'881 Math Part I: Programming the 68881 math coprocessor chip in C Author: Read Predmore AC2

'881 Math Part II: Part II of programming the 68881 math coprocessor chip using a fractal sample. By: Read Predmore AC3

'Liner A shareware outliner whose function is to create outlines for notes or export to other programs. 'Liner can save an outline as ASCII text and is clipboard compatible. This version utilizes a number of AmigaOS 2.0 features and thus requires 2.0. Support for the new ECS Denise display modes is also included. Version 2.11, an upgrade to version 2.00 on disk 394. Includes source in C. Author: Dave Schreiber FF451, FF394, FF285

.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 FF146

.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) FF142

.Keymap_Test A program to test the keymapping routines and find possible bugs. Useful as an example of keymapping. Author: Pushpa Kumar FF19

.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 FF143

1D_Cells: A program that simulates a one-dimensional cellular automata. Author:Russell Wallace AC5

2View 2View is a ILBM picture viewer for use under Workbench 2.0. It supports all standard Amiga graphics modes, ARexx, and both the CLI and Workbench. A list of files to display can be used, or each filename can be given individually. Each picture that is displayed can be shown for a specified amount of time, or until the user clicks on the left mouse button. Version 1.11, includes source. Author: Dave Schreiber FF546

3D Breakout 3D glasses, create breakout in a new dimension. AM15

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 FF47

3Dcube Modula-2 demo of a rotating cube. AM8

3DPlot A 3D function plotting program that does hidden line, solid, or contour plots of equations of the form Z=F(X,Y). You can scale the plot, set plot limits, change rotation, etc. Can save and load the plots themselves, as well as the data. Version 2.0, includes source. Author: Randy Finch FF440

3DSolids 3D solids modeling prog. w/sample data files. ABasiC program AM1

3dsolids One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

3dstars 3D version of Leo's 'stars' program (also on this disk). Author: Leo Schwab FF33

3DTicTacToe   A three-dimensional four-in-a-row version of TicTacToe, human against computer. Version 1.2, binary only. Author: Ron Charlton FF366

4D Two programs for visualizing four-dimensional objects. The Tesseract program displays the three-dimensional projects of a hyper-cube (tesseract), a hyper-octahedron or a hyper-tetrahedron. These can be rotated in three and four dimensions. The 4D Navigator program moves you through the three-dimensional surface of a four-dimensional sphere. Version 1.01 for both. Binary only. Source available from author. Author: Jerry D. Hedden FF541

6bitcolor Extra-half-bright chip gfx demo, C program in C source code and executable. AM3

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. AM25

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. By: Mark Schretlen FF157

64 Colors: Using extra-half-brite mode in AmigaBASIC. Author: Bryan Catley AC6

1812Overture The 16 minute classical feature complete with Cannon! AM23

68020 Text describes 68020 speedup board from CSA. AM1

A Shared Library for Matrix Manipulations: Creating a shared library can be easy. Author: Randy Finch. AC12

A-Gene Demo version of a shareware genealogy database program. The PAL version has been distributed in Australia and England for some time. This NTSC demo version is complete except that it is limited to 600 persons/300 marriages, does not support a text-editor to add free-form reports to records and does not show Digi-view pictures from within the program. The color requester is not included as this entails adding a library file to libs: and is not really needed. A-Gene needs 1Mb of ram, and a printer/2nd disk drive are a big help. Version 3.10, binary only. Author: Mike Simpson. FF425

A-Render Version.3 a Ray-Tracing Construction Set for the Amiga Computer by Brian Reed ED FF99

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. This is version 2.71, an update to version 2.61 on disk 314. Include source. Author: Brian Anderson; C translation and Amiga work done by Charlie Gibb FF521, FF314, FF186, FF110

A68Kex Twelve examples demonstrating the use of Charlie Gibbs A68K assembler. Over a quarter megabyte of assembly source code. Author: E. Lenz FF431

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 FF27

ABridge An interim solution to Anim-5 incompatability problems. Identifies the origin of an Anim-5 file and modifies it to facilitate easy exchange between AniMagic, Videoscape, Animation Station, DPaint III, Animation: Editor(v1.11), The Director, SA4D, Movie2.0, Photon Paint 2.0 and Cel Animator. Fully intuitionalized interface, full ARexx support including a Find ARexx option if you start ARexx after running ABridge. This is version 1.0, shareware, binary only. Author: Ron Tarrant, Mythra-mations Animation and Software FF359

Accent A universal accented character converter for Amiga, IBM-PC, MacIntosh, and C64 files written in most West European languages (Danish, Finnish, French, German, Italian, Islandic, Norwegian, Spanish, Swedish, and more. Works with either ASCII or Word Perfect files. This is a major

update to version 1.5 on disk 454 (where it was called Vortex). New features include a graphical user interface, simple file reader, and copy option. Binary only. Author: Michel Laliberte FF535

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) FF98

Accordion Demo version of a solitaire type card game. The object of the game is to condense all the cards into one pile. The cards are dealt face up from left to right, one at a time. Piles are built by moving a card or pile from the left onto a card or pile to the right. V 1.0.1, binary only. Author: Steve Francis FF260

acoustic guitar Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Acp A copy program with file name expansion and argument interpretation like the UNIX cp. Author: Fred Cassirer FF36

Ada An Ada Syntax checker for the Amiga. Includes lex and yacc source. Author: Herman Fischer; updates by William Loftus FF154

Adapt CLI utility that converts special German characters in files imported from MS-DOS systems into the right Amiga codes. Can easily be changed to work with other languages. Version 2.2, includes source. Author: Lars Eggert FF378

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 FF73

addbook One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

ADDCR V1.00 Utility to add CR's before LF's in files FF168 & 169

AddKickMem Adds the KickStart memory to your free memory on an Amiga 1000 with Kickstart in ROM. FF105

addmem Executeable version for use with mem expansion article in AC v2.1. AM17

addmem.c Add external memory to the system. C program. AM4

AddMenu A program to add infinite number of menus to the Tools menu on Workbench V2.0. Uses the correct Workbench.library calls and allows updating from CLI or from within the menu itself, meaning infinite number of functions. Binary only but source available from author. Author: Nic Wilson FF501

Address Extended address book written in AmigaBASIC. Author: Mark Hurst FF32

AddressBook Simple database program for addresses. ABasiC program. AM1, AM8

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. FF91

ADoc A freely redistributable help utility for the Amiga. Allows you to have permanent help on any subject you want. Major feature is automatic searching of the word on which you clicked. Includes a 50 Kb help file (French only) on all Intuition and Dos function calls. This is version 3.10, binary only, French and English versions. Author: Denis GOUNELLE FF402

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 FF82

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 FF87

AdvTemplates A collection of PD spreadsheet templates for business and law, originally intended for Lotus 123 on IBM PC's. They have been transfered to the Amiga, loaded into Gold Disk's The Advantage, and saved as native Advantage files. Requires Advantage V1.1 or higher. Author: Amiga port by Michal Todorovic FF431

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 FF29

Aequipot A program that renders multicolor pictures using an algorithm based on electrostatic effects. Renders in low-res, in high- res, and in two speed/quality modes. Includes both PAL and NTSC versions, English and German docs. This is version 1.15, an update to version 1.06 on disk 474. Now supports saving pictures in IFF-ILBM format and animation rendering via script files. Freeware, includes source in PCQ. Author: Juergen Matern FF517, FF474

Aerotoons Animations with anthropomorphed aircraft as the center of their humor. Includes Swiss Army F-16 In Combat and Stealthy Manuever II. Author: Eric Schwartz FF413

Aftterm Commmunications program utilizing IBM 3278 terminal emulation. Binary only. Author: Don Brereton FF170

AHDM Amiga Hard Disk Menu. When placed in your startup sequence, AHDM offers a ten page menu, each page having up to ten possible actions. By double clicking on an action, that action will execute any legal AmigaDOS command, program, or script file. This allows you to interactively select which programs you wish to start or packages to install at boot time. Version 1.1a, binary only, demo version that only supports 2 pages of actions. Author: Scott Meek FF319

Ahost Amiga 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. Version0.9. Author: Steve Wilhite & George Jones FF40

AIBB Amiga Intuition Based Benchmarks is a program designed to test various aspects of CPU performance using a full intuition interface. Tests include 'WritePixel', Sieve, Sort, Savage, Dhrystone, and Matrix. Version 2.0, binary only. Author: LaMonte Koop FF439

AirAce A fast paced WWI biplane shoot'em up game built using Accolade's Shoot'Em Up Construction Kit. Binary only. Author: Robert Grace FF469

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 FF150, FF71

alarm Sound demonstration icon-driven part of a set on AMICUS 10 AM10

AlarmingClock A simple alarm clock program with a very alarming 'ring', particularly if you hook it up to your stereo and turn up the volume. Includes source. Author: Brian Neal FF229

Alert Program to create custom alert boxes and standalone programs to display them. Each alert can be up to 7 lines of up to 77 characters per line. Version 3.6, shareware, binary only. Author: Thomas Jansen FF417

algebra One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

AlgoRhythms An algorithmic composition program that improvises music over a MIDI interface connected to the serial port. A MIDI interface and synthesizer are needed. The music does not have a strong pulse, and does not repeat motifs or melodies, but can be very pretty. Version 1.0 with source in C, and sample data files. Author: Thomas E. Janzen FF356

Aliases Text explains uses of the ASSIGN command. AM1

alib Object module librarian. Author: Mike Schwartz FF2, AM2

Alice This animation is Carey's entry to the 1988 Badge Killer Demo Contest. Author: Carey T. Pelto FF212

Alint Support files for Gimpel lint to make it useful on the Amiga Author: Thomas Althoff FF34

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) FF108

AllocMaster Allocmaster is a program inspired by Nick Sullivan's 'Reserve' article in Amiga Transactor, for controlling the amount of both Chip and Fast memory available to the rest of the system. It is very useful for testing applications in low-memory situations. It also has a snapshot feature to report differences in available memory before and after running an application. V 1.17, binary only. Author: John Gerlach Jr. FF221

AltIcon Sets a second icon image, displayed when the icon is clicked. AM8

AMC 'Amiga Message Center' Scrolls a message from a text file across the screen on a colorful background. Similar to the 'greetings' programs developed by European Amiga enthusiasts. V1.0, binary only. By Foster Hall FF182

AmCat Shareware disk cataloging program. Suggested donation of $20. Binary only. Author: Brian Conrad FF67

amgseq1 One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

AmiBack Demo version of a new backup utility. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), no copy protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, etc. Demo version does not have restore, compare, or scheduler. Version 1.03, an update to version 1.0 on disk 447. Binary only. Author: MoonLighter Software FF517, FF493, FF447

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 FF71

AmiBug Workbench hack makes the same fly walk across the screen at random intervals. Otherwise, completely harmless. AM24

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 FF178, FF157

AmiCheck An easy to use, intuitive, friendly checkbook program. Allows you to enter your checks in a very natural style, giving you a running balance as you do so. Options include reconciling your checkbook, starting new registers with outstanding checks only, printing all, cleared, outstanding, or selected entries, and more. Version 2.0, shareware, binary only, requires AmigaDOS 2.0. Author: Jeff Hoag FF490

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. An enhanced and debugged version of AmiCron 2.3 from FF113. Includes source. Author: Steve Sampson, Rich Schaeffer, Christian Balzer FF139, FF113

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 FF82

AmiDock AmiDock is an Amiga version of the NeXT's Dock facility. It will open up a small window on your WorkBench full of little IFF brushes, Each brush represents an application, like an ICON but it's a brush. Click on the brush and your application will start. This is version 1.2.4. Shareware, binary only. Author: Gary Knight FF518, FF474, FF459

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. FF64, FF16

Amiga Flight Simulator IIAMICUS Scenarios 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. AM16

Amiga Kermit V4D(060) port of the UNIX C-Kermit. AM17

Amiga Turtle Graphics: Computer graphics and programming with a LOGO-like graphics system. Author: Dylan MnNamee AC10

amiga-copy One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

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 FF12, FF14

AmigaBBS AmigaBASIC bulletin board C program. AM12

AmigaBench Optimized Amiga assembly versions of the Dhrystone benchmark. Includes 68000 and 68020 versions. Author: Al Aburto FF236

amigademo Graphical benchmark for comparing Amigas. Author: Charlie Heath (MicroSmiths) FF1

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) FF18

AmigaFox A text processor with graphics capabilities. Version 1.00, binary only. Author: Michael Wust FF315

AmigaHost V0.9 for Compuserve. Includes RLE graphics abilities & CIS-B file transfer protocol. AM17

AmigaLib A library of Workbench/ROM-Kernel interface routines for use with AbSoft Fortran. Includes source. Author: Jim Locker FF493

AmigaLine A series of various technical notes for Amiga programmers. Author: Byrce Nesbitt FF138

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 FF70, FF40, AM15

AmiGantt A project definition and management tool designed to create a simple, interactive method of outlining the task required to complete a particular project, using the GANTT chart as the input format. AmiGantt displays the project in a multi-window mode with separate windows for the GANTT chart, task information input, resource histogram display, and Pert chart display. Up to 500 tasks may be defined for any project, and a project may contain other projects as tasks. Version 3.0.0, shareware, binary only. Author: Donald Tolson FF493, FF248

AmigaPet Another cute screen hack. Version 2.52b, binary only, source available from author. Author: Patrick Evans FF448

AmigaPunt A program designed to predict the performance of horses in a race. The premise is that the factors affecting a horse's performance, and ultimately the result of the race, can be given a value. Binary only. Author: Pierre A du Parte FF272

AmigaSpell Very nice intuition oriented shareware spelling checker, version 2.0, binary only. Author: Mike Berro FF67, AM8

AmigaTCP The KA9Q Internet Software Package supports IP, ICMP, TCP, UDP, and ARP as basic services, and implements the FTP, Telnet, and SMTP protocols as applications. It runs on IBM PC and clones, the Apple Macintosh, and the Amiga. Includes source. Author: Bdale Garbee, Phil Karn, Brian Lloyd FF225

amigaterm Terminal emulation program with xmodem upload/download capability Author: Michael Mounier FF1

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. FF20

AmigaTration A 'Concentration' like game for the Amiga, where you must locate matching tiles on a grid that can range from 4x4 (easy) to 12x12 (difficult). Version 1.0, binary only. Author: Gabe Dalbec FF453

AmigaTrek I Three stories which are a parody of the Star Trek series, with an Amiga flavor. Author: Mike Smithwick FF278

AmigaTrek II A continuation of Mike's Amiga Trek stories, which are parodies of the Star Trek series, with an Amiga flavor. Author: Mike Smithwick FF320

amigatricks Text, tips on CLI commands. AM5

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 FF41

AmigaWave This is Allen's entry to the 1988 Badge Killer Demo Contest. It is an animation with sound effects by: Allen Hastings FF211

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 FF90

AmiGo A Go board and player for the Amiga. You can play against another human, against the Amiga, or have the Amiga play itself. Version 1.0, includes source. Author: Todd Johnson, Stoney Ballard FF289

AmiOmega Amiga port of the Omega game. Omega is similar to hack or rogue, but is much more complex. There is a city, several towns, a wilderness, lots of dungeons, a multitude of monsters, lots of spells, magic items, etc. There are several quests to complete. All in all, it is an excellent game. This is version 1.5, a different port than version 1.0 on disk 320. Binary only. Author: Laurence Brothers, Amiga port by Klavs Pedersen FF528, FF320

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 FF120

AMon 1.1 Snoop on system resource use. Executable program and documentation. AM19

amortize Loan amortizations program in AmigaBASIC. AM11

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 FF66

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 FF117

AMXLISP Amiga-ized version of the XLisp interpreter originally by David Betz. V2.00, includes source. By David Betz; Amiga work by Francois Rouaix FF181

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 FF111

AmyVsWalker Another cute animation from Eric Schwartz. This one has Amy the Squirrel attempting to take a wrench to the a 'Walker' from 'The Empire Strikes Back'. Author: Eric Schwartz FF450

AnalogJoystick Software support for use of analog joysticks on the Amiga. Includes a driver, a header file for code that calls the driver, and an example program that uses the driver. Includes source. Author: Dave Kinzer FF247, AC4

AnalytiCalc The AnalytiCalc spreadsheet, directly executable. This version features operation with only one window, many "3 dimensional" sheet addressing primitives, and optional execution from icons. Two images are furnished, one for smaller and one for large internal storage (though both have software virtual memory if needed). These images operate OK under AmigaDos 1.2, 1.3, and 2.0. They include code allowing the spreadsheet to be treated as a series of "pages" so that a cell has a row, column, and (optionally) page, and ranges can be in depth along pages as well as along rows or columns. The mapping is flexible enough so that it can be used to facilitate computing traces of matrices if desired, as well as for more conventional use. Version V25-03B, an update to version V24-01a on disk 328. Includes source. Author: Glenn Everhart FF495, FF328, FF176, FF144, FF104

