace your ENV: directory with an ENV: device. Binary
only, author: Mike Ruble

RexxArpLibLibrary_v3.0

This version of rexxarplib makes use of a lot of AmigaDOS 2.0 features
and has various bugs fixed and a few other enhancements. Yet, it is
smaller than previous versions because it is now completely compiled
using SAS/C version 5.10a. Binary only, author: W.G.J. Langeveld

RexxExtraLibrary_v1.2

Rexxextra.library is an ARexx external function library. It's purpose
is to extend the string manipulation and mathematical capabilities of
ARexx by defining new functions. Binary only, author: Dale W.
Thompson

Unpack

CAM #510 Utilités

AIBB_v3.0

This is version 3.0 of Amiga Intuition Based Benchmarks (AIBB), a
benchmarking (system performance evaluation) utility for the Amiga.
AIBB has been revised and changed in MANY ways. Support for
FPU-evaluated tests, and additional tests have been added, as well as a
general overhaul of the entire program. Binary only, author: LaMonte
Koop

AssignX_v1.1

A 2.0-only utility to create assignments when you get a "Please insert
volume" requester. Also lets you cancel the request, forever.
Installs by dropping into your WBStartup drawer. This is version 1.1,
includes source. Binary only, author: Steve Tibbett

HidePointer

This is a pointer blanker that is compatible with 2.0, and will cause
the pointer to blank out after a set number of seconds. You can
control it through the ToolTypes. Author: Ken Lowther

KeyMenu_v1.04

An alternative to Intuition's method of menu selection via the
keyboard. Uses one key to activate the menu for the currently active
window, the cursor keys to move through the menu as you choose, and the
return key to select the desired menu item or escape key to abort
selection. Works with AmigaDOS 2.0 mouse accelerator and has option to
blank Intuition's pointer. Changes in version 1.04

          – added ability to configure the numeric pad keys unique to the
            Amiga 2000 keyboard.
          – minor correction to ignore topedge specifications in menu
            definitions (as intuition does). includes assembly source.

Author: Ken Lowther

MemHandler_v1.2

Mem–Handler is a handler that allows any area of system memory to be
accessed like a file. As an added bonus MEM: will act like NULL: if
no address/length is specified. All writes automatically succeed.
Binary only, author: Michael Mournier

MemPriorityUtil_v1.0

This is a small utility that will show you the priority of each region
of memory that you have available. You can also change that priority
if you do not like it. The most useful application for this program
(and the reason I wrote it) is to set the 'Fast Memory' on an A500 to a
lower priority than any 'expansion ram'. The reason for doing this is
because 'Fast Memory' on the A500 is not fast at all. As a matter of
fact, it is as slow as Chip Memory, but the custom chips can not access
it. (The worst of both worlds!) Binary only, author: Brent Johnson

MyOwnMenu_v1.32

With My Own Menu, you can set up programs to run, giving commands and
other parameters to the programs by means of a script. Very powerful
menuing system. Binary only, author: Marco Lusini

NewPop_v4.0

This program is similar to (and based on) POPCLI. It will blank your
screen after a preset time, or do it instantly if you move the mouse to
one particular zone. It will also disable the blanking if you place
the mouse pointer in a different zone. Of course, it will also get you
a new CLI if you touch the Left–Amiga–ESC keys. NewPop v4.0 supports
the following features:

 * screen blanking with cute Q
 *X pattern display on blanked screen.
 * cli/command popper.
 * instant- and defeat-blanking via HOT KEYS and pointer position.

* titlebar CPU usage (actually # of task switches/second) monitor.
* titlebar SCSI I/O usage monitor.
* titlebar memory (graphics and fast) monitor.
* titlebar clock.
* joystick movements are detected and counted as 'input events'.
* lock/password to restore from a blanking.
* detects 2.0 and uses 2.0's System() call, if available.
* quite robust, due to extensive beta testing, with respects to
  different OS's and computer models. [this was not true with v3.2]
* fully configurable, in that:
 – you can turn off any feature you don't want.
 – you can set many parameters controlling how NewPop should act

e.g. NICENEWPOP NEWPOPLITE WEWANTWINDOWDRAG LOCK BACKDROPWINDOW
WIMPYCLOCK MAXSCSIUSAGE SCSIIOMONWIDTH CPULOADMONWIDTH SCSITASKNAME
FONTNAME COMMAND PASSWORD MEMORYMONWIDTH GAPBETWEEN3 GAPBETWEEN2
GAPBETWEEN FONTSIZE STARTYOFFSET MAXTEXTWIDTH STARTXOFFSET WINDOWHEIGHT
TIMEOUT POPKEY BLANKERPRIORITY ULC LLC LRC URC INSTANTKEY DEFEATKEY all
control some aspect of NewPop. Include c source, author: Loren J.
Rittle

PointerX

PointerX – Spins the hands of any pointer that looks like the standard
2.0 Workbench Busy pointer. PointerX only runs under Kickstart 2.0.
This means it will spin not just the WB pointer, but your programs too
– If you use the right pointer. Include c source, author: Steve
Tibbett

PrepareROMS

This program will initialize the GELS system, then leave. You should
put it in your startup-sequence so that GELS is initialized at least
once after each boot. The reason you want this is to speed up certain
graphics calls, which go slow unless GELS has been initialized at least
once. (SetAPen(), WritePixel() is an example of this). Binary only,
author: Roger Uzun

SInDiCo_v1.31

Size-Independant Disk Copier, include assembler source, author: Martin Rex

SPSTransfer_v1.01

SPS-Tran is a transfer rate analysis program for the Amiga series of
computers, and allows the user to determine the maxiumum data transfer
rate for an AmigaDOS storage device, such as Hard Drives, Floppy
Drives, CD-ROMs, or Virtual Ram Drives. Binary only, author: Dave
Plummer

SuperDuper_v1.0

SuperDuper is a disk copier/formatter that tries to be to diskWith
handling what Mostra is to IFF displaying: a fast, compact,
system-friendly tool which couples speed, features, and some bells and
whistles to make your life easier. SuperDuper, a disk is copied and
verified in about 99s. Without verify 70 secs. You can buffer a disk

in RAM in 36s, and then making a verified copy takes 67s, while a
non-verified copy takes 37s. Binary only, author: Sebastiano Vigna

Unpack

CAM #511 Utilités diverses

Arq_v1.61

Arq, is a little utility to improve the look and feel of system
requesters under AmigaOS 2.0. Arq features a sound interface -- any
appearing requester now may be accompagnied by some user-definable
sound. Binary only, authors: Martin Laubach, Peter Wlcek and René
Hexel

AssignX_v1.2

A 2.0-only utility to create assignments when you get a "Please insert
volume" requester. Also lets you cancel the request, forever.
Installs by dropping into your WBStartup drawer. This is version 1.2,
an update to version 1.0. Includes source. Author: Steve Tibbett

ButExchange_v1.0

An input handler to help left handed Amiga users. It reverses the
function of the mouse buttons, so that the left button becomes the
right and vice versa. Very small, uses only 168 bytes of memory.
Version 1.0, includes source in assembler. Author: Preben Nielsen

INSTALL_v1.0

Workbench oriented install command. Author: David Kinder source asm
available from author.

kd_freq.library_v3.00

'kd_freq.library' is a standard Amiga shared library. Its main
function is to call up a fie requester from any program so that the
user can select a file. New features in release 3.00:

 1. Sort by file name, date or size.
 2. Show/Hide files by their size, i.e. Size Wildcards.
 3. Extended Select across directories.
 4. String search. (looks for a string in text files)
 5. Buffered directories between calls.
 6. Delete Files.
 7. Amiga-Return decativates a string gadget.
 8. Totally rewrote the programmer's calls and interface. However,
    backward compatibility is 100%.
 9. Rearranged many gadgets to fit more in and to make them look
    better.
10. FR_Bypass has changed a lot.
11. Many, many bug fixes.

Binary only, author: Khalid Aldoseri

MouseXY_v1.0

A small utility that opens a little window in which it shows the mouse
coordinates and the color at that position. It can be moved from
screen to screen and is able to show coordinates even when you are
moving/resizing windows or moving Workbench icons. Version 1.0,
includes source in assembler. Author: Preben Nielsen

PSX_v1.1

A public screen manager for AmigaDOS 2.0. Lets you open, manipulate,
and close public screens, set the global public screen bits, and
provides a good example of using GadTools and ReadArgs. Version 1.1,
an update to version 1.0. Includes source. Author: Steve Tibbett

Recolor_v37.2

A fully configurable icon recoloring tool that can swap or shift the
colors of selected icons and truncate the depth of the icon color map.
Binary only. Author: Michael Sinz

Ruler_v5.00

Ruler V5.00 is a small tool used in the measurement and constrainment
of text. Originally conceived as a tool for insuring that filenames
didn't exceed the Amiga's 30-character limit, it is nevertheless useful
in any situation where the number of characters in a line needs to be
counted. The original version of Ruler was written by Thad Floryan.
Chad Netzer later modified Ruler and released version 4.0. My version
is an enhancement of 4.0; Ruler now supports variable font sizes (for
use under Kickstart 2.0), and can be placed on any screen. Author:
Dave Schreiber

snap_v1.61

Snap is the perfect tool for the lazy typer. Isn't it irritating when
you look at something on the screen and think: "That is what I'm going
to type."? What if you could just point at it and get the computer to
type it for you? That's where Snap comes to the rescue. Another thing
that irritates me is that I'm sitting in front of THE computer and
still I must have pen and paper available to scribble down something
from the screen that I know I will need later. Snap provides a
solution to that problem also. Just frame it and Snap creates a window
with a copy of the screen contents. Perfect for snapping text from
later on. This is another idea borrowed from the computer scientists
at Xerox Palo Alto Research Center (you know, the ones who invented the
mouse, windows, icons and stuff like that). version 1.61 include some
improvements and bugs fixe and 2.0 compatibility. Include source,
author: Mikael Karlsson

TD_v1.0

A program like TrackDisplay by Olaf Barthel. It monitors and displays
the current track for each floppy disk connected to the Amiga. Version
1.0, includes source in assembler. Author: Preben Nielsen

Unpack

CAM #512a&b Fontes (Pagestream)

25 AdobeType1 fonts

Carta, Cheq, Mesquite, Rudelsberg SchwarzWald, Sydney, Bauhaus-Bold,
Bauhaus-Demi, Bauhaus-Heavy, Bauhaus-Light, Bauhaus-Medium,
Century-Bold, Century-BoldItalic, Century-Book, Century-BookItalic,
Century-Light, Century-LightItalic, Century-Ultra, Century-UltraItalic,
Cottonwood, Fette Fraktur, Ironwood, Juniper, Lino Text, Lino-Script.

10 PagestreamFonts

Architect, BABY TEETH, FREEHAND, Futura XBold, Kibo-Sans,
MegaStarSerif, Old English, REVUED, SEGMENT, Tyme Unsl Ital.

