

## Fred Fish Disk 1

amigademo Graphical benchmark for comparing Amigas. Author: Charlie Heath (MicroSmiths)

amigaterm Terminal emulation program with xmodem upload/download capability Author: Michael Mounier

balls Simulation of the "kinetic thingy" with balls on strings where only the end balls move (quick, can YOU come up with a better description?).

Anyway, cute. Author: Perry Kivolowitz

colorful Shows off use of hold-and-modify mode. Posted to usenet by Robert Pariseau.

dhystone Dhystone benchmark program. Author: Reinhold Weicker (Ada version) Rick Richardson (C version)

dotty Source to the "dotty window" demo on the Workbench disk. Posted to usenet by Dale Luck.

freedraw A small "paint" type program. Free drawing, boxes, filled boxes, etc. Author: Rick Ross

gad "Fun with Gadgets". Demonstration program for use of gadgets. Author: John Draper (aka "crunch")

gfxmem Graphical memory usage display program. Watch your machine's memory usage! Cute and useful. Author: Louis Mamakos

halfbrite Sample program that demonstrates "Extra-Half-Brite" mode on latter AMIGA's with new VLSI chip. Allows 64 colors in low-res mode, rather than 32. Posted to usenet by Robert Pariseau.

hello Demonstrates creation of a simple window, "hello world". Posted to usenet by Eric Lavitsky.

latffp Shows how to access the Motorola Fast Floating Point library from Lattice C. Also demonstrates the tremendous speedup obtained Author: Larry Hildenbrand

palette Sample program for designing color palettes. Author: Charlie Heath

trackdisk Demonstrates use of the trackdisk driver. Useful example of "raw" disk read/write. Author: Rob Peck

requesters Sample program and documentation for building and using requesters. John worked REAL hard to dig out all the information in this one! Author: John Draper (aka "crunch")

speech Sample speech demo program. Stripped down version of "speechtoy" Author: Rob Peck

speechtoy Another speech demo program. Cute. You have to see this one. Be sure to click gadget that pops up the face. Author: David Lucas

## Fred Fish Disk 2

alib Object module librarian. Author: Mike Schwartz

cc nix-like front end for Lattice C compiler. Author: Fred Fish

dbug acro based C debugging package. Machine independent. Provides function trace, selective printing of internal state information, and more. Author: Fred Fish

make Subset of "UNIX" make command. Useful, but does not have

many of the features of the full make, much less the newer “augmented make” Author: Landon Dyer

make2 Another make subset command. Author: Marc Mengel

microemacs Small, relatively portable version of emacs. Has keyboard macros. No extension language. Author: Dave Conroy

portar Portable archiver. Used to bundle text file up into a single file for transmission as a unit, or otherwise handling as a single file.

“Portable” because the code itself is portable and because the archive format is very simple (uses ASCII headers to separate files). From Decus C distribution. Author: Martin Minow

xrf C cross reference utility. Originally from Decus C distribution. Author: Bob Denny

### Fred Fish Disk 3

>gothic Gothic banner printer. Prints DOWN the page, rather than across, so arbitrarily long banners can be created. Send EOF (CTRL-\) to end input. From a Decus C distribution several years ago. Author: unknown

roff A “roff” type text formatter, roughly following “Software Tools” version. Somewhat upwardly compatible with UNIX “nroff” command. Author Ken Yap

ff A very fast text formatter, controlled exclusively by command line arguments. Author: Gary Perlman & hordes of students

>cforth A highly portable forth implementation. Lots of goodies. Author: Allan Pratt

xlisp A nice little lisp implementation. Compiles and links ok, but something in the Lattice C setjmp/longjmp code prevents it from currently running. Might be easily fixed. Version 1.4 Author: David Betz

### Fred Fish Disk 4

banner Prints horizontal banner (across screen). From Decus C distribution of several years ago. Author: Unknown

bgrep Another grep like utility, also using the Boyer-Moore algorithm. Author: Roy Mongiovi and Arnold Robbins

bison A replacement for UNIX “yacc” command. This is from the GNU (GNU is Not UNIX) effort, and was obtained from the Free Software Foundation. Compiles and links (with some effort) but currently crashes the machine. Needs work, but will probably be worth it. Author: Bob Corbett and Richard Stallman

bm A grep like utility using the Boyer-Moore algorithm. Author: Peter Bain

grep Decus grep (Get Regular Expression and Print). Useful for finding strings in files. Author: Unknown

kermit This is an absolutely ancient kermit, who’s only saving grace is that it is small and quite portable. On the AMIGA, there is no connect mode, only send and receive. You must log into the remote machine via one of its local terminals and point its kermit at the appropriate serial line

connected to the AMIGA. Author: Unknown, but it is so hacked up it doesn't matter by now.

MyCLI Another CLI for the AMIGA. Author: Mike Schwartz  
mandel A Mandelbrot set program. Author: Robert French, with additions by RJ Mical

Fred Fish Disk 5

cons Console device demo program with supporting macro routines.  
Author: Rob Peck

freemap Creates a visual diagram of free memory. Comes with custom icon so can be run from workbench screen. Author: Robert J. Mical  
input.dev In combination with handler.interface.asm (supplied), lets a user trap keyboard or mouse events before they get to Intuition and if desired, install new (phony/ generated /other-devices-mouse-simulations) into the input stream. Handler.interface.asm is needed to convert the calling sequence performed by the input.task for the input stream management into something that a C program can understand. Author: Rob Peck 12/1/85

joystick Shows how to set up the gameport device as a joystick. Reports parameters received from joystick hooked to right port. Author: Rob Peck

keyboard Sample program to demonstrate direct communications with the keyboard. Author: Rob Peck

layers Shows use of the layers library, used by Intuition to create windows (layers handles all overlapping drawing areas and keeps things straight, sending to the back, bringing to the front, making larger/smaller, etc.) Author: Rob Peck

mandelbrot Latest and greatest mandelbrot program. New features include the ability to save images in "IFF" format, for reading into Deluxe Paint or other programs that use IFF. Also includes code from GraphiCraft to handle color palette and change colors at will. Many additions by RJ Mical. Author: Robert French

mouse Shows how to set up the gameport device as a mouse so that hooking up the mouse to the right port gives access to mouse information. Author: Rob Peck

one.window Produces a window with a console attached. Does graphics in the top half and limits the console activity to the lower half. Author: Rob Peck 12/18/85

parallel Demonstrates access to the parallel port. Author: Tom Pohorsky

printer Shows how to open and use a printer, does a screen dump of the workbench screen if there is a graphics-capable printer attached. Currently does not compile under Lattice C Ver3.02 and does not link under Lattice C Ver3.03. Author: Rob Peck 12/1/85

print.support Printer support routines. Currently won't compile, missing a header file "local.h". Author: unknown

proctest Sample code to create a process, set up message ports, pass messages, etc. Sample slave code for create process test (littleproc.c)

currently does not link under either Lattice C 3.02 or 3.03 (unresolved global variables not in libraries) Author: Rob Peck

region Demonstrates how a drawing area can be split into linked rectangular regions. Draws a rectangle in a single playfield display, then draws "Behind a Fence" several times behind an apparent fence in the rectangle. Only works under Lattice Ver3.03. Author: Rob Peck

samplefont A sample font that produces clubs, hearts, spades, and diamonds as its four characters. Shows precisely what is contained in an Amiga font. Author: Unknown

serial Demonstrates access to the serial port. Requires an external terminal connected to the serial port. Author: Unknown

singlePlayfield Creates and displays a 320 by 200 by 2 bit plane single playfield display. Completely covers Intuition's display, but gives the system back at exit. Author: Rob Peck

speechtoy Latest and greatest version of Dave's cute speech demo program. Comes with custom icon so you can be run from a workbench screen. Author: Dave Lucas

speech.demo A much simplified version of speechtoy. Also includes exec support functions for extended IO requests, CreateExtIO() to allocate and initialize a new IO request block and DeleteExtIO() to free an extended IO request block Author: Rob Peck

text.demo Sample program that asks AvailFonts() to make a list of the fonts that are available, then opens a window and then prints a description of the various attributes that can be applied to the fonts, in the font itself. Previous versions were released as "whichfont". Author: Rob Peck

timer Simple timer example program. Includes dynamic allocation of data structures needed to communicate with the timer device, as well as the actual device IO. Author: Rob Peck

trackdisk Demonstrates use of trackdisk driver. Useful example of "raw" disk read/write. Author Rob Peck

## Fred Fish Disk 6

compress Compress reduces the size of the named files using adaptive Lempel-Ziv coding. The amount of compression obtained depends on the size of the input, the number of bits per code, and the distribution of common substrings. Typically, text such as source code or English is reduced by 50-60%. Compression is generally much better than that achieved by Huffman coding (as used in "pack") or adaptive Huffman coding (as used in "compact"), and takes less time to compute. Great for saving disk space, or reducing transmission time over phone lines! Also includes "btoa" and "atob" for converting binary files to ASCII, and then back to binary (for transmission over links that do not support 8 bits). Author: Thomas Spencer, with improvements by others.

dadc A digital computer impersonating an analog clock impersonating a digital clock. Author: Perry S. Kivolowitz

microemacs An upgraded version of microemacs originally distributed on FF2. The new executable is about 25% larger. One

enhancement is that some functions are now also bound to function keys.  
Author: Dave Conroy, with enhancements by Jack Roose.

`mult` Mult reads the input comparing adjacent lines. In the normal case, the second and succeeding copies of repeated lines are output, and the remainder of the lines are removed. Repeated lines must be adjacent in order to be found. Options are present to output the first of multiple lines, for comparing adjacent lines by field only, and for specifying the field separator character. Kind of the opposite of the UNIX "uniq" program.

Author: Dennis

`scales` Demonstrates use of the Audio functions in the ROM to produce four voice sounds. It uses a simple waveform (sawtooth) with no amplitude control (ie, envelope) or frequency variation (ie, vibrato), but these can be easily implemented. Also includes considerable documentation on audio device. Author: Steven A. Bennett

`setparallel` Allows the CLI user to dynamically change any particular parallel port parameter. Author: Keith Stobie and Tom Pohor

`skysetserial` Allows the CLI user to dynamically change any particular serial port parameter. Author: Keith Stobie and Tom Pohorsky

`sortc` A quicksort based sort program, using separate driver and sort modules. Originally from a DECUS C distribution. Claims to be fast, but when operating entirely out of RAM takes 93 seconds to sort its input file, `sort.c`, while AmigaDOS's sort takes only 43 seconds under the same conditions  
Author: Dave Conroy, Martin Minow, and Ray Van Tassle

`stripc` Strips comments and extraneous whitespace from C source files. Useful for compacting the C header files to increase usable disk space.  
Author: Chris Metcalf

#### Fred Fish Disk 7

`Hack` a port (executables only) of the popular UNIX game "Hack", courtesy of John Toebes, 120 H Northington Pl, Cary NC. 27511.

#### Fred Fish Disk 8

`Hack` the source to "Hack", a popular UNIX game ported to the AMIGA by John Toebes.

#### Fred Fish Disk 9

`moire` Draws moire patterns in black and white in a borderless backdrop window. Currently only runs with Lattice C version 3.02, when compiled with 3.03 crashes the system. Author: Scott Ballantyne

`MVP-FORTH` Mountain View Press Forth, version 1.00.03A. A shareware version of forth from Fantasia Systems. Runnable from the workbench, comes with icons and such. If you use this, you should send a contribution to Fantasia Systems / Mountain View Press.

`proff` Another text formatting program. This one is significantly more powerful than any of the others previously distributed on these disks.

setlace Program to toggle interlace mode on and off. When used with a black background, and amber or green characters, produces a nice CLI environment. Author: Bob Pariseau,

skewb Not quite sure what this is supposed to be, it was downloaded from a BBS with no documentation. C'mon folks, at least put a three line description at the start of your programs! Author: Raymond S. Brand

sparks Graphics demo that draws a "moving pathway", adding to the front and removing from the tail (sure is hard to come up with verbal descriptions of these things!) Author: Scott Ballantyne

#### Fred Fish Disk 10

conquest You control an interstellar empire, decide which star systems to explore, which planets to colonize, etc. The computer will also be building its own empire and competing with you for resources. The one with the greatest population at the end wins. Executable only, no source. Downloaded from Denver BBS. Author: Unknown, ported to Amiga by Rob Shimbo

dehex Simple little program to convert hex format file into a binary file. Reads lines of hex characters on stdin and writes 8 bit dehex'd bytes to stdout. Author: Fred Fish

filezap Patch program for any type of file. Executable only, no source available. Author: John Hodgson

fixobj Strip extraneous garbage off end of object files transferred with xmodem. Does not require pre-knowledge of actual file length, uses knowledge of Amiga file structure. Author: John Hodgson

IFF Routines to read and write IFF format files. Includes program to display IFF files made by DPaint. Also see the DPslide program on disk 11. Author: Jerry Morrison, Steve Shaw, and Steve Hayes

ld I presume this stands for "list directory". Lists contents of specified directory or disk, using inverse video and colors to group objects by type. Author: Dave Haynie

ls Minimal Implementation of UNIX ls. Demonstrates use of UNIX style file name pattern matching code. Author: Rick Schaeffer

sq.usq Squeeze and unsqueeze, from the CPM world. Works, but "compress" from disk 6 runs almost twice as fast and produces even smaller files. Author: R. Greenlaw, Amiga port by Rick Schaeffer

trek73 A Star Trek game. This one is just crying out to be Amigaized by some ambitious hacker. Authors: Many, see comment in main.c

yachtc Dice game. Author: Sheldon Leemon

#### Fred Fish Disk 11

dpslide A slide show program for displaying graphic images which are in the IFF format, such as output from the Electronic Arts Deluxe Paint program. Allows the user to select the display time for each slide and the

method of bringing the slide up to the screen, and then removing it. Double buffers images to improve smoothness of display. Author: Paul Biondo  
pictures Miscellaneous DPaint and digitized pictures, in IFF format.  
Some are rated

#### Fred Fish Disk 12

amiga3d Shows a rotating 3 dimensional solid "Amiga sign". No source available, executable only (downloaded from a Denver BBS). Author: Barry (bart) Whitebook of C-A

ArgoTerm Yet another terminal emulator program. However, this one is written in macro assembler, so should be of interest to anyone doing serious assembly language development. Version 0.20 Author: Jez San

arrow3d Shows a rotating 3 dimensional wire frame arrow. No source available, executable only (downloaded from a Denver BBS). Author: Steve Beats of C-A

ld4 Another directory listing program using some graphics style output. Executable only, no source available. (Downloaded from a Denver BBS) Author: unknown

IconExec These two tools allow execution of a program from a SetWindow icon without having to recompile the program. Author: John Toebes VIII

images Miscellaneous DPaint and digitized pictures, in IFF format. Some are rated R.

SetAlternate Merge the images from two icons to produce one icon with a primary image, and a possibly completely different image to display when selected. Author: John Toebes VIII

StarTerm Another terminal emulator program. ASCII and XMODEM support, telephone dialer, function keys, load file stripping, text file conversion, full/half duplex, Author: Jim Nangano and Steve Plegge

#### Fred Fish Disk 13

It is a grab bag of basic programs, mostly untested. No speekee basicso if these don't work, call someone else.

#### Fred Fish Disk 14

amiga3d Shows a rotating 3Dimensional solid "AMIGA" sign. This is an updated version of the program released on FF12, and now includes full source. Author: Barry Whitebook @ Commodore-Amiga

beep Source for a function that generates a beep sound, like CTRL-G on a VT100 terminal. Author: Samuel Dicker @ Commodore-Amiga

dex Program to extract documentation in a human readable format inside source files, and produce nroff style output for manuals and other such external documents. First ever public release. Author: Fred Fish

dimensions Programs to demonstrate three and four dimensional graphics. Not quite sure how else to describe them! Author: Anselm Hook

filezap An updated version of the file zap utility first released on FF10. Can be used to patch any type of file. Nice, and VERY useful. Author: John Hodgson

gfxmem An updated version of the graphical memory display program first released on FF1. Watch your machine's memory usage change dynamically under use! Author: Louis Mamakos

gi Converts DPaint brush files to C source files "necessary to create an Image structure, including height, width, depth, and color information, as well as the array of data which represents the bit planes of the image". Author: Mike Farren

pdterm A simple terminal emulator that does ANSI or DEC VT-100 emulation in 80 cols by 25 lines. Version 1.21. Author: Michael McInerny

shell A simple csh style shell with history and some other goodies. Still needs some polishing and enhancement, but is quite nice as it. Thanks Matt!!! We've really needed something like this for a long time. Now if you would just do a ksh version instead...Author: Matt Dillon

termcap A (mostly) UNIX compatible implementation of a termcap library. First ever public release. Author: Fred Fish

#### Fred Fish Disk 15

Blobs A simple graphics program, reminiscent of the UNIX "worms" program, but in color of course. Author: Peter Engelbrite

Clock A simple digital clock program designed to be small and to live completely in the screen title bar, where it is out of the way. Author: Mike Meyer

Dazzle An eight-fold symmetry dazzler program. Really pretty! Author: Peter Engelbrite

Fish "A demo program which runs an AnimOb in a double buffered screen with sequence cycled animation". (Basically shows a fish "swimming" across the top of the screen). Author: Catherine Wagner (posted by Barry Whitebook)

Monopoly A really nice monopoly game written in ABasiC. Follow the directions in the file "Installation Guide" to produce a bootable games disk. Author: David Addison

OkidataDump Okidata ML92 driver and WorkBench screen dump program. Does both alpha and graphics. Untested (I don't have the printer). Author: Raimund Gluecker

Polydraw A drawing program written in ABasiC. Author: David Addison

Polyfractals A fractal program written in ABasiC. Author: David Addison

#### Fred Fish Disk 16

Amiga Developer's IFF disk received directly from Commodore-Amiga sources, with permission to place in the library and redistribute. Released prior to March 1987



### Fred Fish Disk 17

copy of a HAM (Hold And Modify) graphics demo disk hardware capture such images, and software to process them. The 'showilbm' program has been added to allow viewing of the two monochrome pictures (dozer.hires and robert.lores) without requiring Deluxe Paint.

The supplied 'readme' file has been augmented with information received on hardcopy along with the disk, and a note has been added about how to use the showilbm program. Enjoy-Fred. Released prior to March 1987

### Fred Fish Disk 18

**AmigaDisplay** Yet another variation of a terminal emulator program. This is a modified AmigaTerm that can emulate a dumb terminal (interesting paradox here somewhere...), translate line termination sequences, optionally capture or discard control characters in the captured file, use audible bell, use another font, etc. Author: Don Woods (Original code by Michael Mounier)

**Ash** Prerelease version of a C-shell like shell program. Has history, command substitution, loops, etc. Author: Thorn Smith

**Browser** A program that lets you wander around a file tree and peek into files, all with the mouse. Author: Mike (I'll be mellow when I'm dead) Meyer

**>MC68010** Complete information package for upgrading an Amiga to use an MC68010 in place of the MC68000. Includes a software fix that makes this transparent to user programs that use instructions that are privileged on the 68010 Author: Thad Floryan

**Multidim** Lets you rotate a 2 to 6 dimensional "cube" on the screen using the joystick. Author: Robert French

**PigLatin** Tired of the "say" command? This one will translate and speak your input in pig latin! Author: Thomas Clement

**Scrimper** Short for "SCReen IMage PrintER". A screen dump utility which can be run from the workbench or the CLI. Author: Perry Kivolowitz

**Xlisp1.6** A very nice little lisp for those that want to study the internals of a real, working lisp interpreter. Author: Dave Betz

### Fred Fish Disk 19

**BlackJack** A line oriented (no graphics) blackjack game. Author: Unknown

**JayMinerSlides** These are the Amiga slides produced/used by Jay Miner (the designer of Amiga's custom graphics chips) in his talks about the Amiga. They are all hi-res (640 x 400) and are best displayed on a long-persistence color monitor

**Keymap\_Test** A program to test the keymapping routines and find possible bugs. Useful as an example of keymapping. Author: Pushpa Kumar

**LockMon** Find file locks. Useful for discovering if programs properly clean up after themselves. Author: Dewi Williams

## Fred Fish Disk 20

**AmigaToAtari** Source code for an Amiga to Atari ST object code format converter. Takes Amiga objects as input and produces Atari objects as output. This allows the Amiga to be used as a cross development machine providing the proper libraries are available. (Currently does not work, but I don't have an ST to try it with anyway...) Author: Landon Dyer at Atari Corp.

**DiskSalv** Program to recover files from a trashed AmigaDOS disk. Can also "undelete" files deleted by mistake, so long as they have not overwritten by further disk activity. Requires two disk drives. VERY useful... Author: Dave Haynie

**Hash** Small example program that computes the AmigaDOS directory hash function. Author: Neil Katin at Commodore-Amiga

**Hd** Hex dump utility using some ideas from Mike Higgin's article in Computer Language magazine, Apr 86. Formats the dump based on the natural byte ordering of the machine on which it runs. Author: David Elins at NEC Information Systems

**MandelBrots** Some mandelbrot images submitted for the "mandelbrot images contest" some months ago. Only three people submitted mandelbrots and these were among the most interesting.

**MultiTasking** Tutorial and example program for multitasking at the Exec level Author: Leo L. Schwab

**Pack** Program to strip extraneous whites pace from C programs or header files. Can be used to condense the C compiler header files to free up disk space. Author: Jeff Dickson

**PortHandlerA** sample Port-Handler program that performs the functions of the standard Port-Handler. Shows what the BCPL environment looks like from the handler point of view Author: John Toebus VIII

**Random** Random number generator in assembly. Much faster than versions using floating point. Can be used by either assembly or C programs. Author: Steve Beats at Commodore-Amiga

**SetMouse2** Program to set the mouse port to either the left port or right port. Author: Robert Burns at Commodore-Amiga

**SpeechTerm** Terminal emulator that can speak the received text. Also has XMODEM file transfer. Author: Leftheris Koutsofios

**Txed** Demo version of an editor that has since been renamed as TXed (I believe). Author: Charles Heath at MicroSmiths

## Fred Fish Disk 21

**Mandelbrot Set Explorer** This is a copy of Thomas Wilcox's Mandelbrot Set Explorer disk. To run from CLI: 1) cd dfX: (where X is drive containing disk)=2) mse. To run from Workbench: 1) Click on MSD icon. It contains extensive on-line help information, unlike other Mandelbrot programs distributed in this library. It also is capable of displaying some very pretty hi-res pictures in interlace mode. Enjoy-Fred.

### Fred Fish Disk 22

Lemacs      Microemacs version 3.6 as enhanced and supported by Daniel Lawrence. This version works and has been tested on UNIX V7, BSD 4.2, Amiga, MS-DOS, and VMS. Enhancements include overwrite mode, support for Amiga function keys, reverse video status line, numeric arguments using <ESC><number>, replace, buffer specific editing modes, word wrap mode, goto-line, buffer rename, insert-file, execute named command, describe bindings, startup files, and more. Author: Dave Conroy, enhancements by Daniel Lawrence

Pemacs      Microemacs as enhanced by Andy Poggio. New features include use of <ALT> keys as Meta keys, default buffers on buffer switch, mouse support, higher priority to improve interactive response, creation of backup files, paragraph fill, word wrap, query replace, and support for function keys Author: Dave Conroy, enhancements by Daniel Lawrence

### Fred Fish Disk 23

MicroEmacs This disk contains a significantly enhanced version of microEmacs based on the version 30 release posted to usenet's mod.sources news group. Previous versions of microEmacs released on these disks derived from a very old version of microEmacs. Since that old release, the author has cleaned up lots of loose ends and restructured major parts of the code. Other people have added support for termcap, ports to other machines and operating systems, and a limited GNU emacs compatibility option. Because recipients of this disk might wish to run this new microEmacs on other machines in addition to the Amiga, I have included all sources that were available to me at the time of release. The sub directories which give alternate implementations are: Sys/Vms System modules for VAX VMS Sys/Atari System modules for Atari ST Sys/MS-DOS System modules for MS-DOS Sys/Cpm86 System modules for Cpm Sys/ Amiga System modules for Amiga Sys/Ultix System modules for Ultix/BSD4.2 Sys/SysV System modules for UNIX System V Tty/Atari Terminal driver for Atari ST Tty/7300 Terminal driver for AT&T UNIX PC (7300) Tty/Intuition Terminal driver for Amiga using Intuition Tty/Termcap Terminal driver using termcap for UNIX Tty/Ansi Terminal driver using ANSI codes Tty/AmigaDOS Terminal driver for Amiga using just AmigaDOS Tty/Heath Terminal driver for a Heath terminal. There currently is a major effort underway on usenet, ed by Dave Brower, to standardize microemacs and bring the many variations under one common implementation. Please send any enhancements to rtech!daveb, or send them to me and I will see that he gets them.

### Fred Fish Disk 24

Conquest    You control an interstellar empire, decide which star systems to explore, which planets to colonize, etc. The computer will also be building its own empire and competing with you for resources. The one with the greatest population at the end wins. First distributed in executable form

only on FF10. This distribution includes source. Author: Unknown, reported to Amiga by Rob Shimbo Second release of a csh-like alternative to the CLI, first released on FF14. Has alias, built in functions like "dir" for speed, history, named variables, command re-execution with substitution, etc. Author: Matt Dillon

Modula-2 A pre-release version of the single pass Modula-2 compiler originally developed for MacIntosh at ETHZ. This code was transmitted to the Amiga and is executed on the Amiga using a special loader.

#### Fred Fish Disk 25

Hack This is an updated version of the UNIX game "Hack", from Fred Fish Disk 7, now Version 1.0.1E., with graphics enhancements for the Amiga. Disk contains a port (executables only). Courtesy of John Toebes, 120 H Northington Pl, Cary NC. 27511.

#### Fred Fish Disk 26

UnHunk Tool to process the Amiga "hunk" loadfile format. Collects code, data, and bss hunks together, allows individual specification of code, data, and bss origins, and generates binary file with format reminiscent of UNIX "a.out" format. The output file can be easily processed by a separate program to produce Motorola "S-records" suitable for downloading to PROM programmer. Author: Eric Black

C-kermit Port of the popular "kermit" program, a flexible virtual terminal and file transfer program from Columbia University. Author: Unknown, ported to Amiga by Davide Cervone

Ps A program to display process priorities and another program to set a process's priority to any arbitrary valid value. Very useful to provide finer control over your multitasking environment. Author: Dewi Williams

ArchxYet more programs for bundling up text files and mailing or posting them as a single file unit. Author: Martin Minow

#### Fred Fish Disk 27

ABdemos AmigaBASIC demos. NewConvertFD creates .bmaps from fd files. BitPlanes finds addresses of and writes to bit-planes of the screen's bitmap. About Bmaps is a tutorial on creation and use of bmaps. LoadILBM loads and displays IFF ILBM pics. LoadACBM loads and displays ACBM pics. ScreenPrint creates a demo screen and dumps it to a graphic printer. Author: Carolyn Scheppner, Commodore-Amiga

Disassem A simple 68000 disassembler. Reads standard Amiga object files and disassembles the code sections. Data sections are dumped in hex. The actual disassembler routines are set up to be callable from a user program so instructions in memory can be disassembled dynamically. Author: Bill Rogers, Univ. of WAIKATO (New Zealand)

DvorakKeymap Example of a keymap structure for the Dvorak keyboard layout Untested but included because assembly examples are few

and far between. Author: Robert Burns @ Commodore-Amiga

Hypocycloids An electronic Spirograph inspired by an article in Feb '84 Byte Author: Terry Gintz

LinesDemo A demo program which illustrates the use of proportional gadgets to scroll around in a superbitmap window. Posted to usenet by Barry Whitebook @ Commodore-Amiga MemExpansion Schematics and directions for building your own home brew 1 Mb memory expansion. Author: Michael Fellingner

SafeMalloc Ever have a program that corrupts its own memory? Well, this little gem can help you find the problem in a hurry. Acts as an interface between your program and the real malloc, checking for overrun, under run, and duplicate freeing of malloc'd space. Author: Bjorn Benson, modifications by Fred Fish

ScienceDemos Some science demos. Sidereal is a tutorial program which introduces the user to the relationships between Julian and calendar dates and solar and sidereal times. J2000 is a utility program which converts stellar positions, proper motion, parallax and radial velocity from the standard epoch B1950 (FK4) to epoch J2000 (FK5). Galilean is a tutorial program which determines the position of the Galilean satellites relative to Jupiter. Programs courtesy of David Eagle at Science Software.

