CAM Index - Amigaguide Version

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DPLAY

32 Deluxe Music Construction Set classic pieces:

1812Overture, adagio, Bach, Berceuse, Berserk, BMinuets, BPrelude,
Etud.op10-12, Etud.op25-11, Etud.op25-12, Etude.op10-1, Etude.op10-5,
Etude.op25-1, Etude.op25-2, Etude.op25-9, fugue.jsb, Gloria5, HAllegro,
HGigue1, HoraStaccato, messiah12, moon.dmcs, op.post.Emaj,
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Unpack

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Xicon_v2.5

It's been more than three years since I originally wrote Xicon (July
1986), and until last year it was essentially the only program to
provide a means of running a CLI command script from an icon. With
Commodore's own IconX, it finally has some competition. The previous
version of Xicon -- 2.01 -- has a number of features that are missing
from IconX, but, equally well, IconX has a couple of very useful
options that I had always wanted in Xicon but never could figure out a
neat way to do. Spurred on by the example placed in front of me, I
finally got my act together and put the missing features in. Xicon 2.5
does everything IconX does, and still has all its old features
(including one or two -- like LOCDIR -- that are a bit redundant now).
Binary only, Author: Pete Goodeve

Unpack

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Unpack

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Unpack

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Unpack

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Unpack

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Unpack

CAM #332 Utilités de programmation

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Unpack

CAM #333 Jeux

Lotto

Lotto is designed to replace your user group's old shoebox full of
membership numbers and names and add some pizzaz to the process of
drawing for doorprizes at club meetings. Includes source. Author:
Mike Groshart

NameGame

A game based on a popular type of word skill puzzle contest generally
sponsored by newspapers. Binary only. Author: Mike Savin, Gladstone
Productions

Rubik

Translation to C of a Rubiks Cube solver program originally written in
Basic by John Murphy. Includes versions to do an "unwrapped" 2D
solution, and a more visual 3D solution. Version 0.0, includes source.
Author: Roger Uzun

SensoPro

You try to remember and mimic the sound/color sequence played by the
computer. Each time you get it right, another sound/color is added to
the sequence. Great practice in case you ever find yourself in a
"Close Encounters of the Third Kind" experience. Binary only. Author:
Peter Handel

FallThruV1.0

FallThru is a relatively simple game to play, but you must plan your
moves to get the lowest score. The game starts with eight numbered
horizontal bars in the center of the screen. Each bar has four holes,
randomly spaced. On the top of the bars are eight purple markers that
you make FALLTHRU the holes in the bars. You first specify which of
the bars you want moved, pressing return after making your selection.
You are then asked for a direction, left or right. Press the 'L' or
the 'R' key, then a RETURN. Lastly, you are prompted for how many
times you want that bar to move in the direction specified. You may
input a number from one to nine. If you feel that you would like to
change your mind, type a zero and the prompt will go back to asking for
which bar to move. After hitting a number from one to nine and a
RETURN, the bar will move. If a marker passes over a hole, it will
drop in. You must get all eight markers to drop past the eighth bar in
the least amount of moves. You will then get a chance to try to beat
your lowest score, or better yet, have a friend to try. Binary only,
author: Stafford White

Unpack

CAM #334 Utilités graphiques

DkbAnim

This program replaces the DumpToIFF post processor for the DKBTrace
program. The old version worked perfectly well, but it created a
different palette for each picture. If you are trying to make an
animation, however, most animation making programs don't support
different palettes on each frame. Include source, author: David Buck

fontmaker_v1.0

Fontconverter utility for Sculpt. Binary only, author: James Rice

ifsdemo_v1.3

IFSOUT graphically displays iterated function systems and allows the

user to interactively create the affine functions that define such
systems. An IFS can represent complex pictures very compactly. Simple
IFSs can describe an infinite number of different and interesting
fractal displays. Some of these pictures are remenisent of plants,
ferns, bushes, trees, snails, shells, sunsets and other natural
objects, plus a number of other interesting patterns. Included with
the program are a number of displays that the author and others have
discovered. These are in a directory named coors. The demo-version
does not have the ability to save functions, it also stores its
transforms in binary form. Binary only, author: Glen Fullmer

StripAnim_v1.1

This program will convert Photon Paint 2.0 ANIM files so that they can
be run with the Director. Currently the Director is unable to deal
with ANIMs that have imbedded CMAP chunks which allow for the palette
to change during the ANIM. Provided that the ANIM does not actually
require a changing colormap, this utility can be used to strip out the
otherwise unnecessary CMAP chunks containing the frame-by-frame
colormap information. Binary only, author: Unknown

The-Plot-Thickens

This program draws 3-D graphs either as wire frames or colored solids
with hidden lines eliminated. It requires a minimum of 512K of memory.
This is a shareware program by George Trepal.