Unpack disk A

Unpack disk B

CAM #513 Jeux

Drop

A little workbench hack. Try it out for a surprise! binary only,
author: Greg Jarman

Family_Sol

A preliminary version of the Authors "Family Solitair" card game. A
standard game of Solitair with options for multiple players, sound etc.
Binary only. Author: Errol Wallingford

Humartia

An arcade game where each player controls a jet and must destroy the
opponents jet, which is accomplished when a jet has been hit 75 by
either missiles or air mines. Binary only. Author: Jason Bauer

Husker Du

Very addictive block game, you have to pile diferrent color block in 8
columns. binary only, author: Stephen Ross

Imperium_v1.66

Strategic, "RISK" style game for up to four players. Based in the
ancient times of Rome, Athens, Alexandria and Carthago. Binary only,
shareware ($10), Manx-C source available from the author. English

version 1.66E and German version 1.79D. Update to version 1.50E.
Author: Roland Richter

Interferon

Interferon is a game, basically a variation on Tetris, but you must
match up colors to destroy the "bugs" on the screen. It uses 16 colors
and has sounds. Binary only, author: Gary Milliorn

LordOfHosts

A strategy game for two players based on a board game called "Shogun".
Features include flexible mouse/joystick controls, undo and redo of up
to 500 preceding steps, fully intuitionized user interface. Version
1.0, complete source code, precompiled include files and debugger files
included. Author: Tim Pietzcker

maze_v1.0

Very simple maze game, 12 levels. Binary only, author: Dave Browder

yatc_v1.00

This is another Tetris Clone. I wrote this program as an Artificial
Intelligence Project, and so naturally it plays itself. It also lets
you play and will give you hints where you can move the current piece
or will actually move the piece there for you (if you like to cheat).
But really it would be good to sharpen your Tetris skills or to see
which of the moves that the computer suggests you would follow, and
which you wouldn't etc. etc. etc. The program is task friendly (IE
it doesn't take too much CPU time) and it is adjusts to your
environment screen resolution. It will use nice fonts if it sees that
you have them. It uses the 3D look for the board and the pieces, and a
bunch of extra stuff that I hope ya'll will like. Binary only, Author:
Aaron Hightower

Unpack

CAM #514a&b Utilités de programmation

PPB_2.05

PPB is two things:

 1. PPB is a Full-Featured Paint Program.
 2. PPB is an Image Editor/GUI Design Tool.

The Features of PPB are:

 1. A palette of 2 to 64 colors.
 2. 8 resolutions: 4 NTSC, 4 PAL.
 3. Source code generators for Images, Gadgets, Windows, and Screens.
 4. 3 Language choices: Assembler, C, and Basic.
 5. C source code is ANSI compatable.

6. C source code is configurable for Lattice 5.04/SAS 5.10, or Other.
   Other includes most Publicly Distributable compilers and the Manx
   compiler.
7. 2 Bitmaps enabling either a spare type 'screen', or editing 2 pic
   files simultaneously.

Binary only, Author: T.C. DeVeau

sregexp.library_v9.0

'sregexp.library' is a run time library of routines for doing wildcard
pattern matching and wildcard path matching. It accepts a slight
extension of the AmigaDOS wildcard syntax, including a not operator,
and character sets. It has routines to test if a string matches a
wildcard expression, and for scanning through all matches to a
wildcarded AmigaDOS path. There are two nifty features to the path
matching routines: '.../' means recursively scan all subdirectories,
and may come anywhere in the path; and wildcards are allowed in the
volume node part of the path! (DH?: would match all your hard drive
partitions.) Include source, author: Jon Spencer

TplEdit_v1.00_alpha

A gadtools template editor. It is able to generate nearly standalone C
source code. The program will only run under OS 2.0, Kickstart 37.73
or higher. This is version 1.00 Alpha. Includes source. Author:
Matt Dillon

CITAS_v2.0

Convert ILBM To Assembler Source. CITAS allows one to easily put
graphics into his/her own programs. CITAS takes a standard IFF ILBM
image file and converts it into either assembler or 'C' source code.
Designed for blitter image control, all of the necessary labels are
generated, along with color map information, mask generation, and other
options. This is version 2.0, shareware, binary only. Author: Max
Bithead

GadgetED_v2.3

A program for creating and editing intuition gadgets. Includes a
palette editor, generation of either C or assembly source, and binary
saving for later loading and editing. Also comes with "PatchGE", a
program for converting the original format of GadgetED binaries to be
loadable by this and future versions. Version 2.3, an update to
version 2.0, includes source. Author: Jan van den Baard

line+fill

Here's the line and polygon drawing routines. The best and the worst
are here.... Compilation by Richard Jones

sind_v3.03

SIND allows you to peek into the Amiga Operating System ("OS") and take
snapshots of the current status. This is especially useful for
programmers, who must make certain that their programs free all of the

resources they utilize when the user exits. You can also analyze what
a particular program is doing to the OS. Binary only, Author: Mike
BERRO

ToolLib_v8.1

A shared library containing 45 useful functions for all kinds of
programs. There are functions for ports, sorting, gadgets, memory,
string, directory and file handling, etc. Version 8.1, an update to
version 7.6, includes source. Author: Jan van den Baard

Unpack disk A

Unpack disk B

CAM #515 Télécommunication

BackTalk_v1.40

A general purpose TTY-type telecommunications program for the Amiga
version 1.4 include many improvements. Binary only, Authors: Steve
Ahlstrom and Don Curtis

Cryptor_v1.0

A program that encrypts and decrypts data (files). It uses a
mathematical algorithm with password key protection. Has both English
and German versions and documentation. This is version 1.0, binary
only. Author: Thomas Schossow

lhsfx_v1.1

Self Extracting Archive Creator, faster and bettter compression than
lharc but no no hierarchical support, Binary only, Author: Mike
Kennedy

LZ_v1.80

LZ is currently the fastest .LZH utility for the Amiga. No other
available Amiga archiver even comes close to LZ's legendary performance
for either compressing or decompressing. LZ 1.80 can achieve peak
compression speeds of up to three times those of LZ 0.91. Binary only,
Author: Jonathan Forbes

MiniTerm

MiniTerm is a small terminal(7k) written entirely in C, and can be used
to base your own custom made terminals. includes source. Author:
Raja Vallee-Rai

NewSer

Serial device for use with I/O Expansion Board project. includes
source. Author: Mike Mossman

niftyterm_v1.2

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 be used as a normal terminal emulator. Niftyterm was
designed to be a good emulation of these terminals, as well as being
fairly small and fast. Version 1.2, an update to version 1.0. Binary
only, source available from authors. Author: Christopher Newman, Todd
Williamson

Unpack

CAM #516a&b Musique

15 soundtracker modules

1989-anumber, altego, calm moments, dumber bumber, flameg, freeguitar,
hispeed, hits-90, ENDLESS, made, minoan war, moongate,
not-just-any-trip, Stardust, werweru.

Unpack disk A

Unpack disk B

CAM #517a&b Utilités traitement de texte

CheckPrt

A small program for checking the presence of a parallel printer from
within a script file. Binary only. Author: Tom Kroener

FontManipulatorForDtp_v2

This package contains a number of programs that are useful for
manipulating for fonts for DTP on the Amiga. It is especially useful
in conjunction with Professional Page, but may be useful with other
packages too. It can create bitmapped fonts from PostScript fonts
using my PostScript interpreter library "post.library". It can create
metric files for use with PPage and either PostScript or Compugraphic
fonts. It can create or change the encoding of a PPage Compugraphic
font. It also makes it possible to use the PPage Article Editor, or
most other editors, with a different character set. Programs contained
mkbmap V1.2 Creates Amiga bitmapped fonts from PostScript fonts
mkmetric V1.1 Creates PPage .metric files from Adobe .afm files mkatc
V1.0 Creates PPage Compugraphic font .atc encoding files remfont V1.0
Removes a bitmapped font from memory - so it can be changed. Includes
source. Author: Adrian Aylward

VFont_v2.0

The vFont Package is a font rendering system that will extend the Amiga
so that it will be able to utilize vectorized outline fonts. binary
only. Author: Michael Jansson

LSlabel_v1.0

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), a very exactly setting of the label length and
freely configurable printer codes. Version 1.0, binary only. Author:
Stefan Berendes.

PPrint_v1.10

A printing utility, designed for all those who slowly but surely become
frustrated with programmers who think that they can do a form feed
better than their printer can. This one relies on the printer itself
to do the formatting, and on the program to send the settings.
Features include a full icon driven user interface, the ability to
convert tabs to any size, and the ability to save a number of standard
settings. Version 1.10, includes source. Author: Marc Jackisch

Uedit_v2.6e

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 2.6e, an update to
version 2.6c. Binary only. Author: Rick Stiles

Unpack disk A

Unpack disk B

CAM #518 Utilités graphiques

Aequipot_v1.06

A program that renders multicolor pictures using an algorithm based on
electrostatic effects. Renders in low-res and high-res, and in two
speed/quality modes. Includes both PAL and NTSC versions of the
program. English and German docs. This is version 1.06, includes
source in PCQ, freeware. Author: Juergen Matern

AnimationBridge

This program convert anim file from/to dpaintIII, Animagic, Animation
Station & Director/Movie 2.0. Arexx support, Binary only. Author:
Ron Tarrant

Convert_v2.2

Convert many amiga file format, IBM Dpaint and targa 16&32 pictures to
24 bits IFF with scaling capability etc. version 2.2 include many bugs
fixes and new format support. Binary only. Author: Pete Patterson

FractalPro_v4.0_Demo

This demo is designed to show you how fantastic HAM fractal images are
with up to 256 colors and to demonstrate the motion sequencing
capabilities you can control with FractalPro 4.0. You can make
Mandelbrot and Julia Sets and try some Up or Down image sequences. You
can also do some zooming in on Mandelbrot and Julia Set images. Once
you've seen how terrific these pictures are compared to other
Mandelbrot programs, it'll be hard to live with those simple 16 and 32
color displays! And the image sequencing capabilities are the most
advanced of any fractal software on any computer. This demo does
operate at FULL SPEED! Author: Daniel Wolf

ImConEd_v1.1

ImConEd is a program to edit your Imagine.config file with. I assure
you that if you don't know what an Imagine.config file is, this program
is NOT for you. Sure, you can use a text editor to change the settings
in your Imagine.config file, but ImConEd is easier, and more fun.
Binary only. Author: Sheldon Arnst

MakeAnim

Here's an update to the ANIM standard compressor which now supports
DCTV resolution images and ANIMs with varying colormaps. Binary only.
Author: Keith Doyle

PPM_Utils

Here are a few programs to help your work with the PBMplus convertor
toolkit. - 24toPPM converts 24bit IFFs to PPM format (portable
pixmap). - PPMto24 converts PPM to 24bit IFFs - PPMprev gives a quick
HAM preview of a PPM file stretched to the current screen size, even if
its only say a 2x2 pixel picture :-) All these executables are pure and
can be made resident. Current limitations; The PPMto24 only writes
non-compressed pictures, so these might take up a fair amount of disk
space. Only the binary (not the ASCII) PPM format is supported. The
Amiga PBM utilities are compiled to producethis format by default, so
that's no real problem. Binary only Author: Albert-Jan Brouwer

Shazam_v1.1

This program (source included) is a quick and dirty picture viewer for
Dynamic HiRes images created with MACRO PAINT, the 4096 color high
resolution paint program from Lake Forest Logic. Author: Lake Forest
Logic

TIV_v1.51

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. Binary only Author: Thomas Krehbiel