Analyze Templates 12 templates for the spreadsheet Analyze. AM11

AngusCopy A disk copy program with intuition user interface. Version 2.0, shareware, includes source in Modula II. Author: Andreas Gunser FF455

AnimalSounds A sample of digitized animal sounds along with a simple sound player. Authors: The Trumor Company, Inc. Sound Player by Don Pitts FF149

Animate Tutorial describes animation algorithms, by John Draper. AM2

Animation? BASICally: Using cell animation with AmigaBASIC. Author: Mike Morrison AC7

Animations Some animations made with Aegis Animator. Includes a player program Author: Aegis Development FF53

Animations VideoScape animations of planes and boing ball. AM22

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 FF157

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. FF96

Anims Some more cute animations from Eric Schwartz. Includes Batman, LateNight, and Terminal. Author: Eric Schwartz FF414

AniPtrs Some cute animated pointers. I have adopted one of them as my permanent replacement for the boring red arrow. Binary only. Author: Bob McKain FF332

Aniptrs2 Some more animated pointers to choose from to liven up your display environment. Binary only. Author: Bob McKain, pointer animation program by Tim Kemp FF364

Aniptrs3 Some more animated pointers to choose from to liven up your display environment. Other pointers from Bob are on disks 332 and 364. Binary only. Author: Bob McKain, pointer animation program by Tim Kemp FF394

ansi.txt escape sequences the CON: device responds to. AM15

AnsiEcho Some commands written in assembler. Includes an echo command, touch, list, cls (clear screen), and ask (wait for user input). Author: Dewi Williams FF39

ANSIEd Demo version of an ANSI screen file editor. It allows you to easily create and modify a screen of ANSI-style text/graphics on the Amiga. The standard ANSI color set (red, green, yellow, blue, magenta, cyan, white) and text styles (plain, boldface, underlined, italic) are provided, along with some simple editing and drawing functions. This demo version has the save features disabled. This is version 1.3.0. Binary only. Author: Greg Epley FF324, FF221

ANSIMaster ANSI editor that provides the full IBM font set and color capability. Very useful for the design of custom ANSI screens/graphics for telecommunications. Version 1.0, binary only. Authors: James Davis and Joe Rattz, Jr. FF378

AnsiRead2 Bridges the gap between IBM and Amiga ANSI by displaying IBM ANSI text and graphic animations (as usually captured from bulletin boards) in their full intended colors and motion. Includes several samples. Version 0.2, binary only, shareware. Author: Glenn Kauffman FF377

AntiBorder CLI window frame remover. Turns your CLI window into the largest possible borderless window that can be displayed on the WorkBench screen. I.E. Creates a 80 x 32 character CLI window for standard PAL Amigas. Version 1.0, includes assembly source. Author: Paul Hayter FF537

AntiCBS An animation cooked up by Leo in protest of CBS's coverage of the Hacker's Conference in Oct 88. After reading the transcript I was angered enough to feel this needed widespread distribution, even though it is quite old. by: Leo 'Bols Ewhac' Schwab FF217

AntiLemmin Another great, humorous, animation from Eric Schwartz. This one was obviously inspired by the wonderful Lemmings game. Lasts a full two minutes and ten seconds. Requires at least 2 Mb of memory. Author: Eric Schwartz FF490

APalAsm A Programmable Array Logic (PAL) program based on an old MMI Fortran IV program from the 'PAL Handbook' Second Edition and Third Edition by MMI. This Version (1.00) is completely rewritten for Fortran 77. The outputs produced are sent to separate files instead of the screen. There are plenty of example PAL files to test, inspect, or just to learn what PAL's are all about. The Fortran source is included with the instructions to compile using AC/Fortran version 2.3. Author: Bob Metzler FF432

Append CLI utility that allows you to directly append one or more files to another without having to use the roundabout methods necessary with the AmigaDOS join command. Version 1.0, includes source. Author: Oliver Enseling FF379

APrf A freely redistributable printing utility for the Amiga. Major features are full Intuition interface, preview function, page selection, margins setup, line numbering, and more. This is version 2.62, binary only, French and English versions. Author: Denis GOUNELLE. FF402

AQData Information to aid users in updating B. Lennart Olsson's Aquarium Version 1.12 database. Includes information on disks up to number 360. Author: Howard Hull FF369

Aquarium A program for searching through a special database containing information about the contents of the library, in order to find programs that match a specified list of conditions. Includes a database of disks 1-300, and a program to add the contents of future disks to the database. Binary only. Author: B Lennart Olsson FF301

ar Text file archive program, C program in C source code and executable. AM2

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 FF70, FF40, AM8, AM17

ArchEdge Intuition interface for several of the more popular archiving utilities such as ARC, ZOO, LHARC and PAK. Includes an Auto-Pad function that will automatically add some morsels for the modem. Version 1.5, includes assembly source. Author: Robert Lang FF362

Archx Yet more programs for bundling up text files and mailing or posting them as a single file unit. Author: Martin Minow FF26

ArcL A utility that lists your ZOO, ARC and LZH Archives with automatic type detection. Includes german version and documentation. Version 1.0, binary only. Author: Oliver Graf, T.O.M. Software FF535

ArcPrep ArcPrep prepares files and/or directories for archival with arc or any other program that can't scan through different directories and/or handle long filenames. V2.1, includes source. Author: Garry Glendown FF214

ARCre Creates rename scripts so that files with long names can be easily archived and de archived correctly by 'arc'. Author: John Hoffman FF53

arcre for making "arc" files E.C. AM17

AreaCode Program which decodes area codes into state and locality. Version 1.5. Author: Bill Beogelein FF40

Arexx Part II: Information on how to set up your own ARexx programs with examples. Author: Steve Gilmor. AC7

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 FF12

Argoterm Terminal program with speech and Xmodem, Assembler program. source code and executable program. AM3

Args: Passing arguments to an AmigaBASIC program from the CLI. Author: Brian Zupke AC2

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 pro, FF53grams will work better. Author: Various authors contributed work FF123

ARPTools A group of small utility programs requiring ARP, that have been created to address some deficiencies of the ARP CLI environment, especially to exploit the potential offered by non-named pipes in the ARP shell. Version 1.0, includes source. Author: Fabio Rossetti FF284

Arq Replaces the standard system requesters with nice animated requesters which you can also attach different sounds to. Works under AmigaDOS 1.3 or 2.0 to give all the normal system requesters a nice new look. Version 1.61, binary only. Author: Martin Laubach, Peter Wlcek, and Rene Hexel FF527

Arrange A text formatting program, Executable program. AM3

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 FF12

ArticFox.pic A IFF screen from ArticFox. AM6

ARTM ARTM (Amiga Real Time Monitor) displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, fonts and hardware. Includes both a PAL and an NTSC version. This is version 1.0. Binary only. Author: Dietmar Jansen and F. J. Mertens FF327, FF277

As6502 Contains a portable 6502 assembler, including source in C. Author: J. Van Ornum; Amiga port by Joel Swank FF92

ASDG-rrd 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. . It now works with up to 8Mb of memory. and is written in assembly. Binary only. By: Perry Kivolowitz, ASDG Inc. FF241, FF58

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 FF35

Ash A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. V1.0, binary only. By: Steve Koren FF279

Ash Prerelease version of a C-shell like shell program. Has history, command substitution, loops, etc. By: Thorn Smith FF18

ASimplex An implementation of the Simplex algorithm for solving linear programs. It uses the standardized MPSX-format for input data files. This is version 1.5, an update to version 1.2 on disk 199. Changes include bug fixes, the ability to run from CLI, it's own window for I/O, and some new and improved commands. Includes source. Author: Stefan Forster FF250, FF199

Ask questions an 'execute' file, returns an error code to control. AM15

AskTask Allows you to examine various bits of the task structures of all tasks in the system, from the lists attached to ExecBase. Diskplays priority, state, flags, stack, signals, etc. You can also remove tasks, change the priority of a task, or send arbitrary signals to a task. Version 2/4/89, with source. By J. Bickers FF230

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 FF50, FF46

Asm68k Full featured macro assembler, version 1.1.0, binary only. Well documented. By: W. Wesley Howe FF81, FF69, FF66

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 FF155

AsmFilter In AmigaBASIC turns the output of the Metacomco disassembler into a file that can be re-assembled. FF105

AsmProgs Some misc assembly tools, programs, etc. FF105

asmsupp.i Sample library example AM5

AsmToolBox An assembler 'toolbox' created to make interfacing between assembler programs and AmigaDOS easy. Includes source. Author: Warren Ring FF136

AsmTools Some CLI type tools, written in assembler (echo, load it, mounted, setlace, why). With source. By: Bryce Nesbitt FF79

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 tenth 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 MB memory. This version neither supports nor requires the 68020 processor or 68881 coprocessor. This is Amiga version 5.1, an update to FF177. Binary only. Authors: Many, see Documentation. Amiga port by Dan Warns. FF278, FF177

AssemblyDemos An interesting group of assembly language demos for your visual and aural pleasure. Binary only. Author: Foster Hall FF154

AssemTools A collection of files of great interest to Amiga assembly language programmers. The collection includes 140 macro routines which make assembly language programming a lot easier. There is also a library of routines containing buffered C-like file handling functions (fopen, fclose, fgets, fputs, etc) and a file name requester. All routines are re-entrant. Includes source for example programs using the macros and library, and a 65c02 cross macro assembler. Author: Jukka Marin FF247

Assign Replacement for AmigaDOS assign command, written in C. Author: Charles McManis FF52

AssignDev 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 FF111, FF79

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 FF66

AssignX A 2.0-only utility to create assignments when you get a "Please insert volume" requester. Also lets you cancel the request, forever. Installs by dropping into your WBStartup drawer. This is version 1.2, an update to version 1.0 on disk 475. Includes source. Author: Steve Tibbett FF487, FF475

Asteriods '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 FF122

AsteroidField This is Michael's entry for the 1988 Badge Killer Demo Contest. It is a large animation of a spacecraft flying madly through an asteroid field (chased by unseen foes) that includes a couple of near misses. Author: Michael Powell FF208

At Your Request: Using the system-supplied requestors from AmigaBASIC. Author: John F. Weiderhirn AC3

ATCopy A program to copy files from the Amiga side of a system equipped with a PC/AT bridgeboard, to the PC side, using wildcards. Copies directly through the shared memory. Supports CLI and WorkBench usage. This is version 2.22, an update to version 2.2 on disk 458. With some final bug fixes, this will be the last non-commercial release. Shareware, binary only. Author: Peter Vorwerk FF510, FF458, FF429, FF406

ATerm V7.2 Term prog. includes Super Kermit. AM17, AM1

AtMovies Another of Eric's cute animations, this one starring his cartoon creation Amy the Squirrel and her boyfriend in some hijinks at the movies. Author: Eric Schwartz FF418

ATOF A small utility that allows you to use the fonts of another disk without using the CLI. Version 1.0, binary only. Author: Roger Fischlin FF245

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 FF61

Atree A disk utility which imitates similar utilities widely available on IBM compatibles (PC Tools, Xtree, QuickDos, etc). The intent is to allow the user a graphic representation of the entire directory structure on a disk device, including the files in each directory, and the capability of moving quickly through the tree to a directory to access its files. Version 1.7, binary only. By: Don Schmidt FF289

AudioIllusion: Experience an amazing audio illusion generated on the Amiga in Benchmark Modula-2. Author: Craig Zupke AC11

AudioScope AudioScope is a realtime audio spectrum analyzer for the Amiga. Use AudioScope to examine the frequency spectrum of any audio signal received through the PerfectSound 3 audio digitizer. Due to the heavy computational load, an accelerated Amiga is recommended. Binary only. Author: Richard Horne FF543

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 FF94, FF84

AutoActivate A commodity which activates the window under the mouse- pointer when pressing any key. Requires AmigaOS 2.0. This is version 1.08. Includes german version and source in C. Author: Stefan Sticht FF497

AutoAddRAM Allows you to add several non-autoconfig memory boards at once, optionally specifying priority and memory chunk name. This is version 2.03, binary only. Author: Jonathan Potter FF412

AutoCLI A 'PopCLI' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than screen size on opening. Other features include an optional Function-key press with the qualifier to execute an S:script file. Version 1.99d, binary only. Update to version on disk 424 with more enhancements. Author: Nic Wilson FF501, FF424, FF399

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 FF89

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. By: Andry Rachmat FF81

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. V1.0 By: Joel Swank FF166

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 FF87, FF73

Automat Cellular automata simulation. AmigaBASIC Program. AM3

Automata Automata is an extremely versatile, cellular automaton simulation. Virtually every aspect of the simulation can be altered, saved, and later recalled. Also supplies many powerful editing functions (such as patterns, rotations, reflections, etc) for creating and modifying cell configur- ations. Additional features include editable icons, an immense variety of rules from which to choose, "music" which changes as the cell configuration changes and methods to speed execution from 3 to 60 (or more) generations per second. Binary only. Author: Jerry Mack FF489

Automata Four cellular automata programs. AutomaTron is a one dimensional cellular automation, Crud is a automation based on a sum index rule, Demon is a cyclic space automation described in the Aug 89 Scientific American, and Life is one of the oldest and best known of all cellular automata. Includes source. Author: Gary Teachout FF249

AutoPoint Autopoint serves two functions: It automatically selects the window underneath the mouse pointer and it provides a very nice screen saver facility. Binary. By Jude Katsch FF86

AutoRequester example. AM14

AutoRev A little utility to make it easy to update program-headers ran from the CLI. Requires AmigaDos 2.0. This is Version 1.1r. Source included. Author: Jan van den Baard FF502

autorqstr.txt Warnings of deadlocks with auto requesters. C program. AM4

AuxHandler Example of a DOS handler that allows use of a CLI via the serial port. Includes source. Author: Steve Drew FF79

AvailMem A small free memory counter that continuously displays the amount of (and size of the largest block of) free chip, fast, and total memory in bytes (as opposed to K). This is version 1.12, a Workbench 2.0-compatible upgrade to version 1.03 on disk 285. Includes source. Author: Dave Schreiber FF496, FF285

Avi An Amiga work-alike version of the UNIX vi editor. Though not especially recommended for beginners, designed for those of you who may have the vi commands permanently hard-coded into your fingertips! V1.0, binary only. By: Peter Nestor FF162

AVLSort A text file sort program, based on a general purpose AVL package by Mark Mallett (included). Handles as many lines as will fit in memory. Includes source. Author: Robert Pyron, Mark Mallett FF519

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 FF103

AWP This program animates any wait pointer like the one in WorkBench 2.0. It installs a vertical blank interrupt to minimise CPU usage and is written 100% in assembler for maximum efficiency. It uses two hands for the clock, like it should be, and has nine different user selectable speeds. Requires AmigaOS 2.0. Version 1.0, binary only. Author: Damian Cox FF544

Az A nice little text editor that is fast, simple to use, and very Amiga'ized-lots of new features, bug fixes, and other im-provements. Binary only. By: Jean-Michel Forgeas FF346, FF228

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 FF171

AztecArp An Arp interface package fixed to work with Aztec 'C' version 5.0. This is version 1.9, an update to the version on disk 376, and includes a number of bug fixes and a couple of new features (such as vsprintf/vfprintf/ vprintf-like Arp routines and fixes for Kickstart 2.0). Includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel FF436, FF376, FF353

Back 2 programs to assist users of Matt Dillon's Backup/Restore program in making error-free VERIFIED backups onto floppy disks and useful as a trackdisk device example. With source. By: Stephen Vermeulen FF284

Back&Front Sends a window to back or brings it to front with defined actions. For example put a window in front by double- clicking in it and send it back with the middle mouse button. Any keyboard or mouse event can be trapped. Number of required actions can be changed (double-click vs triple-click). Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.03. Includes german version and source. Author: Stefan Sticht FF497

BackDrop Backdrop allows you to define a pattern which will then be displayed on the workbench screen in the normally empty area behind all the windows. Similar in concept to DropCloth, but this one does not require workbench to be loaded (and does not cohabit very well with workbench). Includes source. Author: Eddy Carroll FF216

BackGammon A graphical Backgammon game done as an undergraduate A.I. course project. Version 1.0, includes source. Author: Robert Pfister FF120

