

Compendium Deluxe #1 Assembly Language Menu

COLLABORATORS

	<i>TITLE :</i> Compendium Deluxe #1 Assembly Language Menu		
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REVISION HISTORY

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Chapter 1

Compendium Deluxe #1 Assembly Language Menu

1.1 Assembly Language

Filename	Comands	Size	Description
199bobs.lha	VX	4K	Hardware Programming: Assembler source for 199 bobs in 1 frame.
24bitcop_aga.lha	VX	2K	Hardware Programming: Assembler source for a 24bit copperlist on AGA.
3dBobField.lha	VX	5K	Hardware Programming: Assembler source for a 3D bobfield.
3Dstars.lha	VX	3K	Hardware Programming: Assembler source for a 3D starfield.
3dstars2.lha	VX	7K	Hardware Programming: Assembler source for 3D starfield.
3d_starfield.lha	VX	2K	Herdware Programming: How to do a 3D starfield, assembler source.
4bpZoom.lha	VX	4K	Hardware Programming: Assembler source for a 4-bitplane zoomer.
60hz.lha	VX	2K	System Programming: Assembler source for a 60hz emulator (ECS).
60hzEmu.lha	VX	8K	System Programming: Assembler source for 60hz software toggle.
64BitAdd.lha	VX	3K	Hardware Programming: Assembler source for 64 bit addition and 32 bit multiplication.
68000.lha	VX	37K	Programmers text file: The 68000 instruction set.
68020.lha	VX	27K	Programmers text file: The 68020 instruction set.
68kmacros.lha	VX	9K	System Programming: Assembler source for 68881 Assembler macros (Math co-pro).
8plane_aga.lha	VX	3K	Hardware Programming: Assembler source for an 8 bitplane display on AGA.
8way104.lha	VX	15K	Games Programming: Assembler source for an 8-way scrolling map.
aed_who.lha	VX	3K	Misc Programming: Assembler source for an Ami-Express door.
agacolcy.lha	VX	2K	Hardware Programming: Assembler source for AGA colour cycling.
agaStartup.lha	VX	3K	Hardware Programming: Assembler source for AGA startup (takeover routine).
Alert.lha	VX	1K	System Programming: How to make Red and

		Orange system alerts, assembler source.
amassm.lha	VX	31K Programmers Text File: 68000 Amiga Machine Language Course.
angInt.S.lha	VX	14K Hardware Programming: Assembler source for Angels crack intro (Seka).
angInt2.s.lha	VX	21K Hardware Programming: Assembler source for Angels crack intro (Seka).
angInt3.s.lha	VX	21K Hardware Programming: Assembler source for Angels crack intro (Seka).
angInt4.s.lha	VX	13K Hardware Programming: Assembler source for Angels crack intro (Seka).
angint5.s.lha	VX	17K Hardware Programming: Assembler source for Angels crack intro (Seka).
angInt6.s.lha	VX	14K Hardware Programming: Assembler source for Angels crack intro (Seka).
angInt7.s.lha	VX	27K Hardware Programming: Assembler source for Angels crack intro (Seka).
angInt8.s.lha	VX	26K Hardware Programming: Assembler source for Angels crack intro (Seka).
angInt9.s.lha	VX	15K Hardware Programming: Assembler source for Angels crack intro (Seka).
angTrain.lha	VX	16K Hardware Programming: Assembler source for Angels trainermenu (Seka).
asmpak4.lha	VX	46K Hardware programming: Assembler source for Zoomballs and lightsourced vectors.
asprites.lha	VX	9K Hardware Programming: Assembler source for using sprites on AGA machines.
AutoScreen.lha	VX	3K System Programming: Assembler source for autoscreen refreshing (KS2).
Awesome.lha	VX	11K Hardware Programming: Assembler source for a not very Awesome demo by Ram Jam with comments.
axDoor.lha	VX	2K System programming: Assembler source for Another Ami-Express door.
b-block1.lha	VX	12K System programming: Assembler source for some bootblock loaders.
BallMap.lha	VX	87K Hardware Programming: Assembler source for Mapping a bitmap onto a sphere.
bbchoose.lha	VX	4K System programming: Assembler source for bootchooser.
bbintro.lha	VX	59K System programming: Assembler source for some bootblock scrollers and bootblock plasma routines.
BBSroll.lha	VX	2K Hardware Programming: Assembler source for a bootblock scroller.
BigBrother.lha	VX	11K System Programming: Assembler source for a memory monitor (virus checker) called "Big Brother".
BigScroll.lha	VX	3K Hardware programming: Assembler source for a 256 pixel high scroller.
BlockScroll.lha	VX	32K Hardware programming: Assembler source for a large area scroller by Perplex/PMC.
BlueSine.lha	VX	4K Hardware programming: Assembler source for a pixel sine scroller.
BobScroll.lha	VX	5K Hardware programming: Assembler source for a bob scroller.
BootCashe.lha	VX	3K System Programming: Assembler source for