View_v2.0

View is a program that allows you to view all ANIM opcode 5 or 6
animations and all ILBM IFF format pictures. You can also view RGB Raw
(Sculpt), or Pro RGB files. This viewer program is freely
re-distributable. This means that you may distribute it to anyone, or
anywhere that you so desire providing that this unaltered file, and the
original unmodified program are distributed together. Binary only
Author: Michael W. Hartmann

Unpack

CAM #519a&b Musique MIDI

K1-II_Librarian_v4.8

An editor program for the Kawai K1-II synthesizer. Includes a
bankloader for single-patches and multi-patches, a single- patch
editor, a multi-patch editor, and support for the effect-session and K1
controllers. Version 4.8, binary only. Author: Andreas Jung

MED_v3.10

MED is a music editor that can be used to compose music for demos/games
etc. It can be used as a stand-alone music program as well. The
features include built-in sample editor, synthetic sound editor, MIDI
support (up to 16 tracks), and options to read/write NoiseTracker
modules. Included are routines that allow programmers to easily
incorporate music made with MED in their programs. This is version
3.10, an update to version 3.00. Binary only. Author: Teijo Kinnunen

MIDI_Playground_v1.0

A small, useful utility for sending any MIDI data back and forth
between an Amiga and a MIDI instrument. Helpful for learning about
MIDI, writing/debugging MIDI software, figuring out your instrument's
system-exclusive implementa- tion, and more. Very versatile. Version
1.0, includes source. Author: Daniel J. Barrett

Casio_FZ-1

Here is CASIO, a primitive program to download 16-bit voices from the
Casio FZ-1 synthesizer to the Amiga computer. includes source.
Author: Karl Lehenbauer

Experiment_IV_v1.8

ExperimentIV is a small module player for soundtracker/noisetracker
type modules. It is system-friendly, and should work on any amiga,
play at the right speed on a PAL or NTSC amiga indifferently, and
multitask with communication programs. Right now, it has been tested
on a 500, a 2000 and a 3000 without a hitch. It also features a very
simple interface, and can be used from workbench. includes source.
Author: Marc Espie

FZIFF

This program includes source and executable for the program FZIFF, a
program for converting 16-bit samples downloaded from a Casio FZ-1
synthesizer to the IFF 8SVX sample format on the Amiga. includes
source. Author:Karl Lehenbauer

MIDImeter_v1.0

This program will read any MIDI event (on any channel) and display the
corresponding bar on the screen just like a Graphic Equalizer. Binary
only. Author: Antonello Biancalana

MidiTools

A group of several different utility programs for those who run a Midi
system. Update to version on disk 159. Includes three new programs,
two of which are synthesizer editors, and compatibility with AmigaDOS
2.0. Binary only. Author: Jack Deckard

OktalizerUtils

Expand is a little program to use with the oktalyzer eight channel
music program. When you were making a piece of music using 5 channels,
and wanted to add another melody or drumtrack, and all of your 5
channels were used up then you just had to leave something out. But
now there's expand, just save your song, type Expand <song> <newsong>,
with the number of the channels you want to expand, and you can
continue, with more channels available. Convert can be used to convert
soundtracker (32 channel versions!!!!) modules to oktalyzer modules. I
couldn't figure out how eight-channel sounds were stored in oktalyzer,
so when you convert the module, you have to set the playmode right for
all the samples (playmode will be 4-channel for all of the converted
samples). Binary only. Author: W. Boumans

ProTracker_v1.1a

A music editor like MED with more features, system friendly but
no-multitask etc. Binary only. Author: Amiga Freelancers

SampleRipper_v1.0

Sample Ripper, v1.0, allows you to take a 31 instrument
Noisetracker/Soundtracker module, or MED module saved into ST-NT format
and "separate" the sound samples from the module. This is very useful
for someone who wants to write music in one of the mentioned programs
but has a limited sample library or worse yet, none. Binary only.
Author:Rob Lizak Jr.

ur

UR is a replacement sampler/player for the Universal Remote by Jamie
Mueller. Binary only. Author: Greg Cunnigham

WaveMaker_v1.2

WaveMaker is intended to give beginning music and physics students a

"hands on" feel for how complex waves are made by adding a harmonic
series of sine waves. A fundamental and up to seven harmonics are
available. The resulting waveform can be displayed on the screen or
played on the audio device using the keyboard like a piano. A game
mode is also provided. Version 1.2, an update to version 1.1, with
several bugs fixed, more efficient code, and a new display option.
Includes source. Author: Thomas Meyer

ZSound_v1.20

ZSound enables you to play any SoundTracker (15 and 31 instruments) and
NoiseTracker music modules. It can be used as a stand-alone module
player, or it can be used as part of a larger multimedia presentation.
It was designed to be flexible and polite. It will not hog your
memory, and can be customized in many different ways to conform to your
needs and hardware. Binary only. Author: Gregg M. Giles

Unpack disk A

Unpack disk B

CAM #520 Jeux

1945

shoot'em up game built using Accolade's Shoot'Em Up Construction Kit.
You are the pilot of a WWII U.S. Navy P-38 Lightning. This fighter
has been specially modified with more armour and weapons to assist you
on your dangerous mission against the Japanese Navy and Air Force. You
have a squadron of 5 airplanes at your command, and another squadron
flown by another pilot is also available. Your mission: DESTROY the
Japanese armada! Binary only. Author: John Wong/PinPoint Graphics

Desert_Storm

shoot'em up game built using Accolade's Shoot'Em Up Construction Kit.
Binary only. Author: Carmen Rizzolo

MissleCmd_v2

A fast Missile Command game written in assembly. Features include
using a hires interlaced screen, time based events for correct
operation on any speed Amiga, multitasking friendly, and sound effects.
This is version 2, an update to the version 1, with bug fixes and
enhancements. Binary only. Author: Max Bithead

TurboMCP

A "TRON" like cycle race game for up to four players. Version 13.76,
an update version, includes source in assembly. Author: Jorg Sixt

Unpack

CAM #521 Utilités domestiques

ami-check_v2.0

An easy to use, intuitive, friendly checkbook program. Allows you to
enter your checks in a very natural style, giving you a running balance
as you do so. Options include reconciling your checkbook, starting new
registers with outstanding checks only, printing all, cleared,
outstanding, or selected entries, and more. Version 2.0, shareware,
binary only, requires AmigaDOS 2.0. Author: Jeff Hoag

BizCalc_v1.1

BizCalc est une version très améliorée de MortCalc, publié dans la
collection Fred Fish (disque n\textdegree{} 385). Je lui ai donné un nouveau nom
parce que des utilisateurs croyaient que mon programme ne calcule que
des hypothèques, alors qu'il calcule tout genre de prêt, personnel ou
hypothécaire. Voici donc BizCalc, le calculateur de prêts à tout
faire! Binaire seulement, auteur: Michel Laliberté

Chi-Square

A program to calculate the Chi-Square statistic and p value from a data
file. Include source in Basic, Author: C. Niederberger

ICalc_v1.0

An expression calculator that works with real and complex numbers, has
arbitrarily-named variables and user-defined functions, startup files
and more. Version 1.0, includes source. Author: Martin Scott

InputLock

An input handler to help Amiga users who have cats other pets (or
children) that mess with the Amiga as soon as it is left for a second.
It installs an input handler which lets you lock the keyboard and mouse
by pressing a few buttons. Very small, uses only 190 bytes of memory.
Version 1.0, includes source in assembler. Author: Preben Nielsen F:
MachIII_v3.2 A "mouse accelerator" program that also includes hotkeys,
features of sun mouse, clicktofront, popcli, title bar clock with a bbs
online charge accumulator, Arexx support and much more. Updates for
Workbench 2.0 have been added along with many fixes and new features.
This is version 3.1, an update to version 3.0. Binary only. Author:
Brian Moats and Polyglot software

MSClock_v1.3

A clock utility, which displays memory, date, time and online time (if
connected to another computer via modem) in the titlebar of the
WorkBench screen. This is version 1.3, includes source. Author:
Martin Steppler

ProMouse_v1.20

This is a small utility YES, this is another mouse accellerator but

unlike most others this one is Proportional. That is, this mouse acc.
goes farther as you go faster (or is that goes faster as you move
farther?). From what I understand this is the way the Mac mouse is and
is more natural. includes source in modula. Author: Robert Kozak

Stats_v2.0

A program to calculate common statistics results from a data file.
Include source in Basic. Author:

Stockchart_v2.18

Stock Market Technical Analysis Program Binary only, author: David A.
Wizda

Unpack

CAM #522 Utilités diverses

AvailMem_v1.12

AvailMem is a free memory counter that displays the amount of free
memory, and the largest free memory block, in bytes (as opposed to
kilobytes. includes source, author: Dave Schreiber

ccd_v2.0

ccd is an attempt to have the equivalent to M*-DOS ncd (Norton's cd).
This smart utility is most precious for hard disk users: it allows to
cd to a directory without having to specify the whole path. includes
source, author: Cedric BEUST

CpuBlit_v1.0

CpuBlit makes your 68020/68030-equipped Amiga scroll text about twice
as fast as before. includes source, author: Eddy Carroll

DisKey_v2.1

A sector oriented disk monitor with lots of useful features like
disassembler, user-friendly ASCII- and hex editing facility, and
extensive search options. Useful for salvaging data from damaged
disks, or for learning about the inner workings of AmigaDOS. Supports
req.library, and external diassembler libraries. Can be iconified to
conserve memory. Comes bundled with German and English documentation
and a multilingual user interface. On NTSC machines, DisKey will be
forced to interlace mode, although it will grateful open a
noninterlaced display whenever possible. The version on this disk is
2.1, shareware, binary only. Author: Angela Schmid

DU_v1.02

This utility is based upon the Unix utility of the same name. It
prints out the size of the contents of the given directory. includes

source, author: Dave Schreiber

NilHandler

Here's a new "NIL:" handler that does what the fake DOS NIL: should.
It has a real message port and handles many packets (including
filelocks). This handler even works with "Copy DH0: NEWNIL: ALL".
binary only. Author: Brian Gontowski

PWKeys_v1.0

An input handler that allows you to manipulate windows and screens by
pressing keys on the keyboard. It currently lets you perform 17
different functions. Includes an interactive program to define
hotkeys. Very small, uses only 1124 bytes of memory. Version 1.0,
includes source in assembler. Author: Preben Nielsen

SCSIMounter_v0.9

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. Binary
only, Author: Martin A. Blatter

Virt_alpha

A VIRTUAL DEVICE DRIVER FOR THE AMIG or "THE POOR MANS FLOPTICAL",
includes source, Author: Anselm Hook

Unpack

CAM #523a&b Utilités éducation

Automata

Automata is an extremely versatile, cellular automaton simulation.
Virtually every aspect of the simulation can be altered, saved, and
later recalled. Also supplies many powerful editing functions (such as
patterns, rotations, reflections, etc) for creating and modifying cell
configurations. Additional features include editable icons, an immense
variety of rules from which to choose, "music" which changes as the
cell configuration changes and methods to speed execution from 3 to 60
(or more) generations per second. Binary only. Author: Jerry Mack

DeafLab_v1.7

DeafLab is designed to act as a hand signing interface for the Deaf
community. It allows a deaf person to understand in handsigns what
someone is saying who doesn't know the hand signs themselves. You
would be surprised to know how many in the deaf community can read
signs perfectly, but have trouble with letters. Binary only. Author:
Gary A. Creighton