Backgammon Another game in ABasiC by the author of Monopoly. Author: David Addison FF28

BackPac Demo version of a new backup program. Features include intuition interface, data compression, 907K written per floppy, full and incremental backups, full or selected restores, inclusion/exclusion patterns, user defined config files, multitasking friendly. Version 1.3, binary only. Author: Canadian Prototype Replicas FF447

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 FF98

Backup Backup and Restore allow you to backup any directory tree with optional compression, and later extract all or part of the tree. The protection, date, and file comment are saved with each file. This is version 2.06, an update to version 2.04 on disk 258. Includes source. Author: Matt Dillon FF434, FF258, FF168 & 169

Badger Reminder program for your startup-sequence. Badger will open a window and display any important events that are 'due'. Badger will not bother you if there is nothing to report. Events are entered via menu and prompts. This is version 2.05a, an update to version 2.01e on disk 432. Includes many new features such as event editing and automatic holiday notification. Shareware, binary only. Author: George Kerber FF543, FF432, FF365

Ball Draws a ball, an AmigaBASIC Program. AM8

Balloon This animation with sound effects is Dave's entry to the 1989 BADGE Killer Demo Contest. Binary only. Author: Dave Schreiber FF272

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 FF1

BallyIII Amiga port of the former arcade game named Click. This version fixes some minor bugs and is faster than the previous versions. This is version III. Binary only, shareware. Author: Oliver Wagner FF232, FF221, FF205, FF181

BambooTiger BambooTiger in LoRes FF72

band One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

banjo Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Bankn A complete checkbook system offered by the author as shareware. Update to version on FF120. Version 1.5, binary only. Author: Hal Carter FF163, FF120, AM20

banner Prints horizontal banner (across screen). From Decus C distribution of several years ago. Author: Unknown FF4

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 FF43

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 FF105

BASICSorts Examples of binary search and insertion sort in AmigaBASIC. AM22

BasicStrip An AmigaBASIC program that helps to convert programs written in other forms of Basic to AmigaBASIC. Author: George Trepal FF121

bass guitar Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Batch Files: Executing batch files from AmigaBASIC. Author: Mark Aydellotte AC4

Batchman A program that allows the user to execute CLI programs and batch files simply by clicking on a gadget. It can be used as the center of a turnkey system, where the user simply clicks on gadgets to launch applications. Version 1.1, includes source in Modula-II. By: Michal Todorovic FF325

BatchMaster A program that makes creation of interactive command scripts a lot easier. It works as commands ASK, IF and SKIP together, only better. You can have up to four options to skip to, and select them with a mouse, as BatchMaster has an Intuition interface. This is version 1.27. Requires arp.library. Binary only. Author: Janne Pelkonen FF521

BatchRequester A simple program which opens an Arp filerequester and writes the result to an environment variable. Very useful if used in batchfiles. Version 1.1, source code in Oberon. Author: Christoph Teuber FF436

BattleForce A nicely done shareware game, submitted by the author, that simulates combat between two or more giant, robot-like machines. This is version 3.61, an update to version 3.01 on disk 205. Binary only. Author: Ralph Reed FF273, FF205

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 occurance of these patterns. The patterns can be regular expressions. The actions are expressed using a subset of the C language. With C source. By: Bob Brodt; Amiga port by Johan Widen FF92, FF65

bBaseII A simple database program using an intuition interface. Stores, sorts, and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, and best of all, it's really easy to use. Binary only. Author: Robert Bromley FF491

BBChampion This is BootBlockChampionIII, a very nicely done program that allows you to load, save, and analyze any bootblock. V3.21. New features include checks for five different LAMER viruses. Binary only. By Roger Fischlin FF298, FF244,

BBFormat A floppy disk formatter for diskettes with hard errors. Bad media areas are mapped out so AmigaDOS will not use them. Presently not

intuitionized, runs from CLI only. Version 5/7/91, includes source. Author: David Varley FF493

Bbm Demo of B.E.S.T. Software's Business Management System. A full implementation with file sizes reduced for demo purposes. by Business Electronics Software & Technology Inc. FF43

BBS A BBS for the Amiga (BBS-Amiga Version 1.1). Author: Ewan Grantham Author's suggested shareware donation: $25 FF30

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 FF43

BCBMusic This is the second set of original music in the BCBmusic series. This set includes the songs "Still Waiting", "Transpose", and "Trilogy". Like the first set (on disk 428), no player program is required since it is actually compiled in with the song. These new songs include a new equalizer-style graphic display which can be toggled on and off. WB2.0 compatible, binary only. Author: Brian C. Berg FF538, FF428

BCF FORTRAN-77 compiler, linker, and runtime support library. No Amiga specific hooks, just vanilla FORTRAN. ANSI compatible with extensions. Version 1.3c, binary only. Author: Andre Kostli FF470

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 FF112

BeBopDemo A demonstration version of the commercial game BeBop 'N Drop. BeBop 'N Drop is a real-time graphical arcade puzzle game, a greatly enhanced version of the popular shareware game Obsess- O-Matic. The object is to fit the falling pieces together in such a way as to form complete horizontal rows, which will then disappear off of the board. BeBop 'N Drop contains 77 different levels of play, each with a different shape board. The game contains over 800 different playing pieces, more than 450K of digitized sound, and many interesting visual effects. Binary only. Author: Wayne Phillips FF550

beep Source for a function that generates a beep sound, like CTRL-G on a VT100 terminal. Author: Samuel Dicker @ Commodore-Amiga FF14

bells Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF132, FF100

Berserker Detects and eliminates viruses. Knows all 'popular' viruses and their kin, including the new 'Centurion' and 'Traveling Jack' link viruses. Comes with a resident handler which continually checks memory to prevent virus infection and a utility to fix programs corrupted by the 'Centurion' and 'Traveling Jack' viruses. Version 5.02, an update to the version on disk 355. Contains partial source in assembly. Author: Ralf Thanner FF436, FF355, FF280

Bertrand A graphics demo. AM8

Better String Gadgets: How to tap the power of string gadgets in C. Author: John Bushakra AC4

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 FF75

bgrep Another grep like utility, also using the Boyer-Moore algorithm. Author: Roy Mongiovi and Arnold Robbins FF4

BI A brush to C code image converter. This is version 1.3, an update to version 1.0 on disk number 184. Contains bug fixes and support for AmigaBasic. Binary only. Author: Terry Gintz FF375, FF184

BigBrother A virus infection detection program with some optional utilities. It runs as a normal task and checks every 1 second the important memory locations in the Amiga. As a bonus, BigBrother is capable of starting a new shell, starting script files, viewing and installing bootblocks. All this in a program less than 10K. Includes assembly source. Author: Erwin van Breemen FF473

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 FF33

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 FF58

Bind A binding (glue) library builder. Takes a standard '.fd' (function definition) file and generates a binding library for the functions defined in the '.fd' file. Version 1.2, an update to the version released with midilib on disk 227. Binary only. Author: Bill Barton FF309

Bio-feedback/Lie detector Device: Build your own lie detector device. Author John Iovine. AC9

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 FF155, FF105, FF136, FF51, FF4

BizCalc A do-it-all user friendly loan calculator that calculates weekly and biweekly loans. Can generate amortization tables to the screen, to the printer, or to a file. Uses menus, bottons, or keyboard commands, and iconifies. Has six decimal precision option and more. This is version 1.2, an update to version 1.1 on disk 493. Binary only. Author: Michel Laliberte FF535, FF493

BlackBook Keeps track of those important phone numbers and addresses. Shareware, author suggests $30 donation. Author: Craig Nelson FF70

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 FF178

BlackJack A blackjack simulation program with the ability to simulate nearly any casino blackjack game in the world. Allows the use of the most popular playing strategies and modifications to them. Has color coded strategy tables to enhance the learning of the strategy. Tracks basic statistics such as number of hands played, bankroll limits, casino profitability and others. Allows from 1 to 7 players, including the computer. Has online help, a demo mode, and a special practice mode. Version 1.01, shareware, binary only. Author: Dan Cogliano FF427

BlackJack A line oriented (no graphics) blackjack game. Author: Unknown FF19

Blankette VERY tiny screen blanker/dimmer. Very nice on your system, very little CPU time, compatible with just about everything. Dims screen rather than going black. Includes assembler source. Author: Max Bithead FF475

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 FF40, FF34, AM12

Blit This animation is Richard's entry to the 1989 BADGE Killer Demo Contest. An interesting feature of this animation is that it uses the Copper to show the lower right corner of the screen in Hi-Res, while leaving the rest of the screen in Lo-Res. Binary only. Author: Richard Addison FF276

BlitDemons This program implements the Demons cellular automaton as described in the August, 1989, issue of Scientific American. Using extremely simple rules it exhibits rather complex behaviour. Uses the blitter to perform over 350,000 cell- generations per second. Version 1.0, includes source. Author: Walter Strickler FF256

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. V 1.4, an update to FF84. Includes source. Author: Tomas Rokicki FF191, FF84, FF69, AM20

BlitterSand An interesting cellular automata program that gets its roots from a 'sandpile'. Intriguing to watch. Includes assembly source. Author: Mike Creutz FF387

Blitz Basic: Here are some examples created with M.A.S.T.'s integrated BASIC environment. Author: Paul Castonguay AC13

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. By: Hayes Haugen FF60

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 FF60

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. Update to FF152, with many enhancements. Includes source. Author: Stuart Ferguson FF191, FF152

Blob Another screen hack. Makes red drops of slime flow down your screen. Version 1.1, includes source in C. Author: Guido Wegener FF358

Blobs A simple graphics program, reminiscent of the UNIX 'worms' program, but in color of course. By: Peter Engelbrite FF15

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 FF156, FF71, AM1

bm A grep like utility using the Boyer-Moore algorithm. Author: Peter Bain FF4

BMake A GNU Make subset. Includes pattern rules, conditionals, "include", function calls, etc. This is Version 1.4, with source. Author: Ben Eng FF523

BMAP Reader by Tim Jones. AM14

BMon System monitor AmigaBASIC program; perform simple manipulations of memory. AM24

BMP plays 8SVX sampled sounds in the background while something else is happening in the Amiga, as your Amiga is booting, for example. AM26

BNTools Three examples of assembly language code from Bryce Nesbitt: AM24

BobEd BOB and sprite editor written in C. In C source code, executable program and documentation. AM20

bobtest.c BOB programming example. C program. AM5, AM4

Boing! Boing! demo,with selectable speed. Executable program. AM9

BoingDemo Demo version of a neat game due for release in March 1990. It is fully functional but the play time is limited to five minutes per play. Version 0.30, binary only. Author: Kevin Kelm, Alternate Realities FF335

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. AM24

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 FF134

boink Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF157

BootBase Another bootblock save/restore utility. Includes an auto-compare function. Includes source. Author: Steven Lagerweij FF363

BootBlocks Detailed documentation on what a bootblock is and how it works, along with some sample bootblocks and a program to install a custom bootblock. Includes source for the sample bootblocks and the install program. By: Jonathan Potter FF242

BootCACHE Utility to turn off the 68020/68030 instruction and data caches upon rebooting. This improves chances of old programs (especially games) working on Amigas with one of these processors (e.g. the A3000). Version 1.0, includes source in assembly. Author: Nico Francois FF418

BootGames Two tiny games which fit on the bootblocks of a boot disk. BootOut is a Breakout style game and Squash is a squash type game (just like on those old TV games). BootOut V5.X and Squash V4.3. Includes assembly source. Author: Paul Hayter FF537

BootGen This program creates a bootmenu. You simply enter the name of ten programs and the program will do the rest. When you boot the disk a menu will appear where you can choose one of ten program names, which automatically will be loaded. Version 3.4, binary only. Author: Frank Enderle FF533

BootIntro This program creates a small intro on the bootblock of any disk, which will appear after you insert the disk for booting. This is the 'next generation' BootIntro, a more colorful version than the one on disk 244, but the text must be shorter. The first line can be up to 24 characters. The second and third lines can be up to 22 characters. The scrolling text can be up to 98 characters. This is 'next generation version 1.1'. Binary only. Author: Roger Fischlin FF245, FF244, FF188

BootPic BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset. Version 1.1, an update to version 1.0 on disk 484. Now includes an Intuition interface. Binary only. Author: Andreas Ackermann FF532, FF484

BootX Yet another virus killer. BootX can check the bootblock of a disk, check memory for any resident viruses, and scan a disk for link viruses. It can load bootblock libraries for you to write on your disks as an alternative for the boring DOS install bootblock. It can load brain files so you can add any new bootblocks that BootX does not yet recognize. BootX is written completely in assembly for maximum speed and minimum size. Fully supports AmigaDOS 2.0. Version 3.80d, an update to version 3.40 on disk 420. Binary only. Author: Peter Stuer FF542, FF420

Bounce This program is Steve and Tom's entry for the Badge Killer Demo Contest. It creates little dots that bounce around and multiply. With source. By: Steve Hansel and Tom Hansel FF127

bounce One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

Bouncer A 3D simulation of a bouncing ball written in Creative Solutions' Multi-Forth, with source included. By: Jon Bryan FF67

Bowl This is Vern's entry for the 1988 Badge Killer Demo Contest. It is a Sculpt-Animate animation that shows three colored balls flying in circles above a mirrored bowl. Rendering the animation took about 2 weeks. Distributed in zoo format because of its size (zoo program included for easy unpacking). By: Vern Staats FF209

box One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

BPDI Demo version of a new strategy game written in GFA-BASIC. German version only. Binary only. Author: Dirk Hasse FF411

BreakOut A 3D game. Requires 3D glasses. By Tim Kemp FF50

Bref A cross reference program for AmigaBASIC code. Generates a list of the BASIC code with lines sequentially numbered, plus a table showing all variables and labels used in the code, and the line numbers where they were used. This is version 2.0, an update to version 1.0 on disk 283. This is a major revision, including a new intuition interface. Includes source. Author: Dick Taylor FF494, FF283

Breshehan A Forth program which produces a Breshehan circle algorithm example. AM11

BrickOut Classic computer brick wall game, ABasiC program. AM1

brickout One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

Bridging The 3.5" Chasm: Making Amiga 3.5" drives compatible with IBM 3.5" drives. Author: Karl D. Belsom. AC9

Brik A general purpose program that calculates both text and binary cyclic redundancy codes (CRCs). Text mode CRCs calculated by brik are portable across systems for files that are in the usual text format on each system. Binary mode CRCs are portable for files that are moved from system to system without any change. Brik can be used to verify and update an embedded checksum header in files. It runs under MS-DOS, UNIX system V, BSD UNIX, VAX/VMS, and AmigaDOS. This is version 2.0 and includes source. Author: Rahul Dhesi FF233

Brownian A demo based on both fractal theory and brownian motion. Includes source. Author: John M. Olsen FF206

Browse View text files on a disk, using menus in source code and executable, a C program. AM8

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 FF18

Browser A "Programmer's Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs by double-clicking them or by selecting them from a ParM like Menu with lots of arguments. A Browser 1.6 replacement, does everything Browser 1.6 does and a lot more. Version 1.0, includes source in C. Author: Sylvain Rougier, Pierre Carrette FF540, FF476, FF180, FF134

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 FF59

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 FF34

Browser2 This browser type program is apparently not based on the original Mike Meyer version. Binary only. By Dan Green FF59

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. Last freely redistributable version. By Fred Fish FF48

Brunjes Various tools submitted together by the author. StringPkg is string package for both Forth style and NUL terminated strings. Date&Time are handy tools for getting and printing formatted date and time. Utils are utilities used by the other files. CursorControl is an example of moving the text cursor. SpaceOrEscape is a handy word for pausing or stopping program output. Includes source code. Author: Roy Brunjes FF239

Brush2C Brush2C converts an IFF brush to C data instructions, initialization code. Executable program. AM9

Brush2Icon Brush2Icon converts an IFF brush to an icon. Executable program. AM9

Brush_4D Converts IFF images into Sculpt 4D object format. Works with any IFF image, including HAM & Extra Halfbrite. Convert brushes in full color, with optional wrap, to 3D shapes. Also includes optimization routine. Version 1.00, shareware, binary only. Author: Bruce Thomson FF361

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 FF81

BrushIcon Converts brushes to icons (bizarr docs). AM25

brushtoBOB Converts small IFF brushes to AmigaBASIC BOB OBJECTS, an AmigaBASIC program. AM11

bsearch.asm Binary search code. Assembler program. AM2

BSplines Simple program to fool around with B-SPLINES, ala Bezier programs. Includes source. By Matt Dillon FF75

Bspread: A powerful spread sheet program written in AmigaBASIC. Author Brian Cately AC1