Unpack

CAM #335 Utilités diverses

AlarmingClock

A simple alarm clock program with a very alarming "ring", particularly
if you hook it up to your stereo and turn up the volume. Includes
source. Author: Brian Neal

expansion

'expansion'prints a single screen of date for each item that was
autoconfigured. Note we are concerned primarily with Board Size, Board
Address, er_Manufacturer, er_InitDiagVec, and er_Product. For most
autoboot devices, the Board Size is 64K bytes and is located in the
0EXXXXH expansion area (at least with 1.2 & 1.3. Include c source,
author: Gregory B. Tibbs

fortune_v2.04c

Fortune will ramdomly display a 'fortune' selected from the fortunes
file (supplied). The 'fortunes' file is easily modified or added to by
the user, using any text editor. Fortune provides color and speech by
user option. Version 2.04c, includes source. Author: George Kerber

KEYBIZ

This little hack will make you think you have mice scurrying around in
the back of your computer. Includes source. Author: Mark Schretlen

LeftyMouse

Swaps the functions of the left and right mouse buttons so that Lefties
can use the mouse with their left hands. Includes source. Author:
Rob Eisenhuth

MouseCoords

A small assembly utility which shows you the current position of the
mouse pointer. Can be "jumped" to operate on any screen. Includes
source in assembly. Author: Jonathan Potter

NAdr_v1.0

Yes, another name and address program for the Amiga. I guess there are
some things you just can't have enough of, and name and address
programs must be one of those things. Binary only, author: Griff
Jackson

NewLook_v3.0

NewLook changes the design of Workbench gadgets. It streamlines the
look of the screen. Double-click the program icon and the change is
automatically made. This version of NewLook contains seven different
styles. Binary only, author: David N. Junod

OHelp_v2.0

The OHelp program is designed to be able to retrieve information on the
CLI commands, and pretty much anything else the user wants to keep a
file of help data covering. Include c source, author: John Wiederhirn

PathAssign_v1.1

This is a program which increases the flexibility of the AmigaDOS
system. The basic idea is to replace the old standard assignments with
new which can read from a several different (i.e. a path) of
directories. This operation is totaly transparent to the user and to
normal programs. Binary only, author: Anders Lindgren

PopUpMenu_v2.42

A small program that makes it possible for you to use pop-up-menus with
any program that uses standard intuition menus. Version 2.42, includes
source. Author: Martin Adrian

Print-Handler_v1.1

A custom PRT: driver which offers easy single sheet support as well as
limited data spooling. Version 1.1, includes source. Author: Olaf
Barthel

QView_v1.1b

A very small file view program (only 3K) written in assembly language, but with most of the features of its larger cousins. Version 1.1, shareware, binary only. Author: Lyman Epp

ReplaceGadgets_v1.21

ReplaceGadgets changes the system gadgets of your Amiga. Every window or screen in the system will be updated, and the programs called subsequently will use the new shapes. Beware of the fact that SIMPLE_REFRESH windows will get updated with a move, SMART_REFRESH windows with a size, and SUPER_BITMAP windows (or SMART_REFRESH windows without sizing features) will never get updated. Include c source, author: Sebastiano Vigna

StarBlanker_v1.0

A screen blanker that replaces your display with a randomly chosen animated starfield. Version 1.00, includes source in Modula-2. Author: Chris Bailey

Switcher_v1.0

Switcher's job is to provide you with a list of the current screens existing on the system and then allow you to select which screen you want to switch to. Binary only, author: Khalid Aldoseri

talkey

The talking keyboard program (TalKey) will speak any keys and or words that the user types while operating in a CLI window. Binary only, author: Unknown

wc

WC calculate the WindChill factor of temperature. Binary only, author: Charles Conlow

Unpack

CAM #336 Utilités diverses

Ash

A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.0, binary only. Author: Steve Koren

Back_&_UnBack

Back and UnBack are a pair of raw utility programs that I wrote to make

using Matt Dillon's BackUp/Restore program safer and faster to use.
These programs essentially replace the AmigaDos Copy command when
saving (and restoring) the large backup files to floppy disk. Include
c source, author: Stephen Vermeulen

BreakUp

This little utility is for the express purpose of taking a large TEXT
file and breaking it up into smaller, more manageable files. There are
a couple of limitations. One is memory (of course). The other is that
the newly created files are output to the -current directory-. I
usually use this by placing 'bu' in my C: directory, the file that
need to be broken up goes on a disk in DF1: and then I CD to RAM: to
do the actual process. Include c source, author: Brian Jackson

Devstat

Assembly code example of locating and listing information about all
mounted devices. Includes source. Author: Fabrice Lienhardt

ELAPSED

This program allows one to easily compute the elapsed time needed to
execute any command or series of commands. Binary only, author: Ned
Kelly

GMC_v4.0

A console handler with command line editing and function key support.
GMC provides extended command line editing, function key assignment in
four levels, extended command line history, online help for functions
in the handler, and an iconify function. Version 4.0, binary only.
Author: Gotz Muller

KillReq_v1.0

A small program which disables Intuition's AutoRequest function. In
particular, this prevents AmigaDOS from putting up system requesters,
which is useful if you are operating your Amiga remotely and can't use
the mouse to click CANCEL. Unlike similar utilities which affect only
a single CLI, KillReq disables ALL requesters. This is version 1.0 and
includes C source. Author: Eddy Carroll

mackie_v1.4

A versatile cli/macro-key initiator based on POPCLI with a unique
method of "screen-blanking". I won't say more, just try it! This is
version 1.4, an update to version 1.3. Includes fixes to work with
latest WShell and the new 'never' keyword. Includes source. Author:
Tomas Rokicki

SF_v2.0

SF searches for files or directories into any AmigaDOS legal device.
The searching is done starting from the device's root directory and
going down into its subdirectories. The searching process also look
for items into archive files generated by various compressing tools.

