# AMICUS Index

## ·AMICUS Disk 1·

**3DSolids** 3D solids modeling prog. w/ sample data files. ABasiC program
**Blocks** Draws blocks. ABasiC program
**Cubes** Draws cubes. ABasiC program.
**Durer** Draws pictures in the style of Durer. ABasiC program.
**FScape** Draws fractal landscapes. ABasiC program.
**Hidden** 3D drawing program, with hidden line removal. ABasiC program.
**JPad** Simple paint program. ABasiC program.
**Optical** Draw several optical illusions. ABasiC program.
**PaintBox** Simple paint program. ABasiC program.
**Shuttle** Draws the Shuttle in 3D wireframe. ABasiC program.
**SpaceArt** Graphics demo. ABasiC program.
**Speaker** Speech utility. ABasiC program.
**Sphere** Draws spheres. ABasiC program.
**Spiral** Draws color spirals. ABasiC program.
**ThreeDee** 3D function plots. ABasiC program.
**Topography** Artificial topography. ABasiC program.
**Wheels** Draws circle graphics. ABasiC program.
**Xenos** Draws fractal planet landscapes. ABasiC program.

*Tools*
**AddressBook** Simple database program for addresses. ABasiC program.
**CardFile** Simple card file database program. ABasiC program.
**Demo** Multiwindow demo. ABasiC program.
**KeyCodes** Shows keycodes for a key you press. ABasiC program.
**Menu** Run many ABasiC programs from a menu. ABasiC program.
**MoreColors** A way to get more colors on the screen at once using aliasing. ABasiC program.
**Shapes** Simple color shape designer. ABasiC program.
**SpeakIt** Speech and narrator demo. ABasiC program.

*Games*
**BrickOut** Classic computer brick wall game, ABasiC program.
**Othello** Also known as 'go', ABasiC program.
**Saucer** Simple shoot-em-up game. ABasiC program.
**Spelling** Simple talking spelling game. ABasiC program.
**ToyBox** Selectable graphics demo. ABasiC program.

*Sound & Music*
**Entertainer** Plays "The Entertainer", a Scott Japlan song made famous by ''The Sting''. ABasiC program.
**HAL9000** Pretends it's a computer from the HAL series (2001). ABasiC program.
**Police** Simple police siren sound. ABasiC program.
**SugarPlum** Plays ''The Dance of the Sugarplum Fairies''. ABasiC program.

*C programs*
**ATerm** Simple terminal. C program, source code and executable program.
**cc** Aid to compiling with Lattice C.
**decvnt** Opposite of CONVERT for cross developers. C program.
**Dotty** Source code to the 'dotty' window demo. C program.
**echox** UNIX-style filename expansion, partial S, C program in C source code and executable. Documentation included.

**fasterfp** Explains use of fast-floating point math C program.
**FixDate** Fixes future dates on all files on a disk, C program in C source code and executable.
**freedraw** Simple four-color Workbench drawing program.,C program. In C source code and executable.
**GfxMem** Graphic memory usage indicator, C program. Source code and executable program.
**Grep** Searches for a given string in a file with docs. HAM shows off the hold-and-modify method of color generation. C program.
**IBM2Amiga** Fast parallel cable transfers between an IBM and an Amiga C program.
**Mandel** Mandelbrot set program, C program in C source code and executable.
**moire** Patterned graphic demo, C program in C source code and executable.
**objfix** Makes Lattice C object file symbols visible to Wack, C program. In C source code and executable.
**quick** Quick sort strings routine. C program.
**raw** Example sample window I/O. C program.
**setlace** Turns on interlace mode, C program in C source code and executable.
**sparks** Qix-type graphic demo, C program in C source code and executable.
**SpeechToy** Speech demonstration. Executable program.
**WhichFont** Displays all available fonts. Executable program.

*Texts*
**68020** Text describes 68020 speedup board from CSA.
**Aliases** Text explains uses of the ASSIGN command.
**Bugs** Text of known bug list in Lattice C 3.02.
**CLICard** Text file of a reference card for AmigaDOS CLI.
**CLICommands** Text guide to using the CLI.
**Commands** Shorter guide, in text, to AmigaDOS CLI commands.
**EdCommands** Text guide to the ED editor.
**Filenames** AmigaDOS filename wildcard conventions in a text file.
**HalfBright** Text explains rare graphics chips that can do more colors.
**ModemPins** Text description of the serial port pinout.
**RAMdisks** Text file with tips on setting up your RAM disk.
**ROMWack** Text files with tips on using ROMWack.
**Sounds** Text explanation of Instrument demo sound file format.
**Speed** Text file, refutation of Amiga's CPU and custom chip speed.
**WackCmds** Text tips on using Wack.

## ·AMICUS Disk 2·

*C programs*
**alib** AmigaDOS object library manager, C programs in C source code and executable.
**ar** Text file archive program, C program in C source code and executable.
**fixobj** Auto-chops executable files. C program in C source code and executable.
**shell** Simple CLI shell, S-E. C program in C source code and executable.
**sq, usq** File compression programs, C program in C source code and executable.

**YachtC** A familiar game, C program in C source code and executable.
**Make** A simple 'make' programming utility, C program in C source code and executable.
**Emacs** An early version of the Amiga text editor, C program in C source code and executable. Documentation provided.