Ephemer

A program which calculates the positions of the sun, moon, and planets
for any date and any place. Includes source in HiSoft BASIC. Author:
Yvon Alemany

MoleWt_v1.01

MoleWt is a molecular weight calculator. The program accepts a
chemical formula and returns the molecular weight. This is version
1.01, binary only. Author: John Kennan

Spright_v1.2

Spright is a sprite making utility. Simple or attached sprites can be
saved to a file ready to be added to your program. The colors used
with the sprite(s) will also be saved. Version 1.2, binary only.
Author: Todd Neumiller

TLPatch_v1.0

A utility to allow corrections in pronunciation for programs that use
the Translate() function. It allows you to extract the exception table
from the translator.library, use a text editor to edit the table, and
then restore it back into the library. Version 1.0, includes source.
Author: Richard Sheppard

Drawmap_v2.25d

A program for drawing representations of the Earth's surface. This
version includes a completely rewritten user interface and some new
functions. Version 2.25d, an update to version 2.0. Includes source.
Authors: Bryan Brown & Ulrich Denker

Molec3D

An interactive 3D solid modelling program for molecules. Produces a
graphic, three dimensional representation of molecules, based on 3D
coordinates data from geometry optimization programs, X-ray
measurements, or any other source. Can handle up to 500 atoms at a
time. Requires 1Mb or more of memory. Version 1.022, binary only.
Author: Stefan Abrecht

Unpack disk A

Unpack disk B

CAM #524 Utilités 2.0

AutoActivate_v1.08

A commodity which activates the window under the mouse- pointer when
pressing any key. Requires AmigaOS 2.0. This is version 1.08.
Includes german version and source in C. Author: Stefan Sticht

Back&Front_v1.03

Sends a window to back or brings it to front with defined actions. For
example put a window in front by double- clicking in it and send it
back with the middle mouse button. Any keyboard or mouse event can be
trapped. Number of required actions can be changed (double-click vs
triple- click). Implemented as a commodity. Requires AmigaOS 2.0.
This is version 1.03. Includes german version and source. Author:
Stefan Stich

CenterScreen_v1.05

A commodity which centers the frontmost screen horizontally on hotkey.
Useful if you normally operate with overscan screens and an old program
opens a normal size screen. Requires AmigaOS 2.0. This is version
1.05. Includes german version and source in C. Author: Stefan Sticht

ChangeColors_v1.03

A new palette tool to change the colors of the workbench or any other
public screen. The feature of this tool is its font independance; it
uses the font of the screen on which it opens, instead of insisting on
topaz 8. Looks really great if you use any other font than topaz on
your workbench screen. This is version 1.03. Includes german version.
Binary only. Author: Stefan Sticht

fancyBlanker_v1.1

A utility for blanking the screen after a defined period of no action.
Shows a multicolor Amiga checkmark. This is version 1.1, binary only,
requires AmigaDOS 2.0. Author: Markus Stoll

LeftyMouse_v1.04

Yet another LeftyMouse, this one implemented as a commodity. Swaps the
left and right mousebutton for lefties. Requires AmigaOS 2.0. This is
version 1.04. Includes german version and source in C. Author:
Stefan Sticht

MouseAccel_v1.01

Yet another mouse accelerator, this one implemented as a commodity. If
you find the built-in accelerator too slow, try this one. Requires
AmigaOS 2.0. This is version 1.01. Includes german version and source
in C. Author: Stefan Sticht

MouseBlanker_v1.13

Blanks the mouse pointer after a defined timeout or if you press any
key. Implemented as a commodity. Requires AmigaOS 2.0. This is
version 1.13. Includes german version and source in C. Author:
Stefan Sticht

NewShellCX_v1.05

An "open shell on hotkey" commodity (like PopCLI). Requires AmigaOS

2.0. This is version 1.05. Includes german version and source in C.
Author: Stefan Sticht

showme

ShowMe is an ARexx script designed to be run under WorkBench 2.0. It
will show you just about any kind of file just by you dropping it into
a window on the WorkBench. This includes pictures, sounds,
executables, archives, animations, etc. You name it. The file doesn't
even need not have an icon to be dropped in the window. Author:
Robert Kesterson

Spliner

A screen blanker that draws beautiful splines. No longer do you need a
screen blanker that's just a boring black. This is a 2.0 (only)
Commodity, written by Sebastiano Vigna, based upon code from Tom
Rokicki's Mackie. Binary only. Authors: Tom Rokicki & Sebastiano
Vigna

TurboLayers_v0.9

Permet l'affichage du contenu des fenêtres pendant le déplacement,
comme le NEXT. Cette distribution provient d'un BBS et ne contient pas
de documentation. Fonctionne en 2.0 overscan seulement. Binaire
seulement, auteur: Christian A. Weber

WindowShuffle_v1.05

Activates and brings to front next or previous window with hotkeys.
Hotkeys can be changed. Implemented as a commodity. Requires AmigaOS
2.0. This is version 1.05. Includes german version and source in C.
Author: Stefan Sticht

Unpack

CAM #525a&b Animations "Eric Schwartz"

Anti-Lemmin

Another great, humorous, animation from Eric Schwartz. This one was
obviously inspired by the Lemmings game. Lasts a full two minutes and
ten seconds. Requires at least 2 Mb of memory. Author: Eric Schwartz

ShuttleCock

Yet another animation from Eric Schwartz. Eric wanted to see if he
could still do an animation that required less than 1 MB to run.
Released May 1991. Author: Eric Schwartz

TheDatingGame

A very well done animation by Eric Schwartz. This is Eric's biggest
animation project to date. The animation lasts nearly 4 minutes and

requires 3 MB of RAM to run. Flip the Frog has all kinds of trouble
getting to the house of his girlfriend, Clarisse Cat. This cartoon
animation follows the style of the short theatrical cartoons of earlier
days. The animation unpacks to two floppies. Shareware. Author:
Eric Schwartz

Vietnam_Conflict

Another AErotoon animation from Eric Schwartz

Unpack disk A

Unpack disk B

CAM #526 Utilités domestiques

bBaseII

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. Binary only. Author: Robert Bromley

DirectoryAssistance

Directory Assistance. Great new telephone directory program for the
Amiga. Features 2.0 look. Looks amazing! Binary only, author:
Pierre Fortin and Patrick Lalonde

InventoryManager_v1.3

I-MAN, the Inventory-MANager, is an easy to use home inventory program.
The program is amigaized with many pull down menus, gadgets, and
buttons. Keyboard equivalents have been added, where useful, and these
keyboard equivalents are mainly in the information entry screens.
Binary only, author: Jim Bryan

LoanCalc_v1.4

Keyboard and mouse driven mortgage utility. Although similar programs
exist, this one is unique in that it is designed to track 'Open'
mortgages that allow any size payment to be made at any time, as well
as providing a printed amortization table for fixed mortgages with
monthly, semi-monthly, bi-weekly and weekly payment schedules. This is
version 1.4, an update to version 1.2 . Binary only. Author: Robert
Bromley

NLCalc

A calculator program that uses the NL 3D look (see NLDaemon). It will
open on any screen at the touch of a function key. Version 3.1.2,
includes source. Author: Davide Cervone

Pauky_v1.2demo

Demo version of an English to German (and vice versa) word translation
trainer. Version 1.2, binary only. Author: David Wetzel

sqldb_v1.0alpha

SQL dababase with arexx support. Not all datatypes in standard,
Indexes, ORDER BY in SELECT query (All features associated with
multiple concurrent users, Views, Primary and foreign keys, Domains and
UNION, INTERSECT, etc) , are not yet implemented in alpha version
Binary only. Author: Kyle Saunders

Unpack

CAM #527a&b Objets Imagine etc.

aircar

THe following is an object that was created using Imagine, the object
is modeled after the Moller 400 in the Jan issue of Popular Mechanics
This object is set up with color and all attributes that were from the
picture of the real thing. Great looking in Scan Line mode Rendering

33 objets "Imagine" convertis du formats NFF

Apple BatWing F15e Frog Glasses Phone plant Robot Runway shuttle tire
Voyager wheel Balloon Callipers cobra crypt dragon expresso gothic H2O
hang jaws lamp1 lamp2 matchbox Mirror_Ball RoboHand Robot stpauls
temple watch x29

imagine.compendium

Article with GREAT tips for using Imagine from Impulse.

Unpack disk A

Unpack disk B

CAM #528 Jeux divers

BallBench

This is something of a screen hack – and something of a game. You use
it either way. Author: Api Rimpilainen & Nicole Graveley

Klondike

A single player card game. Version 1.1c, binary only. Shareware.
Author: Peter Wiseman

perky

Hi-res interlaced Letter-dice spelling game. Make as many words as you
can in three minutes. 1-12 players. 2.0 and A3000 compatible. Sound
disabled for 512k machines. For best appearance, requires Helvetica/18
and /15 to be installed in fonts: directory. High score maintenance.
Very little flicker. Works very nicely with de-interlaced monitors.
Source code available with shareware fee. Binary only. Author: Pat
Clark

TheEnigmaMachine

Some have said that enigma is an interactive animation object, others
say it is a puzzle to solve, others say it is a toy like a Rubik's
cube. One theory is that it is a programmable state machine for mad
advertising executives. Until the details are discovered it is up to
do with it what you can. Binary only. Author:Martin C Kees

WordsearchGenerator_v1.0

This is an automated wordsearch generator. Words orientations can be
limited to any subset of the eight primary directions and the puzzle
can be rotated or flipped. It has a spartan but functional user
interface highlighted by the req.library. The system default font
under WB 2.0 is supported for the puzzle display window. Version 1.0,
includes source in C. Author: Craig Lever

YatZ_v1.0

One player Yatzee game. This program was written to take up little
memory and to multitask nicely. Version 1.0, includes source in C.
Author: Greg Pringle

Unpack

CAM #529a&b Langages

A68k_v2.71

This is v2.71 of Charlie Gibbs' 680x0 assembler, A68k. The archive
contains the source files, documentation, and executable. There is no
linker included, see Blink in EZAsm_v1.5, includes source in C.
Author: Charlie Gibbs

BMake_v1.1

BMake is a programming utility used to automate the process of
recompiling multiple interdependent source files into an output file,
called the goal. The rules for making the goal are explicitly stated
in an input file called the Makefile, and implicitly determined from
builtin inference rules. Normally, the Makefile for a goal is written
so that the only thing that needs to be done to recompile newly
modified source files is to run the Make program. includes source in
C. Author: Ben Eng

Bref_v2.0

A cross reference program for AmigaBASIC code. Generates a list of the
BASIC code with lines sequentially numbered, plus a table showing all
variables and labels used in the code, and the line numbers where they
were used. This is version 2.0, an update to version 1.0. This is a
major revision, including a new intuition interface. Includes source.
Author: Dick Taylor

DICE_v2.06.29

Dillon's Integrated C Enviroment. A C frontend, pre- processor, C
compiler, assembler, linker, and support libraries. Features include
ANSI compatibility, many code optimizations, and autoinit routines
(user routines called during startup before main is called). This is
version 2.06.29, an update to version 2.06.15. Includes bug fixes and
experimental dynamic object module loading support. Shareware, binary
only. Author: Matthew Dillon