Archive files ending with a .ARC, .LHZ, .ZIP and .ZOO extension are
currently supported. To use this program, you need ARP.library 1.3
(rev. 39.1) or higher in your LIBS: directory. Binary only, author:
Andrea Suatoni

splitter

Split is a utility to allow large files to be split up into a group of
smaller files. The main use for Split is in the area of
telecommunications. The names of the output files are the same as the
input file except for a period and a letter appended to the end of the
input file name. The SIZE of the output files is 10000-100000 bytes.
To re-assemble the files, use the AmigaDOS function, Join. (Note:
Split writes to the current directory, but it can read from a different
disk and/or directory.) Binary only, author: Ray D. Ward

Unpack

CAM #337 Utilités diverses

Fenster_v2.0

A program which can operate on windows owned by another program, to
close them, change their size, refresh gadgets, move the window to the
background, etc. This is version 2.0, an update to version 1.0.
Includes source. Author: Roger Fischlin

FileMaster_v1.11

A file editor like NewZap or FedUp, which allows you to manipulate
bytes of a file. You may also change the file size or execute a patch.
Version 1.11, includes source. Author: Roger Fischlin

Helper_v.07

Helper is a small utility to ease the transition to using the CLI, or
even to speed up certain functions if you're a CLI pro. Helper allows
you to define up te 12 help keys which are available to your CLI
window. Along with the ability to set up any command to execute at the
touch of a button, you may also specify that a file requester (ala ARP
(AmigaDOS Replacement Project) to select any file parameters required
by a command. Include source in Modula, author: Mike Cargal

lire_v2.1

This is the second version of my minimal text reader, that reads text
files and nothing more. It is a few bytes shorter. Some bugs have
been fixed. It lost a few peculiarities (no copper listnow) but it
gained a few additional features. (i) the cursor indicates the
location in the text and allows you to directly jump anywhere you want
to go, instead of flipping pages. (ii) more color features. The text
is displayed in a 4-color window opened in a custom screen. The
background is in color 1 and the text is normally printed in color 2,
except for the lines beginning with codes 3] or 4], which are printed
in color 3 or 4 respectively. Can be useful for highlighting titles,

as shown above; this is commonly used throughout JUMPDISK. Binary
only, author: Charles VASSALLO

makefastmem_v1.0

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

NoIconPos

This program clears the position info of any of your icons to allow
WorkBench to pick a reasonable place for the icon again. Useful for
disk and drawer icons where Snapshot rewrites the icon and the window
information. Written in Modula-2, another demo for M2Amiga, showing
the simplicity of programming with this Modula-2 compiler. Author:
Markus. Schaub

Patch2090_v1.0

Patch2090 will fix the problems that the CBM 2090 and 2090A controllers
have when heavy DMA activity is present, i.e. when the display is
hi-res, and 4-bit planes (16 colors) while reading from Fast Filing
System (FFS) paritions. This problem is very evident with SCSI drives.
Binary only, author: Khalid Aldoseri

same_v1.0

This is a little utility I whipped together for my own use, but I
figured that maybe other people would have a use for it as well, so
here it is. What it does is take two sorted input files and return
those lines that are identical in both files, not counting case (i.e.
both strings are converted to upper case before comparison). Include c
source, author: Daniel Zenchelsky

silence

The program SILENCE will run as its own task and prevent the floppy
drives from clicking if there are no disks present. This is done by
halting the trackdisk.device task associated with the drive when the
DOS file system has detected a lack of a disk. Disks are detected by
examining the disk change status. This status is altered only when the
heads are stepped. Since stepping clicks the heads, there must be a
quieter way. Fortunately, it is possible, on most floppy drives, to
step towards smaller track numbers when at track 0. This will change
the latch but will not physically move the heads since the disk knows
not to step out of bounds. In theory, this works. Binary only,
author: Edward Lappin

SlowDown

This program was written to slow down the Amiga. The original purpose
of this program was to permit mentally handicapped users to play games

that multi-task properly. Include source in Modula, author: Robert
Salesas

SuperMenu_v1.51

An information display system you can use to quickly and easily display
text files (and sections of text files) with the press of a button.
Version 1.51, shareware, binary only. Author: Paul Thomas Miller

WBScript

WBscript lets you place scripts into project icons. When you
double-click the icon, the script is executed from a console device
(CLI) of your choice which has a current directory of the icon's
location, or a directory named in the project icon. In this way, when
you write your scripts, you do not even have to supply path names to
files and the script will still always find them. Binary only, author:
Howard Harrison

Xoper_v2.2

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

Unpack

CAM #338 Musique

14 self-playing music pieces:

Commando, CrystalHammer, Deadlock, Echoing, Fusiad, Music-001,
Music-003, Music-006, Music-007, Music-012, Samba, spacetravelling,
UnitA, wow. Warning some pieces are 2.0 incompatible.

Unpack

CAM #339 Utilités de programmation

3d_Library_src_v1.0

This library represents an attempt to provide the Amiga community with
a high speed, easy to use 3d display library for C programmers. The
library uses the transformation matrix method, which is the fastest
method I know to do 3d transformations while still providing relatively
intuitive rotations. Integer arithmetic is used for speed.
Additionally, the data is stored in a format that will make it easy to
optimize the code in assembly language. I wrote the code for Aztec C,

but I haven't converted anything to assembly language yet, so the
current version should work with Lattice as well. I haven't tested it,
but I don't believe I did anything that is compiler dependent. The
library provides what I consider relatively high speed 3d displays. It
can rotate and draw roughly 500 lines/second. Once I've converted the
rotation code to optimized assembly, I expect the time required for the
calculation portion of the display to be reduced by at least a factor
of 4. With the Amiga's graphics coprocessor, filled polygons can be
drawn almost (perhaps 70-80%) as fast as the lines. Since a number of
the parameters used in the library are application specific, the
'library' is actually a C source file that you include in your program.
This is done primarily for speed. If some of the parameters were
variables rather than #defines, the library would run significantly
slower. The code is relatively small, and it seems unlikely that more
than one 3d application would be active at one time, so C source seems
to me to be a reasonable way to go. If anyone has a better idea for
future versions, I'd love to hear it. Author: Steven Ludtke