*Assembler programs*
**bsearch.asm** Binary search code. Assembler program.
**qsort.asm** UNIX compatible qsort() function, source and C test program. Assembler program.
**setjmp.asm** setjmp() code for Lattice 3.02. Assembler program.
**SVprintf** UNIX system V compatible printf(). Assembler program.
**trees.o** UNIX compatible tree() function, Assembler program. Object file and documentation provided.

*Tutorials*
**Animate** Tutorial describes animation algorithms, by John Draper.
**Gadgets** Tutorial on gadgets from J. Draper.
**Menus** Learn about Intuition menus, a John Draper Amiga Tutorial.

## ·AMICUS Disk 3·

*C programs*
**Xref** A C cross-reference gen., C program in C source code and executable.
**6bitcolor** Extra-half-bright chip gfx demo, C program in C source code and executable.
**Chop** Truncate (chop) files down to size, C program in C source code and executable.
**Cleanup** Removes strange characters from text files. C program.
**CR2LF** Converts carriage returns to line feeds in Amiga files, C program.
**Error** Adds compile errors to a C file, C program in C source code.
**Hello** Window ex. from the RKM, C program in C source code.
**Kermit** Generic Kermit implementation, flakey, no terminal mode, C program. source code and executable.
**Scales** Sound demo plays scales, C program in C source code and executable program.
**SkewB** Rubik cube demo in hi-res colors, C program in C source code and executable.

*AmigaBASIC progs(dir)*
**Automat** Cellular automata simulation. AmigaBASIC Program.
**CrazyEight** Card game based on the children's traditional favorite.
**Graph** Function graphing programs. AmigaBASIC Program.
**WitchingHour** A game. AmigaBASIC Program.

*ABasiC programs*
**Casino** Games of poker, blackjack, dice, and craps. ABasiC program.
**Gomoku** Also known as 'othello'. ABasiC program.
**Sabotage** Sort of an adventure game. ABasiC program.

*Executable programs*
**Disassem** A 68000 disassembler, Executable program.
**DpSlide** Shows a given set of IFF pictures, Executable program.
**Arrange** A text formatting program, Executable program.

*Assembler programs:*
**Argoterm** Terminal program with speech and Xmodem, Assembler program. source code and executable program.

## ·AMICUS Disk 4·

AMICUS Disk number 4 contains files from the original Amiga Technical BBS. Note that some of these files are old, and refer to older versions of the operating system. These files came from the Sun system that served as Amiga technical support HQ for most of 1985. These files do not carry a warranty, and are for educational purposes only. Of course, that's not to say they do not work.

**image.ed** Complete and nearly up-to-date C source to 'image.ed', an early version of the Icon Editor. This is a little flakey, but compiles and runs.
**Intuition demo** An Intuition demo, in full C source, including files: demomenu.c, demomenu2.c, demoreq.c, getascii.c, idemo.c, idemo.guide, idemo.make, idemoall.h, nodos.c, and txwrite.c
**addmem.c** Add external memory to the system. C program.
**bobtest.c** Example of BOB use. C program.
**consoleIO.c** Console I/O example. C program.
**creaport.c** Create and delete ports. C program.
**creastdi.c** Create standard I/O requests. C program.
**creatask.c** Creating task examples. C program.
**diskio.c** Example of track read and write. C program.
**dotty.c** Source to the 'dotty window' demo. C program.
**dualplay.c** Dual playfield example. C program.
**flood.c** Flood fill example. C program.
**freemap.c** Old version of 'freemap'. C program.
**geltools.c** Tools for VSprites and BOBs. C program.
**gfxmem.c** Graphic memory usage indicator. C program.
**hello.c** Window example from RKM. C program.
**inputdev.c** Adding an input handler to the input stream. C program.
**joystik.c** Reading the joystick. C program.
**keybd.c** Direct keyboard reading. C program.
**layertes.c** Layers examples. C program.
**mousport.c** Test mouse port. C program.
**ownlib.c,** Example of making your own library in C with Lattice. C program.
**ownlib.asm** Example of making your own library in Assembly with Lattice. C program.
**paratest.c** tests parallel port commands. C program.
**seritest.c** tests serial port commands. C program.
**serisamp.c** Example of serial port use. C program.
**prinintr.c** Sample printer interface code. C program.
**prtbase.h** Printer device definitions. C program.
**regintes.c** Region test program. C program.
**setlace.c** Source to interlace on/off program. C program.
**setparallel.c** Set the attributes of the parallel port. C program.
**SetSerial.c** Set the attributes (parity, data bits) of the serial port. C program.
**singplay.c** Single playfield example. C program.
**speechtoy.c** Source to narrator and phonetics demo. C program.
**timedely.c** sSmple timer demo. C program.

**timer.c** Exec support timer functions. C program.

**timrstuf.c** More exec support timer functions. C program.

**WhichFont.c** loads and displays all available system fonts process.i and prtbase.i assembler include files. C program.

**autorqstr.txt** Warnings of deadlocks with auto requesters. C program.

**consoleIO.txt** Copy of the RKM console I/O chapter. C program.

**diskfont.txt** Warning of disk font loading bug. C program.

**fullfunc.txt** List of #defines, macros, functions. C program.

**inputdev.txt** Preliminary copy of the input device chapter. C program.

**License** Text, License information on Workbench distribution license.

**printer** Printer pre-release copy of the chapter on printer drivers, from RKM 1.1.

**v11fd.txt** 'diff' of .fd file changes from version 1.0 to 1.1.

**v28v1.diff** 'diff' of include file changes from version 28 to 1.0.

### ·AMICUS Disk 5·

Files from the Amiga Link /Amiga Information Network. Note that some of these files are old, and refer to older versions of the operating system. These files are from Amiga Link. For a time, Commodore supported Amiga Link, aka AIN, for online developer technical support. It was only up and running for several weeks. These files do not carry a warranty, and are for educational purposes only. Of course, that's not to say they don't work.