			bootblock processor cashe off by Nico Francois.
BootMenu2.lha	VX	7K	System Programming: Assembler source for a bootblock menu.
bouncingBalls.s.lha	VX	7K	Hardware programming: Assembler source for Bouncy Bob Balls intro.
Cache.lha	VX	2K	System Programming: Assembler source on how to flush and shut off the cache.
cachOffs.lha	VX	0K	System programming: Assembler source to turn the cache off.
Calvinintro.lha	VX	22K	Hardware Programming: Assembler Source to a New Age intro.
CheckPrinter.lha	VX	1K	System Programming: Assembler source to check if the printer is online.
ChessFunk.lha	VX	4K	Hardware programming: Assembler source for Chessfunk, as used in Jesus on E's.
ChipSet.lha	VX	0K	Hardware programming: Assembler source for detecting which Chipset is present (ECS, PAL/NTSC, etc.).
chnky2pl.lha	VX	14K	Hardware programming: Assembler source for Chunky to planar conversion.
chopper.lha	VX	14K	Hardware programming: Assembler source for a copper demo.
CIAPlayer.lha	VX	6K	Misc Programming: CIA protracker player, 680x0 compatable, assembler source.
circle.lha	VX	1K	Hardware programming: Assembler source for drawing a circle.
Clip.lha	VX	4K	Hardware programming: Assembler source on how to clip lines in 2D.
cliscroll.lha	VX	2K	Hardware programming: Assembler source for a scroller on the CLI.
ColdCap.lha	VX	0K	System programming: How to do a Coldcapture, assembler source.
compsrc.lha	VX	65K	Hardware programming: Assembler source for an intro by the Company.
ConsoleDevice.lha	VX	11K	System Programming: Assembler source to decode rawkey messages from a window into normal keys using console.
consume.lha	VX	6K	System Programming: Assembler source on how to install an input handler that consumes all key and mouse movement.
CopperFun.lha	VX	7K	System Programming: Assembler source of some Multi-Tasking demos which show some Copper effects.
CopperRipple.lha	VX	2K	Hardware programming: Assembler source for a vertical copper ripple.
coppers.lha	VX	8K	Hardware programming: Assembler source for a 3D copper demo.
Cordic.lha	VX	7K	Hardware programming: Assembler source for Cordic vector rotation.
cprClrGrd.lha	VX	34K	Hardware programming: Assembler source for a colour cycling copper grid.
CPUclr.lha	VX	4K	System Programming: Assembler source for a 680x0 replacment of the BltClr() function.
CRMcols.lha	VX	0K	System Programming: Assembler source of how to put a colour decrunch on CrunchMaina pro-crunched files.