BTE Bard's Tale character editor. Executable program and documentaion. AM19

BTNTape A Better Than Nothing SCSI tape device handler. It provides flat file access to a SCSI tape drive from application programs using simple DOS calls to Read() and Write(). It can also be used with the Amiga TAR utility for disk backups. It requires a SCSI-direct compatible SCSI bus adapter but will also work with the A2090(A). It now supports many more tape drives, and has some new features. This is version 2.0, an update to version 1.0 on disk 392. Includes source. Author: Robert Rethemeyer FF471, FF392

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 FF34

Btree2 Previous (original) version of btree routines. Author: Richard Hellier FF34

Budget A program to help with managing personal finances. Version 1.3.3, an update to version 1.302 on disk 452. Binary only. Author: Le Lay Serge Camille FF546, FF452, FF416

Bugs Another gag-program. Be careful! It may distroy graphics, but nothing else! Can be stopped by pressing the firebutton of a joystick in port 1. Includes source in Modula II. Author: Robert Brandner FF549

Bugs Text of known bug list in Lattice C 3.02. AM1

Bully 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 FF112

ButExchange An input handler to help left handed Amiga users. It reverses the function of the mouse buttons, so that the left button becomes the right and vice versa. Very small, uses only 168 bytes of memory. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen FF494, FF483

C Itoh Prowriter Printer driver for the C Itoh Prowriter. AM9

C Notes 6.2: A reminder program to display messages. Author: Stephen Kemp AC13

C Notes 6.3: Working with functions. Author: Stephen Kemp AC13

C Notes From The C Group: A discussion on cryptography. Author: Stephen Kemp AC12

C Notes From the C Group 5.8 & 5.10: Functions supporting doubly linked lists, and a program that wil examine an archive file and remove any files that have been extracted. Author: Stephen Kemp AC11

C Notes From the C Group: Doubly linked lists revisited. Author: Stephen Kemp AC10

C Notes From the C Group: Writing functions that accept a variable number of arguments. Author: Stephen Kemp AC8

C Notes V4.9: Look at a simple utility program in C. Author: Steven Kemp AC5

C Notes: Doing linked list and doubly linked lists in C. Author: Stephen Kemp AC10

C Notes:A A small program to search a file for a specific string in C. Author: Steven Kemp AC4

C Notes:B The beginning of a utility program in C. By Steven Kemp AC4

C Notes:C Recursive functions in C. Author: Stephen Kemp. AC7

C Notes:D A look at two data compressing techniques in C. Author: Stephen Kemp. AC7

C Squared Graphics program from Scientific American, Sept 86. In C source code and executable. Documentation included. AM14

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 FF164

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 FF26

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 FF146

C64Emul An April Fools spoof. Turns your Amiga into a C64, or at least makes it look that way. With source. By Eddy Carroll FF216

CacheCard An accessory to SetCPU for use with A2620 cards or 68030 systems. It modifies the MMU table set up by SetCPU to selectively control caching for each expansion card. It's also an example of how an accessory program can track down and modify the SetCPU MMU table without having to read all kinds of MMU registers and figure it out for yourself. Version 1.00, includes source. Author: Dave Haynie FF233

CacheDisk Improves floppy disk throughput by caching entire tracks of data. Buffers disk reads and writes for maximum speed gain and has a user setable number of buffers for each drive. Version 1.0, binary only. Author: Terry Fisher FF462

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. Shareware, binary only. Author: Tim Mooney FF74, FF59

CAI: A complete Computer Aided Instruction program with editor written in AmigaBASIC. Author: Paul Castonguay AC1

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 FF103

Calc A shell style, command-line calculator. Calc does not have a fancy keypad display as many other calculator programs do. Instead, it is capable of taking its input from a file, the keyboard, or a command line and output- ting its results to a file or the screen. It can also apply a single equation to all of the values stored in a file (or files). It handles all common mathematical expressions, can optionally predefine physical constants and store variables. Version 2.0, binary only. Author: Bill Dimm FF388

Calc A very nicely done scientific/programmer/plotter calculator. The scientific portion has most of the operations found on the more popular handhelds. The programmer portion has all the special hex/binary/decimal conversions as well as register operations like ASL, ROL, LSL, AND, OR, XOR, etc. The plotter portion will plot equations. Other features include 26 memories, full mouse or keyboard operation, pull-down menus, and iconization. V 3.0, binary only. by: Jimmy Yang FF210

CalcKey A basic four function, memory resident, pop-up calculator which uses only about 24K of memory and can automatically type the answer to any calculation into the program you were using when it was popped up. Version 1.0, binary only, shareware. Author: Craig Fisher FF235

Calculation Demo version of a solitaire type card game. The object of the game is to stack the cards into four ordered stacks, one that counts by one, another that counts by two, another that counts by three and another that counts by four. Version 1.0.2, binary only. Author: Steve Francis FF260

Calendar A program that generates calendars in any one of 10 standard formats for any year after 1900. Binary only. Author: Pierre A du Parte FF269

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 FF34

Calendar Calendar/diary program written in AmigaBASIC. Author: Mark Hurst FF32

Calendar.WKS Lotus-compatible worksheet that makes calendars. AM18

CaligariDemo Demo version of Caligari 2.0 from Octree Software. Requires a 68020/68030 and a 68881/68882. Binary only. Author: Octree Software FF531

Call Assembly language from BASIC: Add speed to your programs with Assembly. Author: Martin F. Combs. AC8

calliope Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF160

Canon PJ-1080A Printer driver for the Canon PJ-1080A. AM9

CanonBJ A printer driver for the Canon BJ series of printers. Faster and supports more graphic and text modes than the standard Commodore driver. Shareware, binary only. Author: Wolf Faust FF446

canvas One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

Car A two-dimensional full screen scrolling racing game with realistic four channel stereo sound and overscan, for either NTSC or PAL Amigas. The goal is to guide your car around one of ten selected tracks. Each track has its individual high score list. Version 2.0, binary only. Author: Anders Bjerin FF336

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 FF123

car horn Sound demonstration icon-driven part of a set on AMICUS 10 AM10

cardco Text file of fixes to early Cardco memory boards. AM12

cardfi One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

CardFile Simple card file database program. ABasiC AM1

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. By James Parks FF90

CardMaker A programmer's aid for creating card image data that can be used in any card game that uses the standard 52 card deck. This is version 2.1, an update to version 1.0 on disk number 184. Contains bug fixes and support for AmigaBasic. Binary only. Author: Terry Gintz FF375, FF184

Cards'O'Rama A simple game that let's you push your memory. It is played with a deck of 32 cards, grouped in 16 pairs. The cards are shuffled and then displayed at the beginning of each game. Your goal is to pick up as many pairs as you can, until there are no cards left on the screen. V1.0, includes source. By Werther Pirani FF186

Cartoon HiRES Color fantasy humor FF72

caseconvert Modula-2 program which converts Modula-2 keywords to uppercase. AM11

Casino Games of poker, blackjack, dice, and craps. ABasiC program. AM3

CassEti Cassette tape label printer. Includes source in GFA Basic. Author: Thorsten Ludwig FF346

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 FF174

Cathy A HAM picture of a pretty girl FF72

CBBS A W0RLI-like BBS system for use in amateur radio. Originally written for IBM-PC compatibles, it was ported to the Amiga by Pete Hardie. This is version 6.71a, an update to Version 6.1c on disk 241. Binary only, source available from Pete Hardie. Authors: Hank Oredson, the CBBS group, Pete Hardie FF415, FF241

CBDump This is a CLI utility for those who are working with the Amiga's clipboard device. It's sole purpose in life is to dump the current contents of the clipboard to stdout or by redirection to a pipe or a file. Useful for testing and interfacing with programs that do not support the clipboard. Source included. By: Stephen Vermeulen. FF326

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 FF43

cc Aid to compiling with Lattice C. AM1

cc nix-like front end for Lattice C compiler. Author: Fred Fish FF2

CCLib An implementation of the standard C runtime library, with a few extra goodies thrown in. Supports a large number of functions including stream I/O, low-level I/O, string, memory, linked list, sorting, time, process control and more. Version 3.0, includes source and several utility programs. Author: Robert W. Albrecht FF399, FF260

CCutils Eight small CLI utilities that use the cclib.library shared library. Includes a program to display disk usage on your menu bar, a program to check the integrity of IFF files, a program to remove shared libraries from memory if they are not being used, and more. Binary only. Author: Robert Albrecht FF286

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! FF167, FF114

Cell Animation: Using cell animation in Modula-2. Author: Nicholas Cirasella AC5

CELLS A cellular automata experimentation lab, based on the rules described in the Computer Recreations column of the Scientific American, January 1990. Version 1.3. Source included. Author: Davide Cervone FF502

CelScripts Makes cel animation scripts for Aegis Animator, in AmigaBASIC. AM21

CenterScreen A commodity which centers the frontmost screen horizontally on hotkey. Useful if you normally operate with overscan screens and an old program opens a normal size screen. Requires AmigaOS 2.0. This is version 1.05. Includes german version and source in C. Author: Stefan Sticht FF497

cforth A highly portable forth implementation. Lots of goodies. Author: Allan Pratt FF3

ChangeColors A new palette tool to change the colors of the workbench or any other public screen. The feature of this tool is its font independance; it uses the font of the screen on which it opens, instead of insisting on topaz 8. Looks really great if you use any other font than topaz on your workbench screen. This is version 1.03. Includes german version. Binary only. Author: Stefan Sticht FF497

Charon Charon is Bradley's entry for the First Annual Badge Killer Demo Contest. The text of the demo was written by Lord Dunsany (long before the Amiga). Bradley created the illustrations and animation. The sound track is a traditional Scottish tune 'The Arran Boat'. by: Lord Dunsany (1915), Bradley Schenck (1988) FF198

CheatSheet A compilation of cheats, hints, backdoors, helpful bugs, passwords, codes, solves, and walkthroughs for over 150 Amiga games. February 1st, 1991 edition, an update to January 1st edition on disk 431. Author: Mark Shnayer FF456

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 FF160

Check4Mem Allows you to check from a batch file for a specified amount of memory with certain attributes. If the requirements are not met, a WARN returncode is generated. Version 3, update to the version on FF242. Binary only. Author: Jonathan Potter FF412, FF242

CheckBook Checkbook Accountant is a checkbook recording, balancing, budgeting, and analyzing program. Intended to be used as a companion to a checkbook register and not as a replace- ment, this program offers a simple way of balancing check- books, tracking bank transactions, and recording and analyzing budgeted transactions. This is version 2.0, an update to version 0.9 on disk 425. Some of the new features include: Sort, Move, Duplicate, Program Prefs, Reoccurring Transaction Groups, Statistics, and Search & Replace. AmigaDOS 1.3 or Release 2 required. Binary only. Author: Jeffrey R. Almasol FF515, FF425

CheckIFF Program to check the structure of IFF files and report any problems. Binary only. Author: Unknown FF81

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 FF46

CheckPrt A small program for checking the presence of a parallel printer from within a script file. Binary only. Author: Tom Kroener FF479

CheckPrt A small program for checking the presence of a parallel printer from within a script file. Update of version on disk 479. Now also includes two small tools to test the state of some lines of the printer port, to make it easier to find the source of printer problems. Binary only. Author: Tom Kroener FF521

Cheetah a picture of a cheetah. AM15

CheetSheet A compilation of cheats, hints, backdoors, helpful bugs, passwords, codes, solves, and walkthroughs for over 150 Amiga games. January 1st, 1991 edition. Author: Mark Shnayer FF431

Chemesthetics Chemesthetics is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. Chemesthetics has an Intuition user interface, can save pictures as IFF files, and has many example files. This is version 2.06, an update to version 2.00 on disk 427. Includes source in C. Author: Joerg Fenin / Metalworx FF536, FF427

ChemniMaTe A program to make animations of chemical reactions with the purpose of recording it on a video tape. It is a programming language, containing expressions, nested loops, etc. It can handle molecules with in total up to 64 atoms, and lines between atoms. Works correctly under PAL. Version 0.8, examples and source (in DICE C) included. Author: Klaas van Gend FF542

Chess A port of a chess game posted to Usenet. This is an update to the version first included on disk 96. It has been upgraded to use an Amiga Intuition interface. Version 2.0, binary only. Author: John Stanback; ported to Amiga by Bob Leivian Version 2.0 upgrades by Alfred Kaufmann FF205, FF96

ChessTutor Chess tutor is a program designed to introduce novice chess players to the basics of the game. Shareware, written in AmigaBASIC. Author: William Jordan FF269

Child Toddler digitized forever in Amiga history, an IFF picture. AM7

ChinaChallenge A game similar to Shanghai or Mahjong. The goal is to remove all parts of the pile, the so called Dragon, step by step. This dragon is composed of 120 different game pieces. You can always find four pieces displaying the same picture or chinese symbols. This is version II, an update to the version on disk 312. Changes include some bug fixes, unlimited undo, saving and loading of games, background music, title screen, etc. Binary only. Author: Dirk Hoffmann FF444, FF312

CHIP8 CHIP8 is a programming language popularised by the RCA COSMAC VIP, DREAM 6800, and ETI-660 hobby computers. It is one step up from machine code (actual hex codes), yet allows the creation of some very simple, very small games. Version 1.1, includes assembly source and some demo games. Author: Paul Hayter FF537

ChkFrag A program that reports on the extent of file fragmentation in any specified directory tree. Binary only. Author: Timeus FF519

Chop A program which uses a hotkey to chop a displayed screen down to a temporary maximum of 4 planes in lo-res or 2 planes in hi-res, allowing the processor full speed access to chip memory. Only the displayed screen is affected, the program painting the screen continues to work with the full color palette. Unchoping the screen puts everything back to normal. Version 1.0, binary only. Author: Nico Francois FF302

Chop Truncate (chop) files down to size, C program in C source code and executable. AM3

Chord Todor Fay's SoundScape module source code from his AC articles. The Lattice and Manx C source code is here, along with the executable modules. AM26

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. By Karl Lehenbauer, based on the original version by Paul Higginbottom FF178

cinclude Text file cross-reference to C include files. AM12

circle One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

Circles A circles pattern generator, reminiscent of one of the early Amiga demos. Version 1.1, includes source in C. Author: Joel Swank FF304

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, with source. By Thad Floryan FF101

CITAS Convert ILBM To Assembler Source. CITAS allows one to easily put graphics into his/her own programs. CITAS takes a standard IFF ILBM image file and converts it into either assembler or 'C' source code. Designed for blitter image control, all of the necessary labels are generated, along with color map information, mask generation, and other options. This is version 2.0, shareware, binary only. Author: Max Bithead FF475

claves Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF87

Claz2 Update of prog to convert IFF images to PostScript files for printing on laser printers. AM26

Clean A small program written in assembly code, to be used in conjunction with a cleaning disk, to clean your floppy drive heads. Version 1.0, includes source. Author: Dan Burris FF297

clean Executable program, spins the disk for disk cleaners. Documentation included. AM12

Cleanup Removes strange characters from text files. C program. AM3

Clear Fills unused areas of memory with a specific byte pattern. FF105

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 FF81, FF74

CLI-Colors A simple little program to change the colors of the border around a CLI window. Includes source in assembly code. Author: Michael Sinz FF248

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 FF162

CLICard Text file of a reference card for AmigaDOS CLI. AM1

ClickDOS A 'directory utility' type program which is reasonably small, uses a single window on the Workbench screen (which can also be iconified), does not rely on other programs for most of its functions, and is very memory efficient. This is version 1.10, binary only. Author: Gary Scott Yates FF276

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 FF86

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. By Davide Cervone FF94

CLIClock sClock, wClock are window border clocks. Source code, executable program, and documentation. AM14

CLICommands Text guide to using the CLI. AM1

CLIcon Allows you to run cli programs from the workbench, similar in operation to IconExec, but more versatile. Author: Bryan Ford FF167

CLIExe An XIcon style program which uses parm.library. It allows you to execute a script starting from WB and is completely CLI compatible, because it is a CLI. Can use a real script file or take commands in its own TOOLTYPES. Includes source in C. Version 1.0. Author: Sylvain Rougier FF540

CLImax A command like NewCLI or NewShell except that it creates a borderless CLI or Shell window on a custom screen. Now you can use the whole display just like a non-windowing computer. Requires ConMan 1.3 or newer. Release three, vastly improved over the first release on disk 224. Includes source. Author: Paul Kienitz. FF429, FF224

ClipBoard Clipboard device interface routines to provide a standard interface, such as Open, Close, Post, Read, Write, etc. Author: Andy Finkel FF56