#### Fred Fish Disk 28

Backgammon Another game in ABasiC by the author of Monopoly. Author: David Addison

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. Also included is a modified version of the UNIX like cc frontend, for Manx C, that knows about the cpp. Author: cpp by Martin Minow; cc by Fred Fish

Cribbage Another game in ABasiC by the author of Monopoly. Author: David Addison

MileStone Another game in ABasiC by the author of Monopoly. Author: David Addison

Othello Another game in ABasiC by the author of Monopoly. Author: David Addison

Shar A program which can pack and unpack archives compatible with the UNIX "shar" (shell archiver) program. Author: Dave Wecker

SuperBitMap An example program that shows how to use ScrollLayer, how to sync the SuperBitMap prior to printing, and how to create a dummy rastport for dumping the SuperBitMap. Works under 1.2 and up. Author: Carolyn Scheppner and Phil Lindsay

#### Fred Fish Disk 29

AegisDrawDemo Demo disk of the Aegis Draw program. This is the actual production program with only the "save" feature disabled and without documentation (intentionally). Very impressive program! Received directly

from Aegis Development. Cc Version of the UNIX like C compiler front end program, for Manx C. Previous released version was for Lattice C. Author: Fred Fish

Enough A new CLI execute file command that tests for various system resources such as available memory or existence of specific files, directories, or devices. Author: Bruce Barrett @ Commodore-Amiga Player Animation player for Aegis Animator. Received directly from Aegis Development.

Rubik An animated Rubik's cube program based on Barry Whitebook's "amiga3d" program and Raymond Brand's "skewb" program. Author: Bill Kinnersley

StringLib A public domain reimplement of the UNIX string library functions Author: Henry Spencer @ U of Toronto

Vt100A vt100 emulator program with Kermit and Xmodem file transfer protocols (based on AmigaTerm). Author: Dave Wecker

#### Fred Fish Disk 30

BBS A BBS for the Amiga (BBS-Amiga Version 1.1). Author: Ewan Grantham Author's suggested shareware donation: \$25

FineArt This is a collection of works from some of the best of current Amiga artists. Many thanks to Jim Sachs, Sheryl Knowles, Jack Haeger, and Aegis Development for submissions.

FontEditor Does what the name implies, edits fonts. Author: Tim Robinson Author's suggested shareware donation: \$5

MenuEditor Create and edit menus, saving the result as either a binary file for further editing or as C source for inclusion in a program. Author: David Pehrson Author's suggested shareware donation: \$15

StarTerm Starterterm version 3.0. Very nice telecommunications program Author: Jim Nangano Author's suggested shareware donation: \$20

#### Fred Fish Disk 31

Life Executes the cellular automata game of LIFE in the blitter chip. Uses a 318 by 188 display and runs at 19.8 generations per second. Author: Tomas Rokicki

Mandelbrot Latest version of Robert French's mandelbrot program, version 3.00 Author: Robert French

MxExample Example of mutual exclusion gadget handling. Author: Davide Cervone

RAMSpeed Program to measure raw memory speed, comparing internal memory to the external memory. Author: Perry Kivolowitz

Set Replacement for the Manx "set" command (to set or change environment variables) with several improvements Author: Tomas Rokicki

Tree Draws a recursive tree (green leafy type, not files). Author: Robert French (original version by W. Balthrop)

TxED Latest demo version of MicroSmiths' text editor, TxED. This is the full production version except that files are limited to 10K bytes in length and

the search/replace functions are disabled. Also, demo is based on an older version of TxED, new release has additional features. Author: Charlie Heath

**VDraw** Drawing program, based on freedraw, but now transformed and enhanced beyond recognition. Draws hollow boxes, filled boxes, freehand sketches, lines, circles, and arcs. Also has area fill, text insertion, 16 different line patterns, predefined area fill patterns, a magnify mode, cut and paste, color inversion, erase, grid pattern, and more. This is version 1.08. Author: Stephen Vermeulen

**Xicon** Contains two programs; Xicon which lets you use icons to call up scripts containing CLI commands, and Ticon, which is a simple program to display text files from icons. Author: Pete Goodeve

### Fred Fish Disk 32

**Address** Extended address book written in AmigaBASIC. Author: Mark Hurst

**Calendar** Calendar/diary program written in AmigaBASIC. Author: Mark Hurst

**DOSPlus1** First volume of CLI oriented tools for developers. Executables only Author: Bill Beogelein

**DOSPlus2** Second volume of CLI oriented tools for developers. Executables only Author: Bill Beogelein

**MacView** Allows viewing of a standard MacPaint picture file in either Amiga low resolution (320 x 200) or high resolution (640 x 400). Executable only. Author: Scott Evernden

**Puzzle** Simulation of a puzzle with moving square tiles. Executable only Author: Bill Beogelein

**ShowHAM** Program to display HAM (Hold And Modify) mode images from the CLI environment. Executable only. Author: Unknown

**Solitaire** Two new ABasiC games, Canfield and Klondike. Author: David Addison

**Spin3** Simple program that creates spinning cubes and transforms them into op-art. Example of how to create a double buffered display with color tables that can be changed. Author: Ronald Peterson

**Sword** Sword of Fallen Angel. Text adventure game written in AmigaBASIC. Author: Andry Rachmat

**Trails** Cute little program that leaves a trail behind the pointer when the mouse is moved. The trail has programmable symmetry, thickness, and length. The other interesting thing about this program is that it is written in Modula-2 (source provided). Author: Richie Bielak

### Fred Fish Disk 33

**3dstars** 3D version of Leo's "stars" program (also on this disk). Author: Leo Schwab

**Bigmap** Program which demonstrates how to use the low-level graphics calls, ScrollVPort especially. Demonstrates scrolling around inside a very big bitmap. Author: Leo Schwab

Dbuf.gels Sample program that demonstrates the animation routines for Bobs and VSprites. Uses double buffering to smooth the display motion  
Author: David Lucas

DiskMapper Displays sector allocation of floppy disks. Author: Leo Schwab

MemView Program which sets up a direct window into RAM, thus dynamically displaying the contents of memory. Author: Leo Schwab

Oing Displays a window full of little bouncing balls. Author: Leo Schwab

ScreenDump Dumps rastport of highest screen/window to printer.  
Author: Carolyn Scheppner

Sdb Simple database program, originally released on aDECUS VAX SIGtape. Author: Unknown, Amiga port by Mic Kaczmarczik

Sproing Same as Oing but includes sounds of balls colliding with boundaries. Author: Leo Schwab

Stars Displays a screen full of stars, reminiscent of a view from the starship Enterprise's flight deck. Author: Leo Schwab

TermPlus Yet another variant of Michael Mournier's AmigaTerm program. This one includes improved ASCII capture, CRC and checksum xmodem protocol transfers, CompuServe B-protocol transfers, a phone library, function key support, and limited AmigaDOS functions. Author: Enhancements by Bob Rakosky

Vt100Release 2.0 of Dave's version of AmigaTerm. Includes support for function keys and script files. Author: Enhancements by Dave Wecker and SteveDrew.

#### Fred Fish Disk 34

Alint Support files for Gimpel lint to make it useful on the Amiga  
Author: Thomas Althoff

Blink A linker written as a replacement for Alink. Fully Alink compatible and supports many additional options not found in Alink. Also is much faster than Alink and generates smaller executable files. Version 5.7  
Author: Combined efforts of the Software Distillery

Browser Updated version of the browser program released on FF18. This one has been "manxified", has scroll bars, and several bugs fixed.  
Author: Mike Meyer, enhancements and fixes by Bob Leivian

Btree Routines to implement a B-tree algorithm and several accompanying tests, apparently derived from the single file version also included on this disk under "Btree2". Still buggy, but looks useful with a little work. Author: Richard Hellier, posted to usenet by Steve Jefferson

Btree2 Previous (original) version of btree routines. Author: Richard Hellier

Calendar Appointment calendar which lets you visually add and update appointments. Can also run in background and remind you 15 minutes before any scheduled event. Amiga port by Bob Leivian

Less Like UNIX "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc.



Very useful! Author: Mark Nudelman, Amiga port by Bob Leivian

NewFonts Set of 28 new Amiga fonts. Author: Bill Fischer

<Normal>

<Normal>Pr A background print utility with several options for letter quality compressed mode and line numbers. Also takes multiple files and wildcards.

Author: Bob Leivian

Requester A file name requester that looks like the one used in Deluxe Paint, and a sample program for using the requester. Author: Kevin Clague

Fred Fish Disk 35

ASendPacket Example program for sending multiple packets asynchronously to a DOS handler, for those interested in implementing programs with a synchronous AmigaDOS file I/O. Author: Phillip Lindsay

ConsoleWindow Example program for finding the intuition pointer to an AmigaDOS CON: or RAW: window, so you can do WindowToFront, graphics, and other interesting things. (Requires AmigaDOS 1.2) Author: Andy Finkel and Robert Burns

DirUtil Nice little program to wander around directory tree using a windowing interface and performing various operations on files. Author: Chris Nicotra, enhancements by Dave Jobusch

DirUtil2 Another variant of dirutil. Author: Chris Nicotra, enhancements by Ed Alford

FileRequester A very nice file requester module for lattice C programs, along with a demo driver program. Author: Charlie Heath

MacView Allows viewing of standard MacPaint picture files in either Amiga low resolution (320 x 200) or high resolution (640 x400). Executable, sample pictures, and icons (version on disk 32 did not include pictures). Author: Scott Evernden

Plop Short, simple, no-frills IFF reader program, and a sample picture made using a ray tracing algorithm. Author: Jim Kent

PopCLI Provides a simple way of starting another CLI at anytime without having to load workbench or exit whatever program you may be using. Also has a built in screensaver mode which automatically blanks the Amiga console screen when there has been no input for a specified period of time. Author: John Toebe

QuickCopy Three versions of quickcopy, a nice little full diskcopier. Two of the versions are capable of making backup copies of "protected" Electronic Art's disks. Author: Dave Devenport

ScrollPf Creates and displays a 400 by 300 by 2 bit plane playfield on top of a 320 by 200, 2 plane deep playfield, as a demo of dual playfield display. Author: Carolyn Scheppner

SendPacket General purpose subroutine to send AmigaDOS packets. Author: Phillip Lindsay

SpriteMaker Program which lets you paint sprites and then converts data structure to be used in programs. Allows interactive testing of the sprite as a pointer. Suggested shareware donation of \$15 for source code

and updates Author: Ray Larson

Tracker Program which converts a boot-load disk (I.E. a kickstart disk) into a group of files for electronic transmission and reassembly. Completely preserves the original disk structure so the target disk will be an exact duplicate of the original Author: Brad (LordBradford) Wilson

TriClops Very nice graphics oriented 3D space invasion game. This was previously a commercial product which is being released into the public domain for promotional purposes (they are working on a multiuser, multimachine version) Author: Unknown, published by Geodesic Publications

Tsize A simple utility to print directory tree sizes. Displays the total size of all files and subdirectories within a given directory Author: Edmund Burnette

Unlifdef Useful program for removing ifdef'ed sections from a file while otherwise leaving the file alone. Allows one source to be used as a porting base for many machines, without shipping the entire source to every source customer. (Pre-process for their machine and send them only the source for their specific machine). Author: DaveYost

Vttest Program to test compatibility of vt100-compatible terminals and terminal emulators. Requires the resources of a UNIX system to test an Amiga hosted vt100 emulator. (I haven't yet found one that even comes close to passing this test!). Author: Per Lindberg

Fred Fish Disk 36

Acp A copy program with file name expansion and argument interpretation like the UNIX cp. Author: Fred Cassirer

Clock Updated version of the clock program released on FF15. Adds seconds display, free memory display, and faster updates Author: Mike Meyer

Csh Csh like alternative to the CLI, with changes to compile under Manx with 16-bit ints. Has alias, built in functions like "dir" for speed, history, named variables, command re-execution with substitution, etc. Version 2.01A. Author: Matt Dillon

DietAid Diet planning aid to allow the user to compile lists of ingredients (recipes) and automatically compute calorie totals, etc. This is a shareware program (\$10 suggested) which was submitted by the author for inclusion in the library. Author: Terry Gintz

Echo An improved echo command with options to control color, screen placement of text, etc. Author: Larry Phillips

FixHunk A program to modify executable files to allow them to run in external memory. It forces all DATA and BSS hunks in the file to be loaded into CHIP memory. CODE hunks will still load into FAST RAM if available. Version 1.2a. Author: D.J. James

Fm File mapper program. Uses track disk device to grab sectors and traverse the file system to find out what sectors a particular file occupies. Author: Leo Schwab

KickBench Instructions and programs for creating and using a combined KickStart and WorkBench disk, so only one disk is needed to

reboot. Allows the system to reboot unattended after a power failure. Requires disked from developer's disk Author: Alonzo Gariepy

Lex A program (not to be confused with the UNIX lex program which is a lexical analyzer generator) which computes various readability metrics for text files. Computes Gunning-Fog, Flesh, and Kincaid indices. Author: Jeff Sullivan

TunnelVision Another fine ABasiC game from David Addison. This is a maze game with a 3-D perspective view from inside the maze Author: David Addison

Vc Visicalc-like spreadsheet calculator program. Author: James Gosling, Amiga port by Peter Hardie

Vt100Version 2.2 of Dave's vt100 emulator program including Xmodem and Kermit file transfer protocols. Author: Dave Wecker

YaBoing A game program demonstrating hardware sprite usage, including collision detection. Author: Ali Ozer, based on original by Leo Schwab

#### Fred Fish Disk 37

Little Smalltalk It is a port of Timothy Budd's Little Smalltalk system, done by Bill Kinnersley at Washington State University. I filtered all the text files in the sources, docs, and examples directories through a program to remove extraneous CR (^M) characters from the end of each line. This also makes the files conform to standard Amiga and UNIX line delimiter conventions. I hope this didn't break anything else in the process. I have added the file sources/Makefile to help people who want to recompile the sources. It uses my ccfrentend. I was able to compile and link an executable that was almost the same size as the one Bill provided (100 bytes smaller) using Manx 3.20B in 16-bit int mode, but it aborted immediately with an error message, so beware.-Fred.

#### Fred Fish Disk 38

CSquared Implementation of Circle Squared algorithm from Sept '86 Scientific American "Computer Recreations" column. Produces wildly colorful but mathematically precise patterns. Author: Bill DuPree

FixObj Strip extraneous garbage off the end of object files transferred with modem. Does not require pre-knowledge of actual file length, uses knowledge of Amiga file structure. Version1.1 (update to copy on disk #10). Author: John Hodgson

Handler An example that implements an AmigaDOS Handler (device) in non-BCPL format. Author: Phillip Lindsay

Hp-10c Program that mimics an HP-10c (Hewlett Packard calculator), written in TDIModula2. Author: Duncan Prindle

IffDump Two programs for manipulating IFF files. IFFENCODE grabs an active screen and writes it to a file in IFF format. IFFDUMP decodes information in arbitrary IFF files and prints it in a human readable form. Author: Matt Dillon

Jsh A simple command line interpreter drawing on features from the BSD C shell. Author: Jim Kent

NewStat Replacement program for the Amiga DOS STATUS command. Prints task number, priority, address of process, command line being executed, current directory, etc. Author: James Synge

Reversi Program to play reversi game. Version 6.1. Author: Manuel Almudevar

UUdecode Programs to encode/decode binary files for transmittal via mail, or other text-only methods. Binary file is expanded by approximately 35% for transmittal. Author: Mark Horton

Vdraw Drawing program, based on freedraw, but now transformed and enhanced beyond recognition. This is version 1.14. This shareware program (suggested \$15 donation) was submitted by the author for inclusion in the library. Author: Stephen Vermeulen

VoiceFiler Voice filer program for Yamaha DX series synthesizers. Voices are transferred to and from the Amiga over MIDI. Author: Jack Deckard

Window Sample program which shows how to create a DOS window in a custom screen Author: Andy Finkel

#### Fred Fish Disk 39

AnsiEcho Some commands written in assembler. Includes an echo command, touch, list, cls (clear screen), and ask (wait for user input). Author: Dewi Williams

Display Graphics display program to display HAM images from a ray tracing program. Includes some really spectacular pictures Author: Dave Wecker

Driver Demo device driver in source. Functions as a RAM disk for demonstration purposes. Author: Lee Erickson

Xlisp Small lisp type interpreter, binary only (source to older version was on disk #18). Version 1.7. Author: Dave Betz

#### Fred Fish Disk 40

AhostAmiga terminal emulator featuring ANSI terminal emulation, file transfer with CompuServe's B-Protocol, Kermit, and Xmodem, user definable function keys, script language, RLE graphics and a special conference mode for use with CIS. Version 0.9. Author: Steve Wilhite & George Jones

AmigaMonitor Dynamically display the state of the machine, including open files, active tasks, resources, device states, interrupts, libraries, ports, etc. Display window into memory. Version 0.21. Suggested \$15 donation. Author: Jim Voris

Arc The ubiquitous compressing archiver program that has become the defacto standard for distributing binaries and multi-file postings on most BBS's. This is Amiga version 0.16, a port of arc version v5.0. Suggested \$35-\$50 donation. Author: System Enhancement Associates Amiga version by Raymond Brand

AreaCode Program which decodes area codes into state and locality. Version 1.5. Author: Bill Beogelein

Blink A linker written as a replacement for Alink. Fully Alink compatible and supports many additional options not found in Alink. Also is much faster than Alink and produces smaller executable files. Version 6.5. Author: Combined efforts of the Software Distillery

Cosmo An "asteriods" clone. Suggested \$6 donation. Author: John Harris

Dg210 Data General D-210 Terminal emulator. Suggested \$12 donation. Author: Steve Lenz

DirUtil Nice little program to wander around directory tree using a windowing interface and performing various operations on files. Version 1.4. Author: Chris Nicotra, enhancements by Dave Jobusch

DOSHelper Windowing program to print help information about various DOS command. Version 1.60. Suggested \$10 donation. Author: John Youells

PagePrint Prints text files with date/time header, page breaks, and line numbers. Suggested \$10 donation. Author: Phil Mercurio

PopCLI Provides a simple way of starting another CLI at anytime without having to load workbench or exit whatever program you maybe using. Also has a built in screen saver mode that automatically blanks the Amiga console screen when there has been no input for a specified period of time. Version II, which now includes source. Author: John Toebes

SpriteEd Lets you simultaneously edit two sprite pairs to form a double wide sprite image. Suggested \$10 donation. Author: Scott Lamb

X-Spell A spelling checker to proofread text files and then allow you to move through the document, deciding what to do with the misspelled words. Suggested \$15 donation. Author: Hayes Haugen

#### Fred Fish Disk 41

AmigaVenture A program which allows you to write your own Infocom-style adventure programs in AmigaBASIC. It is a full-featured adventure parser, including direct and indirect objects, multiple object processing, adjectives, automatic ambiguity resolution, and subordinate clauses. The parser includes support for one, two, or three-word verbs, and a full set of object-manipulation primitives. Author: Mitsuharu Hadeishi

Csh Version 2.03 of Matt's Csh-like shell. Executable only. Author: Matt Dillon

Dbug Macro based C debugging package. Machine independent. Provides function trace, selective printing of internal state information, and more. First released on disk #2. This version includes some bug fixes and enhancements. Author: Fred Fish

DualPlayField An example of using a dual-playfield screen, using a method contrary to documentation in the Intuition Manual. Author: Jim Mackraz

GetFile A very nice filename requester. Unlike the earlier version on disk #35, this version includes source code. Author: Charlie Heath

LatticeXref A cross reference listing of all symbols defined in the

Lattice 3.10 header files. Sorted alphabetically by symbol string, includes file name and line number of all references and/or definitions. Author: Fred Fish

Lines A line drawing demo program, reminiscent of the "sparks" program on disk #9. Author: Paul Jatkowski

SetFont A program to change the font used in a workbench screen. Includes several sample fonts of various sizes. Author: Michael McInerny

Vt100Version 2.3 of the ever popular vt100 terminal program. Includes xmodem and kermit file transfer protocols. Author: Dave Wecker

#### Fred Fish Disk 42

MicroGNUEmacs (MG) To quote the "Read Me First" file. This diskette contains the Amiga version of MicroGNUEmacs (MG), a small but powerful text editor that runs on many other computer systems besides the Amiga. One of MG's major goals is to be compatible with its cousin GNU Emacs, so certain features you may have seen in other versions of MicroEmacs may work differently here, or not exist. Hopefully, you'll find the added features MG provides to be worth the trouble it takes to make the switch.

From the "Read Me Second" file: This is the fourth Beta distribution of MicroGnuEmacs. Beyond the work of Dave Conroy, author of the original public domain v30, this contains the efforts of: mwm@ucbopal.berkeley.edu Mike Meyer mic@ngp.utexas.edu Mic Kaczmarczikb larson@usc-oberon.arpa Bob Larson rtech! daveb@sun.com Dave Brower A very nice job guys! Congratulations.

#### Fred Fish Disk 43

BasicBoing An AmigaBASIC program which shows animation by page flipping. Precalculates all views of a rotating 3Dimensional cube and then cycles through them rapidly for animation Author: Arthur Blume

Bbm Demo copy of B.E.S.T. Software's Business Management System. It is a full implementation with file sizes reduced for demo purposes. Author: Business Electronics Software & Technology Inc.

BbsList A list of Bulletin Board Systems which support the Amiga. The list was compiled from a list on Delphi, Compuserve, bathroom walls, etc. Author: Dick Sheffold

Cc C compiler front ends for Manx and Lattice C, developed independently by Jay T's. These automatically filter off the annoying banner messages from various passes of the compilers Author: Jay T's

Copper A copper list disassembler. Dumps the contents of a hardware copper instruction list. Author: Scott Evernden Inst

IFF A program which converts sampled sound files from the Instruments dealer demo disks to IFF sampled sound files in a FORM 8SVX Author: Bobby Deen

PopColours Lets you change the Red/Green/Blue components of any color register, on any screen currently in the system. Uses a movable window with slider gadgets. Very well done. Version 1.0, November 1986. Author:

Chris Zamara and Nick Sullivan

SpriteClock A very simple clock that uses a sprite as it's display medium, thus allowing it to be displayed on top of all other screens. Includes source in assembly language. Author: Darrel Schneider

STEmulator Turns your Amiga into an Atari ST (sort of). Be sure to read the README file for the true story...Author: David Addison

WBrum A program designed to allow any program to be invoked from CLI yet behave as if it were invoked from Workbench. Workbench need not be loaded, thus saving the memory that Workbench would normally use. Author: JohnToebes

Wild Two versions of UNIX shell style wildcard matching routines. Author: Rich Salz and Fred Fish

Fred Fish Disk 44

Icons Some miscellaneous icons for your viewing pleasure. Author: Unknown

NewIFF Some new IFF material dealing with sampled voice and music IFF files. Author: Posted to usenet by Carolyn Scheppner

RayTracePics Ray tracing pictures, some of which appeared on FF39, but now in IFF HAM format for MUCH faster loading and compatibility with existing IFF tools. Author: Dave Wecker

ViewILBM Reads an ILBM file and displays as a screen/window until closed. Handles normal and HAM ILBM's. Author: Based on ShowILBM, enhanced by Carolyn Scheppner

Fred Fish Disk 45

Clue Clue board game. Nice. Author: Greg Pryor

Make Another version of make that seems to be more complete than many other PD makes. Author: Unknown, downloaded from the Software Distillery

Pictures Miscellaneous pictures selected from dozens of pictures that have come my way since the last full art disk. Author: Rich Payne, Grace Rohlf, and others.

Update Used to update an older working disk with files from a newly released disk. Files on the older disk that are out of date will be upgraded with files from the new disk. Author: Unknown, downloaded from Software Distillery

Wherefs Program which searches a disk for the first or multiple occurrences of a file with a given name. Author: Steve Poling

Fred Fish Disk 46

Asm A shareware macroassembler, submitted by the author. Asm is a 68010 macro assembler that is compatible with the assembler described in the AmigaDOS manual. Author: Douglas Leavitt

CheckModem A program which provides for executing other

programs from your startup file, if and only if there is actually a modem connected to the serial port. Author: Matt Dillon

Egad A gadget editor from the Programmers Network. Very nicely done and very useful. Author: John Draper, Ray Larson, Brent Southard, and Dave Milligan

Jive program which transforms its standard input to "jive" on its standard output. Author: Unknown

My.lib A binary only copy of Matt's alternate run time library. Author: Matt Dillon

ProffMacros Subset implementations of the Berkeley "ms" and System V "mm" macropackages, for the proff program. Author: Tony Andrews and George Walker

Valspeak A filter program which transforms its standard input to "valspeak" on its standard output. Author: Unknown

#### Fred Fish Disk 47

3D-Arm The first stage of a larger project to study goal directed animation of articulated objects (objects which can move with various degrees of freedom but are constrained by attachment to other links within the object). This program demonstrates goal directed animation with a simulated 3-dimensional robot arm. Includes source Author: Bob Laughlin

Juggler Stunning animation of a robot juggler with raytraced reflective spheres. Uses HAM mode display and sound effects to boot! Author: Eric Graham

Vt100Version 2.4 of Dave's vt100 terminal emulator. Includes x modem and kermit file transfer protocols. Author: Dave Wecker

#### Fred Fish Disk 48

Bru Alpha 1 version of a hard disk and/or file archiver written for UNIX. This is a vanilla port, with very little Amiga smarts, but it is usable. This is also the last freely redistributable version. Author: Fred Fish

Comm A vt100 like terminal emulator with built in support for key functions and a phone number database. Version 1.30 Author: D J James

Csh2.04 Version 2.04 of Matt's csh-like shell. Includes source. Author: Matt Dillon

Csh2.04M Version 2.04 of Matt's csh-like shell, heavily modified for Manx C. Includes source. Author: Matt Dillon, Manx version by Steve Drew

Diskperf A disk bench mark program which runs on both UNIX and the Amiga. Author: Rick Spanbauer

Du Computes disk usage of a file or directory (including sub directories). Very handy. Author: Joe Mueller

MemWatch Memwatch is a program intended to sit in the background and watch for random trashing of low memory by an application under development. If it detects a write to low memory, it repairs it to what used to be there, then puts up a requester indicating what damage had been done. Very useful! Author: John Toebes



**Profiler** A real time execution profiler for Manx 3.30E. Using this you can identify what sections of your program are using the most time, or being executed the most, and optimize as appropriate. I was able to double the speed of some programs by using this tool. Includes source. Author: Tomas Rokicki

#### Fred Fish Disk 49

**Cycloids** An updated version of the hypocycloids (electronic spirograph) program first released on FF27. Author: Terry Gintz

**DirUtil** An enhanced version of the dirutil from FF35. Dirutil is a program to wander around a directory tree and perform various operations on files. See README file for list of new features. Author: Chris Nicotra, enhancements by Johan Widen

**Multidef** A program to scan a collection of object and library files and identify multiply defined symbols. This is useful to locate subtle problems where user defined symbols override library symbols. Author: Paul Jatkowski

**MyUpdate** A disk update utility that also provides support for automatically stripping comments from C header files and for interactive verification on a per file basis. Author: JoeMueller

**Plot** Program to compute and plot 3 dimensional functions. Includes hi-res interlace mode for maximum detail. Author: Unknown; Amiga version by Terry Gintz

**Polygon** A moire type pattern generator but with color cycling. Author: TerryGintz

**QMouse** A program to query the status of the left mouse button and return a status code. The return code can be used as a WARN condition in a CLI execute file to alter execution. Also includes a separate program to toggle interlace on and off. Both are written in assembler and are very small. Author: Robert Rethemeyer

**TouchA** simple command to set the date of a file to the current date. Uses new supported method of setting a file date stamp (rather than reading and writing back a byte) Author: Phil Lindsay and Andy Finkel

**Trees** Another "tree growing" program, similar to the one on FF31, but more extensive. Author: Unknown; Amiga version by Terry Gintz

#### Fred Fish Disk 50

**Asm** A shareware macroassembler, submitted by the author. Asm is a 68010 macro assembler that is compatible with the assembler described in the AmigaDOS manual. This is version 1.1, an update to the version on FF46, and includes bug fixes, additional standard Motorola mnemonics and a simple startup code module. Author: Douglas Leavitt

**BreakOut** A 3D game. Requires 3D glasses. Author: Tim Kemp

**DiskZap** Program to "edit" a disk, sector by sector. Version 1.1. Author: Paris Bingham Jr.

**FirstSiliCon** A smart input line interpreter that provides a separate

command window with full editing and recall of previous commands. Actual name is "Sili(Con:)". Author: Pete Goodeve

Missile A nice "missile defense" game. Written 100% in assembler (source available from author) and is very fast! Author: Glen Merriman

PerfectSound Perfect Sound demo, with a sound editor and sample sound files. Looks very nice. Author: Anthony Wood

Sizzlers Graphics demo programs. Author: GregEpley

UNIXArc A version of arc suitable for UNIX System V. Author: System Enhancement Associates

Wombat Yet another terminal emulation program. Version 3.01. Has user set table cursor, programmable function keys, vt-102 emulation, auto-dialing, loadable settings files, and more Author: Dave Warker

#### Fred Fish Disk 51

Bison A replacement for UNIX "yacc" command. This is from the GNU (GNU is Not UNIX) effort, and was obtained from the Free Software Foundation. This is a working update to the version on FF4, provided by Johan Widen Author: Bob Corbett and Richard Stallman

Compress This is an update to the compress version released on FF6. It is tested and seems to work well except for a couple glitches noticed at the last minute (see the README file). Compress reduces the size of the named files using adaptive Lempel-Ziv coding. The amount of compression obtained depends on the size of the input, the number of bits per code, and the distribution of common substrings. Typically, text such as source code or English is reduced by 50-60%. Compression is generally much better than that achieved by Huffman coding (as used in "pack") or adaptive Huffman coding (as used in "compact"), and takes less time to compute. Author: Thomas Spencer, with improvements by others

Cos A "Wheel Of Fortune" style game in AmigaBASIC. Author: Steve Michel

DifSsed Dif produces a difference file which lists the line by line differences between any two text files. These differences can be fed to ssed (a stream type editor), along with the original text file, to remotely reproduce the other (new) file. Binary only. Author: Chuck Forsberg, Amiga port by Rich Schaeffer

Sq.Usq Portable versions of the CPM sq and usq utilities. Author: R.Greenlaw, many changes by Bill Swan

#### Fred Fish Disk 52

Assign Replacement for AmigaDOS assign command, written in C. Author: Charles McManis

Fractal A fractal program which produces a random square fractal terrain. Author: John Olsen

HAMpoly A polygon drawing demo which uses HAM mode to produce polygons of any of the possible 4096 colors. Author: John Olsen

MxGads Demonstrates how to make mutual exclusion of boolean

gadgets work, even if they contain Gadget Text. Author: Willy Langeveld

Poly A polygon drawing demo using the Area Move, Area Draw, and Area End functions Author: John Olsen

Tek4010 A Tek 4010 emulator. Author: Terry Whelan, with changes by Steve Poling

>VDraw1.16 Shareware drawing program submitted by the author. This version uses menus but includes some items not on version 1.19, also on this disk. Author: Stephen Vermeulen

Vdraw1.19 Latest version of Vdraw, with a completely new iconic user interface, and some other new features including a color palette mixer and DPaint style brushes, extended cutting features, area locking, and a flexible printing interface Author: Stephen Vermeulen

### Fred Fish Disk 53

Animations Some animations made with Aegis Animator. Includes a player program Author: Aegis Development

ARCre Creates rename scripts so that files with long names can be easily archived and de archived correctly by "arc". Author: John Hoffman

Arp Some preliminary programs from a program started on BIX by Charlie Heath to replace all the BCPL AmigaDOS programs with assembly equivalents. Includes "break", "cd", "chmod", "echo", "filenote", and "makedir". : Charlie Heath and Scott Ballantyne

Compiler An optimizing C compiler for the 68000. Has successfully compiled itself on a 68000 based UNIX system V machine, but has yet to be fully ported to the Amiga. It will currently produce assembly output for simple C routines on the Amiga, but needs lots of work to be really useful as anything other than a learning tool for budding compiler guru's Author: Matthew Brandt

SpreadSheet A simple "Visicalc-like" spreadsheet calculator. Also known as "vc" but there is currently a debate about whether or not that name is a registered trademark. The version on FF36 was based on an earlier version of the same source. This release also includes source code. Author: James Gosling, Mark Weiser, and Bob Bond Amiga port by Dave Wecker

TarSplit A port of the OS/9 program that extracts files from UNIX tar archives Author: James Jones. Amiga version by Mike Meyer.