EZAsm_v1.5

Combines parts of "C" with 68000 assembly language. The resulting code
is optimized as much as possible. Now bundled with A68k and Blink for
a complete programming environment. New "c.lib" functions and more.
This is version 1.5, an update to version 1.31. Includes example
source and executable files. Binary only. Author: Joe Siebenmann

offset

This little arexx program shows the offset of a function in its
library, or vice versa. It can mix offsets and function names and show
all functions with a certain string in them. It was inspired by a
little utility called lvo. Author: E. Lundevall

OMDS

SAS C 5.10a comes with a program called OMD, which is capable of
disassembling object files created by the SAS C compiler. The only
drawback is that OMD prepares a "worthless" pretty listing of the
disassembly which is not suitable for use with an assembler. The
process of converting the output of OMD to source code by hand is
tedious and prone to human error, especially if a large number of files
need to be converted. This program will assist greatly in the
conversion process. includes source in C. Author: Mike Schwartz

rexxview

RexxView is a CLI utility that monitors the REXX port. Information is
listed to a file describing each message received by REXX. By Martin
Kees

Unpack disk A

Unpack disk B

CAM #530a&b Utilités diverses

AMenu_v1.3

AMenu is a complete reprogramed version of Darin Johnson's 'MyMenu
v1.0' from 'Fish Disk 225'. Its purpose is to attach extra menus to
the workbench menus and execute commands when selected. includes
source in C. Author: Anthony Thyssen

BBFormat

A floppy disk formatter for diskettes with hard errors. Bad media
areas are mapped out so AmigaDOS will not use them. Presently not
intuitionized, runs from CLI only. Version 5/7/91, includes source.
Author: David Varley

ButExchange_v1.1

An input handler to help left handed Amiga users. It reverses the
function of the mouse buttons, so that the left button becomes the
right and vice versa. Very small, uses only 168 bytes of memory. This
is version 1.1, an update to version 1.0 on disk 483. Includes source
in assembler. Author: Preben Nielsen

COMP&COPYD

COPYD: "CopyDirectory" Updates or freshens a directory. COMP: "File
Creation Date Comparer" Determines precedence of two file's creation
dates. Useful for scripts. Binary only, author: Mike Berro.

CPalette_v1.1

A palette adjusting program that can be brought up on just about any
screen, including HAM and EHB. Version 1.1, includes source in
assembly. Author: Craig Lever

CSH_v5.15

CSH provides a convenient AmigaDos alternative command interface. All
its commands are internal and do not rely on c: for any functionality.
Some major features include: command line editing, simple history,
piping, aliases with arguments, variables & variable handling, file
name expansion via wild carding, conditionals, source files, file name
completion, MUCH MORE! This program was first introduced by Matt
Dillon. Later versions have come from Steve Drew, Carlo Borreo, and
now the last several from U. Dominik Mueller. They are all
replacements for the Amiga shell, with added features. This one
contains several enhancements and LOTS of bug fixes. includes source
in C.

EGS_Clk_v1.0

Here is a simple no-nonsense 2.0 specific clock program. This program
is nice in that: It's really small < 4.8kB, It will automatically
position itself in the upper right-hand corner of the workbench window,

even using overscan, It correctly handles non-Topaz default screen
faults for people like me who use 11 point or greater fonts. Binary
only, author: Eric G. Suchanek

FreeCopy_v1.4

FreeCopy is unlike most copiers in that it does not actually copy
disks. It removes the protection so disks can easily be backed up with
almost any program, and in some cases be installed on your hard drive.
Version 1.4, binary only. Author: Greg Pringle

HERMiT_v1.3

Here is a new version of HERMiT. This time HERMiT will also open a CLI
on top of your Front Screen and will save your Front Window's Pointer
in a system-configuration file. It will also provide C code for the
Front Window's as well as the Preferences' Pointer. The old features
are of course course still here: Saving of Front Screens, Cycling of
Front Screens and Saving of the Fonts of Front Screens. Binary only,
author: A. G. Kartsatos J InputLock_v1.1 An input handler to help
Amiga users who have cats other pets (or children) that mess with the
Amiga as soon as it is left for a second. It installs an input handler
which lets you lock the keyboard and mouse by pressing a few buttons.
Very small, uses only 190 bytes of memory. This is version 1.1, an
update to version 1.0. Includes source in assembler. Author: Preben
Nielsen

ScreenMod_v1.0

Allows you to modify most of the parameters of any screen structure in
memory, including colors and viewmodes. Use- ful for PAL programs
which open their screens low. Has a companion program to automate
changes later on. This is version 1.0, includes source. Author: Syd
Bolton

wIconify_v3.8

A program, and number of companion utilities, that allow you to iconify
windows on any screen, including custom screens. Iconified windows
become small icons on the bottom of the screen, and they can be opened
again by double- clicking them. Also allows any screen to become a
shared, WorkBench-like screen, and gives you the ability to create new
screens specifically for this purpose. Each window can have its own
custom icon. There is a programmers interface to allow programs to
control their own icons. Version 3.8, includes source. Author:
Davide Cervone

WorldTime_v1.1

This clock can show the time and date in 84 cities around the world,
all on the screen at once. You make settings to indicate the correct
time where you are, and afterward, this clock can show you the correct
time just about anywhere in the world. This version include c source
and some changes Author: Jonathan Potter

ZoomDaemon_v2.1.3

Adds a "zoom" gadget to every window that can be resized. Pressing
this gadget makes the window as large as possible or as small as
possible, or brings it back to its normal size. Version 2.1.3, include
source. Author: Davide Cervone

Unpack disk A

Unpack disk B

CAM #531 Utilités traitement de textes

ByeLSE

This is a system to replace lse with TTX. It will automagically load
all error files into TTX and position to the first error in the first
file. It will handle include files in different directories. The
following functions are provided: Next error, Previous error, Same
error again, First error, Last error, Display SAS error file, and Quit,
which writes all changed files and exits. Author: JL Moulton

conv

This program will convert Type1 PS fonts to their uncompressed form so
that they can be downloaded to PS printers using a type3 font
downloading program. Includes source. Author: M. Zellers

dme_v1.45

This is the lastest version of Matt Dillons powerful text editor. Very
powerful, features a complete AREXX interface. Includes source.
Author: Matt Dillons

FindDoc

FindDoc is a set of C programs and ARexx macros which allow you to
quickly locate any AutoDoc function entry or structure name. You can
place the cursor on the name to be looked up, or alternatively have
string requester ask for the name of the entry, and it will open a
TurboText window containing the definition of that entry. Author:
David Joiner

FontCacheX

FontCacheX – a program that will cache the results of calls to the
diskfont.library's AvailFonts() call, meaning that any program that
shows you a list of fonts won't have to read it more than once (such as
running "Font" under 2.0), and usually all programs will share the same
resident cached font list. binary only. Author: Steve Tibbett

Less_v1.4Z

Less is an Ascii text pager with the following features:

    –Compatible with WB 1.3 and 2.0 on any Amiga

```
-Handles NTSC, PAL, overscan, etc. screens
-Works with pipes (with a consenting shell or pipe: device)
-Permits multiple file selection, CLI or Workbench
-Forward & backward movement in a variety of ways
-Powerful searches, using regular expression patterns
-Handles alternative fonts -Handles international Ascii characters
-Handles boldface, underline, etc. in ANSI or Unix nroff style
-Customizable, using environment or command options
-Residentable
```

Less is still the only pager I know of on the Amiga that handles pipes
and multiple file selection. To me, these two features are essential
in a pager. If your shell supports pipes and expands wildcards (I use
Steve Koren's outstanding SKsh), you can write things like 'ls | less'
or 'less *.readme'. This is a revision of a port (by Bob Leivian) of
version 73 of the "Less" pager from Unix. Includes source.

LSETTX

LSETTX enables you to use TurboText as the editor that the SAS/C
compiler will talk to when it encounters an error during a compile.
Author: Steve Tibbett

postdj

This will print a postscript file to a DeskJet printer. It is Eric
Kennedy's revision of Adrian Aylward's POSTLJ. It will allow you to
solve the infamous offset problem if you use PPage. Just save the
postscript file to disk and use this to print it. You need
POST.LIBRARY, some decent postscript fonts and, of course, plenty of
RAM: Includes source. Author: Eric Kennedy

SelectDoc_v1.9

SelectDoc is an add-on utility (tool) for TurboText, which presents you
with a list of documents. Using a GUI and scrolling list, you can
choose a document, which will be brought to the front of the screen and
made active. SelectDoc will only run under version 2.0 or greater of
AmigaDOS. binary only. Author: Stan Ziel

SuperSpell

SuperSpell, the global, real-time spelling checker! SuperSpell
installs an input handler, and runs invisibly in the background.
Anything you type into any window will have its spelling checked. Only
words greater than 4 letters long are checked. binary only. Author:
Jonathan Potter

TapeCover_v1.0

TapeCover prints out those little paper inserts for casette tape cases.
It lets you enter the name of the songs, and the title of each side.
It should work on any printer that can print in that semi-condensed
mode. Version 1.0, includes source in C. Author: Greg Pringle

TTX_Crunch

Programme Arexx qui permet de charger ou produire avec TurboText des
textes compressé avec PowerPacker. Auteur: David Dunn

Unpack

CAM #532 Utilités diverses

ClockTick

ClockTick - A simple hack that makes any busy pointer that matches the
Kickstart 2.0 clock pointer and moves its hands. It also notices the
busy pointer from 1.2 and 1.3 Kickstart/Workbench and will change it
into the 2.0 style clock. ClockTick exits after it is installed. It
does not add a task to the system. 72 bytes of chip ram used, 900 byte
of public. includes source in asm, Author: Michael Sinz

DriveOptimizer_v1.0

This program will optimize floppy disks, hard disks, and ram disks
(i.e. RAD). It is designed to provide for the safest optimization of
your disks It moves one disk block at a time to ensure this. So it
will be slower than other optimizers which usually move whole tracks at
a time. One Meg should take about six minutes to optimize on a hard
disk that uses a Supra WordSync. binary only. Author: Tim
Stotelmeyer

LateSCSIMount

LateSCSIMount was written to mount my SyQuest drive if no cartridge was
in the drive when I rebooted, or if the system booted up before the
SyQuest cartridge spun up. It works by scanning the SCSI units and
mounting any partitions found that aren't already mounted. It mounts
them using the partition information stored in the RigidDiskBlock area
of the hard drive, so your controller must support Direct SCSI commands
as well as the RDB standard. GVP, Microbotics, and Commodore all
support these, so it should work with these. You will have to check
your hard drive's manual or technical assistance to see if these are
supported. You will also have to know the name of your SCSI device (if
it is not "scsi.device".) binary only. Author: Sean Riddle

NLDaemon

NLDaemon Implements a "New Look" in Amiga programs, by using 3D-like
gadgets. Converts standard intuition window gadgets into 3D versions.
Version 1.4.3, includes source. Author: Davide Cervone

PicSaver_v1.1

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 1.1, an update to
version 1.0. Includes source in assembler. Author: Preben Nielsen

Popper_v1.21_&_tools

Système de pop-up menus détachables, Incluant un groupe d'utilitaire du
style desktop accessories (MAC), supporte des équivalents clavier
étendus à deux lettres, une interface fenêtre permet de créer ou
modifier ces DA's et vous permet beaucoup de flexibilité comme par ex:
définition de paramètres etc. Les DA's s'attachent à tous les menus,
Le tout fonctionne en 1.3 et 2.0. Binaire seulement, documentation en
français, auteur: Pierre Baillargeon