CLIPrint An example of printing to the CLI from assembly code. Includes source (of course). by: Jeff Glatt FF237

clist.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

CLIwindow CLIwindow allows you to manipulate the dimensions of a CLI window. It can be moved, enlarged, or shrunk. This is version 1.00. Includes source in assembly. Author: Roger Fischlin FF437

Cload An AmigaBASIC Program to convert Compuserve hex files to binary. Source code and documentation included. AM8

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 FF59

Clock Two programs to put clocks on the WB screen. The executables are small (2Kb) and take little processor time (1.5%) to run. Version 1.4. Both programs require ARP. Source in C is included. Author: Stuart Mitchell FF416

Clock Updated version of the clock program released on FF15. Adds seconds display, free memory display, and faster updates Author: Mike Meyer FF36, FF15

Clock V1.00 Simple clock, configurable with config. FF168 & 169

ClockDJ A utility which combines a clock, mouse accelerator, screen blanker, window manipulator, function keys, and macros into a single program, written in assembly language for maximum efficiency. Includes an ARexx port. Version 5.02, an update to version 4.07 on disk 293. Binary only. Author: David Jenkins FF529, FF293

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 FF167

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 FF65

Cloud A program that generates and displays fractal surfaces that look remarkably like clouds. Based on ideas from the book 'Fractals' by Jens Feder. Binary only. Author: Mike Hall FF216

CLS Clear Screen Command made for the purposes of being SMALL, and thus not wasteful of memory when made memory resident, it consists of 96 bytes of memory on disk! Includes source in assembly. Author: Bill Nelson FF237

cls A screen clear and CLI arguments example in Assembly. Executable and source code. AM11

Clue Clue board game. Nice. Author: Greg Pryor FF45, AM8

CM A celestial mechanics simulator with an Intuition interface. You construct a layout of celestial bodies and specify various parameters for the bodies and the simulation. CM then animates the bodies according to the laws of gravitational attraction. Setups may be saved to disk to later reinact interesting scenarios. Version 1.0, includes source. Author: W. John Guineau FF280

CManual Parts 1 and 2 of a complete C manual for the Amiga which describes how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, Hints and Tips, etc. The manual also explains how to use your C Compiler and gives you important information about how the Amiga works and how your programs should be designed. The manual consists of 15 chapters together with more than 100 fully executable examples with source code. When unpacked, the manual and examples nearly fill up four standard Amiga floppies. This is version 2.0, an update to version 1.0 on disk 337. Because of its size, it is distributed on two library disks, parts 1 and 2 on disk 456 and parts 3 and 4 on disk 457. Author: Anders Bjerin FF456, FF337

CManual Parts 3 and 4 of a complete C manual for the Amiga which describes how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, Hints and Tips, etc. The manual also explains how to use your C Compiler and gives you important information about how the Amiga works and how your programs should be designed. The manual consists of 15 chapters together with more than 100 fully executable examples with source code. When unpacked, the manual and examples nearly fill up four standard Amiga floppies. This is version 2.0, an update to version 1.0 on disk 337. Because of its size, it is distributed on two library disks, parts 1 and 2 on disk 456 and parts 3 and 4 on disk 457. Author: Anders Bjerin FF457, FF337

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 FF95, FF86, FF79

CMP V1.00 Utility to compare two files FF168 & 169

CNewsBin This is part 1 of a C News distribution for the Amiga. This part includes all the binary and text files necessary to set up and run C News. Part 2 is available on disk 473 and contains the source. C News uses UUCP, such as Matt Dillons implementation (see disks 479 and 480) or that included with this software's previous version (disk 319). This package has been reworked and now includes a newsreader, AmigaRN (Sharware). All major (and a few minor) features of Unix C News are implemented. The Author refers to this as release 15-Dec-90, an update to the orginal version on disks 318 and 319. Author: Various, Amiga port by Frank Edwards FF472, FF318&FF319

CNewsSrc This is part 2 of a C News distribution for the Amiga. This part includes all the source for C News. Part 1 is available on disk 472 and includes all the binary and text files necessary to set up and run C News on the Amiga. CNews uses UUCP, such as Matt Dillons implementation (see disks 479 and 480) or that included with this sofware's previous version (disk 319). This package has been reworked and now includes a newsreader, AmigaRN (Sharware). All major (and a few minor) features of Unix C News are implemented. The Author refers to this as release 15-Dec-90, an update to the orginal version on disks 318 and 319. Author: Various, Amiga port by Frank Edwards FF473, FF319

cnvapldhm Executable program that converts Apple][low, medium and high res pictures to IFF. With documenation AM12

CodeDemo Modula-2 program converts assembler object files to inline CODE statements and a screen scrolling example AM24

ColorArt Art drawing program in AmigaBASIC. AM8

ColorCatch A utility that lets you grab colors from a screen and save them as an executable file. This is version 2.0, an update to version 1.0 on disk 396. Includes source in assembler. Author: Preben Nielsen FF543, FF396

colorcircles One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

colorful Shows off use of hold-and-modify mode. Posted to usenet by Robert Pariseau. FF1

ColorReq A color palette library callable from any program. Used to adjust the colors of any screen. Automatically adjusts to screen size, number of colors. Has many features including SPREAD, COPY, UNDO, RGB, HSV, as well as customizable gadgets. Binary only. Author: Jeff Glatt and Jim Fiore FF257

ColorReq Describes the update to the color.library and has an example program, with source, that demonstrates its use. Author: Dissidents Software FF348

ColorSamples A few executable color samples made by ColorCatch from disk 396. Contains the 'old' colors from kickstart 1.3 and the 'new' colors from kickstart 2.0. Very useful because some programs/icons look awful when displayed in colors other than the ones they were created for. Author: Preben Nielsen FF483

ColorTools Three tools that manipulate the colors of your screen. Binary only. Author: Dieter Bruns FF323

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 FF126

Colourscope: A shareware program that shows different graphic designs. Author: Russell Wallace AC5

ColumnSet A text filter program that takes as input a file with one word per line and produces a file with these words laid out in the same order in even columns, as many as will fit across the output screen or page with at least one space between columns. Includes source in Modula-2. Author: Kent Paul Dolan FF270

Comal Demo of AmigaCOMAL (missing only SAVE), an incremental p-code compiler from Denmark. COMAL is a language with the design goal of combining the modern structured approach of Pascal with the ease of use and interactivity of BASIC. There are versions of COMAL for IBM, VAX, CP/M, C-64, Amiga and various European operating systems. Includes a complete turtle graphics package. Perfect for education yet powerful enough for applications programming. V2.0, binary only. By Svend Daugaard Pedersen Freddy Dan Dalgas Kristiansen FF296

COMAL.h Make C look like COMAL header file. In C source code, and documentation. AM19

Comm Source release for comm version 1.34. Last release on FF71 was binary only. FF75, FF71, FF67, FF48, AM17

Commands Shorter guide, in text, to AmigaDOS CLI commands. AM1

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 FF87

Commodore IFF This is a copy of the official November 1988 Commodore IFF disk. All the files in the 'documents' directory are in zoo file 'documents.zoo' FF185

Compactor, Decoder Steve Michel AmigaBASIC tools. In C source code and documentation. AM20

CompDisk A disk compression/disk compression package which was written to be fast and easy to use. Includes an Arp and an Intuition interface. Includes source in 'C'. Author: Olaf Barthel FF353

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. By Matthew Brandt FF53

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. By Thomas Spencer, with improvements by others FF51, FF6

ComputerBlocks An IFF image of multicolored computer composed shapes as blocks. AM7

CONFIG V1.00 Used to configure friendly programs like DME for the initial window placement (configures the executable) FF168 & 169

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. This is version 1.3e, an update to version 1.3 on disk 165. Changes include updates for WorkBench 2.0 console refresh and cut/paste, and improvements to window resizing. Binary only. Author: William Hawes FF426, FF165, FF133, FF100, FF90, FF81, FF69

Connex A "connect-4" type game. This is version 4.0, an update to version 3.8 on disk 493. Shareware, binary only. Author: Adrian Millett FF511, FF493

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. By Carolyn Scheppner FF56

Conquest Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game, so

be prepared to defend yourself and take what is yours! Version 1.6, an update to version 1.5 on disk 523. Includes enhanced galaxy map, instant replay option, timed turns, symmetrical universe, and more. Binary only, shareware. Author: Michael Bryant FF533, FF523, FF459, FF432

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 FF24, FF10

cons Console device demo program with supporting macro routines. Author: Rob Peck FF5

Console Console is a new set of routines to get around some of the problems with the standard system routines, and includes some simple graphics routines. With source. By Jim Cooper FF69

console.bmap one of the necessary links between AmigaBASIC and the system libraries.diskfont.bmap AM8

consoleIO.c Console I/O example. C program. AM4

consoleIO.txt Copy of the RKM console I/O chapter. C program. AM4

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 FF35

Contact Demo version of a 'pop-up' program for managing personal contacts. Allows you to keep a name and address list along with phone numbers and comments. Can print mailing labels with a couple of mouse clicks (supports PostScript printers). Names and address can be 'clipped' into other programs such as word processors, and Contact can even dial your modem for you. Version 1.0, binary only. Author: Craig Fisher, CMF Software FF384

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 FF74

Conundrum: An AmigaBASIC program that is a puzzle-like game, similar to the game Simon. Author: Dave Senger. AC8

Convergence: Part five of the Fractal series. Author: Paul Castonguay AC10

Convert Converts 39 different image formats into CBM standard 24 bit IFF files for display on devices such as Black Belt Systems HAM-E product. Version 1.6, binary only. Author: Pete Patterson and Ben Williams FF451

Convert Converts an object file to a C source which can be inserted with '#include' in your own programs. Version 1.0, includes source. Author: Frank Enderle FF533

ConvertDoodle Converts Commodore 64 Doodle files into Amiga format. AM11

ConvertKoala Converts Commodore 64 Koala files into Amiga format. AM11

ConvertPrintShop Converts Commodore 64 PrintShop files into Amiga format. AM11

ConvMacF Converts MacIntosh type 1 Adobe fonts to a format usable on the Amiga. Reads a compressed MacIntosh format Adobe font file and unpacks it to an ASCII text file, which permits sending the font to a printer as a PostScript program. Includes source. Author: Unknown, Amiga port by Joe Pearce FF455

Cookie Fortune cookie program. Includes source. Author: Richard Stevens FF65

CopDis A copper list disassembler that can be run from the CLI or linked with and run directly from an application program. This is version 0.0a and includes source. By Karl Lehenbauer FF261

Copper A copper list disassembler. Dumps the contents of a hardware copper instruction list. By Scott Evernden Inst FF43

CopperBars A simple but pretty demo of some rolling copper bars. Author: Jonathan Potter FF412

CopperMaster This program allows you to easily create your own custom copper lists for the Workbench screen. Author: Jonathan Potter FF412

Copy A replacement for the AmigaDOS copy program that is upwardly compatible, plus includes some new features like date preservation. V1.0, includes source. By Jeff Lydiatt FF75, FF13

Cos A 'Wheel Of Fortune' style game in AmigaBASIC. Author: Steve Michel FF51

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 FF178

Cosmo An 'asteriods' clone. Suggested $6 donation. Author: John Harris FF40

Cosmoroids A version of 'asteroids' for the Amiga. AM15

Coyote Another cute animation from Eric Schwartz. This one is Coyote 2: The Road Test, Eric's tribute to Chuck Jones. Has the typical Roadrunner and Coyote mayhem. Author: Eric Schwartz FF417

Coyote Gene's entry to the 1988 Badge Killer Demo contest. A very cute (and large) animation. Requires about 1900 blocks of disk space, so it is in 'arc format'. By Gene Brawn FF207

cp A UNIX-like copy command. Executable program. AM11

CPalette A palette adjusting program that can be brought up on just about any screen, including HAM and EHB. Version 1.1, includes source in assembly. Author: Craig Lever FF498

CPlot Graphs linear functions in two dimensions, similiar to a Mandelbrot plot. You start with a linear function like 10sin(x**2+y**2) and CPlot treats each point on the screen as an X-Y coordinate, color-scaling it according to its magnitude for a preset range of inputs. Includes some very nice sample creations. Version 1.0, binary only. Author: Terry Gintz FF392

CPM A program to compute mandelbrots via the Continous Potential Method, as described in the book The Science of Fractal Images by H. O. Pietgen and D. Saupe. It is used to make 3-dimensional pictures of the mandelbrot set. This is a batch mode type program so several images can be generated, one after the other, without any human interaction. Includes source. Author: Lars Clausen FF303

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 FF165

Cpp 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. A

modified version of the UNIX like cc frontend, for Manx C, that knows about the cpp is included. It has had some ANSI features added. Includes source. cpp by Martin Minow, cc by Fred Fish; Olaf Seibert FF338, FF28

cpri cpri shows and adjusts priority of CLI processes in C source code and executable. AM11

CPU Two programs, one in C and one in assembler, which check for CPU type. This version can detect 68000, 68010, 68020, and 68881 processors. Includes source. Author: Ethan Dicks, based on WhatCPU by Dave Haynie FF329

CpuBlit CpuBlit replaces the system BltBitMap routine with a version that uses your 68020/68030 when it is worthwhile to do so. This results in text scrolling twice as fast as usual, and in addition, the color flicker effect normally present when scrolling multicolor text is removed. Version 1.0, includes source. Author: Eddy Carroll FF528

CPUStandoff This cute 'computer wars' animation is Bob's entry to the 1989 BADGE Killer Demo Contest. Lots of visual jokes in this one. Binary only. Author: Bob Janousek FF271

CR2LF Converts carriage returns to line feeds in Amiga files, C program. AM3

CrazyEight Card game based on the children's traditional favorite. AM3

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 FF133

CrcLists Complete CRC check files for disks 401-520 using the brik program. These were made directly from my master disks. Along with the crc lists from disk 401, these lists will allow you to check all of the disks in the library to make sure they are correct and complete. Author: Fred Fish FF525, FF474, FF401, FF293, FF233, FF173, FF146, FF133

creaport.c Create and delete ports. C program. AM4

creastdi.c Create standard I/O requests. C program. AM4

creatask.c Creating task examples. C program. AM4

Creative And Time-Saving Techniques: Enhancing and fine-tuning images through definition. Part of the Fractal series. Author: Paul Castonguay. AC13

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 FF166, FF103

Cribbage Another game in ABasiC by the author of Monopoly. Author: David Addison FF28

crlf adds or removes carriage returns from files. In C source code and executable. Documentation included. AM14

CRobots A game based on computer programming. Unlike arcade type games which require human input controlling some object, all strategy in CRobots is condensed into a C language program that you design and write, to control a robot whose mission is to seek out, track, and destroy other robots, each running different programs. All robots are equally equipped, and up to four may compete at once. This is version 2.3w. Binary only, source available from author. Author: Tom Poindexter, Amiga by David Wright FF345, FF331, FF311

Cross A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is version 4.1, an update to version 3.3 on disk 464. Major new features are several new printer drivers including "generic" and "LaTeX", and many minor improvements. Includes source in M2Amiga Modula-2. Author: Jurgen Weinelt FF537, FF464

CrossDOS A 'tryware' version of a mountable MS-DOS file system for the Amiga. This is a software product that allows you to read and write MS-DOS/PC-DOS and Atari ST formatted disks (Version 2.0 or higher) directly from AmigaDOS. This tryware version is a 'readonly' version, which does not allow any writes to the disk. A fully functional version is available for a very reasonable price from CONSULTRON. This is version 4.00b, an update to version 3.05b on disk 252. Binary only. Author: CONSULTRON, Leonard Poma FF382, FF252, FF240

Crunch Removes comments and white space from C files, in source code and as an executable, a C program. AM8

Crunchy Frog II: Adding windows and other odds and ends. Author: Jim Fiore AC10

Cryptor A program that encrypts and decrypts data (files). It uses a mathematical algorithm with password key protection. Has both English and German versions and documentation. This is version 1.0, binary only. Author: Thomas Schossow FF480

Csh Replacement for the Amiga shell, similar to UN*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, $( ), statement blocks, high speed, plus much more. This is version 5.15, an update to version 4.02 on disk 458. Includes source. Author: U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon FF512, FF458, FF331, FF309, FF223, FF199, FF145, FF107, FF85, FF55, FF48, FF41, FF36

CSquared Implementation of Circle Squared algorithm from Sept '86 Scientific American 'Computer Recreations' column. Produces wildly colorful but mathematically precise patterns. By Bill DuPree FF38