UUencode Programs to encode/decode binary files for transmittal via mail or other text-only methods. The binary file is expanded by approximately 35% for transmittal. This release is an update to the version on FF38, and includes a simple line-by-line checksum technique that can read and write files compatible with the older uuencode/uudecode. Author: Mark Horton with mods by Alan Rosenthal

### Fred Fish Disk 54

HanoiClassical demo program for recursion. Solves the towers of hanoi problem in a workbench window of its own. Author: Ali Ozer

ISpell A quick and dirty port of a UNIX version of a freely distributable screen oriented, interactive, spelling checker. I use the UNIX version daily and it is very nice. You will need expansion RAM to run this with the supplied dictionary, as it loads the entire 300K hashed dictionary into memory. A hard disk is also recommended. Author: Pace Willisson

Ing The next step in the "boing wars". Turns a nice screenful of little windows into a screen of lots of bouncing little windows. Cute! Author: Leo 'Bols Ewhac' Schwab

Lav A "title bar type" program that displays the number of tasks in the Amiga's run queue, averaged over the last minute, 5 minutes, and 15 minutes. Presumably inspired by, and named after, the BSD "load average" program. Author: William Rucklidge

MidiTools Simple programs to play and record through the MIDI I/F. Untested (I have no MIDI hardware). Author: Fred Cassirer

MoreRows A program to make the workbench screen larger than normal. The number of additional rows and columns are set via command line arguments. Author: Neil Katinand Jim Mackraz

Tilt Another of Leo's cute little toys. This one makes your Amiga look like it didn't pass Commodore's vibration testing. Author: Leo Schwab

#### Fred Fish Disk 55

Csh Version 2.05 of Matt Dillon's csh like shell, modified for Manx C Author: Matt Dillon, Manx'ified by Steve Drew

NewStartups A couple of new Cstartup modules. AStartup.asm is the source to AStartup.obj, with 1.2 fixes and better quote handling. TWStartup.asm is like AStartup.asm but opens a studio window, using a user supplied window specification, when executed from workbench. Author: Commodore, posted to BIX by Carolyn Scheppner

Palette A tool which allows you to change another program's custom screen colors. Based on Charlie Heath's palette program from FF1. Author: Carolyn Scheppner

PipeDevice A working 'pipe:' device, which allows the standard output of one process to be fed to the standard input of another process, with both processes running concurrently. Author: Matt Dillon

ScreenSaveA program to save a normal or HAM mode screen as an IFF file. Also creates an icon for the saved file. Author: Carolyn Scheppner

ShangaiDemo Demo version of the Activision game "Shanghai". Submitted directly by Activision for inclusion in the library.

SoundExample A double buffered sound example for Manx C using 16-bit ints, small code, and small data. Author: Jim Goodnow

Vsprites A working vsprite example. Author: Eric Cotton

Vt100Version 2.6 of Dave's vt100 terminal emulator with kermit and xmodem file transfer. It just keeps getting better and better. Author: Dave Wecker

#### Fred Fish Disk 56

ClipBoard Clipboard device interface routines to provide a standard interface, such as Open, Close, Post, Read, Write, etc. Author: Andy Finkel

ConPackets Demos the use of DOS packets, finding the Window pointer and ConUnit pointer of the CLI window, toggling Raw mode, getting cursor position and limits from the ConUnit, and ESC-sequence cursor positioning. Author: Carolyn Scheppner

GetDisks Sample program to find all available disk device names and return them as a simple exec list. The list is made of named nodes, with the name being the device name. Author: Phillip Lindsay

GetVolume Sample program to get the volume name of the volume that a given file resides on. Works on any device, even the RAM: device. Author: Chuck McManis

Icon2C Reads an icon file and writes out a fragment of C code with the icon data structures, for inclusion in a larger program. Author: Carolyn Scheppner

MergeMem Program which attempts to merge the MemList entries of sequentially configured RAM boards. When successful, allows allocating a section of memory which spans board boundaries. Author: Carolyn Scheppner

mCAD An object-oriented drawing program, version 1.1. Uses a small set of graphics primitives (like "line", "box", and "text") and a small set of editing functions (like "move", "size", and "rotate"). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. This shareware program was submitted by the author. Author: Tim Mooney

Fred Fish Disk 57

Fred Fish 57 has been replaced with Fred Fish 97

Fred Fish Disk 58

ASDG-rrd Extremely useful shareware recoverable RAM disk. This AmigaDOS device driver implements a completely DOS compatible disk device in memory that survives resets, guru's, and crashes. An absolute must for those with lots of RAM. Binary only. Author: Perry Kivolowitz, ASDG Inc.

BigView Displays any IFF picture, independent of the physical display size, using hardware scroll. Default display size is 320 by 200 in lo-res; HIRES or LACE attributes added if user width/height exceeds low resolution boundaries. Includes source. Author: John Hodgson

EGraph Egraph reads pairs of x and y values from a list of files and draws a formatted graph. Supports four unique curve fonts; solid curves, dashed curves, dotted curves, and long dashed curves. The maximum number of data points is unlimited. Has globs of options. Binary only. Author: Laurence Turner

HyperBase Nice little shareware database management system. Version 1.5. Binary only, source available from authors. Author: Michael MacKenzie, Marc Mengel, and Craig Norborg

MemClear Walks through the free memory lists, zeroing free memory along the way, and coalescing memchunks that have contiguous address spaces. Includes source. Author: John Hodgson

NewZAP A third-generation multi-purpose file sector editing utility, from the author of FileZAP. Displays and edits full 512-byte sectors via a 106 character wide internal font. Includes a search feature to find specific strings or hex digits, forwards or backwards. Version 3.0, includes source. Author: John Hodgson

RainBow Marauder-style rainbow generator. Installs a user copper list such that the background color is changed every few scan lines. Includes source. Author: John Hodgson

SmusPlayers Two SMUS players, to play SMUS IFF music formatted files. Executables only. Author: John Hodgson

View A tiny ILBM viewer, for use with either the CLI or WorkBench. Includes source. Author: John Hodgson

WBdump JX-80 optimized workbench printer that does not use DumpRPort. Much more efficient than the Amiga JX-80 driver for fullscreen dumps Includes source. Author: John Hodgson

#### Fred Fish Disk 59

Browser Another version of the browser program released on disks number 18 and number 34. Includes some bug fixes and enhancements. Includes source. Author: Mike Meyer, enhancements by Mark Schretlen

Browser2 This browser type program is apparently not based on the original Mike Meyer version. Binary only. Author: Dan Green

Clock Another clock program, comes in several flavors depending upon features desired, which include using alternate fonts, using alternate colors, setting the time, etc. Binary only. Author: Mark Waggoner

Dme Version 1.22 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary keymapping, fast scrolling, title-line statistics, multiple windows, and ability to iconify windows. Author: Matt Dillon

DropCloth Dropcloth replaces the standard blank WorkBench backdrop with a pattern, of settable intensity. Binary only. Author: Eric Lavitsky and Perry Kivolowitz

DropShadow A program that makes your WorkBench windows have dropshadows. Neat. Binary only. Author: Jim Mackraz

FixWB A program similar to "DropCloth" (also on this disk), but not fully working yet. At least this one is provided in source, so you get your choice of a working one in binary or a nonworking one in source. Sigh. Author: Leo Schwab

mCAD An object-oriented drawing program, version 1.2.2. Uses a small set of graphics primitives (like "line", "box", and "text") and a small set of editing functions (like "move", "size", and "rotate"). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. This shareware program was

submitted by the author. Many improvements over the version released on FF56. Binary only. Author: Tim Mooney

Robotroff Another of Leo's cute little display hacks. This one has a definite attraction to pointers (don't want to spoil the surprise) Author: Leo Schwab

Supermort A general compounding/amortization routine, using the intuition environment, which can be used for mortgage/loan computations. Binary only. Author: Mark Schretlen

#### Fred Fish Disk 60

Blitz Blitz is a small program that is designed to be loaded into memory and that sits in the background until activated by its hot key. It allows you to view a text file, much like a TYPE command, only that it lets you move forwards and backwards through the file. Its screen updates are blitz'n. Binary only. Author: Hayes Haugen

BlitzFonts Blitzfonts makes text output up to 6 times faster, transparently to well behaved programs. It is also very small and written 100% in assembly for maximum speed. Binary only Author: Hayes Haugen

HandShake Handshake is a full featured VT52/VT100/VT102 terminal emulator. The author has taken great pains to support the full VT102spec. This is version 1.20a, binary only. Author: Eric Haberfellner

Med Yet another Amiga text editor. This one lets you edit up to 36 files simultaneously and makes extensive use of the mouse. This is version 2.1, binary only. Author: Francois Rouaix

PrtDrvGen Program to automatically generate custom printer drivers. Version 1.1, binary only, source available from author. Author: Joergen Thomsen

Show A nice, very small slideshow type program, version 2.1, binary only. Author: Andry Rachmat

Uedit Version 2.0 of this nice shareware editor. Has learn mode, a command language, menu customization, and other user configurability and customizability features. Binary only Author: Rick Stiles

Ueturbo Example of extensive customization of Uedit to set up a nice development environment. Includes source. Author: Tom Althoff

#### Fred Fish Disk 61

ATPatch A program which reportedly will patch the Amiga Transformer for operation under Workbench 1.2 (I don't have one so I couldn't test it). Includes source. Author: Philip Staub

FillDisk Disksalv has been known to find some rather interesting things in the free blocks of some production disks from companies that should know better. This little hack makes sure you don't get caught in the same trap, by scribbling the disk's free blocks in a totally safe manner. Includes source (all 20 lines of it). Author: Fred Fish

LPatch Patch for programs, such as 'Atom', with bad 1.0 Lstartup code, which abort during startup under 1.2 with 00038007 alert (can't open

DOS library). Includes source. Author: Carolyn Scheppner

MicroEmacsVersion 3.8b of Daniel Lawrence's variant of Dave Conroy's microemacs. This version is greatly enhanced over the last version, distributed on FF22. For example, there is now a full extension language and support for a larger number of 68000 machines. Includes source Author: DaveConroy, MANY enhancements by Daniel Lawrence

PearlFont A font similar to Topaz, but with smoothed out edges and more rounded characters. Author: Michael Portuesi

Terrain Program which demonstrates generation of good looking pseudo-random scenery. Includes source in Draco. Author: Chris Gray

VSprites Vsprite example from Rob's book "Programmers' Guide To The Amiga" Produces 28 VSprites on screen simultaneously, using only three distinct sets of colors. Includes source. Author: Rob Peck

#### Fred Fish Disk 62

Hack This disk contains a port of the popular UNIX game "Hack", done by John Toebes and the crew at the Software Distillery. This is version 1.0.3D. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using a command of the form "copy df0: to df1: all". This insures that disk fragmentation is kept to a minimum, but also has the unfortunate side-effect that all the file dates are changed. Note that this disk must be named "Hack\_Game". I have elected to keep that name, rather than using the usual "AmigaLibDiskXX" convention for disks in my library, to avoid requiring users to rename the disk before using it.-Fred. Released April 11, 1987

#### Fred Fish Disk 63

Larn This disk contains a port of the popular UNIX game "Larn", done by Edmund Burnette and the crew at the Software Distillery. This is version 12.0B. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using a command of the form "copy df0: to df1: all". This insures that disk fragmentation is kept to a minimum, but also has the unfortunate side-effect that all the file dates are changed. Note that this disk must be named "Larn". I have elected to keep that name, rather than using the usual "AmigaLibDiskXX" convention for disks in my library, to avoid requiring users to rename the disk before using it. Also note that, as distributed, this disk is only about 40% full. Normally I try to fill my library disks to about 90-95% full, but these "packaged" disks are special.-Fred

#### Fred Fish Disk 64

Amiga Developer's IFF disk This is a copy of the Amiga Developer's IFF disk, received directly from Commodore-Amiga sources, with permission to place in the library and redistribute. It is an update to FF16, and is unchanged except the volume name has been changed to AmigaLibDisk64.Enjoy-Fred.



## Fred Fish Disk 65

**Bawk** Text processor inspired by the UNIX awk utility. Bawk searches files for specific patterns and performs actions for every occurrence of these patterns. The patterns can be regular expressions. The actions are expressed using a subset of the C language. Unfortunately this version always gets a stack overflow no matter what the stack is set to, I haven't had a chance to find the bug. Includes source, so you can hunt for it. Looks like it could be a very useful utility for the Amiga. Author: Bob Brodt

**CloseWB** Simple program for use with MWB (also on this disk) to close a current WorkBench screen, and let you open WorkBench on a custom screen. Author: Matt Dillon

**Cookie** Fortune cookie program. Includes source. Author: Richard Stevens

**JTime** Detailed instructions, including schematics in IFF format, for building and installing a battery backed up real-time clock. The clock goes on the joystick port (aka mouse port 2). Author: Michael Keryan

**MenuBuilder** A program which automates the process of building menus. It takes a simple text file and generates a C source file with all the needed structures for linking with the rest of your program. This is version 1.0, and includes source. Author: A. Preston

**MWB** A program which will create a new 'WorkBench' screen and route by request OpenWindow calls meant for the WorkBench to these new screens. This allows you to run programs which normally open windows on the WorkBench screen to use a custom screen instead. Version 1.01, includes source. Author: Matt Dillon

**NewPacketsTutorial** downloaded from BIX C-A support section, which describes some new packets and structures in 1.2 AmigaDOS. Author: Carolyn Scheppner

**PascalToC** A Pascal to C translator program which is supposed to correctly handle function, procedure, and most type declarations. However, this quick and dirty port didn't fare too well on even a simple little Pascal fragment from Software Tools in Pascal. I don't know if the problem is machine dependencies in the code or bugs. Looks like it could be useful with a little more work than I have time to put into it now. Includes source. Author: James Mullens, enhancements by Dan Kegel

**Prep** Version 2.1 of a Fortran preprocessor called 'prep', an alternative to ratfor. Prep has better macro facilities, a concise shorthand for array and vector statements, all the standard flow control constructs of forth, and is written in generic, portable C (I made no source changes). Includes source. Author: Roger Ove

**RunBack** A program that allows you to start another program which is independent of the CLI window. This is useful to start programs from your Startup-Sequence, load WorkBench, and then close the initial CLI (which could not be closed otherwise). Author: Charlie Heath, MicroSmiths

**SunMouse** Makes your mouse behave like the Sun Microsystem Sunwindows mouse. You no longer have to 'click' in a window to make it

active. Just move the mouse pointer into the window and start typing.  
Version 1.0, binary only. Author: Scott Evernden

#### Fred Fish Disk 66

**AmScsi** Preliminary documentation for a hardware project to build a SCSI controller board. The design does not support DMA or AUTOCONFIG'ing. Author: Rich Frantz

**Asm68k** Full featured macro assembler, version 1.0.1, binary only. Well documented. Author: W. Wesley Howe

**Assigned** Same code showing how to find out whether or not a name has been assigned (via the DOS ASSIGN command) before using it, thus avoiding the DOS Insert-Disk requester. Includes source. Author: Dan Green

**Dk** A little display hack, inspired by Leo's gems. Written in Modula-2, includes source. Author: Thomas Handel

**Flip** Seems like Leo's gems have inspired lots of people. This one is quite cute also. Written in assembler, includes source. Author: Mike Berro

**Foogol** Just what you've been waiting for, a foogol cross compiler for your Amiga that generates VAX assembly code. Now you can port all those Amiga foogol programs to your VAX! Seriously, foogol-IV is a tiny Algol like language and this is a compiler for it. Includes source. Author: Per Lindberg

**Free** Free returns the available free bytes on any storage device that AmigaDOS sees as a drive. A list of up to six drives is kept by the program and may be cleared or added to at any time by the user. Includes source. Author: Tom Smythe

**MallocTest** A malloc/free test program that allocates and frees randomly sized pieces of memory with random lifetimes, and fills them with patterns that can be checked for corruption. Useful for beating on your vendor supplied memory management routines, or possibly as a poor man's memory test program. Includes source. Author: Neil Webber

**Melt** Another display hack from the master himself... Includes source. Author: Leo Schwab

**Nart** Another display hack from the master himself... Includes source. Author: Leo Schwab

**Purty** Provides an easy way to change some common printer settings via a small window with several gadgets. Binary only. Author: Charles Tyson

**RayTracer** A simple ray tracing program. It is capable of depicting up to 150 balls and a plane that is covered with a tiling of any bit mapped picture. Binary only and sparse documentation. Author: Friedrich Knauss, Steve Williams, Jim Horn and Mark Reichert

**SendPackets** Updated versions of the ASendPacket and SendPacket examples from FF35. A SendPacket is an example program for sending multiple packets asynchronously to a DOS handler, for those interested in implementing programs with asynchronous AmigaDOS file I/O. SendPacket is a general purpose subroutine to send AmigaDOS packets. Includes source. Author: Phillip Lindsay

**SnapShot** A small utility for dumping screens. This one works like

POPCLI and stays dormant until you press Ctrl-Esc. Binary only. Author: Francois Rouaix

TagBBS Version 1.02 of a shareware BBS system. Suggested shareware donation is \$25. Binary only. Author: Patrick Hughes

#### Fred Fish Disk 67

AmCat Shareware disk cataloging program. Suggested donation of \$20. Binary only. Author: Brian Conrad

AmigaSpell Very nice intuition oriented shareware spelling checker, version 2.0, binary only. Author: Mike Berro

Bouncer A 3D simulation of a bouncing ball written in Creative Solutions' Multi-Forth, with source included. Author: Jon Bryan

Comm Another nice terminal program. Version 1.33, binary only. Author: DJ James

Dux5 Latest version of directory utility which is a descendant of the original dirutil program by Chris Nicotra. Includes source. Author: Enhancements and fixes by lots of people

HexCalc Nice little hex/oct/dec/bin calculator and converter. Binary only. Author: Scott Ross

Icons A collection of some icons for general purpose programs and some particular programs. The "documentation" icon is particularly cute. Author: Jeff White

Mandala A mandala graphic program with sound, sort of Eastern music. Binary only. Author: Unknown

PersMait Demo version of shareware personal/personnel file manager. Includes list processing, capability to run mailing labels, mail merge output feature, and more. Demo version is binary only and limited to input mode. Suggested donation of \$24 for the "real" version. Author: Breen and Associates

RSLClock Yet another nice little clock utility that can sit around in your title bar. Lots of options. Version 1.3, binary only. Author: Roy Laufer

RTCCubes A little graphics demo that shows 16 3D cubes in a 3D space, all being translated, rotated, and drawn on the screen in real time. Binary only, takes over the machine, reboot to recover. Author: Ralph Russell

Wheel Nice little "Wheel of Fortune" type game, written in AmigaBASIC Author: Hari Wiguna

#### Fred Fish Disk 68

MicroGNUEmacs (MG 1b) To quote the "Read Me" file: This diskette contains the latest Amiga version of MicroGNUEmacs (MG 1b), a small but powerful text editor that also runs on many other computer systems besides the Amiga. One of MG's major goals is to be compatible with its "cousin" GNU Emacs, so certain features you may have seen in other versions of MicroEmacs may work differently here, or not exist. Hopefully, you'll find the added features MG provides to be worth the trouble it takes to make the

switch. As well as the commands available on \*all\* systems MG supports, Amiga MG has many Amiga-specific features: the Amiga mouse (with 24 different functions!), Intuition pull-down menus, the Browser (a very nice way to select files), Amiga function keys, a full-screen editing window, and support for using a different text font in the editing window.

MicroGNUEmacs is based on the original work of Dave Conroy, author of the public domain v30 version. It has been greatly enhanced through the efforts of the following people: mwm@ucbopal.berkeley.edu Mike Meyer mic@ngp.utexas.edu Mic Kaczmarczik blarson@usc-eclb.arpa Bob Larson rtech!daveb@sun.com Dave Brower (previous version). The current version is known to run on the following systems: 4.2 & 4.3 BSD UNIX, Sun 3.2 Ultrix-32 (BSD UNIX) OS9/68k VM Amiga System V Eunice Primos Cpm/68kAtari STA very nice job guys! Congratulations.

Fred Fish Disk 69

Asm68k Full featured macro assembler, version 1.0.3, binary only. Well documented. Author: W. Wesley Howe

BlitLab Blitlab is a program which lets you experiment with the blitter, to your hearts content, in relative safety. It opens a workbench window with gadgets for all the registers of the blitter, and allows you to manipulate individual registers and perform blits on a magnified bitmap. Includes source. Author: Thomas Rokicki

Conman A replacement console handler that provides line editing and command line history. Is completely transparent to any application program that uses CON: windows. Programs that use RAW: input are not affected. VERY useful. Shareware version 0.9, binary only (source to be available from author). Author: William Hawes

Console Console is a try at a new set of routines to get around some of the problems with the standard system routines, and includes some simple graphics routines. Includes source. Author: Jim Cooper

Dk A little display hack, inspired by Leo's gems. Written in Modula-2, includes source. Slightly newer than version on FF66. Author: Thomas Handel

Frag Reports the number of free blocks of size  $2^{(n-1)}$  to  $(2^n)-1$  for n up to 24 (blocks of max size 16Mb-1). Translation: Gives you some idea of how fragmented your free memory is. Includes source. Author: Mike Meyer

IconType Change the type of an icon after editing with IconEd. Types are Disk, Drawer, Tool, Project, Garbage, and Device. Includes source. Author: Larry Phillips

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"

MonProc A simple program to allow you to monitor any process for packet activity. Includes source. Author: Phillip Lindsay

MouseClockTurns your mouse pointer into a digital clock with updates once per minute. Includes source. Author: John Hoffman

Sb Structure browser, that displays system structures via pointers

found in other structures. You start from IntuitionBase and go from there. Version 1.0, includes source. Author: Nick Sullivan and Chris Zamara

Spew Program which generates amusing 'National Enquirer' type headlines. Works from a 'rules file' which describes how the headlines are to be constructed. Includes source. Author: Gregory Smith (original by "mark@pixar")

Spool The SPOOL system consists of 3 programs: A queue manager, a printer driver, and a SPOOL request program. The SPOOL system demonstrates the power of the Amiga's multitasking abilities in a very practical way. It makes extensive use of Amiga Exec's message passing facilities and list-handling primitives. Version 1.2, includes source. Author: Tim Holloway

Wc A "word count" program, ala UNIX's wc, that is faster because it doesn't count what you don't ask for, plus some other improvements. Includes source. Author: Steve Summit

#### Fred Fish Disk 70

AmigaMonitor Dynamically display the state of the machine, including open files, active tasks, resources, device states, interrupts, libraries, ports, etc. Display window into memory. Version 1.13, binary only (source available from author). Author suggests \$15 donation. Author: Jim Voris

Arc The ubiquitous compressing archiver program that has become the defacto standard for distributing binaries and multi-file postings on most BBS's. This is Amiga version 0.23, a port of arc version v5.0, binary only. Author suggests \$35-\$50 donation. Author: System Enhancement Associates Amiga version by Raymond Brand

BlackBook Keeps track of those important phone numbers and addresses. Shareware, author suggests \$30 donation. Author: Craig Nelson

DoTil Lists, in alphabetical order, all files on any two directories, showing file size, creation date/time, and amount of free disk space. Also copies, renames, or deletes files and/or directories, and moves files from one directory to another. Version 2.0, shareware, author suggests \$15 donation. Author: Dan Franki

GravityWars The object of this game is for one player to hit the other player's ship with a missile, before being hit yourself. The ships and planets don't move, but aiming the missile in the presence of gravity fields and black holes makes hitting your target difficult. Version 1.03, shareware, author suggests \$5 donation. Author: Ed Bartz

Jobs An alternate user interface to WorkBench or CLI. Version 2.1, binary only. Author: John Sawaya

Lens This program magnifies a small area surrounding the pointer and displays it in a separate window. Version 1.0, binary only Author: Ned Konz

Life-3D A 3D version of the classic cellular-automaton game. Shareware, author suggests \$20 donation. Version 1.2, binary only. Author: Bob Benedict

Logo A logo interpreter, with user interface like the Apple II logo.

Shareware, author suggests \$5 donation. Author: Gerald Owens

SetKey Keymap editor, version 1.0 demo. Version without save function disabled is \$25. Binary only. Author: Charles Carter (CodeWorks)Vpg Video Pattern Generator. Creates displays useful for adjusting monitors and setting up live shots with center cross hair, frame, dots, H lines, V lines and an adjustable rectangle. Version 1.0. Author: Mike Berro

Fred Fish Disk 71

AirFoil Airfoil generator utilizing the Joukowski transformation. Generates airfoil models as well as their corresponding streamline and pressure distributions. Includes source. Author: Russell Leighton

AmiBas Some miscellaneous AmigaBASIC programs, including a 3D plot program, a kaleidoscope, a C-A logo drawing program, a file comparison utility, a string search program, etc. Includes source. Author: Peter Kittel

Blocks A variation of "lines", but with variable color blocks. Binary only. Author: Gary Walker

Comm Another nice terminal program. Version 1.34, binary only. Author: DJ James

DiskXA handy utility for poking around in the guts of an AmigaDOS file system. Binary only, but source available from author Author: Steve Tibbett

Fpic Fpic is an image processing program, designed specifically to be used in conjunction with digitized (Digi-View) lo-res black & white IFF picture files. Provides several filters, including average, binary (threshold), clipblit, cross, Sobel, Roberts, pixelize, sharpen, and a user defined matrix. Also supports merging of two images, histogram, image compare, and remapping. Binary only. Author: Bob Bush

IconMk Iconmaker builds icons for files that were created without them. Version 1.2a, binary only. Author: Eric Levy

Icons Various new Icons from several sources. Author: Several  
NewFonts Two new fonts; shalt18, an electronic circuit element font, and ibm5, a PC like font, different from that for Sidecar. Author: Peter Kittel

PetCLI An AmigaBASIC program that allows editing in CLI command lines (similar to the PET and MYCLI). Includes source. Author: Peter Kittel

PWDEmo Demo version 1.2 of the commercial product.

PowerWindows PowerWindows aids in creation of custom windows, menus, and gadgets. It will write C or assembly source implementing these, for linking with your programs. Binary only. Author: Inovatronics Inc.

Rot Program which generates and displays 3D objects. Consists of two pieces, an object editor and an action editor. The object editor creates 3D objects and the action editor defines up to 24 3D views of an object (which can be quickly cycled to get an animation effect). Version 0.5, binary only. Author: C. French

TimeSet Handy little utility to set the system time from the workbench environment, without resorting to preferences. Binary only. Author: Unknown (DEH?)