**menudemo** A demo of Intuition menus called 'menudemo', in C source. C program.

**whereis.c** Find a file searching all subdirectories. C program.

**bobtest.c** BOB programming example. C program.

**sweep.c** Sound synthesis example. C program.

*Assembler files*

**mydev.asm** Sample device driver. Assembler file.

**mylib.asm** Sample library example. Assembler file.

**mylib.i**
**mydev.i**
**asmsupp.i**
**macros.i** Assembler include files.

*Texts*

**amigatricks** Text, tips on CLI commands.

**extdisk** Text, external disk specification.

**gameport** Text, game port spec.

**parallel** Text, parallel port spec.

**serial** Text, serial port spec.

**v1.1update** Text. list of new features in version 1.1.

**v1.1h.txt** Text, 'diff' of include file changes from version 1.0 to 1.1.

**Printer driver** Text files for building your own printer drivers, including dospecial.c, epsondata.c, init.asm, printer.c, printer.link, printertag.asm, render.c, and wait.asm.

**IFF specs** This disk does contain a number of files describing the IFF specification. These are not the latest and greatest files, but remain here for historical purposes. They include text files and C source examples. The latest IFF spec is elsewhere in this library.

### ·AMICUS Disk 6·

**DPSlide** Program, can view a given series of IFF pictures.

**SlideShow** A 'showpic' program which can view each IFF picture file at the click of an icon.

**ArticFox.pic** A IFF screen from ArticFox.

**Degas.pic** A Degas dancer IFF screen.

**Degas2.pic** A Degas dancer.IFF screen.

**Degas3.pic** A Degas dancer.

**Degas4.pic** A Degas dancer.

**EAguys.pic** The guys at Electronic Arts.

**mandrill** A gorilla in an IFF picture.

**Horses.pic** Horses in an IFF picture.

**KingTut** King Tut in an IFF picture.

**Lighthouse** A lighthouse in an IFF picture.

**MarbleMadness.pic** A screen from Marble Madness.

**Martian** The Bugs Bunny Martian in an IFF picture.

**MovieGuys.pic** A still from an old movie in an IFF picture.

**MTV** The Dire Straits moving company in an IFF picture.

**PinballConstSet.pic.** A screen from Pinball Contruction Set in an IFF picture.

**Newscaster.pic** A TV newcaster in an IFF picture.

**PaintCan.pic** The PaintCan in an IFF picture.

**WorldMap** A world map in an IFF picture.

**Porsche** A Porsche in an IFF picture.

**ShuttlePatch** A shuttle mission patch in an IFF picture.

**T.Rex** A tyrannosaurus rex in an IFF picture.

**PolarView** A planet view in an IFF picture.

**VisaCard** A VISA card in an IFF picture.

**TenSpeed** A ten-speed in an IFF picture.

**Saturn** An IFF picture.

**Starflight** An IFF picture.

**Uranus** An IFF picture.

**Venus** An IFF picture.

### ·AMICUS Disk 7·

AMICUS Disk 7 contains the Digi-View HAM demo picture disk. These are pictures from the Digi-View hold-and-modify video digitizer.

**LollypopLady** Famous Lady with lollypop picture which caused so many people to purchase the Amiga for its graphics. An IFF picture.

**Child** Toddler digitized forever in Amiga history, an IFF picture.

**ComputerBlocks** An IFF image of multicolored computer composed shapes as blocks.

**Dozer** An IFF picture of a bulldozer.

**Horse&Buggy** Hanson cab in an IFF picture.

**OldMan** Shades of Santa digitized in an IFF picture.

**PeopleCable** An IFF picture resembling an old BYTE Magazine cover.

**Robert** Grey scale digitization of a startled young man, an IFF picture.

**Robot** IFF picture of toy robot.

**StatueOfLiberty** Evening view of the great lady's profile in an IFF pictiure.

**Webster** The dictionary page in an IFF picture.

**Woman&Pencil** Famous IFF image of a woman holding a pencil (seen in early Digi-Viewš advertisements).

**SaveILBM** 'seeilbm' program, to turn any screen into an IFF picture.

**ShowILBM** Shows ILBM images.

**ShowHAM** Shows HAM images.

### ·AMICUS Disk 8·

**Browse** View text files on a disk, using menus in source code and executable, a C program.

**Crunch** Removes comments and white space from C files, in source code and as an executable, a C program.

**IconExec** EXECUTE a series of commands from Workbench AC program in source code and as an executable.

**PDScreen Dump** C program which dumps Rastport of highest screen to printer.

**SetAlternate** C program which sets a second image for an icon, when clicked once. In C source code and as an executable program.