Ct An Amiga program to display images from a CT scanner, along with several new interesting sample images of scans of real people. 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. This is version 2.2, an update to the version on disk 137. Binary only. Additional image disks available from author. Author: Jonathan Harman FF235, FF137

CTags Create a tags file from the specified C, Pascal, Fortran, YACC, lex, or lisp sources. A tags file can be used by a cooperating editor to quickly locate specified objects in a program's source code. Berkeley V4.7, with source. By Ken Arnold, Jim Kleckner, and Bill Joy Ported to Amiga by G. R. (Fred) Walter FF197

CType Another text file reader, but this one is small, reasonably fast, and includes bi-directional scrolling, search, go to a given percentage, and printing capabilities. Version 1.0, includes source in assembly. Author: Bill Nelson. FF237

cubes1 One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

Cucug This animation of the Champaign-Urbana Commodore Users Group logo was submitted to the 1988 Badge Killer Demo Contest by Ed Serbe. FF213

Curses A link library containing many of the terminal independant standard 'curses' functions. Designed primarily for those interested in porting UNIX screen based programs to the Amiga. Version 1.22, an update to version 1.10 on disk 391. Includes source and examples. Author: Simon John Raybould FF439, FF391

Cursor A 3-pass BASIC Compiler for BASIC programs written in AmigaBASIC, does not yet support all of the BASIC commands but is able to compile itself. This is version 1.0, includes source. Author: Jurgen Forster FF347

CustReq A glorified ASK command for your startup-sequence. It generates a requester with the specified text, positive and negative gadgets (either of which can be the default), and an optional timeout value. This is version 4, an update to the version on disk 242, binary only. Author: Jonathan Potter

FF412, FF242

CutAndPaste Public domain implementations of the UNIX cut and paste commands. Includes source Author: John Weald FF97

cutpaste One of the many basic programs from FF13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

CWDemo Demo version of a pop-up utility to control the color register assignments of Intuition custom screens. V3.2, an update to FF238. Binary only. Author: Kimbersoft FF283, FF238

CWToy A program like Say or SpeechToy that allows your Amiga to communicate in International Morse Code. A lot of nice features for code practice or with a simple hardware interface even useful as a keyboard program for your transmitter. Version 1.0, includes source in C. Author: Rob Frohne FF517

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 FF78, AM22

CyclicSpace A Griffeathian cyclic space generator program. Implements a cellular automaton as described in the August 89 issue of Scientific American. V 1.42, includes source in assembly code. Author: A. J. Brouwer FF255

Cycloids An updated version of the hypocycloids (electronic spirograph) program first released on FF27. By Terry Gintz FF49

CygCC: An ARexx programming tutorial. Author: Duncan Thomson. AC11

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/overstike 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 FF95

Cyrillic Cyrillic (Russian) 12-point font. Author: Elaine and Timm Martin FF427

CyroUtils Four handy animation utilities from Cryogenic Software. Includes an animation creation tool that allows you to combine selected pictures into a standard animation, an animation information tool that is used to extract certain information from a given animation, an animation combining tool that allows you to join two animations into a larger one, and an animation splitting tool that allows you to split one animation into two smaller ones. Binary only. Author: Cyrogenic Software FF428

CZEd A complete midi package for use with all Casio CZ synthesizers. Contains a full fledged sound editor, a split simulator for CZ-101/1000/230S, a bank loader and a memory dump for CZ-1. This former commercial package is now shareware. Binary only. Author: Oliver Wagner FF323

D2D-Demo Demo version of Disk-2-Disk from Central Coast Software (submitted by George Chamberlin). Binary only. Author: Central Coast Software FF82

D110EdDemo Demo version of an editor for Roland D-110. Bulk dump is available. Edited parameters are not submitted to Roland D-110. Author: Dieter Bruns FF515

dadc A digital computer impersonating an analog clock impersonating a digital clock. Author: Perry S. Kivolowitz FF6

Daisy Example of using the translator and narrator devices to make the Amiga talk. It is written in C. AM24

Dan Kary's C structure index program. In C source code and executable. Documentation included. AM14

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 FF126

Dark A small graphics and animation demo. Includes source. Author: Phil Robertson FF162

dart One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

DAsm A multipass, symbolic, macro assembler for multiple target machines, including 6502, 68705, 6803, and 6811. Supports conditional assembly, addressing mode overrides, arbitrary number of named segments, pseudo-ops for repeat loops, data generation, etc. Version 2.12, includes source. Author: Matt Dillon FF287, FF169, FF167

DataEasy An easy-to-use data base program which includes a phone dialer, speech output, a simple screen editor for making and modifying the database definitions, a screen print function, form letter printing, sorting, searching, and two small sample databases. Version 1.3, an update to version 1.1 on disk 417. Binary only, source available from author. Author: J. Dale Holt FF526, FF417

DataPlot A program that plots data and algebraic functions in 2D. The user simply clicks on an option screen to select various options, such as type of marker, log or linear axis, auto vs manual scaling, grid lines. The macro language makes similar, repetitive plots easy to do. Data points can be transformed by an algebraic function prior to plotting. A macro can be automatically executed upon start-up. Plots in any resolution from 320x200 to 640x400. Plots can be saved as macro commands and IFF ILBM files. Prints directly to Epson compatible printers, or to any Preferences supported grapics printer via the PLT: device. This is version 2.1, a significant upgrade to version 1.0 on disk 121. Shareware, binary only. Author: Dale Holt FF532, FF121

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 FF172

date One of the basic progs. on FF13 Grab Bag. It is not certain which of the two early basics this program used. FF13

DateRequester A module that provides Intuition based support for soliciting a date value from the user. It supports both point-and-click selection of date values and direct entry of the individual components. It also includes a standalone ARexx driven date requester program which can be called from ARexx macro files. Includes source. Author: Mark Rinfret FF276

Day2Day A small program which can calculate the number of days between two dates. Very useful, if for example, you want to know how many days you have been alive. This is version 1.0. Includes source in assembler. Author: Preben Nielsen FF543

Dazzle A Graphics demonstration which produces patterns based on mouse movements. Executable program. AM9, FF15

Dbuf.gels Sample program that demonstrates the animation routines for Bobs and VSprites. Uses double buffering to smooth the display motion Author: David Lucas FF33

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 102, and now includes a machine independent stack use accounting mechanism. Includes source. Author: Fred Fish; profiling support by Binayak Banerjee FF232, FF102, FF41, FF2

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. AM26

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 FF150

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 FF98

DClock A Dumb Clock utility that displays the date and time in the Workbench screen title bar. Includes an ARexx interface. This is version 1.29, an update to version 1.27 on disk 388. Includes source. Author: Olaf Barthel FF398, FF388, FF325, FF298

DCmd A utility that monitors a CLI's console IO and copies it to a user specified file. The console IO is unaffected by this monitoring. Version 1.00, includes source. Author: Matthew Dillon FF408

DeafLab A program which translates text into hand signs for the deaf. Can be used to directly communicate with a deaf person that has trouble reading text, or used as a teaching tool for learning handsigning. Version 1.7, shareware, binary only. Author: Gary Creighton FF494

Debug A symbolic debugger for the Amiga. Features include symbolic disassembly, simple expression parsing, multiple breakpoints, memory fill, memory dump, single step in trace mode, skip over subroutines, etc. V2.10, binary only. Author: Jim Thibodeau and Larry LaPlume FF251

DeciGEL An assembler program for stopping 68010 errors. In C source code and executable program. With documentation AM9

Decigel A software fix for programs that use instructions which are priviledged on the 68010/020/030. Update to the version on disk 18. Includes source in assembly. Author: Byrce Nesbitt FF454

DeckBrowser A freely redistributable player for unbound CanDo decks. Version 1.5, binary only. Author: INOVAtronics FF530

decvnt Opposite of CONVERT for cross developers. C program. AM1

DeepSky A database containing information on 10,368 non-stellar objects, 600 color contrasting easily resolved double stars, 70 stars for setting circles, and misc white dwarfs, red stars, binaries, etc. The database is distributed in zoo format, yeilding 1.2 Mb after extraction. V 5.0. By Saguaro Astronomy Club FF219

Defdisk CLI utility to re-assign a new Workbench disk. In C source code and executable. Documentation included. AM18

Degas.pic A Degas dancer IFF screen. AM6

Degas2.pic A Degas dancer.IFF screen. AM6

Degas3.pic A Degas dancer. AM6

Degas4.pic A Degas dancer. AM6

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 FF10

Deksid A disk and file hexadecimal editor. Useful for editing binary files. Version 1.10, shareware, binary only. Author: Christian Warren, Marc Dionne FF441

DeluxeBeep A little program that uses the exec SetFunction call to play a sound sample of your choice whenever a program calls the Intuition DisplayBeep routine. Includes source and instructions on how to install your own sounds. Author: Jan van den Baard FF435

DeluxeChanger Converts binary files to assembler, basic, or C source code data initialization statements. It is useful to add graphics or sound samples to programs as initialized data. Version 1.0, includes source in assembler. Author: Andreas Ropke FF439

DeluxeDraw The drawing program from AC v1.3 in AmigaBASIC. AM8

DEM A program to compute mandelbrots via the Distance Estimator Method, as described in the book The Science of Fractal Images by H. O. Pietgen and D. Saupe. It is used to make high resolution black-and-white images. This is a batch mode type program so several images can be generated, one after the other, without any human interaction. Includes source. Author: Lars Clausen FF303

Demo Multiwindow demo. ABasiC program. AM1

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 FF89

Demon This program implements the Demons cellular automaton as described in the August, 1989, issue of Scientific American. Using extremely simple rules it exhibits rather complex behaviour. Includes source. Author: Lars Clausen FF303

DevKit A collection of C and ARexx language programs to facilitate the software development process. With DevKit, you can launch your compiler from within your editor, have the cursor positioned on your errors, look up the autodoc page for any Amiga function at a single keystroke, find a system structure within the include files, or find any function in the code you are writing. Version 1.2, includes source. Author: Peter Cherna FF297

DevPatch A program that installs a patch for OpenWindow to check the NewWindow structure. If the title matches a specific string, the height will be forced to 45 pixels. This helps to reduce chip memory usage for programs that open overly large windows and then seldom use them. Includes source. Author: Jorrit Tyberghein, Nico Francois, P. Marivoet FF332

DevRen A DEVice REName, originally designed to allow the renaming of an external drive on an A2000 (always recognized as DF2:) to be DF1: However, works with any mounted device such as RAD: RAM: RAW: CON: etc, as long as the original and renamed version have the same character length. Version 1.5, includes source. Author: Stefan Rosewig FF378

Devstat Assembly code example of locating and listing information about all mounted devices. Includes source. Author: Fabrice Lienhardt FF292

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 FF14

DezHexBin An intuition based programmers tool to convert integers between decimal, hexadecimal, and binary. Very small. Version 1.1, includes source in assembly code. Author: Michael Djavidan FF321

DFC Disk Format and Copy program. A nice, general purpose, disk formatter and copier. This is version 5, an update to the version on disk 131. Includes source. Author: Tom Rokicki and Sebastiano Vigna FF447

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. By Tomas Rokicki FF131

DFrags Disk Fragmentation reporting utility. Displays disk fragmentation for both floppy and hard disk devices. Does not attempt to change any data, just gives a report. Version 2.02, shareware, binary only. Author: Custom Services FF461

DFrame This utility helps you create animated bobs. It installs itself in DPaint II, after which you can draw each bob in DPaint II within its own frame

and check the animation by calling DFrame from within DPaint. V1.02, binary only. By Jan Buitenhuis FF221

Dg210 Data General D-210 Terminal emulator. Suggested $12 donation Author: Steve Lenz FF40

DGCS Deluxe Grocery Construction Set, simple Intuition-based prog for assembling and printing a grocery list. AM24

dhrystone Dhrystone benchmark program. Author: Reinhold Weicker (Ada version) Rick Richardson (C version) FF1

DICE Dillon's Integrated C Enviroment. A C frontend, pre- processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.21, an update to version 2.06.15 on disk 466. Includes bug fixes and experimental dynamic object module loading support. Shareware, binary only. Author: Matthew Dillon FF491, FF466, FF443, FF359

Dick2RAM 2 programs to move the Scribble! spelling dictionary to and from the RAM disk. AM26

DIEd A full-screen ANSI editor including an animation utility. Provides PAL and NTSC compatibility. Many useful features such as horizontal and vertical block cut/pasting operations, line/block/screen centering, save defaults and more. Version 2.4, binary only. Author: P-E Raue FF388

DietAid Diet planning aid to allow the user to compile lists of ingredients (recipes) and automatically compute calorie totals, etc. Update FF36. V3.1, binary only. by Terry Gintz FF179, FF36

Diff A simple version of diff. Update to version on FF75, includes source. Author: Erik Baalbergen FF87, FF75

Diff GNU diff and diff3 utilities, version 1.10. This version provides all the features of BSD's diff plus options to diff non-ASCII files, to ignore changes that just insert or delete blank lines, to specify the amount of context for context diffs, plus more. This version of GNU diff is part of the RCS package found on FF282. Includes source. By: Mike Haertel, David Hayes, Richard Stallman & Len Tower. Amiga port by Raymond Brand & Rick Schaeffer. FF281, FF231, FF138, FF107, AM11

DiffDir Compares the contents of two directories, generating a list of differences to the standard output. Detects files or directories present in one hierarchy but not the other, file attributes that are different (dates, flags, comments, etc), and differences in file size. Version 1.1, an update to FF188. Includes source. Author: Mark Rinfret FF281, FF188

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 FF51

Digitized Sound: Using the Audio.device to play digitized sounds in Modula-2. Author: Len A. White AC3

Diglib An Amiga device independent graphics library for fortran applications. This is an enhanced and debugged version of a public domain library, the development of which was sponsored by the US Government. This library is required for part of the Matlab package, also included on this disk. This is an update to the version on disk 267. Includes source in FORTRAN. Author: Hal Brand, Craig Wuest, James Locker, Mike Broida FF499, FF267

dimensions Programs to demonstrate three and four dimensional graphics. Not quite sure how else to describe them! Author: Anselm Hook FF14

Din A library that allows you to share image and text objects between programs. The din.library is ideal if you want to write an editor and a DTP program that can share text, or a drawing program and a DTP program that can share a brush. Requires AmigaDOS 2.0. This is version 1.0, some source included. Author: Jorrit Tyberghein FF414

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 asyncronous operations, etc. Includes source. Author: Matt Dillon FF73

DirectoryOpus A slightly disabled demonstration version of a powerful commercial directory utility. Very user friendly and configurable, with many features. Binary only. Author: Jonathan Potter FF412

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 FF130, FF89, FF108, AM26

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. Author: Chris Nicotra, enhancements by Johan Widen FF49, FF40, FF35, AM11

DirUtil2 Another variant of dirutil.Author: Chris Nicotra, enhancements by Ed Alford FF35

DirWork A fast, small, simple, efficent, shareware DirUtility that gets directories off floppies in about half the normal time. Configurable options and buttons, as well as all the usual features. This is Version 1.31, an update to version 1.30 on disk 508. Shareware. Binary only. Author: Chris Hames FF511, FF508, FF406

Dis An AmigaDOS shareable library which implements a symbolic single-instruction disassembler for the MC68000 family and a program which uses the library to disassemble/dump AmigaDOS object files, making full use of symbolic and relocation information. With source code in Draco. By Chris Gray FF240, FF160, FF128

Dis6502 A ported 6502 disassembler with support added for C64 binary files. Includes source. Author: Robert Bond, Amiga port by Udi Finkelstein FF170

Disassem A simple 68000 disassembler. Reads standard Amiga object files and disassembles the code sections. Data sections are dumped in hex. The actual disassember 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) FF27, AM3

DisDF Program to disable DF0-DF3 to stop that empty drive clicking by putting the trackdisk.device tasks in a removed state. Can be run from CLI, startup script or WB. Command line options select drives and also remove the File System tasks to reduce CPU load a little more. Version 1.0, includes source. Author: Patrick F. Misteli FF531

DisEditor This is a demo of the dissidents shareware text editor. Version 1.1, binary only. By Dissidents Software FF348

DiskCat catalogs disks, maintains, sorts, merges lists of disk files. AM15

diskfont.txt Warning of disk font loading bug. C program. AM4

DiskFree An small iconifiable intuition program that shows the amount of free space available on all mounted disk devices, both numerically and graphically. Version 1.0, shareware, binary only. Author: Dieter Kuntz FF324

DiskHandler A sample implementation of a file system that reads and writes 1.2 format diskettes. Includes source. Author: Software Distillery FF236

diskio.c Example of track read and write. C program. AM4

Diskless Compiler: Setting up a compiler environment that doesn't need floppies. Author: Chuck Raudonis AC3