CRMLzh.lha	VX	2K System Programming: Assembler source for Crunchmania fast LZ Huffman Decrunch, never supplied with Crunchmania!
customi.lha	VX	2K Hardware programming: Assembler include for the Custom Chips (Fixed version).
dcintro.lha	VX	47K Hardware programming: Assembler source for a Dual Crew intro by NZO.
DDfade.lha	VX	0K System Programming: Assembler source for Fading the Diskdrive light, not AGA.
DefektIntro.lha	VX	20K Hardware Programming: Assembler source for the Defect Combat 18 intro.
delerium.lha	VX	44K Hardware Programming: Assembler source for Delirium (nice variation).
DelxDir.lha	VX	10K System Programming: Assembler source for Deluxe Dir, supports patterns etc.
DemoSrc.lha	VX	47K Hardware Programming: Assembler source for Angels Crack intro (Vector ball man and big scroller), Seka.
Detach.lha	VX	1K System programming: How to make system programs auto-detach, assembler source.
DirBar11.lha	VX	4K System Programming: Assembler source for pulldown menus on the CLI.
DirectSel.lha	VX	1K System Programming: Assembler source for a simple sort routine.
dis.lha	VX	6K System Programming: Assembler source for a 68000 disassembler.
dmaster.lha	VX	15K System programming: Assembler source for Diskmaster.
dmenu.lha	VX	17K Hardware Programming: Assembler source for a demo-pack menu.
dmsII.s.lha	VX	15K System Programming: Assembler source for DMS Intuition interface 2.0 (a windowed DMS/unDMS).
DMSV.lha	VX	5K System programming: How to patch the system to make DMS 1.53 (or less) verify on writing, also makes Warp (WRP) do the same and a requester is opened if a filename isn't given. Assembler source
docmenu.lha	VX	4K Hardware programming: The old LSD Docdisk menu, assembler source.
DosTrkLoad.lha	VX	6K Hardware Programming: Assembler source for a DOS track loader.
DotMorph.lha	VX	2K Hardware Programming: Assembler source for dot morphing.
dragint.lha	VX	4K Hardware programming: Assembler source for a Dragons intro.
DskCoder2.lha	VX	41K Hardware Programming: Assembler source for a disk coder (track encrypter/decoder).
DskHrdLdr.lha	VX	15K Hardware Programming: Assembler source for a Hardware disk loader.
DWFilter.lha	VX	4K System programming: A Patch creating a filefilter when using Chris Hames 1.xx Directory Works, assembler source
EllipseAsm.lha	VX	4K Hardware Programming: Assembler source for Fast elipse and circle drawing routines.
Encrypt.lha	VX	3K System Programming: Assembler source for a Simple encryption routine.

EqulFunk.lha	VX	9K Hardware Programming: Assembler source for equalised funk, as used in Jesus on E's.
EuroStars2.0.lha	VX	21K Hardware Programming: Assembler source for Eurostars 2. a Program to create 3D stars.
except.lha	VX	4K System Programming: Assembler source for an exception handler example.
exit13s.lha	VX	223K Games programming: Assembler source for Exit 13, a complete game.
ExplDotBalls.lha	VX	58K Hardware Programming: Assembler source for exploding dot balls.
ExTimes.lha	VX	4K Programmers Text File: 68000 instruction set execution times of each instruction with addressing.
FilledVex.lha	VX	5K Hardware Programming: Assembler source for a very simple convex filled vector routine.
fliasm.lha	VX	41K System programming: Assembler source for FLI (PC animation standard) player.
fontboun.lha	VX	1K System programming: Assembler source for a bouncing scroller.
fracaga.lha	VX	3K System programming: Assembler source for fractals in AGA.
fvector.lha	VX	9K Hardware Programming: Assembler source for inconvex transforming vectors.
GetCPU.lha	VX	1K System Programming: Assembler source for determining the CPU type.
getmap.lha	VX	0K System programming: Assembler source for finding memory areas.
GfxRipper.lha	VX	4K System Programming: Assembler source for a graphics ripper.
GlobalTrash.lha	VX	15K Hardware Programming: Assembler source for the "Global Trash" plasma routine.
GMod.lha	VX	19K Misc Programming: Assembler source for External music player format by the author of Multiplayer.
gtdemo.lha	VX	3K System Programming: Assembler source for determining which GADTOOLS gadget has been clicked on.
h2sacsou.lha	VX	370K Hardware programming: Assembler source for Melon Designs How To Skin A Cat demo.
HackDisk.lha	VX	22K System Programming: Assembler source for Hackdisk.device, a trackdisk.device replacment.
HrdTrakLoad.lha	VX	8K Hardware Programming: Assembler source for a Hardware track loader.
Huntwindows.lha	VX	13K System Programming: Assembler source for "Huntwindows", for bigger than monitor size screens (KS2).
hwLoader.lha	VX	3K System programming: Assembler source for a hardware DOS loader.
i-tpower.lha	VX	11K Hardware programming: Assembler source for Thrust sinus intro 2.1.
iff-bin.lha	VX	2K System Programming: Assembler source for converting from IFF to binary.
iff2ansi.lha	VX	4K System Programming: Assembler source for an IFF to ANSI converter.
iff2icon.lha	VX	9K System Programming: Assembler source to convert iff brushes into system icons.