**SetWindow** C program makes windows for a CLI program to run under Workbench In source code and as an executable.

**SmallClock** A small digital clock in a window menu bar as a C program.

**Scrimper** Perry Kivolowitz's C program screen printer from ACV1.4 in source code and executable code.

*AmigaBASIC program*

**AddressBook** A simple address book database as an AmigaBASIC Program.

**Ball** Draws a ball, an AmigaBASIC Program.

**Cload** An AmigaBASIC Program to convert Compuserve hex files to binary. Source code and documentation included.

**Clue** The game, Intuition driven, an AmigaBASIC Program.

**ColorArt** Art drawing program in AmigaBASIC.

**DeluxeDraw** The drawing program from AC v1.3 in AmigaBASIC.

**Eliza** Legendary conversational computer psychologist in AmigaBASIC.

**Othello** An AmigaBASIC Program of the oriental game known as 'go'.

**RatMaze** 3D rat maze game in AmigaBASIC.

**ROR** AmigaBASIC boggling graphics demo.

**Shuttle** AmigaBASIC program draws 3D pictures of the space shuttle.

**Spelling** simple spelling program in AmigaBASIC.

**YoYo** weird zero-gravity yo-yo demo, tracks yo-yo to the mouse, in AmigaBASIC.

*Executable programs*

**3Dcube** Modula-2 demo of a rotating cube.

**AltIcon** Sets a second icon image, displayed when the icon is clicked.

**AmigaSpell** A slow but simple spell checker. Executable program.

**arc** The ARC file compression program, a must-have for telecommunications. Executable program.

**Bertrand** A graphics demo.

**disksalvage** A program to rescue trashed disks. Executable program.

**KwikCopy** A quick but nasty disk copy program: It ignores errors. Executable program.

**LibDir** This program lists hunks in an object file. Executable program and documentation.

**SaveILBM** This program saves any screen as an IFF pic. Executable program and documentation.

**ScreenDump** A Shareware screen dump program.

**StarTerm** Version 2.0, terminal program with Xmodem.

*Texts*

**LatticeMain** Text file tips on fixing _main.c in Lattice.

**GDiskDrive** Text file instructions to make your own 5 1/4 drive.

**GuruMed** Text file explains the Guru numbers. This is an older file.

**Lat3.03bugs** Text file lists bugs of Lattice C version 3.03.

**MForgeRev** Text of a user's view of the MicroForge hard drive.

**PrintSpooler** EXECUTE-based print spool program.

**.BMAP files**
These are the necessary links between AmigaBASIC and the system libraries. To take advantage of the Amiga's capabilities in BASIC, you need these files. BMAPs are included for :

    clist.bmap
    console.bmap
    diskfont.bmap
    exec.bmap
    graphics.bmap
    icon.bmap
    intuition.bmap
    layers.bmap
    mathffp.bmap

    mathieeedoubas.bmap
    mathieeesingbas.bmap
    mathtrans.bmap
    potgo.bmap
    timer.bmap
    translator.bmap

### ·AMICUS Disk 9·

*AmigaBASIC Programs*

**FlightSim** A simple flight simulator program in AmigaBASIC.

**HuePalette** An AmigaBASIC program which explains Hue, Saturation, & Intensity.

**Requester** A requester subroutine for use in your AmigaBASIC programs.

**ScrollDemo** Demonstrates the text scrolling capabilities of AmigaBASIC.

**Synthesizer** A sound program in AmigaBASIC.

**WorldMap** An AmigaBASIC program which draws a map of the world.

*Executable programs:*

**Boing!** Boing! demo,with selectable speed. Executable program.

**Brush2C** Brush2C converts an IFF brush to C data instructions, initialization code. Executable program.

**Brush2Icon** Brush2Icon converts an IFF brush to an icon. Executable program.

**Dazzle** A Graphics demonstration which produces patterns based on mouse movements. Executable program.

**DeciGEL** An assembler program for stopping 68010 errors. In C source code and executable program. Documentation provided.

**Klock** A menu-bar clock and date display. Executable program.

**Life** The game of Life. Executable program.

**TimeSet** An Intuition-based way to set the time & date.

**MEmacs** Another Emacs, more oriented to word processing. In C source code and executable program, and documentation provided.

**MyCLI** A CLI shell, works without the Workbench. In C source code and executable. Documentation provided.

*Texts:*

**FnctnKeys** Text file explains how to read function keys from AmigaBASIC.

**HackerSln** Text file explains how to win the game 'hacker'.

**Ist68010** Text guide to installing a 68010 in your Amiga.

**PrinterTip** A text file instruction for sending escape sequences to your printer.

**StartupTip** Text file tips on setting up your startup-sequence file.

**XfrmrReview** Text file list of Transformer programs that work.

*Printer Drivers*

**Canon PJ-1080A** Printer driver for the Canon PJ-1080A.

**C Itoh Prowriter** Printer driver for the C Itoh Prowriter.

**Epson** An improved Epson driver that eliminates streaking.

**Epson LQ-800** Printer driver for the Epson LQ-800.

**Gemini Star-10** Printer driver for the Gemini Star-10.

**NEC 8025A** Printer driver for the NEC 8025A.

**Okidata ML-92** Printer driver for the Okidata ML-92.

**Panasonic KX-P10xx** Printer driver for the anasonic KX-P10xx family of printers.

**Smith-Corona D300** Printer driver for the Smith-Corona D300.

**Install Drivers** A document describing the installation process for printer drivers.

## ·AMICUS Disk 10·

*Instrument sound demos*
AMICUS Disk 10 is an icon-driven Instrument sound demonstration, circulated to many dealers. It includes the sounds of an acoustic guitar, an alarm, a banjo, a bass guitar, a boink, a calliope, a car horn, claves, water drip, electric guitar, a flute, a harp arpegio, a kickdrum, a marimba, a organ minor chord, people talking, pigs, a pipe organ, a Rhodes piano, a saxophone, a sitar, a snare drum, a steel drum, bells, a vibraphone, a violin, a wailing guitar, a horse whinny, and a whistle.

