

Aminetpart

COLLABORATORS

	<i>TITLE :</i> Aminetpart		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 1, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Aminetpart	1
1.1	Files uploaded the month Oct 89, empty line = new day	1

Chapter 1

Aminetpart

1.1 Files uploaded the month Oct 89, empty line = new day

Click name to unpack, description to read the readme or get help

File	Dir	Size	Age	Description
ShowBiz.lha	pix/anim	207K	279*	A fun animation with mice, sheep, & more
EFJ.lha	game/misc	180K	280*	Escape From Jovi, a fast action game. VIII
Etale.lha	text/show	35K	280*	Text reader with superscripts/subscripts
Calculation.lha V1.0.2	game/board	37K	280*	Demo version of solitaire type card game. ↔
SeaHaven.lha V1.1	game/board	44K	280*	Demo version of solitaire type card game. ↔
Accordion.lha V1.0.1	game/demo	37K	280*	Demo version of solitaire type card game. ↔
SlotCars.lha	game/misc	38K	280*	Fast action one or two player game.
SunMaze.lha	game/misc	18K	280*	3D maze demo with shadows in corridors.
NameGame.lha	game/think	72K	280*	Game based on word skill puzzle contest.
BlitDemons.lha	gfx/misc	31K	280*	Implements Demons cellular automaton. V1.0
CyclicSpace.lha .42	misc/sci	16K	280*	Griffeathian cyclic space generator pgm. V1 ↔
RolandD110.lha .0	mus/midi	9K	280*	Xfer samples between Amiga/Roland D-110. V1 ↔
RolandS220.lha .0	mus/midi	11K	280*	Xfer samples between Amiga/Roland S-220. V2 ↔
Stevie.lha	text/edit	143K	280*	PD clone of the UNIX 'vi' editor. V3.7a

MegaWB.lha	util/boot	23K	280*Make Workbench screen large as you like. V1 ↔
.2			
MultiSelect.lha	util/boot	9K	280*Select several icons without shift key. V1 ↔
.0			
DumpDiff.lha	util/cli	14K	280*Print file hexdumps with differences. V1.0
With.lha	util/cli	38K	280*Repeatedly run CLI cmd with diff args. V1.0
WBShadow.lha	util/wb	17K	280*Creates shadow for all Workbench windows. ↔
V1.0			
Suplib.lha	dev/misc	105K	280*Matt Dillon's support library.
Zerg.lha	game/role	74K	281*An Ultima clone adventure game. V1.0