PWKeys_v2.0

An input handler that allows you to manipulate windows and screens by
pressing keys on the keyboard. It currently lets you perform 25
different functions. Features include mouse blanking, screen blanking,
mouse acceleration, "sun mouse", mouse/keyboard locking, and an
interactive program to define hotkeys and other settings. This is
version 2.0, an update to version 1.0. Includes source in assembler.
Author: Preben Nielsen

Request

Opens the OS 2.0 autorequester from script files. Title, text, gadgets
and publicscreen of the requester can be changed by commandline
options. This is version 1.00. Includes source in C. Author: Stefan
Sticht

Script_v1.1

SCRIPT: is an AmigaDOS device handler that makes a script of another
device's I/O similar to the UNIX command script. SCRIPT: is much more
flexible, however, because it can script any AmigaDOS device (including
itself!) and direct the script file to any other AmigaDOS device
(except itself). Binary only, author: Richard Rogers

Signal

Two programs designed to make it easy to write shell scripts that must
be synchronized with the operation of another, in order to avoid disk
thrashing for example. Includes source. Author: Davide Cervone

snap_v1.62

This patch updates Snap from version 1.61 to version 1.62. Version
1.62 fixes a problem with the parsing of qualifiers. Author: Mikael
Karlsson

sWindows

A program that allows you to use the title of a window to specify the
screen on which the window will appear. This provides a method of
opening CON: and RAW: windows on screens other than the WorkBench,
for example. Includes source. Author: Davide Cervone

ToolManager_v1.4

ToolManager is a management utility for tools under the 2.0 Workbench.
You can add your own programs to the Tools menu or add a special

Application Icon to the Workbench. The programs can be started by
selecting their entries in the Tools menu and any selected icon from
the Workbench will be the startup parameters for the program. You can
also start a program by dropping an icon on the Application Icon or by
double-clicking the icon. Last but not least you can start a program
with a keyboard short cut.

BEWARE: This program makes heavely use of the new 2.0 functions, so
         its completely useless to all people who are still forced to
         use 1.3 :-)

New features since 1.3:

    - Keyboard short cuts for tools.
    - AppIcons for tools.
    - Menu item can be switched off.
    - Configuration file format completely changed (hopefully the last
      time)
    - CLI commandline parsing is now done by ReadArgs().
    - Status & edit window updated to new features.
    - Safety check before program shutdown added.
    - Menu item "Open TM Window" only appears, if the program icon is
      disabled
    - WB startup method changed. Now supports project icons.
    - several internal changes.

Unpack

CAM #533a&b Fonts Adobe Type 1 (Pagestream)

28 Fonts Adobe Type 1,

Poster, Caps & Fantasy. Aarcover, ArchiText, CALIGULA, Carrick Caps,
Chili Pepper, Civitype, CracklingFire, CRILLEE, DAVYSRIBBONS,
FarquharsonFree, fleurons, GOUDYMEDIEVAL, GRAPHICLIGHT, GreenCap,
GRIFFIN DINGBATS, Heidelberg, HELENA, INKWELL, Kinigstein Kaps, Koch
Roman, Livia, Logger, Mazama Regular, ParisMetro, Rothman, Showboat,
Starburst, Tribeca, VarahCaps.

Unpack disk A

Unpack disk B

CAM #534 Utilités de programmation

AutoRev_v1.1r

A little utility to make it easy to update program-headers ran from the
CLI. Requires AmigaDos 2.0. This is Version 1.1r. Source included.
Author: Jan van den Baard

ENV-handler_v2.5

The Environment Variable handler is an AmigaDOS handler that manages
all variables in memory instead of in separate files on disk. The way
that Commodre implemented environment variables requires you to create
a separate directory somewhere on your disk and create files with the
name of your variables. I always thought that this was STUPID and a
waste of disk space. So I (finally) wrote ENV-handler to store all
variables in a single file that you can specify in its MountList entry.
When you Mount ENV: the handler will read this file (if it exists) and
set up its own variable list. Each time a variable is updated, added,
renamed, or deleted the file will be updated so that variables will
become permanent until you delete them. CHANGES:

V2.5 05/21/91 - MWR - Adde support for sub-directories. cleaned up
some code to make a little faster.
V2.0 05/04/91 - MWR - Re-coded in assembler to reduce size and increase
speed. fixed a bug found when creating or writing to variables.
V1.3 05/02/91 - MWR - Removed ' (temp)' tag on temporary variables. I
decided it wasn't necessary.
V1.1 04/23/91 - MWR - Added support for temp variables. Stomped on bug
found when using type.
V1.0 04/21/91 - MWR - New program. Binary only, Author: Mike Ruble

FifoLib_v3.1

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 3.1, an update
to version 2. Includes some source. Author: Matt Dillon

Ham_e_Library_v3.0

HAM-E support libraries. The arc contains examples in C and BASIC for
programmers; for users, these libraries are required to operate
programs such as SpectaColor for the HAM-E, Progressive Peripherals
"3-D Professional" ray tracer, and son on. Author: BlackBelt

NoFragLib

These routines are extracted and updated from my "tool.library" which
is a shared library last released on FISH 475. I stopped developing
this library because OS 2.0 has made it for 99% obsolete. The only
routines usefull where the memory routines which are now in the
"nofrag.library". The routines in the "nofrag.library" are NOT
compatible with the ones from the "tool.library". Include source,
Author: Jan van den Baard

SANA_II

General release of the SANA-II, Standard Amiga Network Architecture
(try 2), device driver specification. Author: Raymond S. Brand
"Commodore-Amiga"

SetCCOPTS_v1.0

Lets you easily deal with the MANX 'CCOPTS' environment variable. You
can store settings to disk. Has a complete intuition interface. This
is version 1.00, binary only. Author: Stephan Flother

sman_v1.1

'Sman' is a manual type aid for looking up documentation on a subject
It can search Amiga AutoDoc files, or scan DME.refs in particular, bu
can also search the doc files for any other program you have. This is
version 1.1, which fixes a rather serious bug in the first release that
would cause it to overlook valid references. Include source. Author:
Jon Spencer

sregexp.library_v11.1

'sregexp.library' is a run time library of routines for doing wildcard
pattern matching and wildcard path matching. It accepts a slight
extension of the AmigaDOS wildcard syntax, including a not operator,
and character sets. Include source, Author: Jon Spencer

vmalloc_v1.2

Virtual Memory library V0.0 (The virtuosity is V0.0. The code is v1.2)
by David Le Blanc Functions in this library are designed for efficient
use of a large number of memory allocation within or without memory
constraints

Unpack

CAM #535a&b Animations

Amy Does Schwab

Here's a short looping animation starring Amy the Squirrel which
represents my small tribute to that Amiga animation pioneer, Leo "Bols
Ewhac" Schwab. It was created with the Disney Animation Studio(major
parts of which were programmed by Leo), DeluxePaint 3, and Animation
Station. In case nobody guessed, it is a 'slight' parody of Leo's
famous "Dream goes berserk" Videoscape anim. I hope he likes it.
Author: Eric 'Scawz Richter' Schwartz

Camouflage

A new Eric Schwartz Aerotoon animation. This one is a bit different as
DeluxePaint, Scenery Generator, Sculpt 4D Jr., and the Art Department
were used along with MovieSetter to create this animation. Eric is a
master in this form of humorous animation.

CAT

This is an incomplete pencil test of an animated scene with at cat,
soon to be combined with my Screaming Mouse animation as part of a
short piece done using Disney's Animation Studio software (short
meaning as much as I can squeeze onto one disk!). Author: Glenn ?

Mouse

This is my first attempt at a Disney Animation Studio piece. It's just
in pencil test stage right now & is only a short scene of a mouse doing
a wild "take" then exiting. Author: Glenn ?

Silencio8_Anim

Traditional character animation. "be SILENT in library areas" from
Mexico, Author: Alejandro Garza González

trampolino

VideoScape animation. Author: Unknown.

Unpack disk A

Unpack disk B

CAM #536 Utilités diverses

AmiDock_v1.3

AmiDock is an Amiga version of the NeXT's Dock facility. It will open
up a small window on your WorkBench full of little IFF brushes. Each
brush represents an application, like an ICON, but it's a brush. Click
on the brush and your application will start. This is version 1.3, an
update to version 1.2.4. Shareware, binary only. Author: Gary Knight

DiskRepair_v1.0

DiskRepair is made for removing the most common errors quickly. Only
those directories or files are repaired which are still present.
Binary only, Author: P.Röhrich

FastDisk_v1.9

FastDisk is a high-performance disk optimizing tool which decreases
access time for files and directories. This is achieved by creating a
disk with an optimized sector layout, including linear directory
layout, .info and small file precedence and minimized track-boundary
crossing for data blocks. Binary only, Author: Torsten Stolpmann

Imploder_v4.0

The Imploder allows you to reduce the size of executable files while
having them retain their full functionality. There are other
"crunchers" or "packers" available for the Amiga, but none are as
mindful of the complexities of your Amiga system as the Imploder

(IMHO). In addition to this, its algorithms are more efficient, both
in terms of speed, and size reduction. Binary only, Authors:
Albert-Jan Brouwer Peter Struijk Paul van der Valk & Erwin Zwart

PolySiliCon

A centralized Shell Command Interface with visible scrollable History
and mouse access. Allows multiple shells to be controlled from a
single command/history window. Commands can be re-executed with a
mouse click. A group of commands for a project may be loaded into the
history from a file for easy access. Compatible with both 1.3 and 2.0
AmigaDOS. ShareWare, binary only. Author: Pete Goodeve.

PowerpackerPatcher_v1.0

Powerpacker patcher is a small tool that patches the DOS library so
that PowerPacker datafiles will start acting as if they were "normal"
files. Sample use of PP would be to crunch all your .info files. They
will still retain their functionality as long as PP is installed, and
WB will never know the difference. Icons are useful, but take up a lot
of valuable disk space. You may also use any text viewer or editor you
desire directly on Powerpacker files! Version 1.0, shareware, includes
source. Author: Michael Berg

PPDecrunch_v1.0

PPDecrunch allows you to decrunch PowerPacked data files to STDOUT.
What does that mean, you say? Why not use the plain old Decrunch
program provided with PowerPacker? Well, by sending output to STDOUT,
PPDecrunch can allow you to view PowerPacked files with SOME programs
that otherwise cannot decrunch PowerPacked files by themselves. These
programs MUST be able to accept input from STDIN. For example, LESS
and MORE are capable of doing this. This comes in especially handy for
remote shells and BBS'es, as most text readers except MORE open their
own window, therefore they cannot display on the remote screen.
Include source, Author: Darren Ewaniuk

QDCopy_v1.0

QDCopy is a file copier geared to one floppy drive systems. Itallows
you to copy multiple files at one time with a minimum of disk swaps.
Italso allows you to copy to multiple destination disks, so when one
destination disk is full QDCopy wi ask for a new one and continue on
with the copy. QDCopy will dupicate the comment and protection bits
for files it copies. Include source, Author: Darren Ewaniuk

SysInfo_v2.22

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. Version 2.22, an
update to version 1.98 . Binary only. Author: Nic Wilson

Viewdir

Allows reading the current directory by commanding VIEWDIR "".
Displays a listing of the specified directory with the total bytes at

the bottom and the description of the file types next to each file.
Also includes a "version string" to allow a DOS 2.0 VERSION command to
read. This is version 2.1 an update version. Assembler source
included. Author: Jim Butterfield

Unpack

CAM #537a&b Clip Art & Borders (iff bitmap)

59 clips in 11 category: Animals, Food, Music, Nature, Holiday, Misc,
Ornaments, People, Signs, Sports, Transportation. 7 borders Hi-res.