IFF2PC.lha	VX	7K System Programming: Assembler source to convert IFF sample to 8SVX and .WAV (PC) format.
ifs.lha	VX	8K System Programming: Assembler source to an Iterated function system generator.
ImploderDecr.lha	VX	1K System Programming: Assembler source to Decrunch Turbo Imploder packed files, which was never supplied with the TI package.
IntDemo.lha	VX	1K System Programming: Assembler source, a simple demo of how to use intuition.
Intro.lha	VX	10K Hardware Programming: Assembler source for an old simple sine scroller.
intui.lha	VX	3K System programming: Assembler source for using ASL library.
Invaders.lha	VX	32K Games Programming: Assembler source for a mini-space invaders game.
Invite.lha	VX	387K Hardware Programming: Assembler source for the Global Gathering '94 invitation.
IS-1pixSin.lha	VX	22K Hardware Programming: Assembler source for an InnerCity 1 pixel sine scroller.
Jonas.lha	VX	13K Games Programming: Assembler source for a game called "Jonus", it's a "levels and ladders" style game with C64 style graphics.
JoyCont.lha	VX	1K Games Programming: Assembler source for reading the Joystick Correctly.
Juggle_VB.lha	VX	8K Hardware Programming: Assembler source for a juggler made of vector balls.
juliasrc.lha	VX	7K Hardware Programming: Assembler source for a Bootblock to generate the Julia set.
jumpball.lha	VX	3K Hardware programming: Assembler source for Jumping Balls intro.
KBMenu.lha	VX	17K Hardware Programming: Assembler source for a disk menu by killerbyte of Revenge.
kcx25asc.lha	VX	230K System Programming: Assembler source for a Commodity (ks2+).
Keyboard.lha	VX	1K System Programming: How to read Rawkeys from a screen and decode them using the current keymap, assembler source.
KreatorVec.lha	VX	8K Hardware Programming: Assembler source and information on doing unfilled vectors by Kreator of Anarchy.
landscape.lha	VX	74K Hardware Programming: Assembler source for an unfilled wireframe vector landscape.
LetMatch.lha	VX	7K System Programming: Assembler source to convert 1 plane IFF pictures into ASCII pictures.
linefill.lha	VX	10K Hardware Programming: Assembler source for a fast processor line draw routine.
ls55+44.lha	VX	8K System Programming: Assembler source to a KS2 directory listing program (like dir).
lsd-lo.s.lha	VX	27K Hardware Programming: Assembler source for some track, block and file loaders.
LSDchart.lha	VX	1K System Programming: How to write a textfile to the printer using the system, assembler source.
LSDdemoMenu.lha	VX	15K Hardware Programming: Assembler Source for