## Fred Fish Disk 72

It's been quite a while since the last disk with any pictures, so this one is just a chock full of them. There are HAM pictures, high resolution B&W digitized pictures, and some interesting freehand drawings. FF 72 has a little of everything. Released May 8, 1987

## Fred Fish Disk 73

**Add** Lets you create keyboard shortcuts for selection of menu items in programs where the author did not make provisions for such shortcuts, or chose ones that disagree with you. Also includes "until" which waits for a specific named window to be created. Shareware, includes source. Author: John Russell

**AutolconOpen** Example code to fool WorkBench into thinking it is receiving mouse inputs that select and open icons. Includes source. Author: Tony Wills

**Dio** A module which makes it very easy to use EXEC devices, such as the 'serial.device'. It's generic and can be used with any EXEC device. It allows you to easily open libraries, get multiple IO channels for a device, read, write, do asynchronous operations, etc. Includes source. Author: Matt Dillon

**Dissolve** A program like ViewILBM, but the image slowly coalesces as pixels are added in random patterns. Inspired by an article in Nov 86 issue of Doctor Dobb's Journal by Mike Morton. Includes source. Author: Lee Robertson

**DTerm** Small, flexible, terminal program with intelligent data mapping, intelligent keyboard mapping, dynamic menus, intelligent command language, asynchronous IO, duplex control, and a state machine structure allowing you to build any automatic control structure you wish (from auto-redial, sequence dialing, to auto-logon). Version 1.10, binary only. Author: Matt Dillon

**Expose** Program which will automatically cause all screen drag bars and screen depth-arrangers to become exposed. Sends a message to windows which obscure the screen drag bars, asking them to move down a pixel, and also to become smaller if necessary. Includes source. Author: John Russell

**Lit** Lit filters a file to stdout, showing all characters in an unambiguous format. Printable characters are printed as is, non-printable characters are printed in any of three representation formats. Version 2.0, includes source. Author: Donald Irving

**Lmv** This shareware program, submitted by the author, is called "Long Movie". It loads up to 100 IFF graphics files and displays them in forward or reverse order, at up to 19 frames per second, to create computer animations for VCR recording. Binary only, source available from author. Author: Jim Webster

**MouseOff** Mouseoff will cause the mouse pointer to disappear and then reappear if mouse movement is detected. It will disappear again after

10 seconds of no mousing around. Includes source Author: Denny Jenkins

ParOut An example that uses the parallel port resources (ciaa.resource and misc.resource) to access the parallel port directly. Compiled, but untested, since I have nothing hooked to mine. Includes source. Author: Phillip Lindsay

PenPalFont A font which will make your six year old feel right at home in a CLI window. Cute. Author: Burton Ogden

RunBackGround Ancient history, but when I went looking for it on my disks, it was apparently something I missed. This program performs a function similar to that performed by RunBack on FF66, but this one is in C rather than assembler. Includes source. Author: Rob Peck

SnapShot A small utility for dumping screens. This one works like POPCLI and stays dormant until you press Ctrl-Esc. Previous release on FF66 did not work with with expansion RAM, this one does. Binary only. Author: Francois Rouaix

TypeAndTell Example program that demonstrates installation of an input device handler before the Intuition one. This example traps all keys typed by the user and pronounces them in real time. Includes source. Author: Giorgio Galeotti

Xplor A program that scans all the system lists that start in ExecBase and prints out their names and addresses at which they start. Includes assembly source. Author: Larry Phillips

#### Fred Fish Disk 74

Cled A simple command line editor which allows you to edit your commands before and after they are processed. Uses the arrow keys and simple control sequence keystrokes for cursor positioning and editing tasks. Version 1.3, binary only. Author: Pat Empleo

Control Program which provides finer control over the printer device. When it sees a DUMPRPORT, it fires up a requestor and lets you play with the values being passed in the IO Request block. Includes source. Author: Andy Finkel

Dme Version 1.25 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF59. Binary only. Author: Matt Dillon

DropShadow A program that makes your WorkBench windows have drop shadows. Update to version on FF59, this one has slider gadgets to adjust the 3-dimensional distance between window planes and the shadow darkness. Neat, version 2.0, binary only. Author: Jim Mackraz

FundsAmigaBASIC program to track the prices of mutual funds or stocks. Includes source. Author: Bill Strack

Less Like UNIX "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Very useful! This is Amiga version 1.1, an update to the version on FF34. Includes source. Author: Mark Nudelman, Amiga port by Bob Leivian



Makemake Reads C source files and constructs a vanilla makefile in the current directory. Includes source. Author: Tim McGrathm

CAD An object-oriented drawing program, version 1.2.4. Uses a small set of graphics primitives (like "line", "box", and "text") and a small set of editing functions (like "move", "size", and "rotate"). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. Update to version on FF59. Shareware, binary only. Author: Tim Mooney

Random Simple random number generator in C. Includes source. Author: Gene Toole(?)

TDebug Monitor a device by intercepting the EXEC SendIO and DoIO vectors. This will give you most of the IO request information for any device. Version 1.00, includes source. Author: Matt Dillon

Units Units conversion program, including a chart option which allows you to create charts of conversions. Nifty. Includes source. Author: Gregory Simpson

XCOPY A replacement for the AmigaDOS copy command. Preserves the file date, provides an "update only" option, and uses UNIX type wildcards. Binary only. Author: Lee Robertson

#### Fred Fish Disk 75

Bezier Simple programs to allow you to fool around with Bezier curves, using the mouse to move the points that define the curve and a prop gadget to change the granularity of the curve generation loop. Includes source. Author: Matt Dillon

BSplines Simple program to fool around with B-SPLINES, ala the Bezier programs described above. Includes source. Author: Matt Dillon

Comm Source release for comm version 1.34. Last release on FF71 was binary only.

Copy A replacement for the AmigaDOS copy program that is upwardly compatible, plus includes some new features like date preservation. Version 1.0, includes source. Author: Jeff Lydiatt

Diff A simple version of diff. Includes source. Author: Erik Baalbergen

DuM2A version of the ever popular directory utility (dirutil) but this one is written in Modula 2 and includes source. Dirutil is a program to wander around a directory tree and perform various operations on files. Version 1.5. Author: Greg Browne

Eless A faster directory lister, that also sorts entries and displays directories in the current cursor color (ala the Manx "ls" program). Includes source. Author: Leo Schwab

Fd A modified version of Leo's "eless" that processes an entire track at a time, to minimize rereading of blocks. Includes source. Author: Leo Schwab, enhancements by Stephen Vermeulen

HardCopy A neat little program that creates a hardcopy transcript of any CLI session (like the UNIX "script" program). Includes source. Author: David Cervone

MouseOff Enhanced and smaller version of MouseOff released on FF73. MouseOff will cause the mouse pointer to disappear and then reappear if mouse movement is detected. Includes source. Author: Denny Jenkins, reworked by Tom Smythe

SetFont Program to change the font used by a workbench screen. Version 2.0, source included. Author: Dave Haynie

SpeedDir Another faster directory lister type program. This one uses the standard dir utility format for displaying directories. Written in assembler, includes source. Author: Bryce Nesbitt

#### Fred Fish Disk 76

Draco SYS I Fred Fish Disk 1 of 2 of Chris Gray's Draco distribution for the Amiga. Please note: as distributed, this disk is only about 65% full. Normally I try to fill my library disks to about 90-95% full, but these "packaged" disks are special.-Fred

#### Fred Fish Disk 77

Draco SYS II Fred Fish Disk 2 of 2 of Chris Gray's Draco distribution for the Amiga. Please note: as distributed, this disk is only about 80% full. Normally I try to fill my library disks to about 90-95% full, but these "packaged" disks are special.-Fred

#### <Normal>•Fred Fish Disk 78•

<Normal>Released June 6, 1987

<Normal>

<Normal>Cycles A simple but enjoyable game apparently inspired by the cycle game in the movie "Tron". Version 1.0, binary only. Author: John G. Gilmore

<Normal>

<Normal>EOMS Experts Only Mercenary Simulator. A neat (and tough!) PD game that was originally developed for eventual commercial release but, for various reasons, the author decided to release as PD instead. So far my son has beat every other Amiga game I've got, both PD and commercial, but he gave up on this one. For serious game players. Binary only. Author: Daniel Cardenas

<Normal>

<Normal>MandelVroom A new Mandelbrot picture generator with some neat features, including use of contour map making techniques that allow you direct control over coloration and recoloration in seconds, selectable fixed point or floating point computations, contour palette, picture presets, etc. Version 1.50, includes source. Author: Kevin Clague

<Normal>

<Normal>

#### <Normal>•Fred Fish Disk 79•

<Normal>Released June 6, 1987

<Normal>

<Normal>AsmTools Some CLI type tools, written in assembler (echo, load it, mounted, setlace, why). Includes source. Author: Bryce Nesbitt

<Normal>

<Normal>AssignDev Assigns multiple names to a given device. For example, allows the names "df0:" and "df3:" to refer to the same physical device. Includes source. Author: Phillip Lindsay

<Normal>

<Normal>AuxHandler Example of a DOS handler that allows use of a CLI via the serial port. Includes source. Author: Steve Drew

<Normal>

<Normal>Cmd Cmd redirects the serial.device or parallel.device output to a file. Useful for capturing print jobs for debugging or "offline" printing. Includes source. Author: Carolyn Scheppner

<Normal>

<Normal>Info Replacement for the AmigaDOS info command. Includes source. Author: Chuck McManis

<Normal>

<Normal>Kill Removes a task and as much of its resources as possible. Can close windows, unload process code, etc. Includes source. Author: George Musser

<Normal>

<Normal>M2Error M2error can be used to display compile errors produced by the TDI Modula-2 compiler, like the m2error supplied by TDI. Includes source. Author: Richie Bielak

<Normal>

<Normal>MonProc An enhanced version of the process packet monitoring program from FF69. Includes source. Author: Phillip Lindsay, enhancements by Davide Cervone

<Normal>

<Normal>Mounted A little program to run from CLI scripts to find out if a disk is mounted or not. Includes source. Author: Peter DaSilva

<Normal>

<Normal>Nro Another roff style text formatter. Includes source. Author: Unknown, posted to usenet by Alan Vymetalik

<Normal>

<Normal>ParTask Example program for finding the parent task of your current task. Includes source. Author: Andry Rachmat

<Normal>

<Normal>QueryAny Simple program for use in CLI scripts to query for yes/no decisions. Includes assembler source. Author: Mark Smith

<Normal>

<Normal>ScnSizer Sets the preferences data for increasing the window bounds, and takes effect immediately. Includes source. Author: Thad Floryan

<Normal>

<Normal>SharedLib Working example of how to build a shared library. Includes source. Author: James Syngé

<Normal>

<Normal>Task Simple example of how to use CreateTask. Includes source.  
Author: Carolyn Scheppner

<Normal>

<Normal>Uw UNIX Windows client for the Amiga. Version 1.00, includes  
source. Author: Michael McInerny

<Normal>

<Normal>Who Lists tasks on the ready and wait queues. Includes source.  
Author: George Musser

<Normal>

<Normal>

<Normal>•Fred Fish Disk 80•

<Normal>Fred Fish 80 has been replaced by Fred Fish 90 due to publication  
problems.

<Normal>

<Normal>

<Normal>•Fred Fish Disk 81•

<Normal>Released July 8, 1987

<Normal>

<Normal>Asm68k Full featured macro assembler, version 1.1.0, binary only.  
Well documented. Author: W. Wesley Howe

<Normal>

<Normal>AutoFacc Autofacc automatically shrinks the ASDG FACC window  
and moves it to the back. Also allows the number of buffers to be increased  
or decreased. Most useful from the Startup-Sequence file while booting.  
Binary only. Author: Andry Rachmat

<Normal>

<Normal>Brushes Contains 53 custom brushes for use in DPaint while  
drawing schematics. Includes things like resistors, capacitors, gates,  
transistors, IC pacs, etc. Author: Jim Lee

<Normal>

<Normal>CheckIFF Program to check the structure of IFF files and report  
any problems. Binary only. Author: Unknown

<Normal>

<Normal>Cled A simple command line editor which allows you to edit your  
commands before and after they are processed. Uses the arrow keys and  
simple control sequence keystrokes for cursor positioning and editing tasks.  
Update to version on FF74, this is version 1.4, binary only. Author: Pat  
Empleo

<Normal>

<Normal>Conman Extremely useful replacement for the standard console  
handler, that provides line editing and command line histories completely  
transparent to any application program that uses CON: windows. This  
program is shareware, and well worth a donation to the author. Version  
0.99B, binary only. Author: William Hawes

<Normal>

<Normal>Fonts Several miscellaneous new fonts for your enjoyment.  
Author: (Several)

<Normal>

<Normal>Icon Version 6.0 of the public domain implementation of Icon from the University of Arizona. Binary only. Author: Ralph Griswold, Cary Coutant, Steve Wampler, et al. Amiga port by Scott Ballantyne

<Normal>

<Normal>KeyLock Freezes the keyboard and mouse until the correct password is typed. Protection against inquisitive kids, cats, and other lifeforms. Binary only. Author: Andry Rachmat

<Normal>

<Normal>Scat Another display hack, created from Leo Schwab's "Ing" display hack. Binary only. Author: Stephen Pietrowicz

<Normal>

<Normal>Smush Another display hack, feed it an IFF file and see what happens. Binary only. Author: Hobie Orris

<Normal>

<Normal>Target A little program which takes over the mouse pointer and turns it into a gunsight. Pressing the mouse button flashes the pointer and gives a gunshot. Version 1.23, binary only Author: Matt Fruin and Michael McCarty

<Normal>

<Normal>

<Normal>•Fred Fish Disk 82•

<Normal>Released July 8, 1987

<Normal>

<Normal>Adventure A port of the classic Adventure game originally by Will Crowther and Don Woods. Has been extended to a 550 point version. Also speaks as it prints (though I found this feature annoying). Minimum 512K recommended. Binary only. Author: David Platt, Ken Wellsch, Dave Haynie

<Normal>

<Normal>AmicTerm A new terminal/communications program based on Dan James' "comm" program, but greatly enhanced. Includes a script language, auto redialing, choice of display beep or audible beep, enhanced file requester, and more. Version .50 (beta), binary only. Author: David Salas and Albert Kirk

<Normal>

<Normal>D2D-Demo Demo version of Disk-2-Disk from Central Coast Software (submitted by George Chamberlin). Binary only. Author: Central Coast Software

<Normal>

<Normal>DX-Synth Voice filer program for Yamaha DX series synthesizers. Voices are transferred to and from the Amiga over MIDI. Update to "VoiceFiler" released on FF38. Binary only. Author: Jack Deckard

<Normal>

<Normal>DiskMan Another "disk browser and/or dirutil" type program. Version 1.0, binary only. Author: Greg Cunningham

<Normal>

<Normal>Icons Miscellaneous new disk, directory, and file icons, including John Olsen's great "fishdisk" icon (thanks John!). Binary only. Author: Several

<Normal>

<Normal>Panl A universal MIDI patch panel that allows MIDI parameter info to be sent from the Amiga to any MIDI device that can accept param info Version 1.2, binary only. Author: David Weinbach

<Normal>

<Normal>Rocket Another interesting Workbench display hack. This one is really a game in disguise. Binary only. Author: Peter daSilva

<Normal>

<Normal>Sand This program has "magnetic grains of sand" that follow the pointer wherever it goes. Cute. Binary only. Author: Eric Vaughan

<Normal>

<Normal>

<Normal>•Fred Fish Disk 83•

<Normal>Released July 8, 1987

<Normal>

<Normal>TeXDdemo A demo version of TeX, ported to the Amiga by Tomas Rokicki. I have added "less" to read the text files. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using xcopy, which preserves the file dates. This insures that disk fragmentation is kept to a minimum. In order to make room for the files I have added, I have compressed the file TeX/inputs/amigatex.tex using a version of compress (compress.b13) that should run on any standard 512K amiga. This version of compress is found in c/compress.b13. To recover the original file, execute the commands: cd AmigaLibDisk83:TeX/inputs :c/compress.b13 <amigatex.tex.Z >ram:amigatex.tex -d.

<Normal>

<Normal>Since this is a demo version of Tom's commercial product, it has several limitations that let you get the flavor of the real thing but encourage you to buy the commercial version. These limitations include TeX being limited to processing only small files, the previewer being limited to displaying ten pages or less, and only a small number of fonts being provided. The full version of AmigaTeX comes on eight floppies and will handle larger documents than most mainframe versions of TeX. See the tex/README file for further info.-Fred

<Normal>

<Normal>

<Normal>•Fred Fish Disk 84•

<Normal>Released July 8, 1987

<Normal>

<Normal>AudioTools Demo programs from Rob Peck's article in the July/August issue. Author: Rob Peck

<Normal>

<Normal>BlitLab Blitlab is a program which lets you experiment with the blitter, to your hearts content, in relative safety. It opens a workbench window with gadgets for all the registers of the blitter, and allows you to manipulate individual registers and perform blits on a magnified bitmap. This is version 1.2, an update to the version released on FF69. Includes source. Author: Tomas Rokicki

<Normal>

<Normal>Ed An editor based on the editor described in the original Software Tools book. It is very similar to the UNIX "ed" editor, but not identical. Includes source. Author: Brian Beattie

<Normal>

<Normal>GravityWars The object of this game is for you to hit the other player's ship with a missile before being hit yourself. The ships and planets don't move, but aiming the missile in the presence of gravity fields and black holes makes hitting your target difficult. Version 1.04, shareware, author suggests \$5 donation. This is an update to the version on FF70, and includes source in Modula-2. Author: Ed Bartz

<Normal>

<Normal>HunkPad Two programs to help reduce problems with padding added by xmodem transmission. Author: J. Hamilton and Aaron Avery

<Normal>

<Normal>PipeHandler An AmigaDOS pipe device which supports OPEN, CLOSE, READ, WRITE, LOCK, EXAMINE, and EXNEXT. Thus you can have "named pipes". It also supports "taps" on a pipe, to capture all data flowing through the pipe. Version 1.2, includes source. Author: Ed Puckett

<Normal>

<Normal>PopCLI Provides a simple way of starting another CLI at any time without having to load workbench or exit whatever program you may be using. Also has a built in screen saver mode that automatically blanks the Amiga console screen when there has been no input for a specified period of time. Version III, an update to the version on FF40. Includes source. Author: John Toebes

<Normal>

<Normal>Requester A file name requester that looks like the one used in Deluxe Paint, and a sample program for using the requester. This is an update to the version released on FF34. Includes source. Author: Kevin Clague, enhancements by Randy Finch

<Normal>

<Normal>ScottDevice A mountable MicroForge SCSI driver. Supports one SCSI buss device with two hard disk units attached to it. Version 33.1, includes source. Author: Scott Turner

<Normal>

<Normal>Viacom Another of Leo's amusing little hacks. Sort of a political statement regarding the quality of service of a certain San Francisco area cable TV service. Includes source. Author: Leo Schwab

<Normal>

<Normal>

<Normal>•Fred Fish Disk 85•

<Normal>Released July 8, 1987

<Normal>

<Normal>Csh Version 2.06 of Matt Dillon's csh like shell, modified for Manx C. Includes source. Author: Matt Dillon, Manx'ified by Steve Drew

<Normal>

<Normal>FileReq Another file requester, but this one also has a fast pattern

matching capability. Includes source. Author: Peter daSilva

<Normal>

<Normal>Hide A small utility to allow you to run old or ill-written applications on systems with expansion RAM. When hide is running, all memory allocations take place in chip memory. Somehow, something like this missed making it onto my earlier disks. Binary only. Author: Francois Rouaix

<Normal>

<Normal>ImageTools A set of shareware tools, submitted by the author, to do various manipulations on IFF images, including comparison of the color palettes of a pair of IFF images, filtering an IFF image in various ways, producing a color usage frequency chart for an IFF image, reducing the size of an IFF image to produce a miniature to use as an icon, converting an icon to an IFF image, and recoloring an IFF image using the palette of a second image, in a least squared error fashion. Shareware, binary only. Author: Stephen Vermeulen

<Normal>

<Normal>LowMem

<Normal>Another fine freely redistributable product from ASDG. This one is a low memory server, which is a compact shared library which allows arbitrary processes to register their desire to be notified of impending memory shortages. This allows good citizen programs to free up memory that they may not need, so other programs can use it. Binary only. Author: Perry Kivolowitz

<Normal>

<Normal>Plot6 A star plotting program. Short on documentation and user friendliness, but interesting nevertheless. Also includes source. Author: Darrin West

<Normal>

<Normal>RawIO Example of how to set your standard input to what is commonly known as "raw" and/or "CBREAK" mode on UNIX systems. Includes source. Author: Chuck McManis

<Normal>

<Normal>Rocket Another interesting Workbench display hack. This one is really a game in disguise. It is the same as the one on FF82, but also includes source. Author: Peter daSilva

<Normal>

<Normal>VMore A shareware program, submitted by the author, that is a "more" like text file viewing utility that can be run on multiple files from either the WorkBench or the CLI. Version 1.00, includes source. Author: Stephen Vermeulen

<Normal>

<Normal>Vnews A simple news file reader, that will read all the news files in a specified directory, optionally starting with a specified file. Includes source. Author: Stephen Vermeulen

<Normal>

<Normal>

<Normal>•Fred Fish Disk 86•



<Normal>Released July 8, 1987

<Normal>

<Normal>AutoPoint Autopoint serves two functions: It automatically selects the window underneath the mouse pointer and it provides a very nice screen saver facility. Binary only. Author: Jude Katsch

<Normal>

<Normal>ClickToFront extends the user-interface so that a double-click into a window brings it to the front. Now as long as you can see any part of a window you can bring it to the front without having to hunt for the page gadgets. Version 1.1, includes source. Author: Bryce Nesbitt

<Normal>

<Normal>Cmd Cmd redirects the serial.device or parallel.device output to a file. Useful for capturing print jobs for debugging or "offline" printing. Version 3, includes source. Author: Carolyn Scheppner

<Normal>

<Normal>FileIISG-Demo A demo version of Softwood File IISG, a database manager with sound and graphics. Also includes a database of previously released disks in this library, courtesy of Stan Spence. Binary only. Author: Woody Williams and Donald Brady

<Normal>

<Normal>

<Normal>•Fred Fish Disk 87•

<Normal>Released July 8, 1987

<Normal>

<Normal>AdvSys An adventure writing system, as described in the May 1987 issue of Byte magazine. AdvSys is a special purpose programming language that was specifically designed to be used to write computer text adventure games. Version 1.2, binary only. Author: David Betz

<Normal>

<Normal>AutoIconOpen Example code to fool WorkBench into thinking it is receiving mouse inputs that select and open icons. This is version 1.2, an update to the version on FF73. Includes source. Author: Tony Wills

<Normal>

<Normal>Claz Converts IFF picture files to POSTSCRIPT. Works with Amiga HAM pictures, as well as "normal" pictures. Also includes scaling. Version 2.0, includes source. Author: Steve Ludtke

<Normal>

<Normal>Commodities Commodities Exchange, an Amiga exec library which can be opened and used by application programs to gain access to input in a very flexible way. This is a "minimal, binary only" copy. Source may be available on a future disk. Version 0.4. Author: Jim Mackraz

<Normal>

<Normal>Diff A simple version of diff. Update to version on FF75, includes source. Author: Erik Baalbergen

<Normal>

<Normal>Dme Version 1.27 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-

line statistics multiple windows, and ability to iconify windows. Update to version on FF74. Binary only. Author: Matt Dillon

<Normal>

<Normal>DropShadow A program that makes your WorkBench windows have drop shadows. This is version 2.0, the same as on FF74, but also includes source. Author: Jim Mackraz

<Normal>

<Normal>Elib Example of building a shared library using small model Manx C. Includes source. Author: Jim Mackraz

<Normal>

<Normal>ID-Handler An AmigaDOS device handler, that generates unique identifiers. Generates a new unique 16 digit decimal number each time it is opened by an application. Version 1.0, includes source. Author: Ed Puckett

<Normal>

<Normal>Install Two Possible replacement versions of the standard install program (to make a disk bootable). Includes source. Author: Bryce Nesbitt and Scott Turner

<Normal>

<Normal>MemWatch Memwatch is a program intended to sit in the background and watch for random trashing of low memory by an application under development. If it detects a write to low memory, it repairs it to what used to be there, then puts up a requester indicating what damage had been done. Very useful! Version II, includes source. Author: John Toebes

<Normal>

<Normal>MovePointer Moves the pointer to any specified location on the screen, specified by X-Y coordinates. Includes source. Author: "Cewy"

<Normal>

<Normal>MoveWindow Move a named window to any arbitrary X-Y coordinate and possibly resize it at the same time. Includes source. Author: "Cewy"

<Normal>

<Normal>MunchingSq Leo's "Munching Squares" hack, now upgraded to take a single argument for a seed value. Includes source. Author: Leo Schwab

<Normal>

<Normal>PalTest Example code of how to determine dynamically whether or not you are running on a PAL machine. Includes source. Author: Christof Bonnkirch

<Normal>

<Normal>Sc Program which demonstrates generation of good looking pseudo-random scenery. Includes source in C (translated from Draco version on FF61). Author: Chris Gray

<Normal>

<Normal>Tek4695 A Tek4695 printer driver. Binary only. Author: Philip Staub

<Normal>

<Normal>WBDualPF An example of using a dual-playfield screen, using a method contrary to documentation in the Intuition Manual. Fixed version of

copy released on FF41. Includes source. Author: Jim Mackraz

<Normal>

<Normal>WarpText Fast text rendering routines, to be linked with application programs. Reported to be able to display text as fast, or faster than, "blitz". Includes source. Author: Bill Kelly

<Normal>

<Normal>Yaiffr Yet Another IFF Reader. Handles HAM, HIRES, and overscan, includes source. Author: Leo Schwab

<Normal>

<Normal>Zoo A file archiver much like "arc" in concept, but different in implementation and user interface details. Includes some nice features that "arc" lacks (such as file/path names up to 255 characters in length). Version 1.42A, binary only Author: Rahul Dhesi, Amiga port by Brian Waters

<Normal>

<Normal>

<Normal>•Fred Fish Disk 88•

<Normal>Fred Fish 88 has been replaced by Fred Fish 89 due to publication problems

<Normal>

<Normal>

<Normal>•Fred Fish Disk 89•

<Normal>This disk replaces FF88, which was pulled from circulation due to the redistribution status of files in the directory "snap". If you encounter a FF88 in circulation, please advise all parties concerned that the disk should be erased immediately. Released August 4, 1987

<Normal>

<Normal>AutoEnquirer An example of a screen contraption that is like a requester except that it's not quite as demanding, goes where you want to put it, and remembers where it was put. Includes source and Manx'ified version of Chris Gray's fractalish terrain generator as a demo. Author: Howard Hull

<Normal>

<Normal>DEMOLition Another neat little display hack. In the spirit of these things, ya gotta run it to find out what it does. Includes source. Author:

Kriton Kyrimis

<Normal>

<Normal>DirMaster A very nicely done shareware disk cataloger, submitted by the author for inclusion in the library. Includes sample database of some disk libraries. Version 1.0a, binary only. Author: Greg Peters

<Normal>

<Normal>FuncKey A shareware function key editor, submitted by the author for inclusion in the library. Version 1.01, binary only (source available from author). Author: Anson Mah

<Normal>

<Normal>MFF-Demo Demo copy of the MicroFiche Filer program from Software Visions Inc. The MicroFiche File is a full-powered database program for manipulation of text, numbers, and pictures. It uses the microfiche metaphor for dealing with your data graphically. This is a full production

version except that the save option has been disabled. Includes a sample database of my disk library. Binary only. Author: Gary Samad

<Normal>

<Normal>Screenshift Screenshift is a small program that allows you to adjust the position of the screen on your display, just like the preferences function. Works from CLI or WorkBench. Includes source. Author: Anson Mah

<Normal>

<Normal>Snake A variant on the old "bouncing lines" program, this one uses multiple vertices and Bezier splines. Includes source. Author: KABjorke

<Normal>

<Normal>

<Normal>•Fred Fish Disk 90•

<Normal>Fred Fish 90 replaces Fred Fish 80, which was pulled from circulation due to the redistribution status of files in the directory "tools". If you encounter a FF80 in circulation, please advise all parties concerned that the disk should be erased immediately. Note that many of the programs on this disk are shareware/freeware. This means that if you find them useful, you are morally obligated to send a small donation to the author to help support his efforts and fund further development. I hope that by including them in this library I have furthered the author's goals of widest possible distribution and thus maximum return. Released August 4, 1987

<Normal>

<Normal>AmiGazer Compute a view of the night sky, using a database of 1573 stars, for any date, time of day, and latitude. Click on stars for info about them. Binary only. Author: Richard Horne

<Normal>

<Normal>CardFile Study aid card file program written in AmigaBASIC. Useful for organizing small blocks of data, such as can be done with a 3X5 card file system. Binary only. Author: James Parks

<Normal>

<Normal>Conman Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. Version 0.98B, binary only. Author: William Hawes

<Normal>

<Normal>IMandelVroom A slightly modified version of Kevin Clague's mandelbrot program (on FF78) that uses his "ring detector" to draw an approximation of the interior strange attractor contours. Binary only (with patches for original source). Author: Kevin Clague, enhancements by Howard Hull

<Normal>

<Normal>NewDemos Some new demos, including replacements for the standard "lines" and "boxes" demos, that use only a few percent of the CPU time, so it is reasonable to have lots of them running simultaneously to demo multitasking. Binary only. Author: Steve Koren

<Normal>

<Normal>Othello Othello game, binary only. Author: Matthew Bellew

<Normal>

<Normal>PrinText Program to display ASCII text files on the screen with scrollbar, arrow gadgets, automatic word-wrap, a search function, speech, IFF picture loading, and online help. Version 1.2, binary only. Author: Opher Kahane

<Normal>

<Normal>PrtDrvGen Program to automatically generate custom printer drivers. Version 2.2b, binary only, source available from author. Author: Joergen Thomsen

<Normal>

<Normal>RainBench Simple program which cycles the hardware color register to get an interesting effect on your workbench screen. Binary only. Author: Brendan Keliher

<Normal>

<Normal>ShortCut A utility that collects keystroke sequences and allows you to replace them with a single key stroke. Binary only. Author: Opher Kahane

<Normal>

<Normal>ShowPrint A full-feature IFF picture file screen dump utility. Can display and print all sizes of pictures including those larger than the screen. Allows adjustment of printer output in three modes: ASPECT, FULL, and CUSTOM output. Print vertically or horizontally, in B&W, grey scale, or color, etc. Binary only. Author: Brian Conrad

<Normal>

<Normal>Sizzlers A series of graphics demo programs. Version 1.7.0, binary only. Author: Greg Epley

<Normal>

<Normal>SpaceAceDemo Shareware shoot-em-up spaceship game. Binary only. Author: Stephen McLeod

<Normal>

<Normal>Timer Creates a small window containing a timer. Version 1.5, binary only. Author: Bill Beogelein

<Normal>

<Normal>

<Normal>•Fred Fish Disk 91•

<Normal>Released September 8, 1987

<Normal>

<Normal>ADL This disk contains a distribution of ADL (Adventure Definition Language). ADL is a superset of an older language named DDL, by Michael Urban, Chris Kostanick, Michael Stein, Bruce Adler, and Warren Usui. ADL enhancements were made by Ross Cunniff, who submitted this material for inclusion in the Fred Fish library. The standard library files "GeneralInfo", "Contents", and "Distribution", along with their associated icons, have been added to the disk. The directory 'c' has been added, along with a very nice text reader program called "less", which is the default tool for reading all the text files for which there are icons. Included here are the sources to the ADL compiler, interpreter, and debugger. The binaries were compiled by Ross with the Lattice 3.03 compiler. Ross noted in his letter that currently ADL is a CLI environment program only, but that he hopes to offer a more Amiga'ized

version in the future. Also, the stack size should be set to at least 10000 before attempting to run ADL.