Unpack disk A

Unpack disk B

CAM #538 Utilités domestique

CDStore_v1.6

CDStore1.6! Compact Disk Database/Record tracker. 3D Interface,
completely mouse driven. Has many features including Print/Preview
with different print formats. If you have a large library of CDs...
This will help keep track of what you have! Enjoy! binary only.
Author: John Lullie

GearCalc

A bicycle gear ratio calculator. Version 2.0, binary only. Author:
Ed Bacon

PicBase_v0.36

PicBase: An IFF Picture DataBase Program V0.36. Fully functional
(such as it is) shareware. Requires 2.0 or Arp. Includes a sample
data file, although the sample images are not included. Binary only,
author: Mike Berro

RoadRoute_v1.7

A program that determines from a user modifiable data base, the
shortest and fastest routes between two cities. Includes a coarse and
a detailed data set and a program, RoadScan, for examining the contents
of large RoadRoute data files. This is version 1.7. Includes source.
Author: Jim Butterfield

VideoStore_v1.2

VideoStore1.2! Video/Movie Database-Tracker! Has many features as
well as Print/Preview screen with different printing formats. This
program is almost the same as "CDStore" but dedicated to storing

Movie/Video info. binary only. Author: John Lullie

WBfed_v0.91

Beta version 0.91 of a 2.0 font editor (color fonts too). Requires
2.04 of the OS. Very capable and good looking font editor. Binary
only. Shareware by Patrick Clark

Unpack

CAM #539a&b Soundtracker modules & player

EdPlayer_v1.0

Totally, 100% multitasking- and user-friendly Automatically
distinguishes between NoiseTracker and MED modules Supports MED 3.10
with Synthesized instruments and MIDI capability Can re-route a MED
MOD's MIDI into Bill Barton's midi.library. Useful! Intuition
interface looks like a REAL CD player (NOT like IntuiTracker) with
16-color panel, lots of buttons, and a full-featured LED display.
"Online" help feature describes any button in case you don't read DOCs.
Amazingly powerful and useful kd_freq.library file requesters! Great
for scripts: **** AREXX PORT **** with full set of commands. Can be
controlled from CLI scripts even if you DON'T have ARexx! Can Iconify
and/or "hide" to save memory and CPU time. Also PAL/NTSC fix. Option
to AUTOMATICALLY detect song loop and Stop or START FADING OUT.
Programmable: Unlimited songs from unlimited directories and disks.
Works great under WB 1.3, and should work great under WB 2.0 also. NOT
a clone of anything. This program is UNIQUE! And it's FREE! WOW!!
binary only. Author: Ed Mackey

13 soundtracker modules:

blue3, cap'n'power, field-goal, FREUDIAN, Ingame, Jupellup, proces iii,
quantum, rsi-gsc, sleezy bar blues, storm.., tonalec, We'reTheDevils.

Unpack disk A

Unpack disk B

CAM #540 Jeux de table

Connex_4

A "connect-4" type game. This is version 4.0, an update to version
3.8. Shareware, binary only. Author: Adrian Millett

Dominos

The standard game of dominos with 6-6 set. The computer will provide
quite a challenge to any skilled player. Version 1.0, includes source

in Basic. Author: Russell Mason

EternalRome

A historical strategy game, that in spite of its high complexity is
fast and easy to play. Fully mouse controlled with a fine zoomable map
of the Roman empire (overscan and interlaced options). The simulation
delivers many historical insights because of its accuracy (may be used
for educational purposes) and is a challenging and entertaining game
for two or more players (also interesting for solitary studies).
Version 1.0 (tryware). Binary only. Author: Sven Hartrumpf

FlipIt

Possibly the strongest Reversi/Othello type game available. Shareware,
binary only. Author: Adrian Millett

Klondike_v1.8

A shareware solitaire game, known widely as Klondike. The rules can be
varied, and there are five different ways of working through the deck.
Also includes a palette requester to fine tune the colors to your
liking and a save-setup function that remembers how all the options are
set. This is version 1.8, binary only. Author: Gaylan Wallis

Solitaire

Yet another solitaire game. Nicely done with good graphics and sound.
Shareware. Author: Pat Clark

Wanda

This little program turns your workbench into a fish tank! binary
only. Author: Paul Leach

Unpack

CAM #541a&b Langages

bm2detach_v1.02

BM2Detach allows Benchmark Modula-2 programs to run in the background
(without using RUN). The process is detached from the CLI, but the CLI
window remains open until the process exits. BM2Detach replaces your
existing existing System.OBM at link time. (I don't recommend
overwriting your original--there may be a time when you _don't_ want
your program to detach from the CLI.) complete source code, assembled
binaries, docs Author: Avant-Garde Software and Leon Frenkel

M2Pascal

A simple Modula-2 to Pascal translator. You can write simple programs
on your Amiga using one of the available Modula-2 compilers, and then
use this translator to generate Pascal source for export to other

systems with Pascal compilers. Version 1.0, includes source in
Modula-2. Author: Greg Mumm

MCAsm

Assembler 68000. Binary only, Author: LT liljetoft

OakLisp

A straight port of the OAKLISP system to the Amiga. OAKLISP is a
Scheme-like LISP with an object-oriented base. An R3RS Scheme
environment is included in the package. Source is included. Author:
Kevin Lang, Barak Pearlmutter, ported by Mike Meyer

PCQ_v1.2b

An update to PCQ 1.2. This is only a partial distribution and includes
just the compiler main pass, the documentation, and a ReadMe file. You
need the distribution from disk 1.2 to use this material. This update
is version 1.2b. Author: Patrick Quaid

Synworks

A graphics oriented environment for design, training and test of neural
networks. The enclosed version is public domain and supports only
three network models. Not all options are available but this version
provides the most important features to allow users to decide if neural
networks are an appropriate solution for their problems. Binary only.
Author: Michael Kaiser

Unpack disk A

Unpack disk B

CAM #542 Utilités graphiques

ADAM_v0.22

ADAM allows DCTV owners to easily create animations from Imagine,
LightWave, and VistaPro. It's a bounded CanDo deck that requires
IFFTODCTV, MAKEANIM, and any SHOW program of your choice. Run in the
background and convert frames as they are completed. Once last frame
is done, an animation is made via MakeAnim. Binary only. Author:
Daniel J. McCoy

Aequipot_v1.15

A program that renders multicolor pictures using an algorithm based on
electrostatic effects. Renders in low-res, in high- res, and in two
speed/quality modes. Includes both PAL and NTSC versions, English and
German docs. This is version 1.15, an update to version 1.06 on disk
474. Now supports saving pictures in IFF-ILBM format and animation
rendering via script files. Freeware, includes source in PCQ. Author:
Juergen Matern

Convert_v2.7

This is "convert", a program that reads various image formats and
writes "vanilla" 24 bit IFF (no "CLUT" chunks or other esoterica). It
can read ASDG's 24 bit IFF; std 24 bit IFF; many other IFF files;
Dynamic HiRes; SHAM; ARZ0; ARZ1; AHAM; Sculpt raw RGB; 1/2 bright; HAM;
Many Targa iamge types; HAM-E REG and HAME modes; RGB8; RGBN; more. It
can scale images very well, also - this is support s/w for the HAM-E
system. Version 2.7 Binary only, Author: Pete Patterson

flit_v1.0

This program will convert Autodesk Animator .FLI animations to IFF
format. The .FLI animations are made on IBM and clones. Binary only,
Author: John Bickers

MI_M2I

This is Mirror Image's answer to Soft Logik's faulty and sometimes
unreliable Mac to IBM Type 1 converter. Completey Intuition based with
batch conversion options and the ability to create files using POST's
full PostScript naming conventions. Very fast! No typing! This is PD
software from Mirror Image: no user fee required. Binary only,
Author: Gary Brusanowski

Render24_v1.01

This program's only purpose is to convert 24-bit IFF (Deep ILBMs) into
one of several different formats. Output formats supported currently
include: 16-color greyscale, 16- or 32-colors, HAM-E 256-color
greyscale, HAM-E 256-color register mode, HAM-E 262,144-color HAM mode.
Fast, easy to use, with animation support. By Thomas Krehbiel

Xl_v1.0_Demo

Demo version of a single bit-plane cel animation generator. Uses an
onion-skin display to rough in an animation sequence. Has a large
ARexx command set, multiple precision bezier curves and splines,
scalable and rotatable polygons, brush support with blitter logic,
turtle graphics and macro key definitions. Requires req.library
(Fox/Dawson). Non-saving demo version, binary only. Author: Martin
C. Kees

Unpack

CAM #543a&b Jeux d'arcade

DownhillChallenge>OS1.3

Downhill Challenge is a arcade game where you control a skier who has
five chances to complete the course before being disquilified. The
longer you stay up the faster you will ski and the more points you
accumulate. Game is Freely Distributable. Binary only, Author: David

Alves

Gunslinger

shootem up game using the Accolade's Shoot'Em Up Construction Kit.
Author: Unknow

LlamaTron

A fast action, highly addictive, arcade-type game from the UK. Similar
to Robotron. Great sounds! Requires PAL mode to run properly (but
well worth that hassle!). Non-multitask.

MEGABALL2.0_rel2

MegaBall version 2.0, including a few board files (3 bank of 50
levels). This version is announcement of a levels editor. These files
can be loaded by pressing ALT-L at the main title screen: REMEMBER
this; it's not in the DOCs binary only. Author: Ed Mackey

Nebula

A GREAT smooth scrolling action filled game from Austex, an Australian
group of programmers. Save the moon Uropa from destruction from the
intelligent but greedy race of droids called Kapones. Include source,
Author: Colin Adams

Unpack disk A

Unpack disk B

CAM #544a&b Éducation

CELLS

A cellular automata experimentation lab, based on the rules described
in the Computer Recreations column of the Scientific American, January
1990. Version 1.3. Source included. Author: Davide Cervone

Cross_v4.1

A program that creates crossword puzzles. Has a message data file to
allow easy translation into almost any human language, with English and
German currently supported. This is version 4.1, an update to version
3.3. Major new features are several new printer drivers including
"generic" and "LaTeX", and many minor improvements. Includes source in
M2Amiga Modula-2. Author: Jurgen Weinelt

RPN_v1.0

An emulation of an Hewlett-Packard pocket computer on your screen.
Version 1.00, includes source (SAS-C). Author: Maurizio Loreti

4D Navigator

Move around inside a four dimensional sphere. Keyboard control of
direction and rotation in any direction. Another program by Jerry
Hedden of PAUG.

buttons

Two pictures (Buttons.pic, Other.pic) that contain many different
images that can be cut out and used as image buttons in various
interactive authoring programs. All in hires-interlace. All embossed
style. Two images of each button; one unselected (up), one selected
(down). Includes arrows (three sizes), home, disks, stop, radio, help,
checkmark, sliders, more.