## ·AMICUS Disk 11·

*C programs*
**dirutil** Intuition-based, CLI replacement manager executable as well as source code in C.
**cpri** cpri shows and adjusts priority of CLI processes in C source code and executable.
**ps** ps shows info on CLI processes, in C source code and as an executable.
**Vidtex** Vidtex displays Compuserve RLE pics in source code and as an executable.

*AmigaBASIC programs*
**pointerEd** A pointer and sprite editor program in AmigaBASIC.
**optimize** An optimization example from an AC article, in AmigaBASIC.
**calendar** A large, animated calendar, diary and date book program in AmigaBASIC.
**amortize** Loan amortizations program in AmigaBASIC.
**brushtoBOB** Converts small IFF brushes to AmigaBASIC BOB OBJECTS, an AmigaBASIC program.
**grids** An AmigaBASIC program which will draw and play waveforms.
**hilbert** An AmigaBASIC that draws Hilbert curves.
**madlib** A mad lib story generator in AmigaBASIC.
**mailtalk** A talking mailing list program in AmigaBASIC.
**meadows3D** A 3D graphics program, from an AC's article, in AmigaBASIC.
**mousetrack** A mouse tracking example in hires mode in AmigaBASIC.
**slot** A slot machine game written in AmigaBASIC.
**tictactoe** The classic game written in AmigaBASIC.
**switch** A pachinko-like game written in AmigaBASIC.
**weird** A program written in AmigaBASIC that makes strange sounds.

*Executable programs*
**cp** A UNIX-like copy command. Executable program.
**cls** A screen clear program. Executable program and source code.
**Diff** A UNIX-like stream editor which uses 'diff' output to fix files.
**pm** A chart recorder performances indicator.

*Assembler programs*
**cls** A screen clear and CLI arguments example in Assembly.
**Modula-2** trails a moving-worm graphics demo in Modula-2.
**caseconvert** Modula-2 program which converts Modula-2 keywords to uppercase.
**SimpleReq** An example of a custom requester from Modula-2.
**Breshehan** A Forth program which produces a Breshehan circle algorithm example.
**Analyze Templates** 12 templates for the spreadsheet Analyze.
**ConvertDoodle** Converts Commodore 64 Doodle files into Amiga format.
**ConvertKoala** Converts Commodore 64 Koala files into Amiga format.
**ConvertPrintShop** Converts Commodore 64 PrintShop files into Amiga format.

## ·AMICUS Disk 12·

*Executable programs*
**blink** 'alink' compatible linker, but faster. Executable program and documentation.
**clean** Executable program, spins the disk for disk cleaners. Documentation included.
**epsonset** Executable program that sends Epson settings to PAR from menu. Documentation included.
**showbig** Executable program which will view hi-res pics in low-res superbitmap. Documentation included.
**speaktime** Speaking program which will tell the time. Executable program and documentation.
**undelete** Executable program undeletes a file. Documentation included.
**cnvapldhm** Executable program that converts Apple ][ low, medium and high res pictures to IFF. Documenation included.
**menuEd** A menu editor that produces C code for menus. Executable program and documentation.
**quick** A quick disk-to-disk nibble copier. Executable program and documentation.
**quickEA** Program copies Electronic Arts disks, removes protection. Executable program and documentation.
**txed 1.3** A demo of text editor from Microsmiths. Executable program and documentation.

*C programs*
**spin3** C program of rotating blocks as a graphics demo. In C source code and executable. Documentation included.
**popcli** A C program that allows you to start a new CLI at the press of a button, like Sidekick. In C source code and executable. Documentation included.
**vsprite** VSprite example C code from Commodore, S-E-D.
**AmigaBBS** AmigaBASIC bulletin board C program.

*Assembler programs*
**star10** Assembler program, makes star fields like Star Trek intro. In C source code and executable. Documentation included.
**Mount Mandelbrot** A 3D view of a Mandelbrot set.
**Star Destroyer** A hi-res picture of the Empire's Star Wars starship.
**Robot** A picture of a robot arm grabbing a cylinder.
**vendors** Older text file of Amiga vendors, names, addresses.
**cardco** Text file of fixes to early Cardco memory boards.
**cinclude** Text file cross-reference to C include files.
**mindwalker** Text clues to playing the game well.
**slideshow** Instructional text to produce your own slideshows from the Kaleidoscope disk.

## ·AMICUS Disk 13·

*AmigaBASIC programs*
Routines from Carolyn Scheppner of CBM Tech Support, to read and display IFF pictures from AmigaBASIC. With documentation. Also included is a program to do screen prints in AmigaBASIC, and the newest BMAP files, with a corrected ConvertFD program. With example pictures, and the SaveILBM screen capture program. Routines to load and play FutureSound and IFF sound files from AmigaBASIC, by John Foust for Applied Visions. With documentation and C and assembler source for writing your own libraries, and interfacing C to assembler in libraries. With example sound.

*Executable programs*
**gravity** Sci Amer Jan 86 gravitation graphic simulation. In C source code and executable. Documentation included.
**MIDI** Make your own MIDI instrument interface with documentation and a hi-res schematic picture.

## ·AMICUS Disk 14·

Several programs from Amazing Computing issues:
**Dan Kary's** C structure index program. In C source code and executable. Documentation included.