<Normal>

<Normal>

<Normal>•Fred Fish Disk 92•

<Normal>Note that none of the programs on this disk can be used from the workbench, thus they do not have any directory icons. You must use the CLI environment to use these materials. Released September 8, 1987

<Normal>

<Normal>As6502 Contains a portable 6502 assembler, including source in C. Author: J. Van Ornum; Amiga port by Joel Swank

<Normal>

<Normal>Bawk Text processor inspired by the UNIX Bawk utility. This is an update to the copy released on FF 65. Bawk searches files for specific patterns and performs actions for every occurrence of these patterns. The patterns can be regular expressions. The actions are expressed using a subset of the C language. Includes source in C. Author: Bob Brodt; Amiga port by Johan Widen

<Normal>

<Normal>HunkPad HunkPad pads an object file out to where it is exactly a multiple of 128 bytes, thus making it immune to having garbage appended on to the end of it by xmodem type file transfer protocols. Version 2, includes source. Update to version released on disk 84. Author: J. Hamilton

<Normal>

<Normal>Less Like UNIX "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Very useful! This is Amiga version 1.2, an update to the version on FF74. Includes source. Author: Mark Nudelman, Amiga port by Bob Leivian

<Normal>

<Normal>Ndir Library that implements the 4BSD UNIX directory access routines (opendir, closedir, readdir, etc). Includes source in C. Author: Mike Meyer

<Normal>

<Normal>Parse A recursive descent expression parser that parses expressions, computes the expression value, and prints it. Includes support for some built in transcendental functions. Includes source in C. Author: John Olsen

<Normal>

<Normal>Shar Two programs to pack and unpack shell archives on the Amiga. Shell archives are the traditional Usenet method of bundling multiple text files for posting as a unit or for sending via electronic mail. Includes source in C. Author: Fabbian G. Dufoe

<Normal>

<Normal>SmallLib A replacement for amiga.lib that is about 8 times smaller. Binary only Author: Bryce Nesbitt

<Normal>

<Normal>UUencode Programs to encode/decode binary files for transmittal via mail or other text-only methods. The binary file is expanded by

approximately 35% for transmittal. This release is an update to the version on FF53, and includes a simple line-by-line checksum technique that can read and write files compatible with the older uuencode/uudecode, plus a file size test modification that is transparent to older uudecodes. Author: Mark Horton with mods by Alan Rosenthal and Bryce Nesbitt

<Normal>

<Normal>

<Normal>•Fred Fish Disk 93•

<Normal>Note that none of these can be used from the workbench, thus they do not have any directory icons. You must use the CLI environment to use these materials. Released September 8, 1987

<Normal>

<Normal>Dme Version 1.27 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF87 (which was binary only). This release also includes source.

Author: Matt Dillon

<Normal>

<Normal>MicroEmacs Version 3.8i of Daniel Lawrence's variant of Dave Conroy's microemacs. This is an update to the version released on disk 61. Includes source. Author: Dave Conroy, MANY enhancements by Daniel Lawrence

<Normal>

<Normal>

<Normal>•Fred Fish Disk 94•

<Normal>Note that none of the programs of FF 94 can be used from the workbench, they do not have any directory icons. You must use the CLI environment to use these materials. Released September 8, 1987

<Normal>

<Normal>AudioTools Demo programs from Rob Peck's article in the July/August issue of Amiga World on accessing the audio device This is version 2, an update to the release on FF84. Includes source. Author: Rob Peck

<Normal>

<Normal>ClickUpFront ClickUpFront is another program, similar in function to the ClickToFront program from disk 86, that allows you to bring any window to the front simply by double-clicking in any part of it. Version 1.0, includes source. Author: Davide Cervone

<Normal>

<Normal>HeliosMouse Another "sunmouse" type program. Automatically activates a window simply by moving the mouse pointer into the window. Version 1.0, includes source. Author: Davide Cervone

<Normal>

<Normal>Iff2Ps A program to convert any IFF file to postscript for printing or viewing on a postscript compatible device Version 1.2, binary only. Author: William Mason and Sam Paolucci

<Normal>

<Normal>ModulaTools Various useful routines for those programming in Modula on the Amiga. Binary only. Author: Jerry Mack

<Normal>

<Normal>Terrain 3D Program which demonstrates generation of good looking pseudo-random scenery. This version is a derivative of "sc" distributed on disk 87, but now displays terrain in 3D relief. Includes source. Author: Chris Gray; 3D version by Howard Hull

<Normal>

<Normal>

<Normal>•Fred Fish Disk 95•

<Normal>Released September 8, 1987

<Normal>

<Normal>Cmd Cmd redirects the serial.device or parallel.device output to a file. Useful for capturing print jobs for debugging or "offline" printing. Version 4, includes source. Author: Carolyn Scheppner

<Normal>

<Normal>CygnusEdDemo Demo version of CygnusEd, an editor from CygnusSoft Software. CygnusEd supports simultaneous editing of multiple files, multiple views of the same file, very fast display, margins, word-wrap, status-lines, insert/overstrike mode, online help, soft scroll borders, screen overscan, adjustable tab size, macros, text formatting options, block/line/word cut/copy, and more. Also includes demo 3.0 version of MandFXP Binary only. Author: CygnusSoft Software

<Normal>

<Normal>Gomf Gomf stands for "Get Outa My Face", a phrase many a programmer has mumbled when a Guru alert appears unexpectedly. This interesting little program can generally make the Guru go away and allow you to clean up and shutdown more cleanly. Version 1.0, binary only. Author: Christian Johnsen

<Normal>

<Normal>Journal Journal is a program that records a sequence of mouse and keyboard events as they occur and stores them in a file. The file can be played back with another program, also supplied, which causes the same sequence of events to occur again. Very useful for creating demonstrations of programs or documenting repeatable bugs. Version 1.0, binary only. Author: Davide Cervone

<Normal>

<Normal>MergeMem Program which attempts to merge the MemList entries of sequentially configured RAM boards. When successful allows allocating a section of memory which spans board boundaries. This is version 2, an update to the version released on disk 56. Includes source. Author: Carolyn Scheppner

<Normal>

<Normal>PrinterStealer A program similar in function to "Cmd" that allows diversion of output destined for the printer to a file for future output or debugging purposes. Binary only, source available from authors. Author: Alex Livshits and J-M. Forgeas

<Normal>



<Normal>Record-Replay

<Normal>A program, similar in function to "Journal", that records and plays back mouse and keyboard events. Binary only, source available from authors. Author: Alex Livshits and J-M. Forgeas

<Normal>

<Normal>

<Normal>•Fred Fish Disk 96•

<Normal>Released September 8, 1987

<Normal>

<Normal>AnimPlayer An animation reader and displayer that is the result of a consortium of animation software developers, which includes the authors of Videoscape, Sculpt3D, Silver, Forms-In-Flight, and Animator:Apprentice. Includes source. Author: Martin Hash et al.

<Normal>

<Normal>Chess A port of a chess game posted to Usenet. Still uses a "curses" type interface, so it needs to be Amiga'ized. According to Bob Leivian, it plays a better game than some of the commercial Amiga chess games. Version 1.0, includes source. Author: John Stanback; ported to Amiga by Bob Leivian

<Normal>

<Normal>HackBench HackBench provides the source for a WorkBench-like program, for experimentation and validation of new interface ideas. It is not intended to be an actual WorkBench replacement. Author: Bill Kinnersley

<Normal>

<Normal>Label Simple program to print labels with arbitrary text. Version 1.3, binary only, but source available from author. Author: Mike Hansen

<Normal>

<Normal>LineDrawer Makes a line drawing based on drawing commands stored in a text file. Includes a demo that draws an outline map of the USA and state borders. Version 1.0, includes source Author: John Olsen

<Normal>

<Normal>PopUpMenu Example code implementing pop-up menus that are reasonably compatible with Intuition menus. Includes source. Author: Derek Zahn

<Normal>

<Normal>Tek4695 A Tektronix 4695/4696 printer driver. Includes source Author: Philip Staub

<Normal>

<Normal>TimeRAM A program to test the access speeds of Fast and Chip RAM. Binary only. Author: Bruce Takahashi

<Normal>

<Normal>WarpText Fast text rendering routines, to be linked with application programs. Reported to be able to display text as fast or faster than, "blitz". This is an update to the version released on FF 87. Version 2.0, includes source. Author: Bill Kelly

<Normal>

<Normal>

<Normal>•Fred Fish Disk 97•

<Normal>This disk replaces FF 57, which was pulled from circulation because of questions about the redistribution status of material in the "Ogre" subdirectory (replaced with "shm"). If you encounter a disk number 57 in circulation, please advise all parties concerned that the disk should be erased immediately. Below is a listing of the significant directories on this disk, and their contents. Released September 8, 1987

<Normal>

<Normal>CutAndPaste Public domain implementations of the UNIX cut and paste commands. Includes source Author: John Weald

<Normal>

<Normal>GraphIt A program to plot most simple functions in 2 or 3 dimensions, as well as 2d parametric equations in term of t. Includes source. Author: Flynn Fishman

<Normal>

<Normal>Juggler Stunning animation of a robot juggler with ray traced reflective spheres. Uses HAM mode display and sound effects to boot! This is version 1.2 and apparently fixes some bugs in the original version released on FF47. Binary only. Author: Eric Graham

<Normal>

<Normal>MouseReader Shareware program, submitted by the author, to read text files and view IFF files using only the mouse. Binary only. Author: William Betz

<Normal>

<Normal>Shm A simple graphics demo which approximately simulates the motion of two interacting pendulums. Includes source. Author: Chris Ediss

<Normal>

<Normal>Splines Program to demonstrate various curve fitting and rendering techniques. Also includes something unique for the Amiga world, pop-up menus. Includes source. Author: Helene (Lee) Taran

<Normal>

<Normal>

<Normal>•Fred Fish Disk 98•

<Normal>Released September 8, 1987

<Normal>

<Normal>Access A 16 color terminal program based on Comm version 1.34 Includes new macro window, custom gadgets, colorized menus, etc. Version Beta 0.18, binary only. Author: Keith Young (based on comm by D.J. James)

<Normal>

<Normal>Backup A simple backup program that writes normal AmigaDOS disks as the backup destination. To recover files, you just copy from the backup disk. Requires manual decisions about what subdirectories to backup to what disks to make everything fit. Includes source. Author: Alan Kent

<Normal>

<Normal>DCDemo A demo version of DiskCat 2.3, a disk catalog program. Demo is limited to cataloging 100 files at a time. Binary only. Author: Ed Alford, MicroAce Software

<Normal>

<Normal>HdDriver A complete driver for a WD-1002-05 hard disk controller card. This card can handle 3 hard disks and 4 floppies, but the driver currently only handles one hard disk. Includes source. Author: Alan Kent

<Normal>

<Normal>QBase Quick-Base is a "MailBase Management utility", that lets you define and maintain records of your family, friends, and other associates. Currently a maximum of 200 records per file. Binary only. Author: Kevin Harris

<Normal>

<Normal>Thai A simple Thai quiz program developed by the author while he was learning the Thai language. It loads complete Thai sentences and words from a supplied file. If you click on the sentence or word gadget the program will pick a random sentence/word. You then click on the Thai/Speak/Phonetic/ English gadget to display that version (or speak it). Includes source. Author: Alan Kent .

<Normal>

<Normal>

<Normal>•Fred Fish Disk 99•

<Normal>A-Render Version.3 a Ray-Tracing Construction Set for the Amiga Computer by Brian Reed ED

<Normal>

<Normal>•Fred Fish Disk 100•

<Normal>Released September 8, 1987

<Normal>

<Normal>Berserk This animation, unveiled at the September 87 meeting of the First Amiga Users Group, got Leo a standing ovation. It is a "must see" for every Amiga user, and ranks up there with "Juggler" as a premier demo for the Amiga. Author: Leo Schwab

<Normal>

<Normal>Conman Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 1.0, binary only. Author: William Hawes

<Normal>

<Normal>WBLander Another interesting Workbench display hack. This one is really a game in disguise. Previously released on FF85 as "Rocket", this one has been upgraded to have sound effects. Binary only. Author: Peter da Silva

<Normal>

<Normal>

<Normal>•Fred Fish Disk 101•

<Normal>Released September 8, 1987

<Normal>

<Normal>CirPlane A circular plane generator for VideoScape 3D. Generates a clockwise circular polygon with the specified number of vertices. Used, for example, to cap a cylinder or to generate surface detail. Version 1.0, includes source. Author: Thad Floryan

<Normal>

<Normal>IconAssembler This program loads existing WorkBench icon files and allows you to change either the primary or alternate images to another image loaded from an IFF-brush file. Binary only. Author: Stefan Lindahl

<Normal>

<Normal>MicroSPELL MicroSPELL is a standalone spelling checker which scans text files and reports on misspelled words. It has a 1000 word "common word" list, a 43,000 word main dictionary, and supports multiple user dictionaries. Also interfaces quite nicely with MicroEMACS 3.9, with an emacs macro to step through the source file, stopping at each suspect word and allowing the user to dispose of it in different ways. Version 1.0, includes source. Author: Daniel Lawrence

<Normal>

<Normal>MIDI A midi library and utilities set. This looks like a very complete package, though I have no way of testing anything since I have no MIDI hardware. The MIDI utilities include a MIDI monitor to display incoming MIDI messages to the console, a routing utility, a MIDI library status utility, and more. Also includes source. Author: Bill Barton

<Normal>

<Normal>PsIntrp A postscript interpreter that reads postscript files and previews them on an Amiga screen. Interactive input and output takes place in a small window. The page to be show is composed behind the window in an interlaced screen with 16 colors. Can also take input from a file. Includes source in assembler. Author: Greg Lee

<Normal>

<Normal>StartUps Three replacements for the standard C startup files, Astartup.obj and LStartup.obj. The options include: (1) BothStartup.obj, for WorkBench programs or CLI programs with or without command line parameters, (2) WBStartup.obj, for WorkBench programs or CLI programs that require no command line parameters, and (3) CLIShutdown.obj, for CLI programs that require command line parameters but do not need to be able to be runnable from WorkBench. Includes source. Author: Bryce Nesbitt

<Normal>

<Normal>

<Normal>•Fred Fish Disk 102•

<Normal>Released September 8, 1987

<Normal>

<Normal>Dbug Machine independent macro based C debugging package. Provides function trace, selective printing of internal state information, and more. This is an update to the version released on disk 41, and now includes a machine independent profiling mechanism. Includes source. Author: Fred Fish; profiling support by Binayak Banerjee

<Normal>

<Normal>Match-stuff Heavy duty text pattern matching stuff. The pattern syntax is an extension of standard AmigaDOS filename matching. Also includes some simply matched text replacement capability. Includes source. Author: Pete Goodeve

<Normal>

<Normal>Sectorama A program designed to help Amiga users recover lost or damaged data from floppy or hard drives, or to repair a damaged volume. The author wrote this out of frustration with existing tools when he had multiple hard disk drive failures over the course of several months. Binary only. Author: David Joiner

<Normal>

<Normal>SiliCon A smart input line interpreter that provides a separate command window with full editing and recall of previous commands. Actual name is "Sili(Con:)". This is an update to the version first released on FF50. Binary only. Author: Pete Goodeve

<Normal>

<Normal>Xicon Xicon lets you use icons to call up scripts containing CLI commands. This is version 2.00, an update to the version first released on disk 31, and includes close gadgets, window size specification, text display capability, plus more. Binary only Author: Pete Goodeve

<Normal>

<Normal>

<Normal>•Fred Fish Disk 103•

<Normal>Released October 29, 1987

<Normal>

<Normal>AvlTrees Library and test program that implement routines for creating and using balanced binary trees (AVL trees) held entirely in memory. Includes source. Author: Paul Vixie

<Normal>

<Normal>Calc A programmable calculator program with similarities to a hand-held RPN calculator. Can run either interactively or in "script" mode by reading programs from a file. Version 1.0, shareware, binary only. Author: Bob Brooks

<Normal>

<Normal>Cref A C cross referencer program. Includes source. Author: Mike Edmonds; Amiga port by Joel Swank

<Normal>

<Normal>DosKwik A pair of programs which allow you to save files, or a group of files, to one or more floppies for quick loading (loading up a RAM disk for example). Does not store files in DOS format, which is why it is faster. Binary only, shareware. Author: Gary Kemper

<Normal>

<Normal>IntuiDOS IntuiDOS is a program to give improved control over, and handling of, the material on all diskettes in the 'CLI-area' by employing a multi-disk, scrollable directory and using Intuition techniques to issue DOS commands. Written in assembler. Binary only. Author: Lennart Sandin

<Normal>

<Normal>MFF-Update A text import utility for MicroFiche Filer (demo version released on disk 89) and updates to some PD disk library databases. Binary only. Author: Gary Samad

<Normal>

<Normal>Pack-It Pack-it will take all the files and directories on a disk and pack them into a single file for electronic transmission via modem. Binary

only, shareware. Author: Gary Kemper

<Normal>

<Normal>Sol Amiga version of solitaire game posted to usenet some time ago and modified to use Amiga console control codes in place of curses calls. Includes source. Author: David Goodenough; Amiga port by Joel Swank

<Normal>

<Normal>

<Normal>•Fred Fish Disk 104•

<Normal>This disk contains a copy of Glenn Everhart's large and powerful spreadsheet program called AnalytiCalc. Source and documentation is included on the disk in arc'd form because it otherwise would not all fit on the disk. Released October 29, 1987

<Normal>

<Normal>AnalytiCalc AnalytiCalc is a large and powerful spreadsheet program with sufficient extra features to have some pretensions of acting as an "integrated system". It is a virtual memory system supporting up to 18000 columns and 18000 rows, multiple equations per cell, an outlining system, built-in cell annotation, and datafile access from any cell(s) of the sheet, plus an array of functions not present in most commercial spreadsheets. This disk represents the initial Amiga port of AnalytiCalc, and as such the console interface is some what crude and in addition requires use of a custom keymap (one such is supplied) for sensible operation. This will be improved upon, but meanwhile the program is released with complete sources, documents, and executables. The graphics program and the DIF file access program are not yet ported; these will be released when they are ready. AnalytiCalc for the Amiga uses files compatible with those for AnalytiCalc on MS-DOS, VMS, or RSX-11M or IAS. An example project planner spreadsheet is included in the distribution to show off some of the things you can do. More example sheets will be forthcoming in the future. AnalytiCalc also supports matrix math, FFTs, infinite windowing, linear regression, date arithmetic, internal and external macros, LOTS of cell addressing modes, goal seeking in up to 8 dimensions, and more. AnalytiCalc requires perhaps 600K of RAM memory, at least one 360K diskette drive, and AmigaDOS 1.2, plus a larger than default stack. Display sizes supported can be up to 132 characters wide by up to 76 lines long. Sorry; I don't think AnalytiCalc supports proportional fonts very well, though it should manage not to be totally brain damaged with them. The manual requires an 80 column printer. To see the documentation you need either a printer 80 columns wide to print it, or an 80 column screen to view it on. DO NOT use AnalytiCalc until you have read the documentation.

<Normal>Requirements

<Normal>Minimum RAM 600K

<Normal>Minimum Disk Drives 1 Minimum Disk Storage 880K

<Normal>Vital Statistics

<Normal>Number of Columns 18000 Number of Rows 18000

Max Length of Formulas (characters) 109

<Normal>Max Number of full cells 18000

<Normal>Max simultaneous named areas 300

<Normal>Number of exterior scratch cells 60  
<Normal>Precision of calculations  
<Normal> (digits; 8 bytes used)16  
<Normal>Total Max storage (bytes) 2,113,020  
<Normal>Max record size for data files  
<Normal> accessed as database 128  
<Normal>Max files namable in one shee 18000  
<Normal>Max cell columns  
<Normal> displayable on one screen 20  
<Normal>Max rows displayable in one display 75

<Normal>

<Normal>

<Normal>THE USER-SUPPORTED CONCEPT. User-Supported Software You are encouraged to copy and share this program with others. If after evaluating this program you find it to be useful, I trust you to send a \$10.00 payment. Glenn C. Everhart 25 Sleigh Ride Rd. Glen Mills, Pa. 19342

<Normal>

<Normal>

<Normal>•Fred Fish Disk 105•

<Normal>Released October 29, 1987

<Normal>

<Normal>AsmProgs Some misc assembly tools, programs, etc.

<Normal>

<Normal>AsmFilter (Actually in AmigaBASIC) turns the output of the Metacomco disassembler into a file that can be re-assembled.

<Normal>

<Normal>AddKickMem Adds the KickStart memory to your free memory on an Amiga 1000 with Kickstart in ROM.

<Normal>

<Normal>Clear Fills unused areas of memory with a specific byte pattern.

<Normal>

<Normal>L is a replacement for the BCPL "list" program, but with some graphics enhancements.

<Normal>

<Normal>SharpFont is an 8 pixel non-proportional font.

<Normal>

<Normal>Stack is a replacement for the BCPL stack program. Includes some source. Author: Glen McDiarmid and Kirk Davies

<Normal>

<Normal>BasicProgs Some more AmigaBASIC programs. LeastSquare solves least squares problems and graphs the results. Curves is a demo of one use for LeastSquare (find curves to fit a set of points). Freud is a Freudian analysis program. Includes source, needs AmigaBASIC from Extras. Author: George Trepal

<Normal>

<Normal>Bison A replacement for UNIX "yacc" command. This is from the GNU (GNU is Not UNIX) effort, and was obtained from the Free Software Foundation. This is an update to the version on disk 51, with some more bug

fixes provided by Fred Walter. Includes source. Author: Bob Corbett and Richard Stallman. Bug fixes by Johan Widen, Doug Leavitt, & Fred Walter  
<Normal>

<Normal>DMouse Another cute program in the tradition of “display hacks”. Includes source. Author: Alex Livshits

<Normal>

<Normal>FlamKey Installs a little key on the WorkBench screen title bar, and then waits in background until somebody clicks on the key. When activated, allows the keyboard and mouse inputs to be locked out until a password is entered. Shareware, binary only. Author: Alex Livshits

<Normal>

<Normal>GravityWars The object of this game is for one player to hit the other player’s ship with a missile, before being hit yourself. The ships and planets don’t move, but aiming the missile in the presence of gravity fields and black holes makes hitting your target difficult. Version 2.0, shareware, binary only. This is an update to the version on FF84. Author: Ed Bartz

<Normal>

<Normal>IPo2C A utility to write a C-language definition of the current intuition pointer to a file, which can then be used in a program via SetPointer to mimic the intuition pointer. Includes source Author: Alex Livshits

<Normal>

<Normal>Pere-et-Fils Example of creating and using reentrant processes. Includes source. Author: Jean-Michel Forgeas

<Normal>

<Normal>Record-Replay A program that records a sequence of mouse and keyboard events as they occur and stores them in a file. The file can be played back to cause the same sequence of events to occur again. Very useful for creating demonstrations of programs or documenting repeatable bugs. This is version 2.0, an update to the version on disk 95. Shareware, binary only. Author: Alex Livshits and J-M. Forgeas

<Normal>

<Normal>

<Normal>•Fred Fish Disk 106•

<Normal>Released October 29, 1987

<Normal>

<Normal>FuncKey A shareware function key editor, submitted by the author for inclusion in the library. This is version 1.1, an update to the version on disk 89. Binary only (source available from author). Author: Anson Mah

<Normal>

<Normal>MoreArt A small selection of some additional Amiga artwork submitted to me since the last “art” disk. Authors: Dana Dominiak and Larry Zaitko

<Normal>

<Normal>QuickFlix An IFF slideshow and cel animation program that takes full advantage of the Amiga’s multitasking operating system, supports all the graphics modes, can run with internal timing or be triggered by an external source, caches images in memory to achieve rapid frame rate, etc. Version 0.13, binary only, shareware. Author: Jeff Kunzelman, Rodney Iwashina,



Takeshi Suganuma

<Normal>

<Normal>RistiNolla A Finnish game. The name means something like CrossZero, and is also called Go-Moku. Version 1.0, shareware, binary only.

