AC Disk #1
This disk contains the source and executable code relating to articles in AC V3.8 and AC V3.9.

Gels In MultiForth Parts I & II: Learn how to use Gels in MultiForth. Author: John Bushakra

FFP & IEEE: An Example of using FFP & IEEE math routines in Modula-2. Author: Steve Faiwiszewski

CAI: A complete Computer Aided Instruction program with editor written in AmigaBASIC. Author: Paul Castonguay

Tumblin' Tots: A complete game written in Assembly language. Save the falling babies in this game. Author: Davd Ashley

VGad: A gadget editor that allows you to easily create gadgets. The program then generates C code that you can use in your own programs. Author: Stephen Vermeulen

MenuEd: A menu editor that allows you to easily create menus. The program then generates C code.that you can use in your own programs. Author David Pehrson

Bspread: A powerful spread sheet.program written in AmigaBASIC. Author Brian Cately

AC Disk #2
This disk contains the source and executable code relating to articles in AC V4.3 and AC V4.4.

Fractals Part I: An introduction to the basics of fractals with examples in AmigaBASIC, True BASIC, and C. Author: Paul Castonguay

Shared Libraries: C source and executable code that shows the use of shared libraries. Author: John Baez

MultiSort: Sorting and intertask communication in Modula-2. Author: Steve Faiwiszewski

Double Playfield: Shows how to use dual playfields in AmigaBASIC. Author: Robert D'Asto

'881 Math Part I: Programming the 68881 math coprocessor chip in C Author: Read Predmore

Args: Passing arguments to an AmigaBASIC program from the CLI. Author: Brian Zupke

AC Disk #3
This disk contains the source and executable code relating to articles in AC V4.5 and AC V4.6

Digitized Sound: Using the Audio.device to play digitized sounds in Modula-2. Author: Len A. White

'881 Math Part II: Part II of programming the 68881 math coprocessor chip using a fractal sample. Author: Read Predmore

At Your Request: Using the system-supplied requestors from AmigaBASIC. Author: John F. Weiderhirn

Insta Sound: Tapping the Amiga's sound from AmigaBASIC using the Wave command. Author: Greg Stringfellow

MIDI Out: A MIDI program that you can expand upon. Written in C. Author: Br. Seraphim Winslow

Diskless Compiler: Setting up a compiler environment that doesn't need floppies. Author: Chuck Raudonis

AC Disk #4
This disk contains the source and executable code relating to articles in AC V4.7 and AC V4.8.

Fractals Part II: Part II on fractals and graphics on the Amiga in AmigaBASIC and True BASIC. Author: Paul Castonguay

Analog Joysticks: The code for using analog joysticks on the Amiga. Written in C. Author: David Kinzer

C Notes: A small program to search a file for a specific string in C. Author: Steven Kemp

Better String Gadgets: How to tap the power of string gadgets in C. Author: John Bushakra

On Your Alert: Using the system's alerts from AmigaBASIC. Author: John F. Wiederhirn

Batch Files: Executing batch files from AmigaBASIC. Author: Mark Aydellotte

C Notes: The beginning of a utility program in C. Author: Steven Kemp

AC Disk #5
This disk contains the source and executable code relating to articles in AC V4.9.

Memory Squares: Test your memory with this AmigaBASIC game. Author: Mike Morrison

High Octane Colors: Use dithering in AmigaBASIC to get the appearance of many more colors. Author: Robert D'Asto

Cell Animation: Using cell animation in Modula-2. Author: Nicholas Cirasella

Improving Graphics: Improve the way your program looks no matter what screen it opens on. In C. Authro: Richard Martin

Gels in Multi-Forth-Part 3: The third and final part on using Gels in Forth. Author: John Bushakra

C Notes 4.9: Look at a simple utility program in C. Author: Steven Kemp

1D_Cells: A program that simulates a one-dimensional cellular automata. Author:Russell Wallace

Colourscope: A shareware program that shows different graphic designs. Author: Russell Wallace

ShowILBM: A program that displays lo-res, hi-res, interlace and HAM IFF pictures. Author: Russell Wallace

Labyrinth_II: Roll playing text adventure game. Author: Russell Wallace

Most: Text file reader that will display one or more files. The program will automatically format the text for you. Author: Russell Wallace

Terminator: A virus protection program. Author: Russell Wallace

AC Disk #6
This disk contains the source and executable code relating to articles in AC V4.10 & AC V4.11

Typing Tutor: A program written in AmigaBASIC that will help you improvr your typing. Author: Mike Morrison

Glat's Gadgets: Using gadgets in Assembly language. Author: Geff Glatt

Function Evaluator: A program that accepts mathamatical functions and evaluates them. Written in C. Author: Randy Finch

Fractals: Part III: AmigaBASIC code that shows you how to save/load pictures to disk. Author: Paul Castonguay

More Requestors: Using system calls in AmigaBASIC to build requestors. Author: John Wiederhirn

Multi-Forth: Implementing the ARP library from Forth. Author: Lonnie A. Watson

Search Utility: A file search utility written in C. Author: Steven Kemp

Fast Pics: Re-writing the pixel drawing routine in assembly language for speed: Author:Scott Steinman

64 Colors: Using extra-half-brite mode in AmigaBASIC. Author: Bryan Catley

Fast Fractals: A fast fractal program written in C with assembly language subroutines. Author: Hugo M.H.Lyppens

Multitasking in Fortran: All the hard work is done here so you can multitask in Fortran. Author: Jim Locker

AC Disk #7
This disk contains the source and executable code relating to articles in AC V4.11 & AC V4.12

Arexx Part II:Inofrmation on how to set up your own ARexx programs with examples. Author:Steve Gilmor.

Leggo My LOGO: A Logo program that generates a Christmas tree with decorations. Author: Mike Morrison.

Trees and Recursion: An introduction to binary trees and how to use recursion. Written in C. Author: Forest Arnold.

C Notes: A look at two data compressing techniques in C. Author: Stephen Kemp.

Animation? BASICally: Using cell animation with AmigaBASIC. Author: Mike Morrison

Menu Builder: A utility to help build menus in your own programs. Written in C. Author: Tony Preston.

Dual Demo: How to use dual playfields to make your own arcade games. Written in C. Author: Thomas Eshelman.

Scanning the Screen: Part four in the fractals series. This article covers drawing to the screen. In AmigaBASIC and TrueBasic. Author: Paul Castonguay.

C Notes: Recursive functions in C. Author: Stephen Kemp.