			the old Addiction packmenu.
LSDjoke.lha	VX	74K	Hardware Programming: Assembler source for LSD's joke intro.
LSDmenu.lha	VX	14K	System Programming: The old LSD Utility disk menu, assembler source by Fugitive, ex-LSD. A system friendly menu!
LSDvizint.lha	VX	39K	Hardware Programming: Assembler Source for the lsd Viz intro.
madintr.lha	VX	5K	Hardware programming: Assembler source for a M.A.D. intro.
Mand.lha	VX	2K	Hardware Programming: Assembler source for Mandelbrot routine.
mapping.lha	VX	2K	Hardware programming: Assembler source for texture mapping.
mapsrc.lha	VX	90K	Hardware programming: Assembler source for game Map Designer.
MatrixVec.lha	VX	5K	Hardware Programming: Commented Assembler source for doing filled vectors.
MMUOff.lha	VX	1K	System Programming: Assembler source to to turn off the MMU on 68030+.
ModRipper.lha	VX	6K	System Programming: Assembler source to a module (mod.) ripper.
morphvec.lha	VX	11K	Hardware programming: Assembler source for Morphing Vectors.
MouseReader.lha	VX	1K	Hardware Programming: Assembler source for a "Proper" mouse reader.
Mouse^Shift.lha	VX	2K	System Programming: Assembler source to turn your middle mouse button into the shift key.
MovingSine.lha	VX	2K	Hardware Programming: Assembler source for a moving vector dot letter "A" (sort of).
MyReq.lha	VX	3K	System Programming: Shargett's system friendly requestors, assembler source.
new_line.lha	VX	2K	Hardware programming: Assembler source for New linedraw by Sanity.
No880.lha	VX	2K	System Programming: How to stop the Key 880 error on KS1, assembler source.
noClick.lha	VX	1K	System Programming: Assembler source for stopping the diskdrive clicking (KS2+).
NotePlayer.lha	VX	17K	System Programming: Assembler source to a well rounded note player. System and hardware versions.
Ntro3.lha	VX	101K	Hardware Programming: Assembler source for a Nightfall intro.
PalBoot.lha	VX	2K	System Programming: Assembler source to a PAL only bootblock.
palscreen.lha	VX	2K	System Programming: Assembler source to open a sreen in PAL, if it is possible (1.3 and 2.0 compatable).
parPrnt.lha	VX	1K	System Programming: Assembler source for using the parallel port.
PatchNTSC.lha	VX	1K	System Programming: Assembler source for NTSC opening PAL screens in interlace.
PencilVec.lha	VX	13K	Hardware Programming: Assembler source for a "pencil" filled vector cube.
PicSaver.lha	VX	12K	System Programming: Assembler source for an IFF to binary converter.

PinkNoise.lha	VX	2K System Programming: Assembler source for generating Pink noise (like white noise).
Plasm.lha	VX	5K Hardware Programming: Assembler source for a Cool plasma routine.
plasma.lha	VX	5K Hardware Programming: Assembler source for a small RGB plasma.
PlasmaBB.lha	VX	5K Hardware Programming: Assembler source for a Plasma routine that fits onto a BootBlock.
plasmaVT.lha	VX	32K Hardware Programming: Assembler source for copper plasma.
play503.s.lha	VX	10K System Programming: Assembler source for "The Player" 5.03A, a system friendly module (mod.) player.
plot.lha	VX	1K Hardware Programming: Assembler source for a Fast PSet routine.
Pobs.lha	VX	6K Hardware Programming: Assembler source for 293 Processor Objects on 1 frame.
PointInPolygonProblem.VX		4K Hardware Programming: Assembler source for calculatingf the Point in a Polygon.
PPCount.lha	VX	4K System Programming: How to determine the unpacked length of a powerpacked file, assembler source.
printBMap.lha	VX	18K System Programming: How to print bitmap graphics using printer.device in Assembler.
printf.lha	VX	1K System programming: Assembler source for writing text to the screen.
PsudoPlazma.lha	VX	30K Hardware Programming: Assembler source for psudeo plasma, colour cycling and moving copper colours.
QSort.lha	VX	1K Hardware Programming: Assembler source for a recursive quick sort.
Rand.lha	VX	1K Hardware Programming: Assembler source for a random number generator.
Run68013.lha	VX	7K System Programming: Assembler source for emulating 680x0 instruction on 68000.
TakeSys.lha	VX	1K Hardware Programming: Assembler source for a System takeover which is 680x0 compatable.
talinasm.lha	VX	24K System Programming: Assembler source for Ibox examples.
WriteAssem.lha	VX	23K Programmers Text File: Writing in assembler, covers 6502/Z80/680x0.
