

Amazing Disks

Source code and executable programs included for all articles printed in *Amazing Computing*.

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AC V3.8 and 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 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: David Ashley

VGad: A gadget editor that allows you to easily create gadget. 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 spreadsheet program written in AmigaBASIC.
Author: Bryan Catley

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AC V4.3 and V4.4

Fractals Part I: An introduction to the basics of fractals with examples in AmigaBASIC, TrueBASIC, 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

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AC V4.5 and 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. Wiederhim

Insta Sound: Tapping 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

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AC V4.7 and V4.8

Fractals Part II: Part II on fractals and graphics on the Amiga in AmigaBASIC and TrueBASIC. Author: Robert D'Asto

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

CNotes: A small program to search a file for a specific string in C.
Author: Stephen 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. Wiederhim

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

CNotes: The beginning of a utility program in C. Author: Stephen Kemp

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

High Octane Colors: Used 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. Author: Richard Martin

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

CNotes V4.9: Look at a simple utility program in C. Author: Stephen 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 HAMIFF 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

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AC V4.10 and V4.11

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

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

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

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

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

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

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

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

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. Lypkens

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

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AC V4.12 and V5.1

Arexx Part II: Information on how to set up your own ARExx programs with examples. Author: Steve Gilmore

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

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

Animation? BASICally: Using cell animation with Amiga BASIC. 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 Amiga BASIC and True BASIC. Author: Paul Castonguay.

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

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AC V5.2 and V5.3

Dynamic Memory!: Flexible string gadget requester using dynamic memory allocation. Author: Randy Finch.

Call Assembly language from BASIC: Add speed to your programs with Assembly. Author: Martin F. Combs.

Conundrum: An Amiga BASIC program that is a puzzle-like game, similar to the game Simon. Author: Dave Senger.

Music Titrer: Generates a titler display to accompany the audio on a VCR recording. Author: Brian Zupke

CNotes From the C Group: Writing functions that accept a variable number of arguments. Author: Stephen Kemp

Screen Saver: A quick remedy to prolong the life of your monitor. Author: Bryan Catley

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AC V5.4 and V5.5

Bridging The 3.5" Chasm: Making Amiga 3.5" drives compatible with IBM 3.5" drives. Author: Karl D. Belsom.

Ham Bone: A neat program that illustrates programming in HAM mode. Author: Robert D'Asto.

Handling Gadget and Mouse Intui Events: More gadgets in Assembly language. Author: Jeff Glatt.

Super Bitmaps in BASIC: Holding a graphics display larger than the monitor screen. Author: Jason Cahill

Mouse Gadgets: Faster BASIC mouse input. Author: Michael Fahrion

Print Utility: A homemade print utility, with some extra added features. Author: Brian Zupke

Bio-feedback/Lie detector Device: Build your own lie detector device. Author: John Iovine.

Do It By Remote: Build an Amiga-operated remote controller for your home. Author: Andre Theberge

Rounding Off Your Numbers: Programming routines to make rounding your numbers a little easier. Author: Sedgwick Simons

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AC V5.6 and V5.7

Convergence: Part five of the Fractal series. Author: Paul Castonguay

Amiga Turtle Graphics: Computer graphics and programming with a LOGO-like graphics system. Author: Dylan MnNamee

CNotes: Doing linked list and doubly linked lists in C. Author: Stephen Kemp

Tree Traversal & Tree Search: Two common methods for traversing trees. Author: Forest W. Arnold

Exceptional Conduct: A quick response to user requests, achieved through efficient program logic. Author: Mark Cashman.

Getting to the Point: Custom Intuition pointers in Amiga BASIC. Author: Robert D'Asto

Crunchy Frog II: Adding windows and other odds and ends. Author: Jim Fiore

Synchronicity: Right and left brain lateralization. Author: John Iovine

CNotes From the C Group: Doubly linked lists revisited. Author: Stephen Kemp

Poor Man's Spreadsheet: A simple spreadsheet program that demonstrates manipulating arrays. Author: Gery L. Penrose.

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AC V5.8, V5.9 and AC V5.10

Fully Utilizing the 68881 Math Coprocessor Part III: Timings and Turbo_Pixel Function. Author: Read Predmore.

CNotes From the C Group 5.8 & 5.10: Functions supporting doubly linked lists, and a program that will examine an archive file and remove any files that have been extracted. Author: Stephen Kemp

Time Out!: Accessing the Amiga's system timer device via Modula-2. Author: Mark Cashman

Stock-Portfolio: A program to organize and track investments, music libraries, mailing lists, etc. in Amiga BASIC. Author: G. L. Penrose.

Programming in Con a Floppy System: Begin to develop programs in C with just one megabyte of RAM. Author: Paul Miller.

Koch Flakes: Using the preprocessor to organize your programming. Author: Paul Castonguay

Audi Illusion: Experience an amazing audio illusion generated on the Amiga in Benchmark Modula-2. Author: Craig Zupke

Pictures: IFF pictures from past Amazing Computing issues.

CygCC: An ARExx programming tutorial. Author: Duncan Thomson.

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AC V5.11, V5.12 & V6.1

Keyboard Input In Assembly: Fourth in a series of Assembly 68000 programming tutorials. Author: Jeff Glatt.

A Shared Library for Matrix Manipulations: Creating a shared library can be easy. Author: Randy Finch.

CNotes From The C Group: A discussion on cryptography. Author: Stephen Kemp

ZoomBox: Attaches a zoom box to an Intuition window and allows the user to toggle the window's size and its position. Author: John Leonard

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AC V6.2 and V6.3

CNotes 6.2: A reminder program to display messages. Author: Stephen Kemp

More Ports For Your Amiga: Files to accompany article. Author: Jeff Lavin

Ultra Sonic Ranging System: BASIC Sonar Ranging program. Author: John Iovine

Writing Faster Assembly: Continuing the discussion of speeding up programs. Author: Martin F. Combs

CNotes 6.3: Working with functions. Author: Stephen Kemp

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Blitz Basic: Here are some examples created with M.A.S.T.'s integrated BASIC environment. Author: Paul Castonguay

Creative And Time-Saving Techniques: Enhancing and fine-tuning images through definition. Part of the Fractal series. Author: Paul Castonguay.

Practical Modula-2 Buffered Disk I/O: Buffer file input and output to improve disk accessing speed. Author: Michal Todorovic.