DispMod_v0.11

One of the series of ROBBS (Rexx Object Building Block System) modules
by Larry Phillips. DispMod is a display module that only understands
ARexx messages. It allows, under program control, the display of text
and the acceptance of keyboard data. Version 0.11, includes source.
Author: Larry Phillips

FReq

A general purpose file requester, which was designed to be easy to use
and fast, with a built-in ARexx port allowing you to use it from ARexx
scripts or applications with ARexx ports. Version 1.0, binary only.
Author: Jeffrey D. Wahaus

KLib_v1.0

'kd_freq.library' is a standard Amiga library that has three functions:
FReq(), Path() and PatMatch(). FReq() calls my file requester (FR) so
that any program can use it. The FR is totally reentrant, and you can
have multiple programs calling it simultaenously. Path() simply
returns the full path to a file or directory. PatMatch() implements
AmigaDOS style wildcard pattern matching. Binary only, author: Khalid
Aldoseri

M2Lib

Modula-2 object code to Exec loadable library procedure. Include
Modula source, Author: Tim Coffey

requester.library_v1.5

The dissidents file requester library. This is version 1.5, Binary
only. Author: Jeff Glatt, Dissidents Software

screenshare.library_v1.21

A library and support programs that enable applications to open up
windows on other applications' custom screens. For example, your

editor may want to open a window on your terminal emulator's screen so
you can compose a message while still being able to see the contents of
the terminal's screen. Both applications must cooperate for the screen
sharing to work. Version 1.21, includes source for interface portions.
Author: Willy Langeveld

SerMod

Tthe first module implemented as part of ROBBS (Rexx Object Building
Block System); SerMod, the serial module. Full source code will not be
presented, but will be available on a Transactor disk. We will look at
some of the code that illustrates the principles of the ARexx interface
to this module, and show complete syntax for the commands it will
recognize. Author: Larry Phillips

xspecs.library_v0

Included here is an Amiga disk library of XSpecs functions, named
xspecs.library (what else). Any programmer using a language which is
able to access Amiga libraries now has availalble 24 different XSpecs
functions which allow easy initialization of an XSpecs three
dimensional view and easy drawing and sprite movement within this view.
XSpecs library does all the hard work of vertical blank programming and
of three dimensional projection into left eye and right eye views which
are then switched in synchronization with the XSpecs lenses.
XSpecs.library is freely distributable in the public domain. Included
here is version 0. If there is enough interest, future versions will
be developed to add additional functions and fix any bugs (what bugs).
Binary only, author: Richard Horne

ZeroMung

Some programs currently available make use of the following condition
in most Amiga computers: *0 == 0L This dependence should be
interpreted as a BUG. If a program, or a piece of hardware happens to
put a non-zero value into location zero, odd things may begin to occur
inside programs depending on this anomoly. Noticed symptoms include:
- drastic slowing of program execution - improper execution of minor
areas of a program - major inabilities to function properly. Binary
only, author: John D. Gerlach, Jr.

Unpack

CAM #340 Utilités de télécommunication

APB_v1.1

APB is a modem dialer and phone book. The program will work with any
modem as a modem configuration editing and re-initializing screen is
provided. The phone book is a handy way to store large amounts of
numbers and dial them individually or in succession. The phone book
also allows for manual entry of phone numbers to dial, it iconifies yet
allows you to control the modem while in shrunk mode as well as
monitoring the modem for any incoming signals (like a ring) when you
are not dialing a number. The Concert Dial feature re-dials a busy

number as fast as your modem allows, continuing to re-dial until a busy
signal is no longer recieved. APB also has a limited format print-out
capability to give you a paper printout of your phone book. Binary
only, author: Jeff Hoag

ftek

This is the the source and executable for FTEK. FTEK is very similar
to FTERM but it also has TEK4014 emulation in it. Of course FTEK is
mainly hacked on original code from FTERM and the tek module from "tek"
which is a VT100 hack to include 4014 stuff (by my professor no less!).

JModem_v1.0

JMODEM File Transfer Protocol, Amiga Version 1.0 Based on original
implementation version 1.20 by Richard B. Johnson for IBM PC
compatibles. Amiga port made by Kenneth Osterberg, released into
public domain June 10, 1989. Include c source.

lharc_v1.10

Lharc is an archive program such as Arc and Zoo. It can store several
files in one archive in a compressed form which is generally more
effcient than that used by Arc and Zoo. It also supplies all of the
archive handling capabilities that an archive program should have. In
particular it is able to store an entire directory tree with one single
command. This enables you, for example, to store an entire floppy-disk
with a single command creating an archive which is usually shorter than
those prodeced by Warp or even LhWarp (see the -r switch). Another
important feature of Lharc is its ability to preserve the file
attributes (see the -a switch) Its only weakness is compression speed:
Zoo 2.0, for example, is faster, but if compression efficency is more
important for you than compression time you'll surely appreciate this
progam. (anyway decompression is much faster than compression).
Binary only, author: Paolo Zibetti

Lhwarp_v1.21

A program which will read tracks directly from your floppy disk,
compress them using adaptive huffman encoding, and output them to a
file. The resulting file can be used by lhwarp to reconstruct an image
of the original disk. This is version 1.21, an update to version 1.20.
Binary only. Author: Jonathan Forbes

Lightning_Dial!