Chemesthetics_v2.06

Chemesthetics is a program that draws molecules using the calotte
model. This means that atoms are drawn as bowls. Using this model,
even extremely dangerous molecules like dioxine look quite nice.
Chemesthetics has an Intuition user interface, can save pictures as IFF
files, and has many example files. This is version 2.06, an update to
version 2.00. Includes source in C. Author: Joerg Fenin / Metalworx

Loom_v1.0

Simulation of an eight harness loom. Supports 15 colors for warp and
weft threads. Scalable display. Patterns created can be printed in
draft format or saved as IFF files. Version 1.00, binary only.
Author: Martin C. Kees

Tesseract

Rotate a four dimensional cube around on your screen, around any of the
4 axes. By Jerry Hedden of PAUG, also author of MandelPAUG. Source
included.

Unpack disk A

Unpack disk B

CAM #545a&b Utilités de programmation

bezier_v0.0001

Bezier Curve Fitting Routine for XY data pairs

HitMe

HitMe is a utility that, in conjunction with Enforcer, greatly eases
the search for offending code that caused Enforcer "hits". This
software is copyrighted by SAS Institute

IncRev_v1.03rel3

A small program for a makefile or an lmkfile, to update revision
numbers after each successful compile process. This is version 1.03,
includes source in C. Author: Joerg Fenin / Metalworx

PowerVisor_v1.0

This is PowerVisor, a powerful machinelanguage level debugger for the
serious Amiga programmer. Include source, AREXX support, 1.3/2.0 comp.
author: Jorrit Tyberghein

BMake_v1.4

A GNU Make subset. Includes pattern rules, conditionals, "include",
function calls, etc. This is Version 1.4, with source. Author: Ben
Eng

Convert_v1.1

Converts an object file to a C source which can be inserted with
'#include' in your own programs. Version 1.0, includes source.
Author: Frank Enderle

Fmon_v1.8

A multi purpose tool for hacking around in your Amiga, repairing disks,
tracing/debugging programs and other useful things. Includes
assembler, disassembler, absolute loader, raw disk access routines and
much more. Contains PAL and NTSC version. Can be made resident.
Version 1.8, includes source. Author: Michael Schroeder

RexxHS

ARexx host article (and executable) written by Eric Giguere to be
published in AmigaWorld Tech Journal but dropped at the last minute.
LOTS of good stuff here!

SerLib_v3.0

A shared library providing easy access to any serial device. Allows
both synchronous and asynchronous access to the port. With support
code for Lattice, Manx and Oberon. Includes examples in both C and
Oberon (with source) and docs in ASCII, DVI, and PostScript.
Shareware. Author: Garry Glendown, Oberon-interface by Frank
Schummertz

SimSmart_v2.10

SIMSMART is a general-purpose utility that prints the program source
code of almost any language, so that (for example) the keywords are
emboldened and underlined, and the comments are italicized. These
features are adjustable by the user, to suit individual taste. Tabbing
is also adjustable. Output to printer, screen, or file. Author: D.
A. Simon

SRFFT

An implementation of integer real fft computation source code.

T3E

Converts any text file to an executable. The resulting program will
only have a minimum of bytes appended (94 bytes for hunk structure and
display-program). The text file is not limited by the size. Freeware,
with source in C. Author: Garry Glendown

TrackDOS_v1.08

A program that allows easy transfer of data between DOS, memory and
trackdisk.device. DOS means the data contained within a file, memory
means the data contained anywhere within the memory map and
trackdisk.device means data stored on a disk not accessible with DOS
(eg. bootblocks special loader disks etc.). The transfer of data
between these three areas is not normally easy or convenient. TrackDos
was written to overcome this. This is version 1.08, an update to 1.04.
Binary only. Author: Nic Wilson

Unpack disk A

Unpack disk B

CAM #546a&b Images "Ray tracing"

EXPLODED_GARDEN

Very nice Imagine rendering of a garden scene...called Exploded Garden.
Rendering by Stephen Menzies.

MirrorRoom

Room with MirrorWindows Image rendered with Imagine, light & shadow
example 320x512 HAM (PAL interlace) Author: Juha Kallioinen

park

Image rendered with Imagine, brush 24 bits mapping example. Author:
Mark Thompson

Semi-Tractor

This is a picture of Semi-Tractor Imagine object. Author: Jim McInnis

SPIRAL

Room with SpiralStaircase picture rendered with Imagine. Author: Alan
Price

STATION

This is a fun picture of my almost completed space station object.

There is slightly more detail than what you see here: you can actually
go "into" an airlock and see little features. The actual interior is
not built, though, and I don't think I'm going to do it without a very
good reason. The diamond stars were very simple objects, NOT generated
by Imagine's star density command. Author: Steve Worley

Bowling

Ray trace bowling picture by Richard Nichol

AlienChessboard

This "alien" chessboard scene was created on an accellerated Amiga
computer and rendered in 2.75 hours in 352x470 HAM resolution using
12-bit color. Author: Udo Schuermann

CastleRoom

This view of a room in a castle was created on an accellerated Amiga
computer and rendered in 5.5 hours in 352x470 HAM resolution using
12-bitcolor. Author: Udo Schuermann

HourGlass

HourGlass is my first publicly released rendering using Imagine from
Impulse. All the objects in the scene were created by myself.
Rendering time for this Hi Res Ham picture was $:59:08 (h:mm:ss).
Author: Michael W. McCormick

SunRoom

This was rendered by Imagine v1.1. Author: John Zollinger

Tardis

Here is a picture of the TARDIS object, It's 320x400 HAM. Author:
Daryl Bartley

TRAIN

This is a rendering of Glenn Lewis' steam train object. Took a couple
of hours to set up (mostly for the smoke). It's a boring scene that I
set up just so I could see what the train looks like. It's fun! Steve
Worley

TRIPLANE

This is a picture of a triplane. Author: Steve Worley

Unpack disk A

Unpack disk B

CAM #547a&b Objets "Imagine"

human

This is a detail editor object of a human-shaped figure. Author: M. Gibson

Plug&Outlet

Here's an electrical outlet and matching plug object for Imagine. Author: Carmen Rizzolo.

robot-cop

This is Mike Halvorson's Robot Cop object.

rocket

My rocket bank is from 1950's or so. You can see one just like it in the movie scrooged when Bill Murry visits himself as a child. I left the object unmerged and grouped so you can change it around. If you want to just select everything and join. There are no moving parts so it dosent matter. Author: Rob Borsari

Semi-Tractor

Here is an object I had originally modeled with Modeler-3D for VideoScape. It was transferred to Imagine with Interchange and enhanced with more parts and attributes. Author: Jim McInnis

SPACE_STATION

This is my space station object. Use it in good health. You'll probably need loads of RAM (well, maybe 2 Meg) to render it. The station is made of about 40 grouped objects, and totals about 300K. Author: Steve Worley

WebbObjects

Misc Imagine objects. Authors: Steven Webb & Jessie Watson

WebbObjects2

Just some Legos that I made. Author: Steven Webb

Baloons

8 dirigeable balloon, brush mapping and detailed gondola included.

STEAMENGINE

This steam engine is a replica of the locomotive in use at Disneyland, Anaheim, CA. Author: Glenn M. Lewis

Unpack disk A

Unpack disk B

CAM #548a&b Objets et matériel didactique pour"Imagine"

Enterprise_Classic

Star Trek Enterprise object.

ImagineTutorial

   -Form_tutorial
    This is a complete tutorial describing the use of the Forms Editor
    in Imagine. It provides a general overview of the editor as well
    as descriptions of all of the menu options and some complete
    step-by-step examples. by Steven Worley

   -Imagine_Compendium_vC edited by Sandy Antunes

   -Brushmap tutorial
    This is a complete tutorial describing how to map brush in Imagine.

   -Detail tutorial
    This is a complete tutorial describing the use of the Detail Editor
    in Imagine.

   -Texture tutorial
    This is a complete tutorial describing how to use texture in
    Imagine.

Simpsons

Simpsons object.

TARDIS

Here is an object of the TARDIS from Dr. Who. Author: Daryl T.
Bartley

TRANSPORT

This is an Imagine object of a hypersonic transport. Very curvy and
NASA prototype looking. Author: Steve Worley

Afga_outline

Agfa fonts Turbo Silver objects.

BrushMap

4 24 bit repeatable brush map for Imagine 1.1. grass, lattice,
sidewalk & Wave Author: Steve Worley

Imagine_from_LightwaveObj

The following objects were created using LightWave and converted using
a beta-test version of the new LightWave converter module for

InterChange. They have been converted to TS 3.0 format and should work
with Imagine. Let me know how well they converted. One object, the
reels for the audio tape deck, would not even convert. You are free to
redistribute the objects if you include this file with them.
audio.reel.to.reel, fan, fan.blades, gun, hubble.telescope,
magic.marker, movie.light, movie.light.stand, rocket synth.kybd,
toy.plane, toy.plane.prop, toy.train.car, toy.train.engine,
zenith.star.laser. Author: Mark Thompson.

Misc

SPACE SHIP, sword, etc objects from different authors.

TRIPLANE

This is the Imagine object of the triplane. The propeller and wheels
and such are grouped objects, to animating them should be easy.
Author: Steve Worley

TronTank

This is the both famed & dreaded TRON TANK! object. Author: Steven
Webb

Vista_objects

Two TURBO SILVER/IMAGINE OBJECTS of a portion of a valley from the
VISTA DEM(digital elevation model) landscape of El Capitan in Yosemite
valley in Caifornia.

Unpack disk A

Unpack disk B

CAM #549a&b Langages

HCC_v1.1

Amiga port of Sozobon, Limited's C Compiler, version 2.0. Can
completely compile itself, supports 32 bit ints, and optimizer can
'registerize' variables. Includes compiler, optimizer, tool for
creating interface code for Amiga system calls, startup code, C
library, include files, and library routines that work with Motorola
FFP format. Uses assembler A68k, linker BLink, and provided run-time
shared C library CClib.library. Includes source. Author: Sozobon,
Limited. Amiga port, bug fixes and enhancements by Detlef Wuerkner

M2P_v1.0

Modula-2 Preprocessor. Author: Dennis Brueni

CHIP8

CHIP8 is a programming language popularised by the RCA COSMAC VIP,

DREAM 6800, and ETI-660 hobby computers. It is one step up from
machine code (actual hex codes), yet allows the creation of some very
simple, very small games. Version 1.1, includes assembly source and
some demo games. Author: Paul Hayter

EdinburghStandardML

SML is an interpreter for Edinburgh Standard ML, a functional language
with higher order functions, polymorphic typing, abstract data types
and much more features. _Short_ documentation included. SML was
ported to Amiga by Fred Bayer runs on any Amiga from 500-3000 and needs
1MByte contiguous RAM. Optimized version for 68020/030/881/882
included.

Kamin

Various interpreters from the book "Programming Languages, An
Interpreter-Based Approach", by Samuel N. Kamin. This distribution
includes lisp, apl, scheme, sasl, clu, prolog, and smalltalk
interpreters, automatically translated from Pascal to C using p2c.
Includes C and Pascal source. Author: Samuel Kamin

Unpack disk A

Unpack disk B