Author: Mika Pihlajamaki

<Normal>

<Normal>

<Normal>•Fred Fish Disk 107•

<Normal>Released October 29, 1987

<Normal>

<Normal>Csh Version 2.07 of Matt Dillon's csh like shell, modified for Manx C. Includes source. Author: Matt Dillon, Manx'ified by Steve Drew

<Normal>

<Normal>Diff A file comparison utility, similar to other common "diff" programs. Includes source. Author: D. Krantz; Amiga port by Jeff Bailey

<Normal>

<Normal>ProSuite This is the Amiga Programmers Suite Book 1.01. The suite provides example code of facilities that every programmer needs (such as FileIO Requester), provides examples of new facilities (such as XText and DoRequest), and provides a tutorial on how to program the Amiga. Includes source. Author: R.J. Mical

<Normal>

<Normal>SVTools Some additional useful tools from Stephen Vermeulen. Includes a new version of Vnews, sit, setstack, retool, memlist, fragit, and yoyo. Includes source. Author: Stephen Vermeulen

<Normal>

<Normal>

<Normal>•Fred Fish Disk 108•

<Normal>Released October 29, 1987

<Normal>

<Normal>AList A directory listing program based on Dave Haynie's LD4 program, with extensions and enhancements. Includes source. Author: Ed Kivi (original by Dave Haynie)

<Normal>

<Normal>DirMaster A very nicely done shareware disk cataloger, submitted by the author for inclusion in the library. This is version 1.0b, an update to the version released on disk 89. Binary only. Author: Greg Peters

<Normal>

<Normal>Dots-Perfect Printer driver for an Epson MX80 printer with the Dots-Perfect upgrade kit installed. Includes source. Author: Robbie Akins

<Normal>

<Normal>MonIDCMP MonIDCMP lets you monitor the IntuiMessages that pass through an IDCMP window. It prints the message class, mouse coordinates, qualifier values, and other useful information when appropriate. Great for debugging applications and for snooping around in the inner workings of other programs. Includes source. Author: Davide Cervone

<Normal>

<Normal>PrintPop A utility to enable the user to send some common control

settings to the PRT: printer device. When installed, a left-amiga F1 sequence will pop up a small window with various options. Includes source. Author: Robbie Akins

<Normal>

<Normal>Sectorama A program designed to help Amiga users recover lost or damaged data from floppy or hard drives, or to repair a damaged volume. The author wrote this out of frustration with existing tools when he had multiple hard disk drive failures over the course of several months. This is version 1.1, an update to the version on disk 102. Binary only. Author: David Joiner

<Normal>

<Normal>Tek An enhanced version of Dave Wecker's vt100 (v2.6) which includes emulation for a Tektronix 4010/4014 graphics terminal. This is a much improved version of the Tek4010 program from FF52. Includes source. Enhancements by Nick Giordano and Terry Whelan

<Normal>

<Normal>Zoo A file archiver much like "arc" in concept, but different in implementation and user interface details. Includes some nice features that "arc" lacks (such as file/path names up to 255 characters in length). This is version 1.42B, an update to the version released on disk 87. Binary only  
Author: Rahul Dhesi, Amiga port by Brian Waters

<Normal>

<Normal>

<Normal>•Fred Fish Disk 109•

<Normal>Released October 29, 1987

<Normal>

<Normal>Machine A neat new animation from Allen Hastings. Author: Allen Hastings

<Normal>

<Normal>SimCPM

<Normal>A CP/M simulator for the Amiga. Simulates an 8080 along with H19 terminal emulation. Includes source. Author: Jim Cathey; Amiga port by Charlie Gibbs

<Normal>

<Normal>UUpc Version 1.0 of a suite of programs that will allow you hook up your Amiga as a usenet node. Includes source. Author: Richard Lamb, Stuart Lynne, Jeff Lydiatt

<Normal>

<Normal>

<Normal>•Fred Fish Disk 110•

<Normal>Released October 29, 1987

<Normal>

<Normal>A68k A 68000 assembler originally written in Modula-2 in 1985 and converted to C by Charlie Gibb in 1987. Has been converted to accept metacomco-compatible assembler source code and to generate Amiga objects. Includes source. Author: Brian Anderson; C translation and Amiga work done by Charlie Gibb

<Normal>

<Normal>Pdc An optimizing C compiler for the 68000 processor. This is an update to the version first released on FF 53, though apparently not based on the code from that disk. Major porting work was done by Jeff Lydiatt to get it to the point where it would compile and execute simple programs on the Amiga. This version now generates metacomco-compatible assembler source code, which can be assembled by the assembler also provided on this disk and then linked by the freely redistributable linker "blink" (also provided). Includes all compiler source and some library and startup source code. Requires amiga.lib from developers kit to generate complete running example executables. Author: Matthew Brandt; major porting work by Jeff Lydiatt .

<Normal>

<Normal>

<Normal>•Fred Fish Disk 111•

<Normal>Released December 7, 1987

<Normal>

<Normal>AmyLoad A graphical monitor of CPU, blitter, and memory use. Includes two components; load.device, which monitors system parameters, and amyload, which is the user interface and display program. Includes source. Author: Jeff Kelley

<Normal>

<Normal>AssignDev

<Normal>Assigns multiple names to a given device. For example, allows the names "df0:" and "df3:" to refer to the same physical device. This is a modified version of the original released on FF79. Includes source. Author: Phillip Lindsay, mods by Olaf Seibert

<Normal>

<Normal>Gauge Continuously displays memory usage in a vertical bar graph, similar to the workbench "fuel gauge" type display for disk space. Binary only. Author: Peter da Silva

<Normal>

<Normal>HeliosMouse Another "sunmouse" type program. Automatically activates a window simply by moving the mouse pointer into the window. Version 1.1, an update to the version released on disk 94. Includes source. Author: Davide Cervone

<Normal>

<Normal>Labels Alphabetic and numeric ordered cross reference lists of defined system constants. Recommended for debugging purposes only, use the symbolic values in programs! Author: Olaf Seibert

<Normal>

<Normal>Mandel Another mandelbrot generator program, with bits and pieces of code from C. Heath and R.J. Mical. Includes source. Author: Olaf Seibert

<Normal>

<Normal>PopLife A PopCLI type thingie that instead plays life all over your screen. Lots of bits and pieces from Tomas Rokicki's blitlab and John Toebes' PopCLI. Includes source. Author: Olaf Seibert

<Normal>

<Normal>

<Normal>•Fred Fish Disk 112•

<Normal>Released December 7, 1987

<Normal>

<Normal>BeachBirds Jerrold Tunnell's entry to the Badge Killer Demo Contest. Uses sprites and sound to portray a beach scene. Runs on a 512K machine. Binary only. Author: Jerrold Tunnell

<Normal>

<Normal>Bully

<Normal>Mike Meyer's entry for the Badge Killer Demo Contest. Pushes all open screens around (thus the name "bully"). Designed for showing off more than one demo at a time Includes source. Author: Mike Meyer

<Normal>

<Normal>DropShadow Dropshadow version 2, rev 0, for use with Bryce Nesbitt's Wavebench demo. Binary only. Author: Jim Mackraz

<Normal>

<Normal>HagenDemos Joel Hagen's Badge Killer Demo contest entries, "RGB" and "Focus". RGB was the overall winner of the contest. It requires a one meg Amiga to run. Binary only. Author: Joel Hagen

<Normal>

<Normal>Viacom Latest version of viacom for use in conjunction with the WaveBench demo. Binary only. Author: Leo Schwab and Bryce Nesbitt

<Normal>

<Normal>WaveBench This is Bryce Nesbitt's Badge Killer Demo Contest entry. It is a neat screen hack, and runs on 512K machines. For more laughs, try in conjunction with Viacom or Ds (Dropshadow). Includes source. Author: Bryce Nesbitt

<Normal>

<Normal>

<Normal>•Fred Fish Disk 113•

<Normal>Released December 7, 1987

<Normal>

<Normal>AmiCron A simple UNIX "cron" type program, which is a background task that uses a disk-resident table to automatically run certain tasks on a regular basis, at specific times. Version 2.3, includes source. Author: Steve Sampson, Amiga port by Rick Schaeffer

<Normal>

<Normal>Dme Version 1.28f of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF93, includes source. Author: Matt Dillon

<Normal>

<Normal>DOSDev Example DOS device driver in Manx C. Version 1.10, includes source Author: Matt Dillon

<Normal>

<Normal>M2Amiga Demo version of the final product M2Amiga. A fast single pass Modula-2 compiler with editor, linker, a small set of interface and

standard libraries. Compiles only small demo programs by limiting codesize and imports. Further development of the ETHZ compiler on Disk 24. Binary only. Demos with source. Authors: R. Degen, C. Nieder, M. Schaub, J. Straube (AMSoft)

<Normal>

<Normal>NolconPos 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

<Normal>

<Normal>

<Normal>•Fred Fish Disk 114•

<Normal>Released December 7, 1987

<Normal>

<Normal>CDecl English to C (and vice versa) translator for C declarations. This little gem will translate english such as “declare foo as pointer to function returning pointer to array 10 of pointer to long” into “long \*((\*foo)())[10]”, and vice versa. An absolute must for anyone except possibly the most hardcore C guru. Includes source. Author: Graham Ross

<Normal>

<Normal>Vt100 Version 2.7 of Dave’s vt100 terminal emulator with kermit and xmodem file transfer. Includes a few bug fixes posted to Usenet shortly after the posting of version 2.7. This is an update to the version released on FF 55. Includes source. Author: Dave Wecker

<Normal>

<Normal>WBLander This entry from the Badge Killer Demo Contest is a special version of the WBLander program from FF 100. The ending is unique. Also uses sound effectively. Includes source. Authors: Peter da Silva and Karl Lehenbauer

<Normal>

<Normal>

<Normal>•Fred Fish Disk 115•

<Normal>Released December 7, 1987

<Normal>

<Normal>Killer Killer is an incredible demo written by Robert Wilt. It won fourth place in the Badge Killer Demo Contest. Requires at least one meg of memory to run. Sound is also an important part of the demo so be sure to turn it up. Binary only. Author: Robert Wilt

<Normal>

<Normal>Marketroid Marketroid is Leo’s entry for the Badge Killer Demo Contest. It is another devious sprite oriented demo with lots of “in” jokes. Runs on a 512K machine. Includes source. Author: Leo Schwab

<Normal>

<Normal>

<Normal>•Fred Fish Disk 116•

<Normal>Released December 7, 1987

<Normal>

<Normal>Movies A RAM animation system with three different example animations; Kahnankas, Rocker, and F-15. Kahnankas won a close second in the Badge Killer Demo Contest. Both Kahnankas and Rocker run on a 512K Amiga and show off overscan HAM mode. Includes a animation player program (movie), animation builder programs (dilbm, pilbm), and a text/graphics display program (vilbm). Authors: Eric Graham and Ken Offer

<Normal>

<Normal>

<Normal>•Fred Fish Disk 117•

<Normal>Released December 7, 1987

<Normal>

<Normal>AMUC\_Demo A really neat horizontal scrolling demo that is a 2400 x 200 pixel 32 color IFF picture composed of Digi-View snapshots of members of the AMiga Users of Calgary, superimposed on a very wide picture of the Calgary Skyline. Binary only. Author: Stephen Vermeulen and Stephen Jeans

<Normal>

<Normal>ExP\_Demo Demo version of Express Paint 1.1. This is the program that was used to create the huge scrolling demo picture in the AMUC\_Demo drawer on this same disk. Binary only. Author: Stephen Vermeulen

<Normal>

<Normal>

<Normal>•Fred Fish Disk 118•

<Normal>Released December 7, 1987

<Normal>

<Normal>Empire This is a complete rewrite, from the ground up, in Draco, of Peter Langston's Empire game. Empire is a multiplayer game of exploration, economics, war, etc, which can last a couple of months. Can be played either on the local keyboard or remotely through a modem. This is version 1.0, shareware, and includes source code. Author: Chris Gray, original game by Peter Langston

<Normal>

<Normal>HAMmmm This is Phil's entry for the Badge Killer Demo Contest. HAMmmm displays lines whose end points are bouncing around the screen, which is a double buffered HAM screen. The Y positions of the points are continuously copied into an audio wave form that is played on all four channels, and the pitch of a just intoned chord is derived from the average X position of these points. Includes source in JForth. Author: Phil Burk

<Normal>

<Normal>Stars Hobie's entry for the Badge Killer Demo Contest. Based on original code by Leo Schwab, has credits longer than the actual demo. Runs on 512K Amiga. Binary only. Author: Hobie Orris

<Normal>

<Normal>WireDemo Matt's entry for the Badge Killer Demo Contest. Demonstrates the Amiga's line drawing speed. Runs on a 512K Amiga. Includes source. Author: Matt Dillon

<Normal>

<Normal>

<Normal>•Fred Fish Disk 119•

<Normal>Released January 3, 1988

<Normal>

<Normal>MicroEMACS Version 3.9e of Daniel Lawrence's variant of Dave Conroy's microemacs. This is an update to the version released on FF 93. Also included, for the first time, is extensive documentation in machine readable form. Includes source. Author: Dave Conroy, MANY enhancements by Daniel Lawrence

<Normal>

<Normal>

<Normal>•Fred Fish Disk 120•

<Normal>Released January 3, 1988

<Normal>

<Normal>Amoeba This clone of Space Invaders is one of the best freely redistributable games for the Amiga to date. Unlike many commercial games, it even works correctly in a multitasking environment (by not requiring you to reboot just to play a game). Highly recommended! Binary only. Author: LateNight Developments

<Normal>

<Normal>BackGammon A graphical Backgammon game done as an undergraduate A.I. course project. Version 1.0, includes source. Author: Robert Pfister

<Normal>

<Normal>Bankn A complete checkbook system offered by the author as shareware. Version 1.3, binary only. Author: Hal Carter

<Normal>

<Normal>EgyptianRun Cute little "road race + hazards" type game. Version 1.1, binary only, shareware, source available from author. Author: Chris Hames

<Normal>

<Normal>IconImage Program to replace an old icon image with a new image, without affecting icontype, drawer data, etc. Includes source Author: Denis Green

<Normal>

<Normal>

<Normal>•Fred Fish Disk 121•

<Normal>Released January 3, 1988

<Normal>

<Normal>BasicStrip An AmigaBASIC program that helps to convert programs written in other forms of Basic to AmigaBASIC. Author: George Trepal

<Normal>

<Normal>DataPlot A shareware plotting program written in AmigaBASIC. Also includes a least squares curve fit program. Author: Dale Holt

<Normal>

<Normal>Plot A shareware 3D graphing program written in AmigaBASIC,

with some sample output plots. Source available from author. Author: George Trepal

<Normal>

<Normal>Stairs This AmigaBASIC program demonstrates a musical illusion based upon perceptual circularity of widely spaced tones whose volumes are defined as a sinusoidal relationship to their frequency. Author: Gary Cuba

<Normal>

<Normal>Uedit Version 2.3 of this nice shareware editor. Has learn mode, a command language, menu customization, and other user configurability and customizability features. Binary only, shareware, update to version on FF 60. Author: Rick Stiles

<Normal>

<Normal>WBColors A simple little program to change the Workbench colors to a predetermined color set, for programs that expect to be booted off their distribution disk but instead are run from a hard disk. Includes source.

Author: Stefan Lindahl

<Normal>

<Normal>

<Normal>•Fred Fish Disk 122•

<Normal>Released January 3, 1988

<Normal>

<Normal>Asteriods Nicely done “blast the asteriods” type game. Unique feature is that all the images and sounds are replaceable by the end user. So instead of ships and rocks, you can have an Amiga against a horde of IBM PC’s if you wish. Author: Rico Mariani

<Normal>

<Normal>Iff2Pcs An interactive puzzle program that takes any IFF file containing up to 16 colors, and breaks it up into squares to make a puzzle which the user can then piece back together again. Version 1.0, includes source. Author: Ali Ozer

<Normal>

<Normal>Names A shareware program to create and manage mailing lists. Binary only. Author: Ernie Nelson

<Normal>

<Normal>Pr A little utility to print listings in different formats. Similar to the UNIX “pr” program. Includes source. Author: Samuel

<Normal>

<Normal>PushOver A neat little board strategy game, in AmigaBASIC. Push your pieces onto the board until you get five in a row in any direction. Includes source. Author: Russ Yost

<Normal>

<Normal>PuzzlePro Create a puzzle from an IFF picture, which the user can then piece back together again. Written in AmigaBASIC. Version 1.0, binary only, shareware, source available from author. Author: Syd Bolton

<Normal>

<Normal>

<Normal>•Fred Fish Disk 123•

<Normal>Released January 3, 1988



<Normal>

<Normal>Arp ARP stands for "AmigaDOS Replacement Project". Arp is an effort led by Charlie Heath of Microsmiths Inc., to replace the current DOS in a compatible fashion, so that current programs will continue to work. Arp also makes whatever improvements are possible, so that current and future programs will work better. Author: Various authors contributed work

<Normal>

<Normal>Car This animation is one of Allen's entries to the Badge Killer Demo Contest. It apparently is an inside joke relating to a well known Amigan's experience with a certain highend graphics hardware manufacturer. Author: Allen Hastings

<Normal>

<Normal>

<Normal>•Fred Fish Disk 124•

<Normal>Released January 3, 1988

<Normal>

<Normal>Icons Some sample animated icons. You might find just the1 icon for that refugee CLI program you've been meaning to make runnable from the WorkBench environment. Author: L. Pfof

<Normal>

<Normal>Tarot An AmigaBASIC program written by the author as an exercise for learning BASIC. Contains some nice graphic renditions of tarot cards. Author: L.Pfof

<Normal>

<Normal>

<Normal>•Fred Fish Disk 125•

<Normal>Released January 3, 1988

<Normal>

<Normal>ElGato This animation is Kevin's entry to the Badge Killer Demo Contest. It also has a background music arrangement, that requires Sonix to use. Author: Kevin Sullivan .

<Normal>

<Normal>

<Normal>•Fred Fish Disk 126•

<Normal>Released January 3, 1988

<Normal>

<Normal>Colour A program to manipulate the colors of specific named screens, saving their current color sets to data files, loading new color sets from data files, or interactively changing the colors. Includes source. Author: John Russell

<Normal>

<Normal>Dance These two programs, "dancing polygons", are John's entry to the Badge Killer Demo Contest. They are variations of one another, but demonstrate the range of colors available on the Amiga. Includes source. Author: John Olsen

<Normal>

<Normal>HBHill This animation is one of Kevin's entries to the Badge Killer Demo Contest. It is the first known animation that makes use of the Amiga's

"Extra Half Brite" mode. Author: Kevin Sullivan

<Normal>

<Normal>Iconify A subroutine that creates an icon on the Amiga screen that can be subsequently dragged around, and double-clicked on. You can use this to have your programs "iconify" themselves to temporarily get out of the user's way. Includes source and demo program. Author: Leo Schwab

<Normal>

<Normal>OnlyAmiga This animation is Iqbal's entry to the Badge Killer Demo Contest. It consists of tree balls being juggled by pyramids rotating on their tops. Author: Iqbal Singh Hans

<Normal>

<Normal>Suplib The support library needed to rebuild various programs of Matt's from the source, including DME, DTERM, etc. Includes source. Author: Matt Dillon

<Normal>

<Normal>VCheck Version 1.2 of the virus detection program from Commodore Amiga Technical Support. This version will test for the presence of a virus in memory, or on specific disks. Binary only. Author: Bill Koester.

<Normal>

<Normal>

<Normal>•Fred Fish Disk 127•

<Normal>Released January 3, 1988

<Normal>

<Normal>Bounce This program is Steve and Tom's entry for the Badge Killer Demo Contest. It creates little dots that bounce around and multiply. Includes source. Author: Steve Hansel and Tom Hansel

<Normal>

<Normal>Nemesis This demo is Mark's entry to the Badge Killer Demo Contest. It is quite small for what it does, and won fifth place in the contest. Binary only. Author: Mark Riley

<Normal>

<Normal>Ripples This animation is one of Allen Hastings' entries to the Badge Killer Demo Contest. Unlike most other animations, it shows a fixed object from a moving point of view, rather than a moving object from a fixed point of view. Author: Allen Hastings

<Normal>

<Normal>

<Normal>•Fred Fish Disk 128•

<Normal>Released January 3, 1988

<Normal>

<Normal>Dis A 68000 disassembler, written in 68000 assembler. Includes source. Author: Greg Lee

<Normal>

<Normal>DropCloth DropCloth lets you place a pattern, a 2 bitplane IFF image or a combination of a pattern and image, into the WorkBench backdrop. Version 2.2, shareware, binary only. Author: Eric Lavitsky

<Normal>

<Normal>LedClock An extremely simple clock program, for interlaced

screens only. Includes source. Author: Ali Ozer

<Normal>

<Normal>MRBackUp A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Version 1.3, includes source. Author: Mark Rinfret

<Normal>

<Normal>Paint A simple screen painting program, written in web. Requires web preprocessing program to rebuild from source. Includes source in web. Author: Greg Lee

<Normal>

<Normal>PrtDriver A printer driver for the Toshiba "3 in one" printer in its Qume (best) mode. Includes source in C and assembler. Author: Rico Mariani

<Normal>

<Normal>SDBackUp A hard disk backup utility. CLI interface only. Does file compression. Version 1.1, binary only. Author: Steve Drew

<Normal>

<Normal>Sed A clone of the UNIX sed (Stream Editor) program. Includes source. Author: Eric Raymond

<Normal>

<Normal>wKeys A "hot-keys" program that binds keyboard function keys to window manipulation functions (window activation, front to back, moving screens, etc). Includes source. Author: Davide Cervone

<Normal>

<Normal>

<Normal>•Fred Fish Disk 129•

<Normal>Released March 21, 1988

<Normal>

<Normal>DOSKwik A pair of programs which allow you to save files, or a group of files, to one or more floppies for quick loading (loading up a RAM disk for example). Does not store files in DOS format, which is why it is faster. Version 2.0, update to version on FF 103. Binary only, shareware.

Author: Gary Kemper

<Normal>

<Normal>MRBackUp A hard disk backup utility, that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Versions 2.0 (with sources) and 2.1 (binary only, source available from author). This is an update to version on disk 128. Author: Mark Rinfret

<Normal>

<Normal>PaintJet An "official" Hewlett Packard PaintJet printer driver received directly from HP sources. Author: Unknown

<Normal>

<Normal>Patch Two independent ports of the very useful UNIX utility "patch", which applies context diffs to text files to automatically update them. Patch version 1.3 was ported to the Amiga by Rick Coupland and patch version 2.0 was ported by Johan Widen. Includes source. Author: Larry Wall

<Normal>

<Normal>

<Normal>•Fred Fish Disk 130•

<Normal>Released March 21, 1988

<Normal>

<Normal>DirMaster A very nicely done shareware disk cataloger, submitted by the author for inclusion in the library. This is version 1.1, an update to the version released on disk 108. Lots of neat new features and enhancements. Binary only. Author: Greg Peters

<Normal>

<Normal>Evo A human evolution toy/tutorial. Includes source. Author: Steve Bonner

<Normal>

<Normal>Hp A nice RPN calculator program that supports calculations with binary, octal, decimal, hex, float, and complex numbers. Other features include 32 registers for storing data and transcendental functions. Version 1.0, includes source Author: Steve Bonner

<Normal>

<Normal>Mach A "mouse accelerator" program that also includes hotkeys, the features of sunmouse, clicktofront, and popcli, a title bar clock with a bbs online charge accumulator, and more. Version 1.6a, includes source. Author: Brian Moats

<Normal>

<Normal>PatEdit A pattern editor for creating patterns to input to the Amiga SetAfPt macro call. This call sets the area fill pattern for the area filling graphics calls such as RectFill, AreaDraw, etc. Includes source. Author: Don Hyde

<Normal>

<Normal>QMan Mandelbrot generator written partially in assembly for speed. Includes source. Author: Steve Bonner

<Normal>

<Normal>

<Normal>•Fred Fish Disk 131•

<Normal>Released March 21, 1988

<Normal>

<Normal>Dfc Copies disks like Maurader, but multitasks. Replaces both diskcopy and format but is smaller than either. It even has a nice little Intuition interface. Includes source. Author: Tomas Rokicki

<Normal>

<Normal>HyperBase Nice little shareware database management system. Version 1.6, binary only, source available from authors. Update to version on FF58. Author: Michael MacKenzie, Marc Mengel, and Craig Norborg

<Normal>

<Normal>Life A new version of Tomas's ancient Life game, but with a new macro language for setting up patterns, some good examples, and some more good stuff. Includes source. Author: Tomas A

<Normal>Popcli replacement that draws pretty lines on the screen in blanking mode. Includes source. Author: Software Distillery; enhancements by Tomas Rokicki

<Normal>

<Normal>Mg1b A version of Mg1b with an ARexx port and other improvements by Tomas Rokicki. Finally you can define macros and bind them to function keys in your startup file! Includes source. Author: Various; enhancements by Tomas Rokicki

<Normal>

<Normal>WFrag Another version of Frags, but this one pops up a nice little window that updates occasionally. Necessary for developers who wonder what their program is doing to memory, or wonder why they can't load that program. Includes source. Author: Tomas Rokicki

<Normal>

<Normal>

<Normal>•Fred Fish Disk 132•

<Normal>Released March 21, 1988

<Normal>

<Normal>Berserk This animation, unveiled at the September 87 meeting of the First Amiga Users Group, got Leo a standing ovation. It is a "must see" for every Amiga user, and ranks up there with "Juggler" as a premier demo for the Amiga. The difference between this distribution, and the one on disk 100, is that this one includes "source". I.E. it contains all the object descriptions necessary to recreate the animation. Thus you can, if you like, try modifying various objects to create slightly different animations, or use it as an example for creating your own animations. Seldom does a disk get devoted to a single program, however animation is one of the Amiga's greatest strengths, and I felt it was appropriate to have at least one animation that was available at the "source code" level. Author: Leo Schwab

<Normal>

<Normal>

<Normal>•Fred Fish Disk 133•

<Normal>Released March 21, 1988

<Normal>

<Normal>Conman Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 1.1, binary only, update to version on disk 100. New features include additional editing keys, fast search keys, undo key, clear history command, and more. Author: William Hawes

<Normal>

<Normal>Crc Two programs that are very useful for generating 16-bit CRC listings of the contents of disks, and verifying that a given disk's files still compute to the same CRC's as listed. Version 1.0, binary only. Author: Don Kindred

<Normal>

<Normal>CrcLists Complete CRC check files for disks 1-128 of the library, using the Crc program also included on this disk. These were made directly from my master disks. Author: Fred Fish

<Normal>

<Normal>Overscan Patches the Intuition library so that sizable windows

with MaxHeight of 200 (400 in interlace) and screens with Height of 200 (400 in interlace) will take advantage of the PAL overscan capability of Intuition V1.2. This seems to be useful only for European users that wish to run software written for the American market, without modifying the applications, but still using the additional space. Includes source. Author: Ari Freund

<Normal>

<Normal>

<Normal>•Fred Fish Disk 134•

<Normal>Released March 21, 1988

<Normal>

<Normal>BoingThrows A 50 frame HAM animation done with Sculpt-3D, and minor touchups with DigiPaint. The animation took about 325 hours of runtime to generate. Author: Marvin Landis

<Normal>

<Normal>Browser A workbench tool, using text-only windows, that makes all files in the system accessible for executing, copying, moving, renaming, deleting, etc. Billed as a "programmers workbench". Version 1.2, binary only  
Author: Peter daSilva

<Normal>

<Normal>Dme Version 1.29 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF113, includes source. Author: Matt Dillon

<Normal>

<Normal>Find Find is a utility which searches for files that satisfy a given boolean expression of attributes, starting from a root pathname and searching recursively down through the hierarchy of the file system. Very much like the UNIX find program. Version 1.0, includes source. Author: Rodney Lewis

<Normal>

<Normal>Library Demo version of a shareware program that stores textual information without regard to structure or content, and allows complicated searching for specific patterns. Written in assembler for speed, binary only.  
Author: Bill Brownson

<Normal>

<Normal>SmartIcon This shareware program, submitted by the author, is an Intuition objects iconifier. Version 1.0 is limited to iconifying windows, which is still very handy. It adds a new "iconify gadget" to each window, that when clicked on, iconifies the window into an icon in the RAM: disk. Binary only, source available from author. Author: Gauthier Groult

<Normal>

<Normal>

<Normal>•Fred Fish Disk 135•

<Normal>Released March 21, 1988

<Normal>

<Normal>TeXF A selection of 78 TeX fonts, with a conversion program to

convert them to Amiga fonts. There are 22 different fonts at various sizes, ranging from 15 pixels high to more than 150 pixels. The conversion program can also be used with the fonts distributed with AmigaTeX, yielding an additional 1000 or so more fonts for use with other Amiga programs. Version 2.5, binary only. Author: Ali Ozer

<Normal>

<Normal>

<Normal>•Fred Fish Disk 136•

<Normal>Released March 21, 1988

<Normal>

<Normal>AsmToolBox An assembler “toolbox” created to make interfacing between assembler programs and AmigaDOS easy. Includes source. Author: Warren Ring

<Normal>

<Normal>Bison A replacement for UNIX “yacc” command. This is from the GNU (GNU is Not UNIX) effort. It is a port of the latest GNU version, done by William Loftus, with the goal of preserving all of bison’s current features. Includes source and testing program “calc”. Author: Bob Corbett and Richard Stallman.

<Normal>

<Normal>Iff2Pcs An interactive puzzle program that takes any IFF file containing up to 16 colors, and breaks it up into squares to make a puzzle which the user can then piece back together again. Version 1.1, an update to the version on disk 122, includes source. Author: Ali Ozer

<Normal>

<Normal>Paste A version of the UNIX paste utility. Paste concatenates corresponding lines of the specified files into a single output line (horizontal or parallel merging) or concatenates them into alternate lines (vertical or serial merging). Includes source. Author: David Ihnat

<Normal>

<Normal>YaBoingII A game program demonstrating hardware sprite usage, including collision detection. This is an update to the version on

<Normal>disk 36. Includes source. Author: Ali Ozer, based on original by Leo Schwab

<Normal>

<Normal>Zoo A file archiver, much like “arc” in concept, but different in implementation and user interface details. Includes some nice features that “arc” lacks (such as file/path names up to 255 characters in length). This is version 1.71, an update to the version released on disk 108. Binary only. Author: Rahul Dhesi, Amiga port by Brian Waters

<Normal>

<Normal>

<Normal>•Fred Fish Disk 137•

<Normal>Released March 21, 1988

<Normal>

<Normal>Ct An Amiga program to display images from a CT scanner, along with several interesting sample images of scans of real people, including a skull, brain, heart, and spine. Each image is 256 by 256 pixels in 2048 gray

scale. The display software, though it has a primitive user interface, is quite powerful, including functions like convolutions, averaging, laplacians, unsharp masking, edge detection, gradients, etc. Binary only. Author: Jonathan Harman

<Normal>

<Normal>JeansIcons Miscellaneous cute icons created for AMUC's monthly newsletter disk. Submitted by Stephen Vermeulen. Author: Steve Jeans

<Normal>

<Normal>Muncho A cute little program which plays a digitized sound sample when you insert or remove a disk from your drive. If you don't like the sounds, you can replace them with your own. Binary only. Author: Andrew Werth

<Normal>

<Normal>Sit An update to the Set Icon Type program from FF 107. Version 1.10, includes source. Author: Stephen Vermeulen

<Normal>

<Normal>VGad A new gadget editor that takes two pictures of the window and its gadgets, one being the normal gadget state and the other being the fully selected state, and then merges the data and converts to C source code. Version 1.0, binary only. Author: Stephen Vermeulen

<Normal>

<Normal>VirusX A boot sector virus check program that runs in the background and automatically checks all inserted disks for a nonstandard boot sector. Such disks can optionally have their boot sector rewritten to remove the virus. Includes source. Author: Steve Tibbett

<Normal>

<Normal>VLabel A program to print fancy customized disk labels. It will combine an IFF picture and up to 50 lines of text (which may be placed arbitrarily in any font or point size) and then print the result. The IFF picture can be virtually any size (up to 1008 by 1000). It will also print labels from a batch file produced by SuperBase. Version 1.20, binary only Author: Stephen Vermeulen

<Normal>

<Normal>

<Normal>•Fred Fish Disk 138•

<Normal>Released March 21, 1988

<Normal>

<Normal>AmigaLine A series of various technical notes for Amiga programmers. Author: Bryce Nesbitt

<Normal>

<Normal>Diff A program that uses the same algorithm as the UNIX diff program and also produces context diffs, suitable for use with patch. Binary only. Author: Unknown (Decus C diff?)