Lightning Dial! is a program that I wrote to help a friend win one of
those radio call-in contests. The purpose of the program is to quickly
dial a phone number and wait just long enough for you to hear if the
phone is busy or if it rings. In the case that it is busy, the program
will hang up and re-dial. If the phone rings, it is your
responsibility to first pick up the reciever of the phone (you do have
one don't you?) and then click on the HOLD gadget to stop the program
from re-dialing. You can then talk to the person (the D.J.) on the
other end and hopefully win the contest. Include c source, author:
David R. Stromberger.

LZ_Sources

This article by H.Okumura explains various algorithms of Data
Compression. The article, originally uploaded in his workshop, is
posted here with his permission. Also includes three C programs
illustrating lzari, lzss and lzhuf methods uploaded with permission of
their authors. These are the compression schemes currently being
investigated by Japanese hobbiest programmers. -Kenjirou Okubo. There
are five files in this package: readme package summary compress.txt
the compression paper by Haruhiko Okumura lzari.c C source for lzari
compression, by Haruhiko Okumura lzhuf.c C source for lzhuf
compression, by Haruyasu Yoshizaki, comments translated into English by
Haruhiko Okumura lzss.c C source for lzss compression by Haruhiko
Okumura

pkazip_v1.01

PKAZip is the PKWare ZIP tool for the Amiga. PKWare's MS-DOS product
line includes:

PKZIP   - The FAST data compressor!
PKUNZIP   - The FAST data decompressor!
PKZFIND   - A tool to locate files in directories or ZIP files!
STUPENDOS - A directory utility which provides access to MS-DOS files as well
            as ZIP files!

PKAZip is all of these tools and more! It provides the Amiga user with
a fully-Intuitionized tool written specifically for the Amiga. PKAZip
provides COMPLETE support for the Amiga's file system while retaining
compatibility with PKWare's PKZIP and PKUNZIP tools. PKAZip provides
functions to create, examine, extract, test, modify, display and print
files which are in the ZIP compressed format. PKAZip provides
additional functions which support ZIP creation and extraction. It
provides full support for recursive copy and delete to allow you to
copy or delete any or all files in one or more directories and
subdirectories. PKAZip will create directories as needed to support
the copy operation and ZIP file creation. Binary only, author: Dennis
Hoffman

undo_v1.0

undo is a simple shell for arc, zoo, and lharc. If you use undo you
will not have to remember which archive format the file was in.
Include c source, author: Jamie C. Mueller

XprKermit_v1.5

An Amiga shared library which provides Kermit file transfer capability
to any XPR-compatible communications program. Supports version 2.0 of
the XPR Protocol specification. Version 1.5, includes source. Author:
Marco Papa, Stephen Walton

xprquickb_alpha

The XprQuickB shared library supports an external file transfer
protocol (XPR) for Amiga programs such as VLT and A-Talk III. It
supports the Quick B protocol developed and used by CompuServe

Incorporated as an enhancement of their B protocol. Generally, Quick B
protocol file transfers are significantly faster than transfers with
older protocols. Includes source. Author: The Software Distillery

Unpack

CAM #341a&b Amiga UUCP

uucp_v1.03d

An implementation of uucp for the Amiga, including mail and news. This
is Matt's version for the Amiga, based on William Loftus's Amiga UUCP
0.40 release with news code from his 0.60 release, and months of work
by Matt to make fixes and add enhancements. This is version 1.03D, an
update to version 1.00. Includes source. Author: Various, major
enhancements by Matt Dillon

Unpack disk A

Unpack disk B

CAM #342a&b Utilités programmation

CC_v2.0

Here it is: a Unix "cc"-like driver for Lattice C 5.X! I wrote this
program because I got fed up with Lattice's "lc" driver program,
especially when trying to convert makefiles (for MicroEMACS) to use lc
instead of the universal "cc" type driver. NOTE: "tmskludge" is GONE!
The program now requires Arp.library to run, but you should all have
Arp anyway. It should be available almost anywhere. Besides the
removal of tmskludge, new improvements include easier configurability
(?), slightly more Unix-like syntax, base-relative code support, and
more! The cc program is now "pure" so that it may be made resident.
Binary only, author: Tyger Mohrtech Software

cpp

This is a copy of the Decus cpp, ported to the Amiga. This cpp is more
powerful and complete than either of the built in cpp's in Manx or
Lattice C. Includes source. Author: Martin Minow, Olaf Seibert

cshell_v4.0

Shell provides a convient AmigaDos alternative command interface. All
its commands are internal and thus does not rely on the c: commands
for any functionality. Major features include:

 -command line editing
 -shell & Amigados search path support
 -simple history
 -redirection of any command
 -piping

```
-aliases
-variables & variable handling (embedded variables)
-file name expansion via conventional wild carding ('?', '*' and
 more)
-conditionals (if/else ect..)
-source files  (w/ gotos and labels)
-many built in commands to speed things up
```

Include c source, authors: Carlo Borreo & Cesare Dieni

GnuGrep_v1.5

The grep program from the GNU project. Replaces grep fgrep, egrep, and
bmgrep. Currently does not expand Amiga style wildcards, so if you
wish to scan multiple files you will need to use it with a shell that
does this for you. This is version 1.5, an update to version 1.3.
Includes source. Author: Many (see README file)

IChing

Ancient Chinese fortune telling program. Yin yang of one's destiny on
any subject. The ancient technique uses yarrow sticks. Americanized
version uses coins. This version uses a random number generator of my
own design. It kind of defeats the use of this program if you use it
every day but it's up to you. Think about a problem or situation you
want to determine the out-come to and use this program to see the
pre-destiny for that problem. Include c source, author: Christopher
Paul Scott.

make

Public domain make from mod.sources, Volume 7, number 91. It has been
cleaned up, Manx'ified, and some new features added, by Steve Walton.
Includes source. Author: "caret@fairlight.OZ