*AmigaBASIC programs*
**BMAP Reader** by Tim Jones.
**IFFBrush2BOB** by Mike Swinger.
**AutoRequester** example.
**DOSHelper** Windowed help system for CLI commands. In C source code and executable. Documentation included.
**PETrans** translates PET ASCII files to ASCII files. In C source code and executable. Documentation included.
**C Squared** Graphics program from Scientific American, Sept 86. In C source code and executable. Documentation included.
**crlf** adds or removes carriage returns from files. In C source code and executable. Documentation included.
**dpdecode** decrypts Deluxe Paint, demo.
**ves copy** protection. Executable program and documentation.
**queryWB** asks Yes or No from the user returns exit code. Source code and executable program.
**vc** VisiCalc type spreadsheet, no mouse control. Executable program and documentation.
**view** views text files with window and slider gadget. Executable program and documentation.
**Oing, Sproing, yaBoing, Zoing** are sprite-based Boing! style demos. dIn C source code and executable. Documentation included.
**CLIClock sClock, wClock** are window border clocks. Source code, executable program, and documentation.
**Texts** An article on long-persistance phospor monitors, tips on making brushes of odd shapes in Deluxe Paint, and recommendations on icon interfaces from Commodore-Amiga.

## ·AMICUS Disk 15·

*C programs*
**pr** A file printing utility, which can print files in the background, and with line numbers and control character filtering.
**fm** displays a chart of the blocks allocated on a disk.
**Ask** questions an 'execute' file, returns an error code to control.

*Executable programs*
**Stat** An enhanced version of AmigaDOS 'status' command.
**Dissolve** Random-dot dissolve demo displays IFF picture slowly, dot by dot, in a random fashion.
**PopCLI2** Invoke new CLI window at the press of a key.

*Executable programs*
**Form** File formatting program through the printer driver to select print styles.
**DiskCat** catalogs disks, maintains, sorts, merges lists of disk files.
**PSound** SunRize Industries' sampled sound editor & recorder.
**Iconmaker** makes icons for most programs.
**Fractals** draws great fractal seascapes and mountainscapes.
**3D Breakout** 3D glasses, create breakout in a new dimension.
**AmigaMonitor** displays lists of open files, memory use, tasks, devices and ports in use.
**Cosmoroids** A version of 'asteroids' for the Amiga.
**Sizzlers** High resolution graphics demo written in Modula 2.

*Texts*
**ansi.txt** explains escape sequences the CON: device responds to.
**FKey** includes template for making paper to sit in the tray at the top of the Amiga keyboard.
**Spawn** Programmer's document from Commodore Amiga, describes ways to use the Amiga's multitasking capabilities in your own programs.

*AmigaBASIC programs*
**Grids** Draw sound waveforms, and hear them played.
**Light** A version of the Tron light-cycle video game.
**MigaSol** *A* game of solitaire.
**Stats** Program to calculate batting averages.
**Money** ''Try to grab all the bags of money that you can.''
AMICUS 15 also includes two beautiful IFF pictures, of the enemy walkers from the ice planet in Star Wars, and a picture of a cheetah.

## ·AMICUS Disk 16·

**juggler** "juggler" is a demo by Eric Graham. A robot juggler bouncing three mirrored balls, with sound effects. Twenty-four frames of HAM animation are flipped quickly to produce this image. You control the speed of the juggling. The author's documentation hints that this program might someday be available as a product.
**IFF pictures** parodies of the covers of Amiga World and Amazing Computing magazines.

*C programs*
**Inputhandler** Example of making an input handler.
**FileZap3** Binary file editing program.
**ShowPrint** displays IFF picture, and prints it.
**Gen** Program indexes and retrieves C structures and variables declared in the Amiga include file system.

*Executeable Programs*
**FixHunk2** repairs an executable program file for expanded memory.
**ms2smus** converts Music Studio files to IFF standard 'SMUS' format. I heard this program might have a few bugs, especially in regards to very long songs, but it works in most cases.
**Missile** Amiga version of the 'Missile Command' video game.
AMICUS Disk 16 contains several files of scenarios for Amiga Flight Simulator II. By putting one of these seven files on a blank disk, and inserting it in the drive after performing a special command. In this game, a number of interesting locations are preset into the Flight Simulator program. For example, one scenario places your plane on Alcatraz, while another puts you in Central Park.

## ·AMICUS Disk 17·

Telecommunications disk which contains six terminal programs.
**Comm V1.33** Term prog. with Xmodem, WXmodem.
**ATerm V7.2** Term prog. includes Super Kermit.
**VT-100 V2.6** Dave Wecker's VT-100 emulator with Xmodem, Kermit, and scripting.
**Amiga Kermit** V4D(060) port of the UNIX C-Kermit.
**VTek V2.3.1** Tektronix graphics terminal emulator based on the VT-100 prog. V2.3 and contains latest 'arc' file compression.
**AmigaHost** V0.9 for Compuserve. Includes RLE graphics abilities & CIS-B file transfer protocol.
**FixHunk** Expansion memory necessity.
**FixObj** removes garbage characters from modem received files.
**Txt** filters text files from other systems to be read by the Amiga E.C.
**addmem** Executeable version for use with mem expansion article in AC v2.1.
**arc** File documentation and a BASIC tutorial on un 'arc'ing files.
**arcre** for making ''arc'' files E.C.