<Normal>

<Normal>Foreach A simple but useful program that expands a wild card file specification and then invokes the specified command once per expanded filename, with the expanded filename as the command argument. Includes source. Author: Jonas Flygare



<Normal>

<Normal>MacFont A conversion tool to convert Mac fonts to Amiga fonts. Binary only. Author: John O'Neill and Rico Mariani

<Normal>

<Normal>ModulaTools Various useful routines for those programming in Modula on the Amiga. Update to version on FF 94, includes source. Author: Jerry Mack

<Normal>

<Normal>Vt100 Two new versions of Dave's vt100 terminal emulator. One version, based on vt100 2.6, has been enhanced by John Barshinger to include an iconify feature, add full 132 column support using overscan, and other miscellaneous features. This version is available in binary only. The second version is release 2.8 of the mainstream version of vt100, as enhanced and supported by Tony Sumrall. This one include source. Author: Dave Wecker

<Normal>

<Normal>

<Normal>•Fred Fish Disk 139•

<Normal>Released May 28, 1988

<Normal>

<Normal>AmiCron An enhanced and debugged version of AmiCron 2.3 from FF113. Includes source. Author: Steve Sampson, Rich Schaeffer, Christian Balzer

<Normal>

<Normal>ListScanner A nice little utility to display all the Exec lists. Somewhat like the Xplor utility from FF 73. Includes source in assembler. Author: Heiko Rath

<Normal>

<Normal>ProCalc A program that simulates an HP-11C programmable calculator. Includes both an English version and a German version. Shareware, binary only. Author: Gotz Muller

<Normal>

<Normal>RemLib Removes a specified library (if currently unused) or displays some information about all available libraries. Includes source in assembler. Author: Heiko Rath

<Normal>

<Normal>TurboBackup A fast mass floppy disk duplicator with enforced verify mode to prevent generation of incorrect copies. Version 1.00, binary only. Author: Steffen Stempel and Martin Kopp

<Normal>

<Normal>WArranger Sends a window, identified by its name, to the front or to the back, without selecting it. Useful in conjunction with AmiCron. Works on all screens. Includes source in assembler. Author: Heiko Rath

<Normal>

<Normal>WheelChairSim A wheelchair simulator developed as a project for the Technical Resource Centre and the Albert Children's Hospital, to allow the matching of a wheelchair joystick to a child's handicap and allow the child to practice using the chair in a safe (simulated) environment. Binary only.

Author: Unknown, submitted by Dr. Mike Smith

<Normal>

<Normal>

<Normal>•Fred Fish Disk 140•

<Normal>Released May 28, 1988

<Normal>

<Normal>SBProlog V1.a Volume 1 of the 2 volume Stony Brook Prolog (SBP) distribution, version 2.3.2. This volume contains the executables and libraries. Volume 2, on FF 141, contains the C and Prolog source code. From the SB-Prolog System, Version 2.2 User Manual: "SB-Prolog is a public-domain Prolog system for UNIX(tm) based systems originally developed at SUNY, Stony Brook.

<Normal>

<Normal>SBProlog V1.b The core of the system is an emulator, written in C for portability, of a Prolog virtual machine that is an extension of the Warren Abstract Machine. The remainder of the system, including the translator from Prolog to the virtual machine instructions, is written in Prolog."

<Normal>

<Normal>SBProlog V1.c In addition to providing a compiler, SB-Prolog also offers advanced features such as dynamic loading, mixing of compiled and interpreted code, macros, extension tables, a debugging facility offering two levels of tracing, profiling tools, and other utilities. Authors: Logic Programming Group at SUNY, Stony Brook Amiga port by David Roch and Scott Evernden

<Normal>

<Normal>

<Normal>•Fred Fish Disk 141•

<Normal>Released May 28, 1988

<Normal>

<Normal>SBProlog Volume 2 of the 2 volume Stony Brook Prolog (SBP) distribution, version 2.3.2. This volume contains the C and Prolog source code. Volume 1, on FF 140 contains the executables and libraries. From the SB-Prolog System, Version 2.2 User Manual: "SB-Prolog is a public-domain Prolog system for UNIX(tm) based systems originally developed at SUNY, Stony Brook. The core of the system is an emulator, written in C for portability, of a Prolog virtual machine that is an extension of the Warren Abstract Machine. The remainder of the system, including the translator from Prolog to the virtual machine instructions, is written in Prolog." In addition to providing a compiler, SB-Prolog also offers advanced features such as dynamic loading, mixing of compiled and interpreted code, macros, extension tables, a debugging facility offering two levels of tracing, profiling tools, and other utilities. Authors: Logic Programming Group at SUNY, Stony Brook Amiga port by David Roch and Scott Evernden

<Normal>

<Normal>SmallC An Amiga port of the Small-C compiler, written by Ron Cain and published in Dr. Dobb's Journal, in about 1980. Small-C is a rather small subset of the full 'C' language However, it is capable of compiling itself, and other small, useful programs. Requires an assembler and linker to

complete the package and produce working executables. Includes source and binary. Author: Ron Cain. Amiga port by Willi Kusche.

<Normal>

<Normal>

<Normal>•Fred Fish Disk 142•

<Normal>Released May 28, 1988

<Normal>

<Normal>.Diff A program that uses the same algorithm as the UNIX diff program and also produces context diffs, suitable for use with patch. This is the same version that was distributed on FF 138, but now includes the missing files (including source code). Author: Unknown (Decus C diff)

<Normal>

<Normal>FracGen A fractal generator program that generates fractal pictures from “seeds” that you create. This is unlike any of the other “fractal generators” I’ve seen. It can be used to load and display previously created fractal pictures, modify existing fractals, or create your own fractals. Version 1.1, binary only. Author: Doug Houck

<Normal>

<Normal>SciSubr The Scientific Subroutine Package from DECUS, ported to the Amiga to run with Absoft Fortran. This is a valuable resource of mathematical and statistical source code for those doing Fortran work on the Amiga. Author: Unknown; ported to the Amiga by Glenn Everhart

<Normal>

<Normal>

<Normal>•Fred Fish Disk 143•

<Normal>Released May 28, 1988

<Normal>

<Normal>.Rim RIM-5 (Relational Information Manager) is a full relational DBMS that is suitable for VERY large databases using B-Tree data storage. It has a crude (by today’s standards) user interface, but since full source code is provided, this can be fixed. Versions of RIM run on a wide variety of systems, small and large, and produce compatible databases. Also includes a built in HELP database and a programming language. Full Fortran source code and documentation included. Author: Various, Amiga port by Glenn Everhart

<Normal>

<Normal>

<Normal>•Fred Fish Disk 144•

<Normal>Released May 28, 1988

<Normal>

<Normal> AnalytiCalc (information by the author of Glenn Everhart)

AnalytiCalc is a large and powerful spreadsheet program with sufficient extra features to have some pretensions of acting as an “integrated system”. It is a virtual memory system supporting up to 18000 columns and 18000 rows, multiple equations per cell, an outlining system, built-in cell annotation, and datafile access from any cell(s) of the sheet, plus an array of functions not present in most commercial spreadsheets. This disk represents the third version (version V22-3D an update to the version released on Fred Fish Disk

104) of an initial Amiga port of AnalytiCalc. As such the console interface is somewhat crude and uses a set of command files in an externally assigned area (assigned to DK:) to handle the function keys. A custom keymap can also be used, which was supplied in the initial version. The program comes with complete sources, documents, and executables and in addition with the source code for the "auxiliary utilities" which handle DIF format conversion and character graphics. (The executables are not adequately tested on Amiga as yet, though they work on VAX, PDP11, and IBM PC.) AnalytiCalc for the Amiga uses files compatible with those for AnalytiCalc on MS-DOS, VMS, or RSX-11M or IAS. An example project planner spreadsheet is included in the distribution to show off some of the things you can do. More example sheets will be forthcoming. AnalytiCalc also supports matrix math, FFTs, infinite windowing, linear regression, date arithmetic, internal and external macros, LOTS of cell addressing modes, goal seeking in up to 8 dimensions, and more. AnalytiCalc requires perhaps 600K of RAM memory, at least one drive, and AmigaDOS 1.2, plus a larger than default stack. Display sizes supported can be up to 132 characters wide by up to 76 lines long. The manual requires an 80 column printer.

<Normal>Requirements

<Normal>Minimum RAM 600K

<Normal>Minimum Disk Drives 1 Minimum Disk Storage 880K

<Normal>Vital Statistics

<Normal>Number of Columns 18000 Number of Rows 18000

Max Length of Formulas (characters) 109

<Normal>Max Number of full cells 18000

<Normal>Max simultaneous named areas 300

<Normal>Number of exterior scratch cells 60

<Normal>Precision of calculations

<Normal> (digits; 8 bytes used)16

<Normal>Total Max storage (bytes) 2,113,020

<Normal>Max record size for data files

<Normal> accessed as database 128

<Normal>Max files namable in one sheet 18000

<Normal>Max cell columns

<Normal> displayable on one screen 20

<Normal>Max rows displayable in one display 75

<Normal>Maximum simultaneous different cell display User-Supported

Software Shareware \$10.00

<Normal>

<Normal>

<Normal>

<Normal>•Fred Fish Disk 145•

<Normal>Released May 28, 1988

<Normal>

<Normal>Csh This is a version of Matt's csh like shell which has been modified to provide file name completion and argument execution (via the grave accents mechanism). Requires ARP 1.1 to run. Binary only, but includes diffs for the reference 2.07 source base Author: Matt Dillon;

enhancements by Johan Widen

<Normal>

<Normal>DMouse Matt's done it again, another very useful program! This is a versatile screen blanker, mouse blanker, auto window activator, mouse accelerator, popcli style programmable command key, pop window to front, push window to back, etc, widget. Version 1.06, includes source. Author: Matt Dillon

<Normal>

<Normal>DNet A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines where each end of the link can be either an Amiga or a UNIX (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial.device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. Version 1.20, includes sources for both the Amiga and UNIX versions. Author: Matt Dillon

<Normal>

<Normal>Tab A tablature writing program for the Amiga, with instruments for a banjo and a string guitar. Binary only. Author: Jeff deRienzo

<Normal>

<Normal>TinyProlog VT-PROLOG is a simple prolog interpreter provided with full source code to encourage experimentation with the PROLOG language and implementations. Version 1.1, includes source. Author: Bill and Bev Thompson

<Normal>

<Normal>

<Normal>•Fred Fish Disk 146•

<Normal>Released May 28, 1988

<Normal>

<Normal>.Blanker2 A screen blanking program that turns the screen black after 90 seconds of keyboard and mouse inactivity. Implemented as a very tiny event handler to the input handler event stream. Version 1.27.88, includes source. Author: Joe Hitchens

<Normal>

<Normal>C-Light A demonstration copy of a commercial ray tracing program, which is identical to the commercial version except that it has been limited to ten objects per scene. Binary only. Author: Ronald Peterson

<Normal>

<Normal>CrcLists Complete CRC check files for disks 129-141 and disks 143-145 of the library, using the crc program from FF 133. These were made directly from my master disks. Disk 142 is omitted because of a problem with the crc program. Author: Fred Fish

<Normal>

<Normal>DmeMacros A set of DME macros which utilize templates to turn DME into a language-sensitive editor for C, Pascal, Modula-2, and Fortran. Author: Jerry Mack

<Normal>

<Normal>MemoPad A shareware intuition-based memo reminder program. Nicely done. Version 1.1, binary only. Author: Michael Griebeling

<Normal>

<Normal>

<Normal>•Fred Fish Disk 147•

<Normal>Released August 16, 1988

<Normal>

<Normal>MicroGNUMac Emacs MicroGNUMac Emacs(MG 2b) contains many additions and enhancements since the original works by Dave Conroy (credit belongs to all contributors and Beta testers. Note: Amiga specific source code files and the document files have been archived. An executable copy of the PDS archive program "Zoo" is in the "c" directory

<Normal>

<Normal>

<Normal>•Fred Fish Disk 148•

<Normal>Released August 16, 1988

<Normal>

<Normal>EFJ "Escape from Jovi" A machine-code game featuring hi-res scrolling, large playfield, disk-based Hi-Score list, stereo sound, and multiple levels. Use a joystick in port 2 to control the ship. B, shareware (\$8). Author: Oliver Wagner

<Normal>

<Normal>Fme Nicely done map editor for the Fire-Power (tm) game. Features interlaced hi-res with intuition interface. See the "Readme.fnf" file for information on making a bootable disk. Includes source. Author: Gregory MacKay

<Normal>

<Normal>Handylcons Adds a menustrip to the WorkBench window that allows you to run selected Workbench Tools by menu selection. Can be set up to provide custom environments. Current version supports only WorkBench Tools and not Projects. Binary. by: Alan Rubright

<Normal>

<Normal>Scrambler A simple program that will encode/decode a text file into illegible gibberish, which resembles executable code, to evade prying eyes. Version 0.01, Binary only. Author: Foster Hall

<Normal>

<Normal>

<Normal>•Fred Fish Disk 149•

<Normal>Released August 16, 1988

<Normal>

<Normal>AnimalSounds A sample of digitized animal sounds along with a simple sound player. Authors: The Trumor Company, Inc. Sound Player by Don Pitts

<Normal>

<Normal>DX-VoiceSorter Written to be used with Jack Deckard's VoiceFiler program. (Disk 82). It allows for the sorting of a number of voicefiles stored using that program into a new voicefile of voices made up from various files. Includes source. Author: David Bouckley

<Normal>

<Normal>Keep A nice little utility program with an intuition interface for

BBS and network junkies who download messages in one large file and then read them off-line. Using only the mouse, you can drive through such files a message at a time, examine each at your leisure and tag those you wish to keep. Version 1.2, binary only, but source available with donation to author. Author: Tim Grantham

<Normal>

<Normal>Less Like UNIX "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Now lets you also print the current file. Very useful! This is Amiga version 1.3, an update to the version on FF92. Includes source. Author: Mark Nudelman, Amiga port by Bob Leivian

<Normal>

<Normal>Scheme "Scheme is a statically scoped and properly tail-recursive dialect of the Lisp programming language invented by Guy Lewis Steele Jr. and Gerald Jay Sussman." Binary only. Amiga port by Ed Puckett

<Normal>

<Normal>

<Normal>•Fred Fish Disk 150•

<Normal>Released August 16, 1988

<Normal>

<Normal>AirFoil An update to the Airfoil generator on FF 71. Generates airfoil models as well as their corresponding streamline and pressure distributions. Includes source. Authors: Russell Leighton Addendum by David Foster

<Normal>

<Normal>DC10 An AmigaBASIC DC-10 instrument flight simulator. Appears to be quite in-depth with flight-planning and take-off options along with an extensive documentation file. Requires rebuilding on a separate disk and was successfully done so by following the author's instructions in the ReadMe\_First file. Author: Jan Arkesteijn

<Normal>

<Normal>ExecLib A working example of how to build and use user-defined disk-resident libraries. Of special interest to developers working with Lattice C. Author: Alex Livshits

<Normal>

<Normal>Iconizer A utility program that saves your current mouse pointer to a small icon. You can restore the pointer just by double-clicking on its icon. Allows for building a whole library of pointers and to use them whenever you want. Binary only. Author: Alex Livshits

<Normal>

<Normal>Pilot An implementation of the PILOT language for the Amiga, including a demo done for the National Park Service. PILOT is a limited use language for use in educational and computer based instruction programs. Binary only with Beta test kit available from authors. Author: Terry LaGrone

<Normal>

<Normal>StealMemBoot A small utility designed to be a direct replacement for NoFastMem kind of programs. It modifies the boot block of a disk, so when you boot with it, all memory allocations will return only CHIP memory.

Author: Alex Livshits

<Normal>

<Normal>

<Normal>•Fred Fish Disk 151•

<Normal>Released August 16, 1988

<Normal>

<Normal>GlobeDemo A graphics demo which displays very smooth transitions of the rotating earth. Features a pop-up menu. Includes source.

Author: Bob Corwin

<Normal>

<Normal>Icons Yet another potpourri of interesting icons to choose from if you need one for your own program. Author: Dave Turnock

<Normal>

<Normal>Pcopy A small intuition-based disk copier similiar to the resident "DiskCopy" except with write-verify and other user-selectable options. Useful for making multiple copies with reliable data. Requires two disk drives. Includes source. Author: Dirk Reisig

Author: Dirk Reisig

<Normal>

<Normal>SCT A CLI-based utility (SetColorTable) for displaying and/or setting a screen's colors. You can save the colors of a screen to be restored later, or copy one screen's colors to another. Includes source. Author:

aklevin

<Normal>

<Normal>SlideShow Very nicely done slide-show program written in assembly language. Features forward/backward presentation and creative screen wipes. Currently works only with IFF lo-res pictures. Executable only along with some new IFF pictures to have come my way. Shareware (\$16).

Authors: Mike McKittrick and Sheldon Templeton

<Normal>

<Normal>Surveyor A little utility that opens a window on the current screen and displays information about the pointer. Allows for absolute or relative measurement between two points on the screen. Very handy for precise positioning of icons and such. Includes source. Author: Dirk Reisig

<Normal>

<Normal>

<Normal>•Fred Fish Disk 152•

<Normal>Released August 16, 1988

<Normal>

<Normal>Blk A requester making tool employing various recursive algorithms including a recursive parser. It takes input text files and converts them to C-source for including as requester declarations. Includes source.

Author: Stuart Ferguson

<Normal>

<Normal>RunBack A variant of Rob Peck's RunBackGround program from FF73. Allows you to start a new CLI program and run it in the background, then closes the new CLI. This version automatically searches the command-search-path to find the program. Includes source. Author: Daniel Barrett

<Normal>



<Normal>UUCP This is a version of uucp (UNIX to UNIX Copy Program) for the Amiga, along with some miscellaneous support utilities like cron, mail, and compress. Includes source. Author: Various, submitted by William Loftus

<Normal>

<Normal>

<Normal>•Fred Fish Disk 153•

<Normal>Released August 16, 1988

<Normal>

<Normal>Dme Version 1.30 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on FF134, includes source. Author: Matt Dillon

<Normal>

<Normal>HP11 Emulates an HP11C calculator including the program mode. Features an ON/OFF button that turns the calculator into an icon that will sit and wait until you need it again. Documentation on the features is scarce, perhaps some industrious HP owner could write a small tutorial for the benefit of those that don't own an HP calculator. Binary only. Author: David Gay

<Normal>

<Normal>HPMam A program to manipulate settings and fonts on HP LaserJet+ printers and compatibles. Includes an Intuition interface and some sample picture files. Version 1.0, binary only, shareware. Author: Steve Robb

<Normal>

<Normal>Synthemia An interesting, very small (and very persistent!) musical piece. If you plan on stopping it without using three fingers, you better read the document file first! Binary only. Author: Holger Lubitz

<Normal>

<Normal>

<Normal>•Fred Fish Disk 154•

<Normal>Released August 16, 1988

<Normal>

<Normal>Ada An Ada Syntax checker for the Amiga. Includes lex and yacc source. Author: Herman Fischer; updates by William Loftus

<Normal>

<Normal>AssemblyDemos An interesting group of assembly language demos for your visual and aural pleasure. Binary only. Author: Foster Hall

<Normal>

<Normal>DiskLib Two utilities for those people who like to split up PD disks into disks of different categories. Includes source. Author: Wilson Snyder

<Normal>

<Normal>Guardian Another virus diagnosing and vaccination program. Recognizes any non-standard bootblock. Includes a small utility program to permanently place the program on a copy of your kickstart disk in place of the seldom (if ever!) used Debug() function. Binary only. Author: Leonardo Fei

<Normal>

<Normal>PrintSpool A print-spooling program. Very useful for printing files in the background. Many command-line options. Version 1.0.0, Includes source. Author: Francois Gagnon

<Normal>

<Normal>Utilities A group of four little utility programs, Cal, Undelete, DClock and WhereIs. Binary only, see the ReadMe file for a description of each. Author: Dan Schein

<Normal>

<Normal>VirusX An update to the virus-detecting program of the same name on FF137. This version also checks for the Byte-Bandit strain. Version 1.21, Includes source. Author: Steve Tibbett

<Normal>

<Normal>Virus\_Alert! Yet another anti-virus program with a twist. Once installed a message is displayed just after a warm or cold boot notifying the user that the disk and memory are virus-free, and forcing a mouse-button press before continuing. Anything writing to the bootblock thereafter will destroy the message and a normal virus- infected boot (???) will take-place. Versions 1.01 and 2.01, Binary only. Author: Foster Hall

<Normal>

<Normal>Wicon A "Window Iconifier". Allows you to turn your windows into small icons which can be later recalled. Currently installed with MacWin to give your windows a "rubber-banding" effect. Version 1.14, Includes source. Author: Steven Sweeting Introducing the Amiga

<Normal>

<Normal>

<Normal>•Fred Fish Disk 155•

<Normal>Released October 2, 1988

<Normal>

<Normal>AsmExamples A couple of assembly code examples. Executables are not extremely useful but the code might be of considerable benefit to beginning assembly language programmers. Author: Henrik Clausen

<Normal>

<Normal>Bison A replacement for UNIX "yacc" command. This is from the GNU (GNU is Not UNIX) effort. Contains updates to the version on FF136, submitted by two separate sources. Includes source. Author: Bob Corbett and Richard Stallman, updates by William Loftus and Scott Henry

<Normal>

<Normal>NoSmoking Sample program showing the use of a recoverable alert while displaying a personal health message. Includes source. Author: Theo Kermanidis

<Normal>

<Normal>Scenery A very nice assembly language random scenery generator. Generates very realistic looking landscapes. Includes intuition interface and lots of menu options. Version 1.0, binary only. Author: Brett Casebolt

<Normal>

<Normal>

<Normal>•Fred Fish Disk 156•

<Normal>Released October 2, 1988

<Normal>

<Normal>Blocks2 Amusing and colorful display of a moving trail of “blocks”. Update to version on FF71, however this version also includes source.

Author: Gary Walker

<Normal>

<Normal>Flex Flex is a replacement for the UNIX “lex” (lexical analyzer generator) program that is faster than lex, and freely redistributable.

Includes source. Authors: Jef Poskanzer, Vern Paxson, et. al. Submissions by William Loftus and Scott Henry

<Normal>

<Normal>Go64 Another screen hack aimed at an earlier Commodore product (Not to be confused with the commercial product Go-64! from Software Insight Systems). Includes source. Author: Joerg Anslík

<Normal>

<Normal>Grammars A group of lexical grammar files for Ada, C and Pascal for use in conjunction with the flex program on this disk and the bison program on FF 155 Authors: Various, submitted by William Loftus

<Normal>

<Normal>OOPS! Tired of the monochrome background color of your Workbench or CLI? Then try this colorful screen hack to brighten things up!

Includes source. Author: Joerg Anslík

<Normal>

<Normal>

<Normal>•Fred Fish Disk 157•

<Normal>Released October 2, 1988

<Normal>

<Normal>60or80 A small utility to toggle the 60/80 column text modes without having to go through preferences. Works from either the CLI or the Workbench. Includes source. Author: Mark Schretlen

<Normal>

<Normal>AmicForm Creates a phonebook containing only those areacodes and exchanges reachable through PC-Pursuit. Input any of Chet Solace’s Finalist BBS lists and it creates the phonebook in a form usable by AmicTerm and a number of other popular terminal programs. Version 1.3, Binary only.

Author: John Motsinger

<Normal>

<Normal>AnimBalls A nifty little animation program that allows you to create a collection of balls in three-space and then interactively rotate them in real time using the mouse. Includes source. Author: Jim Guilford

<Normal>

<Normal>BootBack A handy little utility to copy and save the boot block from a disk, then later restore it should the disk get stomped on by some ugly virus. Includes source. Author: David Joiner

<Normal>

<Normal>ECPM A CP/M emulator for the Amiga. Emulates an 8080 along with H19 terminal emulation. Update from version on FF109. Includes

source. Author: Jim Cathey; Amiga port by Charlie Gibbs; Significant improvements by Willi Kusche

<Normal>

<Normal>KeyFiler A BBS message file sorter that allows sorting by keyword. Includes a textreader, Soundex matching, and limited wildcard capabilities. Version 1.0, Binary only. Author: John Motsinger

<Normal>

<Normal>ScreenZap A little utility to clean away screens that are left by ill-behaving programs. It will kill every screen behind the WorkBench, noting how many it gets. The screens in front of WB are not affected. Includes source. Author: Lars Clausen

<Normal>

<Normal>SetPrefs Allows you to build a whole library of preference settings and instantly switch back and forth between them. Affects all preference settings not just the colors. Very useful for machines with multiple users or multiple external devices. Includes Amiga's default and various sample preference settings. Binary only. Author: Martin Hippele

<Normal>

<Normal>Xicon Xicon lets you use icons to call up scripts containing CLI commands. This is version 2.01, an update to the version on disk 102. Includes source. Author: Pete Goodeve

<Normal>

<Normal>

<Normal>•Fred Fish Disk 158•

<Normal>Released October 2, 1988

<Normal>

<Normal>DiskX Nicely done Sector-based disk editor. Binary only Author: Steve Tibbett

<Normal>

<Normal>MemBoardTest Originally designed for production testing of A1000 memory boards. Very nice intuition interface. Version 2.4, Includes source in Modula. Author: George Vokalek

<Normal>

<Normal>MSDOS A program to list files written in standard MS-DOS or Atari ST format. The files can then be copied to RAM and rewritten to disk in Amiga-DOS format. Binary only, Shareware, Version 0.1. Author: Frank W|bbling

<Normal>

<Normal>PCBTool An early version of a shareware PC Board layout program Lots of options including variable size pads and traces, grids, grid snap, layers, zoom, selectable centering, text and more. This version does not support printer/ plotter dumps or libraries. Version 2.6, binary only. Author: George Vokalek

<Normal>

<Normal>ScreenX A handy little background utility that provides a small clock/memory counter in its inactive mode and a versatile screen manipulator when called upon. Binary only with source available from author, Version 2.1. Author: Steve Tibbett

<Normal>

<Normal>TaskX A "real-time" task editor. Lets you list and set the priorities of all the currently running tasks. Binary only, Version 2.0. Author: Steve Tibbett

<Normal>

<Normal>VirusX Update to the version on FF154, checks for a couple of additional new strains. Includes source, Version 1.6. Author: Steve Tibbett

<Normal>

<Normal>YachtC3 Update to the Yachtc program on disk #10, contains some fixes and incorporates a simple sound process. Version 3, includes source. Author: Sheldon Leemon, with enhancements by Mark Schretlen

<Normal>

<Normal>

<Normal>•Fred Fish Disk 159•

<Normal>Released October 2, 1988

<Normal>

<Normal>Free A little command to put in your c directory that returns memory status and number of tasks currently served by EXEC. Includes source. Author: Joerg Anslík

<Normal>

<Normal>MIDItools A group of several different utility programs for those who run a MIDI system. Binary only. Author: Jack Deckard

<Normal>

<Normal>StarChart Nicely done intuition based program to display and identify about 600 stars, galaxies and nebulae visible in the Northern hemisphere. Version 1.2, includes source. Author: Ray R. Larson

<Normal>

<Normal>TaskControl Nicely done task-handling program allowing you to put to sleep, kill or change priorities of all the currently loaded tasks. Also potentially GURU-producing, so be careful what tasks you kill, change priorities of, etc. Handy window sizer will reduce it almost to an icon to hang around until you want to use it. Binary only. Author: J. Martin Hippele

<Normal>

<Normal>TUC "The Ultimate Clock". Another window title clock/memory minder. This one is in 132 columns! Also gives the free memory on drives DF0, DF1 & DF2. Includes source. Author: Joerg Anslík

<Normal>

<Normal>

<Normal>•Fred Fish Disk 160•

<Normal>Released October 2, 1988

<Normal>

<Normal>Calls A little utility to help analyze the flow of a C-program by laying out the functions called in a hierarchical manner. Author: Originally from Usenet with major revisions by Kevin Braunsdorf, Amiga port by George MacDonald

<Normal>

<Normal>Check A useful little utility for finding structural errors in C-source code. Many command-line options. Version 1.03, binary only. Author: Keith

Elbertson

<Normal>

<Normal>Dis A 68000 disassembler, written in assembly, this is an update to the version on disk #128. Includes source. Author: Greg Lee with enhancements by Willi Kusche

<Normal>

<Normal>DMouse A versatile screen & mouse blanker, auto window activator, mouse accelerator, popcli, pop window to front, push window to back, etc, widget. Version 1.09, includes source. Update to version on FF145. Author: Matt Dillon

<Normal>

<Normal>DWIP "Daisy Wheel IFF Printer". A graphics printing utility that allows the printing of IFF pictures on a daisy wheel printer. Includes source. Author: Ken Van Camp

<Normal>

<Normal>M4 A UNIX M4 look-alike macro processor intended as a front end for Ratfor, Pascal, and other languages that do not have a built-in macro processing capability. Pd M4 reads standard input, the processed text is written on the standard output. Author: Ozan S. Yigit (oz)

<Normal>

<Normal>MemoPad A shareware intuition-based memo reminder program. Nicely done. Update to version on FF 146, version 1.2, binary only. Author: Michael Griebing

<Normal>

<Normal>NeuralNets A neural network example using the generalized back-propagation delta rule for learning, specifically applied to the tabula rasa Little Red Riding Hood instance. Author: Josiah C. Hoskins

<Normal>

<Normal>

<Normal>•Fred Fish Disk 161•

<Normal>Released October 2, 1988

<Normal>

<Normal>Friends Cute little screen hack with command-line options to keep your mouse pointer company when you step away. Includes source. Author: Michael Warner

<Normal>

<Normal>Getsprite A simple little program to convert Dpaint brushes into C-source. Binary only. Author: Michael Warner

<Normal>

<Normal>IncRev A handy little program that will automatically increment the revision number of a program every time it is recompiled. Binary only. Author: Bryan Ford

<Normal>

<Normal>LGZ A Map generator/editor for the LGZ game. Not extremely useful if you don't happen to play that game, but good source example of intuition interfacing. Version 0.1. Authors: Lars and Henrik Clausen

<Normal>

<Normal>Mackie A versatile cli/macro-key initiator based on POPCLI with a

unique method of “screen-blanking”. I won’t say more, just try it! Version 1.1, includes source. Author: Thomas Rokicki

<Normal>

<Normal>Nag A shareware appointment calendar with it’s own editor and a unique ‘nagging’ feature utilizing the Amiga’s voice and audio devices.