Patch_v1.0

Two independent ports of the very useful Unix utility "patch", which
applies context diffs to text files to automatically update them.
Includes source. Author: Larry Wall

RM

You wanted to delete a couple of files, and one tiny extra space crept
in. The result -- "delete t: #?", was devastating. A week's work is
gone. That's where rm comes in. Instead of immediately deleting the
files, they will be moved to some trash directory. When you are sure
everything is OK (after some minutes when everything has settled), you
can empty it (at my place this automatically happens once a day --
files older than 24 hours are then erased). Include assembler sources,
author: Martin J. Laubach

Yacc_v1.0a

This is a port of Berkeley Yacc for the Amiga. This Yacc has been made
as compatible as possible with the AT&T Yacc, and is completely public

domain. Note that it is NOT the so-called Decus Yacc, which is/was
simply a repackaging of the proprietary AT&T Yacc. Amiga version 1.0a,
includes source. Author: Bob Corbett, Amiga port by Eric Green

Unpack disk A

Unpack disk B

CAM #343a&b Éducation

DistantSun_demo_v3.0

This Distant Suns Demo can be run as an automated demo if you run Xit
ds_play or as an interactive demo by double clicking ds_demo. This
should be installed on a stripped down workbench or on a hard disk.
Requires 1mb to operate. This is a fully functional copy of Distant
Suns locked into the year 1988. Author: Virtual Reality Laboratories,
Inc.

Elements_v1.2

Very nice interactive display of the the Periodic Table of Elements.
Can display a large amount of pertinent data about a selected element
along with a good deal of general and miscellaneous info. Author:
Paul Thomas Miller

FishTank

"FishTank" is a program that simulates an aquarium.It was written
entirely in object-oriented JForth (version 2.0). The intent of the
program is to provide a visually pleasing and relatively accurate
simulation of tropical fish in a home aquarium. While the behavior of
tropical fish is very much more complex than the behavior displayed by
my simulated fish, their survival characteristics are at least similar.
"FishTank" could be used as a humane way of testing out various
combinations of fish and water conditions by those planning (or just
daydreaming about) a real aquarium. This program makes extensive use
of the Amiga's animation system. The screen is a double-buffered
HAM-mode screen, and the fish are all "AnimObs". Although I probably
do not use the AnimObs to their fullest advantage, they do work in a
reliable and consistent manner. Binary only, author: Harriet Lurie

OrbitX

OrbitX is a program that lets you explore the behavior of orbiting
objects. It can be used simply to watch the delicate motion of the
objects, or to generate drawings which can be saved for use with other
Amiga programs. This document will explain some of the theory behind
what is going on when you run orbitX, as well as serve as a general
guide to using the program. Binary only, author: Harriet Lurie

States_v2.0

The USA states capitals educational game quiz graphics Cando stack.
The default game setup is ONE player, STUDY mode with MAP on. Change

the setup through the titlebar menu or use the listed keyboard
equivilents. While in STUDY mode, the player will see the correct
answer if he makes a mistake. In TEST mode, he does not. The map is a
visual scoreboard. Each player can see which states he has "conquered"
by entering the correct capital. Player One's states are red, Player
Two's are green. The game moves more quickly with the map off. This
game is part of an educational package under development by Artistic
Solutions. Shareware

Unpack disk A

Unpack disk B

CAM #344a&b Utilités graphiques

AmigaPlot_v2.0b

Amiga Plot is a three dimesional mathematical function plotter. It
takes a function, derived by the user, parses it into a partially
compiled form and then calculates coordinates to be placed in the xyz
system. AmigaPlot use hidden line removal based on a principle known
as the painters algorithm. Each time AmigaPlot goes to the screen it
places a filled polygon. Starting from the most distant part of the
plot it is constantly placing filled polygons in front of other
polygons there by covering the hidden portions of the plot. Many
aspects of the plot are user variable so that almost any combination of
rotations, perspectives, and parameters for any function can produce
infinite results. AmigaPlot is not intended for statistical analysis
and the precision of the plot or its scale are not guaranteed. The use
of color in the plot can produce very pleasing effects especially when
a feathered pallet is used. The idea of AmigaPlot is to provide an
artistic approach to the sometimes dry subjects of Analytical Geometry
and Trigonometry. Binary only, author: Joe Martin

LPE_v1.0

LaTeX Picture Editor is a graphical editor for producing "pictures" for
the LaTeX system, which may be imported by LaTeX. You can draw boxes,
dashed boxes, lines, vectors, circles, boxes with centered text, and
plain text. Binary only. Author: Joerg Geissler

LPtoPS_v22-DEC-89

lptops converts normal text files into PostScript for printing on the
Apple LaserWriter, or any other PostScript-compatible printing device.
It supports selection of a variety of fonts at arbitrary point sizes,
margin specification, portrait and landscape page orientation,
automatic page numbering, page outlining, and multi-column printing.
It can also handle overstruck text used by many document formatters for
underlining. Include c source, author: Allan Hetzel

plplot_v2.6

A library of C functions useful for scientific plotting on the Amiga.
The library is Lattice C compatible. Contour plotting, three

dimensional plotting, axis redefinition, log-log plotting and multiple
subpages are a few of Plplot's features. The plots can be displayed on
a monitor or sent to a graphics file for subsequent printing. This is
version 2.6, and update to version 1.00. This version includes a
greatly improved intuition interface, preferences support for hardcopy,
several new device drivers, and the capability of adding additional
device drivers easily. Includes source. Author: Tony Richardson