DiskLib Two utilities for those people who like to split up PD disks into disks of different categories. Includes source. Author: Wilson Snyder FF154, AM19

DiskMan Another 'disk browser and/or dirutil' type program. Version 1.0, binary only. Author: Greg Cunningham FF82

DiskMapper Displays sector allocation of floppy disks. Author: Leo Schwab FF33

Diskperf A disk benchmark program which runs on both Unix and the Amiga. This is an update to FF48, with bug fixes and more reliable measurements of the faster read and write speeds available under the new Fast File System. By Rick Spanbauer, enhancements by Joanne Dow FF187, FF48

DiskPrint Prints disk labels (for 3.5" and 5.25" disks), primarily for FD library disks, with the ability to create, handle, load and save label library files so labels for most FD disks are available after a few mouseclicks. Features include different label sizes, library files, directory- read-in, direct disk contents read-in, label library functions and printing labels for a whole serie of disks in one turn. Works fine with every printer connected to the parallel port. This is version 3.1.2, an update to version 2.7.2 on disk 461. Shareware, binary only. Author: Jan Geissler FF546, FF461, FF441, FF433, FF411

DiskSalv A disk recovery program for all Amiga file system devices that use either the Amiga Standard File System or the Amiga Fast File System. Disksalv creates a new filesystem structure on another device, with as much data salvaged from the original device as possible. This is version 1.42, an update to the version released on disk 212. Binary only. Author: Dave Haynie FF251, FF212, FF177, FF164, FF20, AM8

DiskSpeed A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 3.1 with stress tests for CPU and DMA. Includes source in C. Author: Michael Sinz FF329, FF288, FF251

DiskTalk A cute little program, like muncho on disk 137, which plays digitized sound samples when you insert or remove a floppy disk. Samples are saved as IFF sound files. Version 1.0, binary only. Author: Nico Francois FF302

DiskWipe Latest from Software Distillery, removes files from directories or disk drives, much faster than "delete." AM25

DiskX Nicely done Sector-based disk editor. Binary only Author: Steve Tibbett FF158, FF71

DiskZap Program to 'edit' a disk, sector by sector. Version 1.1. Author: Paris Bingham Jr. FF50

Display Graphics display program to display HAM images from a ray tracing program. Includes some really spectacular pictures Author: Dave Wecker FF39

DispMod One of the series of ROBBS (Rexx Object Building Block System) modules by Larry Phillips. DispMod is a display module that only understands ARexx messages. It allows, under program control, the display of text and the acceptance of keyboard data. V0.11, With source. By Larry Phillips FF326

DisSecretary This program can be used to file information in a 'file cabinet' type environment. It is well suited for jobs such as maintaining a disk catalog, or user group membership, etc. Included is a data file of the library catalog, disks 1 to 310. Version 'Wanda', binary only. By Dissidents Software FF348

DissiDemos Demo of Midi Sample Wrench, which provides pro sample editing features for owners of musical samplers. Version 1.1, binary only. Author: Jeff Glatt FF307

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 FF73, AM15

DisTerm The dissidents telecommunication program. Has built in phone directory requester, autodial, various file transfer protocols, ascii send and capture, full/half duplex, split window, color requester, macro keys, selectable baud, CR/LF expansion, automatically configured per phone entry. Binary only. Author: Jeff Glatt FF462

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 FF69, FF66, AM18

DKBTrace A freely distributable raytrace program that takes a text description of a 3D scene and renders it to a 24-bit file which may be converted to HAM or viewed on an 24-bit card. The program features sophisticated textures, constructive solid geometry, and various graphics primitives such as quadrics (cones, cylinders, etc.), spheres, planes, triangles, smooth triangles, and quartics (donuts, etc.) Also included are many sample data files and many utilities for creating new data files and for post-processing the output files. Source and executables are included. Because of its size, the distribution has been split onto two disks. Disk 513 contains the raytracer and disk 514 contains the utilities. This is version 2.12, an update to version 2.0 on disk 397. Author: David Buck FF514, FF513, FF397

DM-Maps IFF maps to the Dungeon Master game. All 14 levels are included. Author: Unknown FF240

DMake Matt's version of the UNIX make utility. Features multiple dependancies, wildcard support, and more. This is version 1.0, an update to version 1.0 on disk 246, but now includes source. Author: Matt Dillion FF440, FF246, FF179

Dme Version 1.45 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 1.42 on disk number 441, includes source. Author: Matt Dillon FF530, FF441, FF284, FF168 & 169, FF153, FF134, FF113, FF93, FF87, FF74, FF59

DmeAsm A utility for those who use Matt Dillon's Dme editor and HighSoft's DevPac Assembler. DmeAsm is a CLI command file that takes your source code as a parameter and opens a window similar to the Assemble window inside Devpac (Genam2) and gives similar options. If no parameter is supplied then the window will still open and you can supply your own. Version 1.1, includes source in assembly Author: Nic Wilson & W Weber FF365

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 FF146

DMouse A versatile screen & mouse blanker, auto window activator, mouse accelerator, popcli, pop window to front, push window to back, etc, widget. This is DMouse version 1.25, an update to version 1.24 on disk 407. Includes source. Author: Matt Dillon FF421, FF407, FF258, FF238, FF168 & 169, FF160, FF145, FF105

DMS DISK-Masher is a utility that allows users to compress and archive entire floppy disks. Offers four different types of compression, extended virus checking of boot blocks, and data encryption. Requires at least 512K of memory. This is version 1.01, binary only. Author: SDS Software FF406

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. V2.10.13. Includes sources for both the Amiga and Unix versions. By Matt Dillon FF294, FF220, FF145

Do It By Remote: Build an Amiga-operated remote controller for your home. Author: Andre Theberge AC9

DocSplit A program to split the 1.3 autodoc files into individual subroutine files. One file is created for each subroutine, with the name created by appending .doc to the subroutine name. Version 1.0, includes source. Author: Joel Swank FF304

Doctor_A This animation of Amiguy on the basketball court is Marvin's entry to the 1989 BADGE Killer Demo Contest. The animation source (for SculptAnimate-4D) is available from the author. Author: Marvin Landis FF268

Dodge Short Modula-2 program moves the Workbench screen around after a period of time, prevents monitor burn-in. AM25

dogstar One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

DogsWorld This animation is Charles' entry to the 1988 Badge Killer Demo Contest. by: Charles Voner FF212

Dominos The standard game of dominos with 6-6 set. The computer will provide quite a challenge to any skilled player. Version 1.0, includes source in Basic. Author: Russell Mason FF501

DoRevision This program implements easy creation of source code revision headers (very similar to the log headers to be found at the top of the Amiga 'C' include files). Version 1.0, includes source. Author: Olaf Barthel FF325

DOSDev Example DOS device driver in Manx C. Version 1.10, includes source Author: Matt Dillon FF113

DosError A small CLI utility that will return a slightly more verbose description of a DOS error code than that returned by the System. Can save a trip to the manual for vague or unfamiliar error codes. Version 2.0, includes source in assembly. Author: Robert Lang FF366

DOSHelper Windowing program to print help information about various DOS command. Version 1.60. Suggested $10 donation. Author: John Youells FF40, AM14

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 FF129, FF103

DosManager You can copy, delete, move, view, show as pictures, play as samples, rename, ... , files with this program. It is also possible to program a personal command with Dos- Manager. This is version 1.0, shareware, binary only. Author: Jurgen Stohr FF533

DOSPlus1 First volume of CLI oriented tools for developers. Executables only Author: Bill Beogelein FF32

DOSPlus2 Second volume of CLI oriented tools for developers. Executables only Author: Bill Beogelein FF32

DOSWatch Monitor for calls to AmigaDOS via dos.library. Needs Kickstart 1.2 or 1.3. This is version 1.0. HiSoft Devpac Assembler V1.21 source included. Author: A.Voss Wrede FF501

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. by Dan Franki FF70

Dots-Perfect Printer driver for an Epson MX80 printer with the Dots-Perfect upgrade kit installed. Includes source. Author: Robbie Akins FF108

dotty Source to the 'dotty window' demo on the Workbench disk. Posted to usenet by Dale Luck. FF1, AM1, AM4

Double Playfield: Shows how to use dual playfields in AmigaBASIC. Author: Robert D'Asto AC2

Downhill A skiing arcade game. Ski skylar mountain, a dangerous, steep, downright scary mountain with bonus flags to pick up, rocks, bushes, and branches to jump over, all while avoiding obstacles such as trees. The longer you stay up the faster you ski and the more points you get. Binary only, joystick required, works only under AmigaDOS 1.3. Author: David Alves FF425

Dozer An IFF picture of a bulldozer. AM7

dpdecode decrypts Deluxe Paint, demo. AM14

DPFFT An enhanced version of DPlot. DPlot is a simple display program for experimental data, with the goals of supporting paging through lots of data and providing comfortable scaling and presentation. DPFFT includes the ability to plot a Fast Fourier Transform (FFT) of the data, customized amplitude and phase spectrum, prewhitening capability, and a Welch window for spectral smoothing. Update to version on disk number 324. Version 2.2, binary only. Author: A. A. Walma FF364, FF324

DPlot A simple display program for experimental data, with the goals of supporting paging through lots of data and providing comfortable scaling and presentation. V2.0 Binary only. By A. A. Walma FF290

DPS Demo version of a program to take any IFF file and save it as a totally self-contained executable file, without the need for any IFF-viewers. V1.0, binary only. By Foster Hall FF184

Dps A program designed to work with the PrintScript program, a commercial PostScript interpreter for the Amiga, to provide a page previewer. V 1.1 with source. by: Allen Norskog FF209

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 FF11, AM3, AM6

Dr Another alternative CLI directory lister command. This one features extreme optimization for speed, a variety of output formats, hiding of .info files by default, and AmigaDOS pattern matching. It is pure (residentable). It is intended to outperform all other directory listers. Includes the additional utilities ForEvery and Whichever. Release 1.2, includes source. Author: Paul Kienitz. FF429

Draco Update to Chris Gray's Draco distribution for the Amiga.Enhancements include support for floating point, register variables, more optimization, improved call/returnstandard, etc. V1.2 Requires documentation from FF77 to complete the distribution kit. Binary only. By Chris Gray FF201, FF76 & 77

dragon One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

DragonCave A nicely done Sokoban like game for the Amiga. Features include sound effects, two or three dimensional graphics, 100 levels (50 of which can be customized with the built- in editor), undo of up to 1000 preceding steps, transparent copying of data files to ram: for reduced load times, both English and German versions, and more. Version 1.00, binary only. Author: Hartmut Stein and Michael Berling FF395

draw One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

DrawMap Release 3.1 of a program for drawing representations of the Earth's surface. This release generates maps in any combi- nation of 16 colors with full user palette control, larger map files with national boundaries, faster generation of box and globe views, an improved online Help facility, provision for saving and printing displays, and general tightening of the source code. Accelerated version requiring a 68020 CPU and 68881 FPU also provided. Full source code included. Requires 1.2 megabytes of memory. Update to version 2.25d on disk 485. Author: Bryan Brown. FF545, FF441, FF284, FF168 & 169, FF153, FF134, FF113, FF93, FF87, FF74, FF59

Drawmap A program for drawing representations of the Earth's surface. This version includes a completely rewritten user interface and some new

functions. Version 2.25d, an update to version 2.0 on disk 315. Includes source. Authors: Bryan Brown & Ulrich Denker FF485,, FF315, FF229

DRES V1 Support (run time) library w/ lots of functions including a generic parser & IPC. FF168 & 169

Drip Drip is an arcade style game with 15 floors (levels). You must move along the pipes of each floor and rust them to advance to the next level. Every 3 floors completed will entitle you to a bonus round where extra drips can be won. An extra drip will also be awarded for every 10,000 points. Binary only. Author: Art Skiles FF347

Driver Demo device driver in source. Functions as a RAM disk for demonstration purposes. Author: Lee Erickson FF39

DriveWars DriveWars is a Shareware shoot'em up game that pits you, df0: or df1:, against a computer virus that is about to destroy all U.S. records of Iraq's positions during operation Desert Shield. In version 1.0, you must fly df0: through the computers and destroy all contaminated chips and disks. Author: Joe Angell FF400

DropCloth DropCloth lets you place a pattern, a 2 bitplane IFF image or a combination of a pattern and image, into the WorkBench backdrop. This is version 2.4. Shareware, binary only. Author: Eric Lavitsky FF201, FF128, FF59

DropShadow Dropshadow version 2, rev 0, for use with Bryce Nesbitt's Wavebench demo. Binary only. Author: Jim Mackraz FF112, F87, FF74, FF59, AM18

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, runable program. By Foster Hall FF167

DSound DSound is 8SVX sound sample player that plays samples directly off the hard drive. The sound sample is played as it is loaded, making it possible to play sound samples of any length even under limited memory conditions. Version 0.91a, includes source. Author: Dave Schreiber FF546

DT A "DiskTest" utility for floppy disks, la Norton Utilities. Version 1.12, includes source (SAS-C). Author: Maurizio Loreti FF539

DTC A utility providing a simple calendar which can hold and show appointments. It may be useful in managing your time. Its chief goals were to provide day, week and month at a glance for any date between 1/1/0001 and 12/31/9999, defaulting to the current date. It is menu driven and fairly easy to use. With source in Fortran. By Mitch Wyle, Amiga port by Glenn Everhart FF335

DTerm Small, flexible, terminal program with intelligent data mapping, intelligent keyboard mapping, dynamic menus, intelligent command language, asyncronous 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 FF73

DU A Workbench 2.0-aware DU program. Unlike other Amiga DU programs, it will skip over links to files and links to directories. Not only does this give a more accurate representation of how much space the contents of a particular directory are taking up, it also prevents infinite loops when a directory has a link to one of it's ancestors. Version 1.02, includes source. Author: Dave Schreiber FF496

Du Prints number of disc blocks used in selected files or directories. Modified to make output more readable, and handle ^C exit. Includes source. By: Joe Mueller, enhancements by Gary Duncan FF345

Dual Demo: How to use dual playfields to make your own arcade games. Written in C. Author: Thomas Eshelman. AC7

dualplay.c Dual playfield example. C program. AM4

DualPlayField An example of using a dual-playfield screen, using a method contrary to documentation in the Intuition Manual Author: Jim Mackraz FF41

DuM2 A 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 FF75

DumpDiff A small utility that prints the hexdumps of 2 files, with all differences between these two files highlighted. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert FF253

DumpHarpoon Program that dumps the .DAT data files for the game HARPOON. Author: Mark Kyprianou FF525

Durer Draws pictures in the style of Durer. ABasiC program. AM1

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 FF67

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 FF27

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 FF160

DX-Synth Voice filer program for Yamaha DX series synthesizers. Voices are transfered to and from the Amiga over MIDI. Update to 'VoiceFiler' released on FF38. Binary only. Author: Jack Deckard FF82

DX-VoiceSorter To be used with Jack Deckard's VoiceFiler program. (Disk 82). It allows for the sorting of a number of voicefiles stored uring that program into a new voicefile of voices created from various files. With source. By David Bouckley FF149

DynaCADD Part 1 of a two part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. Requires a system with 68020/68030 and a 68881/68882 math processor. This disk contains all the files necessary to recreate the DynaCADD demo disk number 1. The files for demo disk number 2 can be found on library disk number 435. This is version 1.84, binary only. Author: Ditek International FF434

DynaCADD Part 2 of a two part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. Requires a system with 68020/68030 and a 68881/68882 math processor. This disk contains all the files necessary to recreate the DynaCADD demo disk number 2. The files for demo disk number 1 can be found on library disk number 434. This is version 1.84, binary only. Author: Ditek International FF435

Dynamic Memory!: Flexible string gadget requester using dynamic memory allocation. Author: Randy Finch. AC8

dynamictriangle One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. It is not certain which of the two early basics this program used. FF13

DynaShow A program and example image using a dynamic HiRes technique to display up to 4096 colors in high res with overscan. Dynamic HiRes uses a different 16 color palette on each scan line. Version 1.1, binary only. Author: NewTek FF285

EAguys.pic The guys at Electronic Arts. AM6

EasyBackup A CLI-based hard-disk backup/restore utility. Features incremental backups by archive bit status, by datestamp, or command-line query. Incremental backups can be appended to an existing backup set. Includes source. Author: Oliver Enseling FF365