Version 1.6, binary only. Author: Richard Lee Stockton

<Normal>

<Normal>Perl Practical Extraction and Report Language, an interpreted language optimized for scanning arbitrary text files, extracting information from those text files, and printing reports based on that information. Author:

Larry Wall

<Normal>

<Normal>VRTest Another anti-virus utility that allows visual inspection of RAM starting a \$7E7FE, RAM cleaning, bootblock inspection and vector monitoring/reseting. Written entirely in assembly language. Version 3.2, binary only. Author: Babar Khan

<Normal>

<Normal>XBoot A very simple utility to convert a boot block into an executable file so you can use your favorite debugger (Wack, Dis, etc.) to study it. Includes source. Author: Francois Rouaix

<Normal>

<Normal>

<Normal>•Fred Fish Disk 162•

<Normal>Released October 2, 1988

<Normal>

<Normal>

<Normal>Avi A work-alike version of the UNIX vi editor for the Amiga.

Though not especially recommended for beginners, designed for those of you who may have the vi commands permanently hard-coded into your fingertips!

Version 1.0, binary only. Author: Peter Nestor

<Normal>

<Normal>CLI\_Utilities This directory contains several subdirectories with small utilities, collected from various sources, that are only usable from the CLI. See the Readme file for further information. Some include source.

Author: Various

<Normal>

<Normal>Dark A small graphics and animation demo. Includes source.

Author: Phil Robertson

<Normal>

<Normal>Flow2Troff A little utility to convert from New Horizons Software “FLOW” files to UNIX “troff” files, suitable for printing on any troff-compatible laser printer. Version 1.0, includes source and a sample “FLOW” file. Author:

Daniel Barrett

<Normal>

<Normal>LabyrinthII A shareware role-playing text adventure game similar in operation to the Infocom text adventures. Includes source. Author:

Russell Wallace

<Normal>

<Normal>Iffar Maintains archives of Interchange File Format (IFF) FORM, AT

and LIST files in a manner that complies with the IFF CAT specification. Version 1.2, includes source. Author: Karl Lehenbauer

<Normal>

<Normal>SetPALorNTSC A couple of utility programs for testing the suitability of a developed program in either the PAL or NTSC environments. Includes source and a sample program. Author: Peter Kittel

<Normal>

<Normal>TES "The Electronic Slave" adds a gadget strip to the top of the cli window to perform such functions as device directories, info, run ED, and time. Currently, assignments are hardcoded but not difficult to change if you own a compiler. Version 1.1, includes source. Author: Joerg Anslk

<Normal>

<Normal>UnknownGirl Another small musical piece similar in execution to "Synthemia" on FF153. Binary only. Author: Holger Lubitz

<Normal>

<Normal>

<Normal>•Fred Fish Disk 163•

<Normal>Released November 23, 1988

<Normal>

<Normal>Bankn A complete checkbook system offered by the author as shareware. Update to version on FF120. Version 1.5, binary only. Author: Hal Carter

<Normal>

<Normal>FiveInLine A board-playing game similiar to Go-Moku, Ristinolla, etc. Fast-paced and quickly addictive! Includes source. Author: Njel Fisketjxn

<Normal>

<Normal>MachII A "mouse accelerator" program that also includes hotkeys, the features of sun mouse, clicktofront, popcli, title bar clock with a bbs online charge accumulator, and more. Update to version on FF130. Version 2.4c, binary only. Author: Brian Moats

<Normal>

<Normal>MemTrace Routines to help debug memory allocation and freeing during program development. Will complain if you try to free memory you didn't allocate and will report on memory not freed when your program finishes. Author: Jojo Wesener

<Normal>

<Normal>PcPatch Patches for PCCopy and PCFormat from the 'EXTRAS 1.2' disk, to allow reading/writing/formatting 3.5 inch 360k (2 sides/ 40 Tracks/9 sectors) MS-DOS disks. Author: Werner Guenther

<Normal>

<Normal>ReadmeMaster A nifty little database for finding those programs that you know exist somewhere (???) in the AmigaLibDisk library. Maintains a key-word dictionary of the Contents descriptions that allows searching by disk number, program title, author's name, or some other descriptive word. Currently supports disks 1-154 with planned updates from the author. Binary only. Author: Harold Morash

<Normal>

<Normal>View A mouse-oriented text file reader. Sample operation is



demonstrated in reading the View.doc file, instead of using the usual "Less" text file reader. Author: Bryan Ford

<Normal>

<Normal>

<Normal>•Fred Fish Disk 164•

<Normal>Released November 23, 1988

<Normal>

<Normal>C-Functions A group of four little C-functions to add to your library to make your programming life a little easier. Includes source and a small demo program showing some of the results. Author: Lars Thuring

<Normal>DiskSalv Very useful program to recover files from a trashed AmigaDOS disk. Can also "undelete" files deleted by mistake, so long as they have not overwritten by further disk activity. Requires two disk drives. Many enhancements since the original version on FF 20. Version 1.3, Binary only Author: Dave Haynie

<Normal>

<Normal>Hed A handy little editor that is more user-friendly than "Ed", yet doesn't require the memorization of complicated keystrokes of some of the larger, more powerful, editors. Binary only. Author: Hal Carter

<Normal>

<Normal>Newton Uses the "Newtons Method" algorithm to estimate both real and imaginary roots of a polynomial of degree 20 or less. Version 1.0, includes source. Author: Daniel Barrett

<Normal>

<Normal>NewZAP A third-generation multi-purpose file sector editing utility, from the author of FileZAP. Displays and edits full 512-byte sectors via a 106 character wide internal font. Includes a search feature to find specific strings or hex digits, forwards or backwards. Update to version on FF 58. Version 3.18, Binary only. Author: John Hodgson

<Normal>

<Normal>PcView Provides the PC community with the opportunity to display IFF pictures to the best of EGA's ability. Displays Amiga pics, IBM-PC Deluxe Paint Pics, Apple II-GS Deluxe Paint Pics, and others in the IFF standard format. Includes source. Author: John Hodgson

<Normal>

<Normal>PolyRoot Another Polynomial root-finder using the Newtonian algorithm. Nicely done in AmigaBASIC with good documentation file. Version 2.00. Author: Jon Giorgini

<Normal>

<Normal>PrtDrivers A couple of new Printer Drivers. One for Digital Equipment's LN03+ laser printer, and one for Mannesmann Tally's MT420d dot matrix. Authors: DEC LN03 — Bernie Mentink MT420d — Sascha Wildner

<Normal>

<Normal>Zoo A file archiver, much like "arc" in concept, but different in implementation and user interface details. Includes some nice features that "arc" lacks (such as file/path names up to 255 characters in length). This is version 2.00, an update to the version released on FF 136. Binary only.

Author: Rahul Dhesi, Amiga port by Brian Waters

<Normal>

<Normal>

<Normal>•Fred Fish Disk 165•

<Normal>Released November 23, 1988

<Normal>

<Normal>Conman Extremely useful replacement for the standard console handler, provides line editing and command line histories. Completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 1.3, binary only, update to version on FF 133. Author: William Hawes

<Normal>

<Normal>CPM Another CP/M emulator independently authored from the version that appeared on FF 157. Emulates a CPM computer with a Z80 processor connected to an ADM3A terminal. Assembly source included.

Author: Ulf Nordquist

<Normal>

<Normal>Parsnag A program to aid in performing color separations on Epson JX-80 printers. Includes source. Author: John Hodgson

<Normal>

<Normal>PlotView A couple of programs, Plotview and Plot2Am, for viewing UNIX plot files. Also included are two sub-directories: Plot — a device independent plotting package for the Amiga, compatible with the UNIX plot subroutine package and Plot2Tek — converts UNIX plot format files to Tektronix 410x terminal graphic commands. Source included. Author: Joel Swank

<Normal>

<Normal>RAMCopy A copy program designed for machines with 1 meg or more of RAM and only one disk drive. Allows you to copy a complete disk in only one pass. Author: Stephen Gunn

<Normal>

<Normal>SPUDclock A simple program that uses the narrator device to speak the time at certain user specified intervals. Lots of command line options. Version 1.2, includes source. Authors: Robert E. Beaty and H. Bret Young

<Normal>

<Normal>

<Normal>•Fred Fish Disk 166•

<Normal>Released November 23, 1988

<Normal>

<Normal>AutoGraf Collects and graphically displays information on auto mileage. Features such as miles per gallon, cost per mile, miles driven, highs, lows, averages, etc. Includes sample data file, a couple utility programs and source. Version 1.0 Author: Joel Swank

<Normal>

<Normal>Cref A C cross referencer program. Prints out your code with line-numbers and complete key-word cross-referencing. Update from version on FF 103 which had a serious bug. Includes source. Author: Mike Edmonds;

Amiga port by Joel Swank

<Normal>

<Normal>MultiCalc Yet another RPN type graphic calculator. This one generates answers with extreme precision (if 3000 digits is enough!) Features a 48-digit scrollable display, mouse driven with lots of keyboard shortcuts, and iconification during non-use. Binary only. Author: Kenneth Johnson

<Normal>

<Normal>Stevie A public domain clone of the UNIX 'vi' editor. Supports window-sizing, arrow keys, and the help key. Version 3.10a, includes source. Author: Various, Amiga port by Tony Andrews

<Normal>

<Normal>

<Normal>•Fred Fish Disk 167•

<Normal>Released November 23, 1988

<Normal>

<Normal>CDecl English to C (and vice versa) translator for C declarations. This little gem will translate english such as "declare foo as pointer to function returning pointer to array 10 of pointer to long" into "long \*((\*(foo)))[10]", and vice versa. Update from version on FF114. Includes source.

Author: Graham Ross with enhancements by David Wolverton, Tony Hansen, Merlyn LeRoy, Udi Finkelstein and probably others!

<Normal>

<Normal>CLIcon Allows you to run cli programs from the workbench, similar in operation to IconExec, but more versatile. Author: Bryan Ford

<Normal>

<Normal>CloseMe Another ingenious perversion in the screen hack category. Don't miss this one...surely destined to become a classic! Includes source. Author: Charlie Gibbs

<Normal>

<Normal>DSM (Dynamic Sound Machine) Demo version with "Save" disabled of a program that will take any IFF sound or raw data and save it as a totally self-contained, runnable program. Author: Foster Hall

<Normal>

<Normal>MRPrint A cli-based text file printing utility with lots of nice features, including tab-to-space expansion, page headers, line numbers, margin control with line-splitting and pagination correction, ARP wildcard support, and auto-rejection of files containing binary characters. Version 3.1, Includes source. Author: Mark Rinfret

<Normal>

<Normal>Smus3.6a An enhanced version of the smus player that last appeared on FF58 Author: John Hodgson

<Normal>

<Normal>Sounddemos Some very nice demos for showing off the incredible audio power of the Amiga! 100% assembly language, make sure you have the stereo connected for these! Author: Foster Hall

<Normal>

<Normal>

<Normal>•Fred Fish Disk 168•

<Normal>Released November 23, 1988

<Normal>Fred Fish Disk 168 is the first disk of a two disk “Matt Dillion special” containing binaries and sources to the latest versions of a great deal of Matt’s many programs. For a complete listing of the programs on these two disks, see the explanation in Fred Fish Disk 169. Because of the nature of Matt’s programs and the need for his support libraries to recreate many of his programs, Fred Fish opted to keep these disks as Matt submitted them, rather than follow the usual AmigaLibDisk format of binaries and sources in one directory. This change would have increased this to a three disk set. Please note that if you plan on recreating any of these programs, then it is quite possible you will need information from both disks.

<Normal>

<Normal>

<Normal>•Fred Fish Disk 169•

<Normal>Fred Fish Disk 169 is the second disk of a two disk “Matt Dillion special” containing binaries and sources to the latest versions of a great deal of Matt’s many programs. Because of the nature of Matt’s programs and the need for his support libraries to recreate many of his programs, Fred Fish opted to keep these disks as Matt submitted them, rather than follow the usual AmigaLibDisk format of binaries and sources in one directory. This would have increased this to a three disk set. Please note, if you plan on recreating any of these programs, it is quite possible you will need information from both disks. Released November 23, 1987

<Normal>

<Normal>CONFIG V1.00 Used to configure friendly programs like DME for the initial window placement (configures the executable)

<Normal>

<Normal>Clock V1.00 Simple clock, configurable with config.

<Normal>

<Normal>DME V1.31 Matt Dillion's programming oriented editor

<Normal>

<Normal>DMouse V1.10 mouse enhancer .. acceleration, blanking, etc... (now handles requesters better w/ auto-activate)

<Normal>

<Normal>Backup V2.01 HD backup/restore (same program just renamed)

<Normal>

<Normal>SUPLIB Support (link time) library required to compile my programs.

<Normal>

<Normal>LIBREF Utility for generating run-time library link library assembly files, lvo.asm, and the run-time library’s vector list. Currently very Aztec in terms of what it generates.

<Normal>

<Normal>DRES V1 Support (run time) library w/ lots of functions including a generic parser & IPC.

<Normal>

<Normal>DASM V2.11 Small-systems assembler. Handles 6502 and some

of the Motorola single chip microcomputers. Generates code (not object module oriented).

<Normal>

<Normal>FTOHEX Part of DASM used to convert a DASM executable into an intel-hex formatted ascii file.

<Normal>

<Normal>FILES V1.2 Matt Dillion's disk catalog program.

<Normal>

<Normal>SHELL V2.10 Added environment variable support and more. Use ConMan if you want command line editing, I do (it should not be a function of the shell and it isn't in mine).

<Normal>

<Normal>FINDIT V1.00 Search for a filename (wildcard)

<Normal>

<Normal>LIBS V1.00 list libraries/devices in ram or attempt to remove libraries.

<Normal>

<Normal>SCAT V1.00 Utility to 'cat' binaries without blowing up the display

<Normal>

<Normal>ADDCR V1.00 Utility to add CR's before LF's in files

<Normal>

<Normal>REMCRC V1.00 Utility to remove CR's in files

<Normal>

<Normal>CMP V1.00 Utility to compare two files

<Normal>

<Normal>

<Normal>•Fred Fish Disk 170•

<Normal> Released November 23, 1987

<Normal>

<Normal>Aftterm Commmunications program utilizing IBM 3278 terminal emulation. Binary only. Author: Don Brereton

<Normal>

<Normal>Dis6502 A ported 6502 disassembler with support added for C64 binary files. Includes source. Author: Robert Bond, Amiga port by Udi Finkelstein

<Normal>

<Normal>FastText Blitter based fast text rendering routines written in assembly. Unique in the fact that they speed up rendering of non-proportional fonts of any height, and from 4-16 pixels in width. Source and test program included. Author: Darren M. Greenwald

<Normal>

<Normal>MRBackUp A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Version 2.4, Update to version on disk 129. Binary only  
Author: Mark Rinfret

<Normal>

<Normal>PtrAnim

<Normal>Program, includes lots of samples, a utility program and

instructions on creating your own animations. Be sure to also read the "Disclaimer" in the author's ReadMeFirst file. Binary only, shareware Author: Tim Kemp

<Normal>

<Normal>Surf 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. Source included Author: Eric Davies

<Normal>

<Normal>Turbo Opens a small window with a gadget that when selected, turns off bitplane, sprite, copper and audio DMA, presumably to increase system speed. Includes source. Author: Oliver Wagner

<Normal>

<Normal>

<Normal>•Fred Fish Disk 171•

<Normal>Released November 23, 1988

<Normal>

<Normal>AZComm Modified version of Comm 1.34 that contains Zmodem send, receive, and resume receive. Version 1.00, Binary only. Author: SS. Patel, based on Comm 1.34 by DJ James

<Normal>

<Normal>Maze A couple of very nice demos for the creation and use of single-solution mazes, one of which is practically a stand-alone game. Includes source. Author: Werner Gunther

<Normal>

<Normal>Sozobon-C Atari ST version of what appears to be a full K&R freeware C-compiler, assembler and linker. The compiler main pass and the assembler were compiled and tested on an Amiga A2000 with only minimal changes, and they appear to work (to the extent that they believe they are running on an Atari-ST), so an Amiga port should be relatively easy. Author: Sozobon, Limited.

<Normal>

<Normal>Xoper 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. Assembly source included. Author: Werner Gunther

<Normal>

<Normal>

<Normal>•Fred Fish Disk 172•

<Normal>Released November 23, 1988

<Normal>

<Normal>DataToObj A utility to convert raw data files (sprites, image data, text, etc.) directly into object code which can then be linked to the main program without the need to go through the compiling process. Includes source. Author: Werner Gunther

<Normal>

<Normal>Handshake A full featured VT52/VT100/VT102/VT220 terminal emulator. The author has taken great pains to support the full VT102 spec. Now supports ANSI colors, screen capture and more. Update to version on FF60. Version 2.12a, binary only, shareware. Author: Eric Haberfellner

<Normal>

<Normal>MFix A small program to insert in the startup-sequence of the commercial program, Marauder II, from Discovery Software, International. Whenever the copy process is started, the rainbow screen is covered by a bare screen until the copy is finished. The author claims a 25% decrease in copy time is achieved. Version 1.0, binary only. Author: Stephen Gunn

<Normal>

<Normal>PopInfo A "shrinkable" workbench utility to show you some info that Workbench doesn't, such as free memory on external devices, chip, fast, and total RAM usage and more. Version 2.0, Includes source. Author: Jonathan Potter

<Normal>

<Normal>ProCalc A program that simulates an HP-11C programmable calculator. Lots of enhancements and bug fixes since the original version on FF139. Version 1.2, binary only, shareware. Author: Gotz Muller

<Normal>

<Normal>Spiff Make controlled approximations between two files. Similar to "diff" but more versatile. Allows for the handling of numerals as string literals or numeric values with adjustable tolerances. Provides for embedded commands, scriptfiles, and many other command-line parameters. Potentially very useful, but needs some Amiga-specific work. Source and some example files included. Author: Dan Nachbar, Bell Communications Research (BELLCORE)

<Normal>

<Normal>•Fred Fish Disk 173•

<Normal>Released February 4, 1989

<Normal>

<Normal>CrcLists Complete CRC check files for disks 146-172 using the crc program from disk 133. These were made directly from my master disks  
Author: Fred Fish

<Normal>

<Normal>FileSelect A FileIO selector, written 100% in assembly. Version 1.0, includes source Author: Fabrice Lienhardt

<Normal>

<Normal>IffLib A ready-to-use library to perform various manipulations on IFF files. Includes a sample IFF viewer and a utility to save the front screen as an IFF file. Author: Christian A. Weber

<Normal>

<Normal>ILBM2C Very useful utility for C-programmers. Reads in a standard IFF ILBM file and outputs a file that can then be included in your program. Includes source and a sample program. Author: Tim Kemp

<Normal>

<Normal>Tetrix A addictive game of speed, skill and luck. Based on a game originally called Tetris. The object is to fit together oddly grouped falling

blocks to create a solid wall, which is then cleared from the bottom up. Sounds simple enough right? Sure ...! Shareware, Version 1.1, Binary only. Author: David Corbin

<Normal>

<Normal>Uedit Version 2.4g of this nice shareware editor. Has learn mode, a command language, menu customization, and other user configurability and customizability features. Binary only, shareware, update to version on disk 121. Author: Rick Stiles

<Normal>

<Normal>

<Normal>•Fred Fish Disk 174•

<Normal>Released February 4, 1989

<Normal>

<Normal>Castle A simple graphics adventure game suitable for beginners. Binary only, but source available with a small donation to the author. Author: H. James Fox

<Normal>

<Normal>Iff2Sun A small utility for those of you who may have access to a Sun workstation. Takes an Amiga IFF file and converts it to a Sun rasterfile format. Source only, as the program needs to be re-compiled and run from a Sun. Authors: Steve Berry, Mark Thompson

<Normal>

<Normal>Print1.2 Another CLI-based printing utility with several nice features including the ability to print in ASCII or HEX, with or without line numbers and a CTRL-C Trap. Includes source. Author: John F. Zacharias

<Normal>

<Normal>Sh Another version of the 'Sh' utility to unshar shell archives. Apparently corrects some problems encountered by similar programs. Until we can get everybody using some sort of "standard", perhaps if we collect enough of these utilities, we will eventually find one that works with the particular archive we're trying to unshar! Includes source. Author: Jim Guilford

<Normal>

<Normal>Strings A simple utility with command-line options for locating strings in a binary file. Version 1.0, includes source. Author: Joel Swank

<Normal>

<Normal>TitlePage Prints banner-type title pages for identifying listings. Lots of command-line options for specifying various fonts, pitches, typestyles, selectable centering, etc. Includes source. Author: Joel Swank

<Normal>

<Normal>Tunnel An interesting graphics demo written in TDI-Modula 2. I suggest you don't stare at this too long! Includes source. Author: Garth Thornton

<Normal>

<Normal>

<Normal>•Fred Fish Disk 175•

<Normal>Released February 4, 1989

<Normal>



<Normal>Elements 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

<Normal>

<Normal>Furnish For those of you who may have ever used the "scale size cut and place" method of determining your next living-room arrangement, this Amiga-ized version may be just what you need. Binary only, shareware. Author: Terry Gintz

<Normal>

<Normal>Plot Program to compute and plot 3 dimensional functions. Major revision to PD version on disk number 49 by the same author. Version 4.1, binary only, shareware. Author: Terry Gintz

<Normal>

<Normal>SafeBoot Very handy intuition-based program to read and save custom bootblocks. The bootblock can then be later restored should the disk become virus-infected. Version 2.2, binary only. Author: Mark Lanoux

<Normal>

<Normal>SendMorse Brush up on your morse code with this simple program that will read an input textfile and output the characters at an adjustable rate. Author: Joe Larson

<Normal>

<Normal>VirusX Version 3.10 of the popular virus detection/vaccination program. Features a test for the new IRQ virus, among others, and a new "Kill Virus" utility. Includes source. Author: Steve Tibbett

<Normal>

<Normal>WBDepth CLI program that allows you to change the number of bitplanes for the WB screen on the fly. Very useful for A500 and A2000 users with kickstart in ROM. Binary only. Author: Andry Rachmat

<Normal>

<Normal>Zippy A "Graphical Shell". Opens a medium-size window and attaches a menu-strip for performing all sort of disk/data manipulations. Features script files allowing you to attach custom menu selections as you move between directories. Also included is an intuition based utility for altering FileInfo data. (filename, filenote, RWED attributes, etc.) Version 2.5, binary only. Author: Michael Weiblen

<Normal>

<Normal>

<Normal>•Fred Fish Disk 176

<Normal>Released February 4, 1989

<Normal>

<Normal>AnalytiCalc This disk contains version V23-2A of Glenn Everhart's large and powerful spreadsheet program called AnalytiCalc, submitted to me directly by Glenn for inclusion in the library as an update to the version released on disk 144. AnalytiCalc is presented in entirely ZOOed form because it could not otherwise fit on a single disk. Because the auxiliary utilities were presented on disk 144, they are not repeated here. The ZOO utility is used due to the lack of controversy over the format. The public

domain BOOZ program is provided to extract the contents of the ZOO archives provided. With this release, AnalytiCalc has become "Freeware" rather than "Shareware". Thus the only restrictions on AnalytiCalc code are that derivative programs remain freely distributable.

<Normal>

<Normal>HyperNet HyperNet is a small hypertext shell program for Amiga, presented with sources and brief documents. It was also submitted by Glenn Everhart, the author. HyperNet allows a "master" AmigaDos process to control a series of connected processes, where the connections are randomly ordered directed graphs. Permissible "child" processes available at any stage are governed by the links of the graph. The implementation is mainly instructive, but can be used for tutorials or demonstrations and illustrates the simplicity of hypertext concepts on a multi-tasking system.

<Normal>

<Normal>

<Normal>•Fred Fish Disk 177

<Normal>Released February 4, 1989

<Normal>

<Normal>ASpice A version of the SPICE 2G.6 circuit analysis program which has been modified to run in the Amiga environment. The program arrays are adjusted to require one fourth the memory of the DEC VAX version. Although this does not usually put much of a constraint on circuit analysis, some users who are used to the full mainframe environment may have to be more aware of the memory demands of their analysis. Requires a minimum of 1.5 MB memory. This version neither supports nor requires the 68020 processor or 68881 coprocessor. Binary only. Authors: Many, see Documentation

<Normal>

<Normal>DiskSalv Version 1.32 of the popular "undelete" and file recovery program. Fixes a few bugs apparently found on the version 1.3 release on disk number 164. Author: Dave Haynie

<Normal>

<Normal>Jask An intuition-based replacement for the ASK command. Will bring up a requester with a message and boolean yes/no type gadgets. Version 1.0, includes source. Author: John Barshinger

<Normal>

<Normal>Marge A simple CLI utility to add a specified number of spaces or tabs to the left side of every line in a file. Includes source. Author: Joel Swank

<Normal>

<Normal>Path An interesting concept in path-searching. This program contains a path-handler that allows you to selectively control or assign your system's search path using script files. Includes source. Author: Rico Mariani

<Normal>

<Normal>

<Normal>•Fred Fish Disk 178•

<Normal>Released February 4, 1989

<Normal>

<Normal>AmicForm Creates a phonebook containing only those areacodes and exchanges reachable through PC-Pursuit. Update to the version on disk number 157. Works with the new Finalist BBS format. Version 1.4, Binary only. Author: John Motsinger

<Normal>

<Normal>BlackBox The black box is an 8x8 grid in which several "atoms" are hidden. Your job is to find the atoms. You have at your disposal a ray projector which you can use to send rays into the box from any of the 32 spots around the box. Binary only. Author: Tim Kemp

<Normal>

<Normal>CIATimer Two versions of ciatimer routines to provide precise timing for applications requiring a high-accuracy real-time clock. Includes source and a sample executable. Author: Karl Lehenbauer, based on the original version by Paul Higginbottom

<Normal>

<Normal>Cosmic An interstellar multiplayer game of War and Peace. From the looks of the documentation file, it appears fairly extensive! Version 1.01, includes source. Author: Carl Edman

<Normal>

<Normal>Ls Version 2.0 of the popular UNIX style directory lister. Revised for Lattice 5.0 and made 1.3 compatible. Includes source. Author: Justin V. McCormick.

<Normal>

<Normal>RemLib Removes a specified library (if currently unused) or displays some information about all available libraries. Update to version on disk number 139. Version 1.11, includes source in assembler. Author: Heiko Rath

<Normal>

<Normal>RexxArpLib Version 2.0 of the rexxarplib.library, which has grown considerably, with substantial intuition interface support. Also included is a large number of ARexx macros. Author: W.G.J. Langeveld

<Normal>