PLT_v1.3a

PLT: is a file-handler that emulates a plotter by accepting HP-GL
commands, creating a raster image, and then dumping it to any
Preferences supported graphics printer. The current resolution set
with preferences is used, allowing PLT: to make full use of a
printer's capability. PLT: accepts virtually all of the standard
HP-GL commands, including scaling and text. The commands that were not
implemented are those which are generally contained in an extended
graphics cartridge, such as: circles, arcs, filled regions, etc.
Version 1.3a includes new features and bug fix, binary only, authors:
Rich Champeaux & Jim Miller

Post_v.02

"Post" is a software based PostScript interpreter, presently running on
the Amiga. The source code (not include in this distribution) is
written in C, and should be fairly portable to other machines. It
supports the full Adobe language, with only minor variations. Author:
Adrian Aylward

Unpack disk A

Unpack disk B

CAM #345 Utilités diverses

CmdSweep_v1.0

CmdSweep executes a given command in every subdirectory under the
specified starting directory including the starting directory. It can
also be used to execute the command for every matching file encountered
in the directory tree. If the current directory is the desired
starting directory, then it may be specified by coding the argument as
"". Includes source. Author: Bill DuPree

DEdit_v2.01

DEdit is a Disk Editor that will edit sectors on any disk device that
uses 512 byte sectors I've used it with my Floppy drives, RAD:, and my
hard drive using the FastFileSystem. Binary only, author: Mike Ruble

Find_v3.9c

Searches a directory and its subdirectories for the pattern. Binary
only, author: Cedric BEUST

FixIcons_v1.2

A program to scan through all files in a given volume or directory,
looking for project icons and changing their default tools according to
instructions given in a script file. Version 1.2, includes source.
Author: Lars Clausen

IconJ_&_AtatJ_v1.0

IconJ significantly enhances the IconX program, and is 100% compatible.
It allows scripts to be executed by double-clicking the script's icon.
Abilities include joining the script with the icon file itself, or
calling it from any directory or disk, executing either AmigaDOS or
ARexx scripts, outputing to any file or device, running interactive
scripts and scripts that contain conditionals, and creating relative
console windows. Includes a utility called AtatJ which attaches or
detaches a script to/from an icon file. Version 1.0, includes source
in JForth. Author: Rich Franzen

QuickHelp_v1.2

A utility that helps you make and display your own help files for
commands. Disk space usage is minimized by using PowerPacker to crunch
the help files. Version 1.2, binary only. Author: Jorrit Tyberghein

snap_v1.4

A tool for clipping text or graphics from the screen, using the
clipboard device. Snap finds out character coordinates automatically,
handles different fonts, keymaps, accented characters, and more.
Version 1.4, an update to version 1.3. Includes source. Author:
Mikael Karlsson

trackutils

Two utilities that deal with disk tracks. TCopy copies one or more
tracks from one disk to another, and is useful for copying part of a
floppy disk into RAD: during bootup. TFile creates a dummy file which
"marks" a specified range of tracks, preventing AmigaDOS from using
them and allowing them to be used for raw trackdisk data. Includes C
source. Author: Eddy Carroll

zap_v2.04

Unpack

CAM #346 Utilités graphiques

BezSurf_v2.0

Generates bezier surfaces of revolution. Will produce some amazing
pictures of wineglasses, doorknobs, or other objects one could turn on
a lathe. Includes the capacity to map IFF image files onto any surface
that it can draw. This is version 2.0, an update to version 1.0.
Changes include support for data file formats that can be translated to

input files for various 3D modeling programs, an increase in the number
of grey shades available, and the capability of modifying the endpoints
of segments. Source included. Author: Eric Davies

HamSharp_v1.5

This Amiga program converts GIF files to IFF files (using HAM if
required). It takes a while to run (typically 3 minutes) but produces
HAM images with few colour errors. It is also useful for showing full
PAL pictures when used in conjunction with PAL-capable IFF viewers.
Include c source, author: Ken C.M. Lau

MandelMountains_v1.1

A program that renders three-dimensional images of blowups of the
Mandelbrot set. Includes several example images. Version 1.1,
shareware, binary only. Author: Mathias Ortmann

Mostra

A very versatile program to display IFF ILBM files. Features realtime
unpacking scroll, smart analysis of any IFF file, total control over
display modes, simple slideshow processing, pattern matching, and a
dozen other options. Only 14K. This is version 1.0, and adds SHAM,
double buffering, faster decompression, color cycling, TeXdocs, startup
files for easy customizing, and complete WorkBench support through
ToolTypes and Style icons. Binary only. Author: Sebastiano Vigna

Unpack

CAM #347a&b Images Ray Trace

8ball

This image uses a wide selection of Silver's features. Author: James
M. Shook

Ball

Turbo Silver picture of ball on a staircase. Author: James M. Shook

COLUMNS

A Ray-traced still called "COLUMNS©", Greek temple columns. Software:
TurboSilver_SV. Author: Stephen Menzies

Combat_inegal

Sculpt Ray trace picture of a combat of Q-tips vs Scorpion. Author:
R. Forcier

FACE

A mask modeled and rendered in Impulse's TurboSilver_SV (Solid model
mode with 3D wood texture). Author: Stephen Menzies

Hole.HAM

HOLE IN THE WALL was raytraced with Turbo Silver features a Medieval
land as seen through a gaping hole in a massive brick wall. This
picture has a great Fantasy Land look to it. Author: Richard Nichol

homage

Nuclear Mystical Portrait of Salvador Dali, appearing over the Calm of
Port Ligot, among his Elements". Software: Turbo Silver. Author:
Louis Markoya