## ·AMICUS Disk 18·

**Logo** Amiga version of the popular computer language, with example programs. Executable program and documentation.

**Tv\*Text** Demo version of the TV\*Text character generator.
**PageSetter** Freely distributable versions of the updated PagePrint and PageIFF programs for the PageSetter desktop publishing package.
**FullWindow** Resizes any CLI window using only CLI commands. Executable program and documentation.
**Life3d** 3D version of Conway's LIFE program. Executable program and documentation.
**Defdisk** CLI utility to re-assign a new Workbench disk. In C source code and executable. Documentation included.
**Calendar.WKS** Lotus-compatible worksheet that makes calendars.
**SetKey** Demo of keyboard key re-programmer, with IFF picture to make function key labels.
**VPG** Video pattern generator for aligning monitors. Executable program and documentation.
**HP-10C** Hewlett-Packard-like calculator. Executable program and documentation.
**SetPrefs** Change the Preferences settings on the fly, in C source code, executable program and documentation.
**StarProbe** Program studies stellar evolution. C source included for Amiga and MS-DOS. In C source code, executable, and documentation.
**ROT** C version of Colin French's AmigaBASIC ROT program from Amazing Computing. ROT edits and displays polygons to create three dimensional objects. Up to 24 frames of animation can be created and displayed. E-D
**Scat** Like Ing, windows on screen run away from the mouse. Executable program and documentation.
**DK** Decays the CLI window into dust, in Modula 2. In C source code, executable program and documentation.
**DropShadow2** Adds layered shadows to Workbench windows. Executable program and documentation.

### ·AMICUS Disk 19·
AMICUS Disk 19 contains several programs from Amazing Computing. The IFF pictures on this disk include the Amiga Wake party T-shirt logo, a sixteen-color hi-res image of Andy Griffith, and five Amiga Live! pictures from the Amazing Stories episode which featured the Amiga.
**Solve** Linear equation solver in assembly language. Source code, executable program and documentation.
**Gadgets** Bryan Catley's AmigaBASIC tutorial. Source code and documentation.
**Household** Bryan Catley's AmigaBASIC household inventory program. In C source code and documentation.
**Waveform** Jim Shields' Waveform Workshop in AmigaBASIC. In C source code and documentation.
**DiskLib** John Kennan's AmigaBASIC disk librarian program. In C source code and documentation.
**Subscripts** Ivan Smith's AmigaBASIC subscript example. In C source code and documentation.
**String, Boolean** C programs and executables for Harriet Maybeck Tolly's Intuition tutorials. In C source code, executable program, and documentation.
**Skinny C** Bob Riemersma's example for making small C programs. Source code, executable program, and documentation.
**COMAL.h** Make C look like COMAL header file. In C source code, and documentation.
**EmacsKey** Makes Emacs function key definitions from Greg Douglas. In C source code, and documentation.
**AMon 1.1** Snoop on system resource use. Executable program and documentation.

**BTE** Bard's Tale character editor. Executable program and documentaion.
**Size** CLI program shows the size of a given set of files. Executable program and documentaion.
**WinSize** CLI window utility resizes current window. In C source code, executable program, and documentation.

### ·AMICUS Disk 20·
**Compactor, Decoder** Steve Michel AmigaBASIC tools. In C source code and documentation.
**BobEd** BOB and sprite editor written in C. In C source code, executable program and documentation.
**SpriteMasterII** Sprite editor and animator by Brad Kiefer. Executable program and documentation.
**BlitLab** Blitter chip exploration C program by Tomas Rokicki. In C source code, executable program and documentation.
**FPic** Image processing program by Bob Bush loads and saves IFF images, changes them with several techniques. Executable program and documentation.
**Bankn** Complete home banking program, balance your checkbook!. Executable program and documentation.

### ·AMICUS Disk 21·
**Target** Makes each mouse click sound like a gunshot. In C source code, executable program and documentation.
**Sand** Simple game of sand that follows the mouse pointer. Executable program and documentation.
**PropGadget** Harriet Maybeck Tolly's proportional gadget example. Source code and executable.
**EHB** Checks to see if you have extra-half-bright graphics. In C source code, executable program and documentation.
**Piano** Simple piano sound program.
**CelScripts** Makes cel animation scripts for Aegis Animator, in AmigaBASIC. AMICUS Disk 21 also contains electronic catalogs for AMICUS disks 1 to 20 and Fish disks 1 to 80. They are viewed with the DiskCat program, included here.

### ·AMICUS Disk 22·
**Cycles** Light cycle game. Executable program and documentation.
**Show_PrintII** Views and prints IFF pictures, including larger than screen.
**PrtDrvGen2.3** Latest version of a printer driver generator.
**Animations** VideoScape animations of planes and boing ball.
**Garden** makes fractal gardenscapes.
**BASICSorts** Examples of binary search and insertion sort in AmigaBASIC.

### ·AMICUS Disk 23·
An AMICUS disk completely dedicated to music on the Amiga. This disk contains two music players, songs, instruments, and players to bring the thrill of playing "Big Sound" on your Amiga.
**Instruments** A collection of 25 instruments for playing and creating music. The collection ranges from Cannon to Marimba.
**List INSTR** Program to list the instruments DMCS will not load as well as list the origins for any instrument.
**Music** A collection of 14 Classical pieces.
**1812Overture** The 16 minute classical feature complete with Cannon!
**Three Amiga Music Players:**
        **SMUSPlay**
        **MusicCraft2SMUS**
        **MusicStudio2SMUS**

### ·AMICUS Disk 24·
**Sectorama** A disk sector editor for any AmigaDOS file-structured device, recover files from a trashed hard disk. By David Joiner of MicroIllusions.