Le_repos

Sculpt Ray trace picture of stylized bug on a stylized flower. Author:
R. Forcier

LITERAIN

Literain on a pond, in a close-up view with some rock. Software:
TurboSilver_SV (in solid model mode:28min w/ GVP 030/882). Author:
Stephen Menzies

MerciGDominguez

Sculpt Ray trace picture of stylized crab looking on a mirror ball.
Author: R. Forcier

Monument

Another surrealistic Dali oriented picture. Software: Turbo Silver.
Author: Louis Markoya

Protection

Sculpt Ray trace picture of stylized crab and stilized scorpion on a
checkerboard. Author: R. Forcier

Qualite

Sculpt Ray trace picture of a glass sphere ceramic object on a
checkerboard. Author: R. Forcier

RTLou

Louis Markoya psychedelic autoportrait. Software: Turbo Silver.
Author: Louis Markoya

silver.escher

This IFF painting is from an Animation sequence-in-progress and
represent an excellent example of Turbo Silver's powerful reflection
and refraction options. The single object is surrounded by six
"mirrors" and reflected to infinity. Each painting takes approx three
hours to create on an A2000 with GVP 030 card at 30 Mhz. Escher.BLDG
object from Antic's Architectural Design object disk. Converted to

TurboSilver object via InterChange by Syndesis. Author: John Rauh

Splash

The image was inspired by a well-known high-speed photograph of a
splash of milk taken by the pioneering scientific photographer Harold
Edgerton. The original photograph was taken in a small fraction of a
second...the ray-trace took a bit longer. Software: Turbo Silver.
Author: James M. Shook

Study

Study with flies and rhinoceros horns for "Hommage a Dali". Software:
Turbo Silver. Author: Louis Markoya

TurboFan

The separate 3D elements in this scene were created in Sculpt 3D and
converted to Silver format with InterChange from Syndesis. Several IFF
texture maps were used to create the textures on the objects in the
scene. In addition, Silver's built-in 'disturbed' texture was used for
the tubular object. The parameters for the texture were arrived at
through trial and error. I also adjusted the object's filter settings
to make it semi-transparent. The objects have a high specular value
with a low hardness setting. This produces soft, diffused highlights.
Two light sources with ambient light were used. The main light source
was slightly yellow and the second light source (creating the
highlights in the lower left) was given a bluish cast. Author: James
M. Shook

Unpack disk A

Unpack disk B

CAM #348 Jeux divers

BBChampion_v3.21

This is BootBlockChampionIII, a very nicely done program that allows
you to load, save, and analyze any bootblock. This is version 3.21, an
update to version 3.1. New features include checks for five different
LAMER viruses and some other enhancements. Binary only. Author:
Roger Fischlin

chatterbox_v1.0

Have the Amiga play IFF audio sample files when events occur.
Chatterbox allows one to load and play sounds on the occurence of
several detectable events, such as disk insertion and deletion, calling
the DisplayBeep function, a time interval elapsing, preferences
chaging, activation and deactivation of Chatterbox's window, and
eventually, other events as well. In order that it not eat up your
precious "chip" RAM, chatterbox uses your "fast" RAM (if you have any)
to cache the loaded sounds, only copying them to chip RAM when it's to
play them. There are a maximum of 32 sounds that may be defined for

each type of event that Chatterbox can play sounds for, although hard
disk users may have many more sounds triggered by timer events (more on
this later). Include c source, author:Karl Lehenbauer

ob

Obsess-O-Matic is a real-time puzzle game like Tetrix where the object
is to fit the falling pieces together to form complete horizontal rows.
Features such as burning, exploding, and invisible pieces enhance game
play. Other features such as a puzzle piece editor are included in the
version available directly from the author. This is version 1.0,
shareware, binary only. Author: Wayne Phillips

Rocket

Another program in the long tradition of screen hacks. This one zeroes
in on your mouse pointer. Binary only. Author: Lars Clausen

RollOn_v1.1

A "Soko-Ban" like shareware game, submitted by the author. Includes
both English and German versions, a level editor, and digitized sounds.
This is version 1.1, binary only. Author: Tobias Eckert

SnowFall

Another program in the long tradition of screen hacks for the amiga.
Watch the snow fall, get blown around by the wind, and collect in
realistic heaps. Includes source. Author: Lars Clausen

Unpack

CAM #349 Jeux

CapitalGain_v1.0

A simple game of but it low and sell it high based on the stock market.
You have one year to make your fortune and you can buy and sell as many
times as you want. The game ends 1. At the end of the year. 2. When
some one makes a billion dollars. There is also a save game option
that lets you pick up where you left off. Authors: JERRY ADDLESTON
AND P.K. WHEELER

ChinaChallenge

A game similar to Shanghai or Mahjong. The goal is to remove all parts
of the pile, the so called Dragon, step by step. This dragon is
composed of 120 different game pieces. You can always find four pieces
displaying the same picture or chin ese symbols. Binary only. Author:
Dirk Hoffmann

Conquest_v.93

A war game similiar in concept to the board game Risk. You are the
lord of an entire world, destined to rule the galaxy. Some worlds are

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

Dicey!

Yet another Yathzee Game. Authors: Bill Mullen & Mike Monastero

RevComp_v2.0

Plays the classical reversi game on an 8 x 8 square field. Version2.0,
an update to version 1.2. Includes source in assembly language.
Author: Marc Fischlin

TriviaTest

Trivia Game. The object is to get as many points as possible in 5
questions. Before each question, you are given the category and then
you must choose to bet 1/4, 1/2 or all of your points. Authors: Bill
Mullen & Mike Monastero

Unpack