**Iconize** Reduces the size of IFF images, companion program, Recolor, remaps the palette colors of one picture to use the palette colors of another. Using these programs and a tool to convert IFF brushes to Workbench icons, make icons look like miniatures of the pictures.
**CodeDemo** Modula-2 program converts assembler object files to inline CODE statements. Comes with a screen scrolling example.
**AmiBug** Workbench hack makes the same fly walk across the screen at random intervals. Otherwise, completely harmless.
**BNTools** Three examples of assembly language code from Bryce Nesbitt:
    1. **SetLace**, prog to switch interlace on&off.
    2. **Why**, replace AmigaDOS CLI Why
    3. **LoadIt**, prog to load a file into memory until a reboot. (Only the most esoteric hackers will find LoadIt useful.)
**Monolace** CLI program resets Preferences to several colors of monochrome & interlace screens. C source is included, works with DisplayPref, a CLI program which displays the current Preferences settings.
**BoingMachine** A ray-traced animation of a perpetual motion Boing-making machine, includes the latest version of the Movie program, which has the ability to play sounds along with the animation. By Ken Offer.
**Daisy** Example of using the translator and narrator devices to make the Amiga talk. It is written in C.
**QuickFlix** Script-driven animation and slideshow program flips through IFF images.
**BMon** System monitor AmigaBASIC program; perform simple manipulations of memory.
**Moose** Random background program, a small window opens with a moose resembling Bullwinkle saying witty phrases user definable.
**DGCS** Deluxe Grocery Construction Set, simple Intuition-based prog for assembling and printing a grocery list.
**The Virus Check directory** holds several programs relating to the software virus that came to the US from pirates in Europe as detailed in Amazing Computing V2.12. Bill Koester's full explanation of the virus code is included. One program checks for the software virus on a Workbench disk; the second program checks for the virus in memory, which could infect other disks.

### ·AMICUS Disk 25·
**Nemesis** Graphics demo pans through space towards the mythical dark twin of the sun with wonderful music and space graphics.
**The KickPlay directory** holds text that describes several patches to the Kickstart disk. For Amiga 1000 hackers who feel comfortable patching a disk in hexadecimal, KickPlay offers the chance to automatically do an ADDMEM for old expansion memory, as well as the ability to change the picture of the "Insert Workbench" hand. A program is also included for restoring the correct checksum of the Kickstart disk.
**KeyBird** BASIC prog edits keymaps, adjust the Workbench keymaps or create your own.
**8ColorWB** Modifies the Workbench so three bitplanes are used, icons can have eight colors, instead of four, eight-color icons are included. Public domain program "zapicon" or "brush2icon" converts eight-color IFF brushes to icons, to use Deluxe Paint to make icons for this new Workbench.
**BrushIcon** Converts brushes to icons (bizarr docs).

**Egraph** Graphing prog reads [x,y] values from a file and displays them on the screen, similar to the same-named UNIX program.
**Keep 1.1** Message-managing program for telecommunications, lets you save messages from an online transcript to another file, understands the message format of the national networks and several types of bulletin board software. Moves through the transcript and save messages.
**Kill.fastdir** Speed up directory access, it creates a small file in each directory on a disk which contains the information about the files, will also remove all the "fastdir" files from each directory. By CLImate's authors.
**The LaceWB program** changes between interlace and non-interlace Workbench. Previously, you were forced to reboot after changing Preferences to an interlaced screen. This program flips between the normal and extended screen heights.
**PW_Utility** A shareware utility for ProWrite users, changes margin settings and font types.
**Guru** A CLI program, prints out probable causes for Guru mediations; C source included.
**DiskWipe** Latest from Software Distillery, removes files from directories or disk drives, much faster than "delete."
**Snow** AmigaBASIC makes snowflake designs.
**Mlist** Mailing list database.
**Softballstats** Maintain softball statistics/ team records.
**Dodge** Short Modula-2 program moves the Workbench screen around after a period of time, prevents monitor burn-in.

### ·AMICUS Disk 26·
Todor Fay's SoundScape module code from his Amazing Computing articles. The source to Echo, Chord, TX, and VU is included. The Lattice and Manx C source code is here, along with the executable modules.
**Claz2** Update of prog to convert IFF images to PostScript files for printing on laser printers.
**SDBackup** Hard disk backup prog with Lempel-Ziv compression to reduce the necessary number of disks.
**TCB** Prints information about tasks and processes in the system; assembler source is included.
**FunBut** Lets a function key act like a rapid series of left mouse button events.
**DC** A handy program for people who use an Amiga 1020 5 1/4 inch drive as an AmigaDOS floppy. A Workbench program that sends a DiskChange signal to the operating system: Instead of typing "diskchange df2:" over and over again, just click on the icon. C source included.
**System config** File makes screen 80 columns wide of text in the Scribble! word processor.
**Dick2RAM** 2 programs to move the Scribble! spelling dictionary to and from the RAM disk.
**Lexical** Analyzes a text file and gives the Gunning-Fog, Flesch, and Kincaid indices which measure readability.
**HexDump** Modula-2 program to display memory locations in hexadecimal.
**Tartan** AmigaBASIC; design Tartan plaids.
**DirMaster** Disk catalog program.
**BMP** plays 8SVX sampled sounds in the background while something else is happening in the Amiga.
**ShowPt** CLI program changes your pointer to a given pointer.
**Mouse Pointers etc.** AMICUS 26 also contains a collection of mouse pointers, & Workbench program to display them.