EasyExpress A compiler tool for the users of Charlie Gibbs' A68k assembler and The Software Distillery's BLink. EasyExpress does the same job better than your batch file and is much easier to change for current use. If you use many object files, EasyExpress can make your life much easier. You can do almost everything via mouse and just watch how easily the compilation of your program happens. Binary only. Author: Juha Lindfors FF547

EasyMouse Another threshhold-mouse-accelerating, screen-to-back, window to-front, mouse-blanking, screen-blanking, auto- window activating, low-memory-warning, auto-window sizing, configuration-saveable clock! Version 1.0, includes source. Author: Oliver Enseling FF365

Echo A small replacement for the AmigaDOS echo that will do some special functions, such as clear the screen, delete to bottom of screen, scroll the screen, place the cursor at a particular location, and set the text style and/or color. Includes source. Author: Garry Glendown FF217, FF36

Echo Echo is a replacement for the AmigaDOS or ARP echo command. This version provides easy color setting or positioning for all echo'ed strings. Completely compatible with the AmigaDOS and ARP echo commands, all your old batch files should work correctly. Version 1.08c, includes source. By: George Kerber (based on echo by Garry Glendown) FF311

Echo Todor Fay's SoundScape module source code from his AC articles. The Lattice and Manx C source code is here, along with the executable modules. AM26

echox UNIX-style filename expansion, partial S, C program in C source code and executable. Documentation included. AM1

Eco An ECHO replacement which allows many escape sequences for colors, text styles, cursor positioning, system variables, and much more. Has PURE bit set and can be made resident. Version 3.40, includes source. Author: Dario de Judicibus FF391

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 FF157

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 FF84

EdCommands Text guide to the ED editor. AM1

Edimap A keymap editor. Allows you to read in an existing keymap file, modify it to suit your needs, and save it as a ready-to-use keymap. V1.0, includes source. By Gilles Gamesh FF182

EdLib A library of additional functions for Manx. This is V1.1, an update to V1.0 from FF183. With source. By Edwin Hoogerbeets with C-functions from several different authors FF218

EFJ A fast action machine-code game (Escape From Jovi) featuring hi-res scrolling, large playfield, disk based high score list, stereo sound, multiple levels, a cheat mode, realistic inertia and gravitational effects, an animated sprite, and more. Use a joystick in port 2 to control the ship. This is version III, an update to the version on disk 148. Includes source in assembly code. Author: Oliver Wagner FF259, FF148

Egad A gadget editor from the Programmers Network. Very nicely done and very useful. Author: John Draper, Ray Larson, Brent Southard, and Dave Milligan FF46

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 FF58, A

EgyptianRun Cute little 'road race + hazards' type game. Version 1.1, binary only, shareware, source available from author. Author: Chris Hames FF120

EHB Checks to see if you have extra-half-bright graphics. In C source code, executable program and documentation. AM21

electric guitar Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Elements Very nice interactive display of the the Periodic Table of Elements. Includes general row and column information, plus a test mode where the program asks specific questions about the selected element or row/column. This is version 2.3, an update to version 2.0 on disk 368. Binary only, shareware. Author: Paul Thomas Miller FF384, FF368, FF297, FF253, FF175

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 FF75

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 . FF125

Elib Example of building a shared library using small model Manx C. Includes source. Author: Jim Mackraz FF87

EliteBBS An online message and file handling system. Features include a message base, private mail, file library, support for xmodem, ymodem, and zmodem, fully buffered serial I/O routines for top speed, time limits, and more. Version V.31, binary only. Author: Nick Smith FF444

Eliza One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13, AM18

Emacs An early version of the Amiga text editor, C program in C source code and executable. Documentation provided. AM2

EmacsKey Makes Emacs function key definitions by Greg Douglas. In C source code, and documentation. AM19

Empire 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 2.1w, an update to version 1.33w on FF329. Changes include a client-server system, a chat/CB mode, realtime private player to player messages, and other enhancements. Binary only. Author: Chris Gray, David Wright, Peter Langston FF357, FF329, FF118

Emporos You are living on the island of Emporos, where several countries exist. Your goal is to make one of these countries your own. There is only one way to do this, and you have to find it out. Binary only. Author: Roland Richter FF229

Enforcer Detects/protects against illegal memory hits. Compatible with all OS versions & machines (requires a Memory Management Unit or 68030 processor). The low 1K of memory and all areas that are not RAM are protected from CPU reads or writes. ROM is marked as read-only. Version 2.6f, binary only. Author: Bryce Nesbitt FF474

Enforcer Enforcer uses the MMU to build a shroud of protection over anything that is not legal memory. Any empty holes in the address space are marked as illegal. Reads of the system ROMs are allowed, but not writes. With the exception of longword reads of location 4, the lowest 1K of memory is completely protected. When an illegal access is detected, the power LED will flash and a detailed message will be sent out the serial port. Binary only. Author: Bryce Nesbitt FF454

Enigma An interactive animation object that can be viewed as a puzzle or a game object. The Enigma! Machine can be programed by the user to generate text. Part of the challenge is to discover how to program it to generate meaningful output. Version 1.00, binary only. Author: Martin C. Kees FF516

Enigmas Nifty graphic simulation of the World War II German Enigma-Machine, a message encoding/decoding device that produced extremely difficult to crack cryptographic code. Binary only. Author: Gaylan Wallis FF367

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. FF29

Entertainer Plays The Entertainer, a Scott Japlan song made famous by "The Sting". ABasiC program. AM1

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 FF78

Ephemer A program which calculates the positions of the sun, moon, and planets for any date and any place. Includes source in HiSoft BASIC. Author: Yvon Alemany FF482

Epson An improved Epson driver that eliminates streaking. AM9

Epson LQ-800 Printer driver for the Epson LQ-800. AM9

epsonset Executable program that sends Epson settings to PAR from menu. Documentation included. AM12

EraseDisk A small, fast program used to erase a disk by setting all bits on the disk to zero. Version 0.69, includes source in assembly. Author: Otto Bernhart FF544

Error Adds compile errors to a C file, C source code. AM3

Esperanto A keymap modification to usa1 which, in con-junction with the supplied slate.font, will allow one to type in Esperanto and Welsh, in any program that will use keymaps & fonts by: Glyn Gowing FF211

esuoM A little screen hack that causes the mouse pointer to move in the opposite direction of the mouse. Includes source. Author: Rob Eisenhuth FF229

Etale Another 'more' or 'less' type file reader, which differs from the others in that it supports superscripts and subscripts at very low memory cost, and supports a complete Greek alphabet. Includes source. Author: William Hammond FF254

EternalRome A historical strategy game, that in spite of its high complexity is fast and easy to play. Fully mouse controlled with a fine zoomable map of the Roman empire (overscan and interlaced options). The simulation delivers many historical insights because of its accuracy (may be used for educational purposes) and is a challenging and entertaining game for two or more players (also interesting for solitary studies). Version 1.0 (tryware). Binary only. Author: Sven Hartrumpf FF502

Etime Etime will display the elapsed time between events. This is useful in scripts to display the elapsed time between the beginning and ending. Many options including color and time displayed as hh:mm:ss or total seconds. Version 1.05c, includes source. Author: George Kerber FF311

Eval This package allows you to manipulate expressions. Currently its two main functions are evaluation and differentiation. It also does some basic simplifications (based on pattern matching) to make the result of a differentiation more presentable. Includes source. Author: David Gay FF192

Evo A human evolution toy/tutorial. Includes source. Author: Steve Bonner FF130

Evolution This program graphically simulates the evolution of a species of 'bugs', the insect kind. Bugs, represented by moving blobs, eat bacteria represented by single pixels. They mutate, compete for food, reproduce and pass their mutations to their offspring. Nice example of graphics and software simulation. Standalone image and source code. Author: Russel Yost FF239

EW Patch for Intuition OpenWindow( ) and CloseWindow( ), creating a Mac-style frame whenever a window is opened or closed. Very short, with source in assembler. By O. Wagner FF286

Examples Assembly and C code examples, including some old favorites (like speechtoy and yachtc3) downcoded to assembly language. Includes a replacement for the official audio device, an example of creating a subtask, a rewrite in assembly of R. J. Mical's file requester, an example of installing a custom input handler ahead of intuition, and more. Author: Jim Fiore & Jeff Glatt FF203

Exceptional Conduct: A quick response to user requests, achieved through efficient program logic. Author: Mark Cashman. AC10

Excption Exception is a set of error handling routines that provide a programmer with the ability to easily handle often difficult to implement routines. Routines such as no more memory, file not open, read/write error....etc. V0.6, includes source. By Gerald T Hewes FF179

exec.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

ExecDis A disassembler comment generator program for the 1.2 Kickstart ROM exec library image. Generates a commented disassembly of the exec library. V1.0, binary only. By Markus Wandel FF188

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 FF150

ExecRexx A program that turns an ARexx script into an executable which can be run from WorkBench or the CLI. Binary only. Author: Jeff Glatt FF463

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 FF117

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 FF73

extdisk Text, external disk specification. AM5

ExtFuncProc External Function Process. Allows execution of any library function from simple tasks even if these functions require a process environment. For experienced programmers only because there isn't any documentation written yet but only an example. ExtFuncProc is used by GMC. It runs under KS 2.0. Binary only. Author: Goetz Mueller FF387

EZAsm Combines parts of "C" with 68000 assembly language. The resulting code is optimized as much as possible. Now bundled with A68k and Blink for a complete programming environment. New "c.lib" functions and more. This is version 1.5, an update to version 1.31 on disk 431. Includes example source and executable files. Binary only. Author: Joe Siebenmann FF484, FF421, FF421

ezspeak One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

ezterm A basic sample program from Fred Fish's Grab Bag. It is not certain which of the two early basics this program used. FF13

FAClock Front Analog Clock. This clock program always stays at the very front of the display. Binary only. Author: Jonathan Potter FF412

FAM A File Access Manager for the Amiga that allows multiple ARexx programs to access a buffered version of a directory in a consistent and serialized manner. It buffers all the names, dates, sizes and so on, for quick access. Version 1.1 with source. By: Darren New FF325

Family_Sol A preliminary version of the Authors Family Solitair card game. A standard game of Solitair with options for multiple players, sound etc. Binary only. Author: Errol Wallingford FF473

FarPrint Debugging functions for programs which don't have any links to their environment. FarPrint consists of two major parts; a harbour process open to receive and distribute messages and requests, and a set of C functions to be linked into any program wishing to communicate with the FarPrint main process. This is version 1.5 and adds a shared library as well as linker libraries for both Lattice and Aztec C. Includes source. Author: Olaf Barthel FF325, FF281

Fast Fractals: A fast fractal program written in C with Assembly language subroutines. Author: Hugo M. H. Lyppens AC6

Fast Pics: Re-writing the pixel drawing routine in Assembly language for speed. Author: Scott Steinman AC6

FastBlit A small tool to speed up blitter operations by up to 60%. Version 1.0, binary only. Author: Ralf Thanner FF354

FastDisk A disk optimizer providing two ways of optimizing. Originally written by Thorsten Stolpmann. This is version II, now featuring an Intuition interface, ARP support, bug hunting, and Lattice C compatibility, done by Oliver Wagner. Includes source in C. Author: Thorsten Stolpmann and Oliver Wagner FF286

fasterfp Explains use of fast-floating point math C program. AM1

FastGro A fractal program, simulating Diffusion-Limited Aggregation (DLA) as described in the December 1988 Scientific American in the Computer Recreations column. This program is about an order of magnitude faster than the 'SLO GRO' program described in Scientific American. V 1.0, includes source. By Doug Houck FF188

FastLife A fast life program featuring an intuition interface, four screen sizes, 19 generations/second, and 153 patterns in text file format. Version 1.0, binary only. Author: Ron Charlton FF469

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. With source and test program. By Darren M. Greenwald FF170

fBlanker A utility for blanking the screen after a defined period of no action. Shows a multicolor Amiga checkmark. This is version 1.1, binary only, requires AmigaDOS 2.0. Author: Markus Stoll FF491

FBM An Amiga port of the Fuzzy PixMap image manipulation library. This package allows manipulation and conversion of a variety of color and B&W image formats. Supported formats include Sun rasterfiles, GIF, IFF, PCX, PBM bitmaps, 'face' files, and FBM files. Also has input converters for raw images, like DigiView files, and output converters for PostScript and Diablo graphics. Besides doing format conversion, some of the other image manipulation operations supported include rectangular extraction, density and contrast changes, rotation, quantization, halftone grayscaling, edge sharpening, and histograms. V 0.9, binary. By Michael Mauldin; Amiga port by Kenn Barry FF334

FCS Prerelease version of an iterated Fractal Construction Set program, used to generate iterated fractal images such as Sierpinski's triangle, ferns, etc. This is version 0.99, binary only. Author: Garth Thornton FF465

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 FF75

Fedup A random access, byte oriented file-editor that gives you the option of viewing and editing any file (binary or ASCII) using either ASCII or hexadecimal notation. Version 2.1, binary only. Author: Martin Lindemann FF230

Fenster A program which can operate on windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. This is version 2.2, an update to version 2.1 on FF305. Includes source in assembly. Author: Roger Fischlin FF362, FF305, FF298, FF245

ff A very fast text formatter, controlled exclusively by command line arguments. Author: Gary Perlman & hordes of students FF3

FFEX Another program for fractals. Lots of features. Uses an interesting algorithm for extra speed. Source includes modules for reading/writing ILBM pictures, and for using the ARP filerequester in modula. Version 4.0. Author: Robert Brandner FF549

FFP & IEEE: An Example of using FFP & IEEE math routines in Modula-2. Author: Steve Faiwiszewski AC1

FFT Highly optimized Fast Fourier Transform tools for digital signal processing. The FFT can be used to compute the frequency spectrum of a complex signal. It is useful in a variety of different applications. Floating point and integer versions. Mixture of high level and assembly language code. Includes source (requires JForth). Author: Jerry Kallaus FF239

FifoDev FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 2, an update to version on disk 432. Includes some source. Author: Matt Dillon FF448, FF432

FifoLib FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.1, an update to version 2 on disk 448. Includes some source. Author: Matt Dillon FF519

File A program that recognizes various types of files and prints what that type is. Recognizes font files, icon files, executable files, standard object files, compressed files, command scripts, C source, directories, iff files, LaTeX source, modula II source, arc files, shell commands and scripts, TeX source, dvi files, uuencoded files, yacc files, zoo archives, etc. Version 1.0, includes source. Author: Edwin Hoogerbeets FF231

FileBootBlock This simple little program reads blocks 0 and 1 of a bootable disk and saves them as a program file that can be run (heaven forbid) or disassembled by programs like DIS or DSM. Includes source in assembly code. by: John Veldthuis FF191

FileEncrypt Another intuition based file encryptor to enable you to scramble your highly secret, hard earned source code and prevent your co-workers from taking credit for it! Includes (unscrambled) source. Author: Lorenz Wiest FF379

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 FF86

FileIO A file requester library based upon an example by R.J. Mical. Has numerous features, including uses other than disk I/O. Version 1.C, update to version 1.9 on disk 393. Binary only. Author: Jeff Glatt, Jim Fiore, R.J. Mical FF463, FF393, FF348, FF307, FF257

FileIt A simple database program, written in DRACO. It is meant to be portable, thus it does not use any of Intuition's facilities. Version 1.0, includes source. Author: John Davis FF230

FileMaster A file editor like NewZap or FedUp, which allows you to manipulate bytes of a file. You may also change the file size or execute a patch. Version 1.20, update to version on FF298, includes source in assembly. Author: Roger Fischlin FF361, FF298

Filenames AmigaDOS filename wildcard conventions in a text file. AM1

FileReq This is Jonathan's second version of a file requester, and is much more powerful than the one included on disk 204. Shareware, with source. By Jonathan Potter FF242, FF204, FF85

FileRequest Assembly code example of a file requester. V2.0, an update to FF173, where it was called FileSelect. New features include 3 speed scrolling of filenames and ghosting of unavailable devices. Includes source. Author: Fabrice Lienhardt FF292, FF173

FileRequester A very nice file requester module for lattice C programs, along with a demo driver program. Author: Charlie Heath FF35

FILES V1.2 Matt Dillion's disk catalog program. FF168 & 169

FileSearch This program will search an AmigaDOS volume for a specified file, using a filename pattern. Useful for hard drive owners wanting to find a file/program quickly. AmigaDOS wildcards aren't supported, `*' wildcards are. Has an Intuition interface. Version 1.5, binary only, WB2.0 only. Author: Matt Crowd FF531

FileSelect A FileIO selector, written 100% in assembly. Version 1.0, includes source Author: Fabrice Lienhardt FF173

FileSystems Displays AmigaDOS disk devices with information about the head geometry, BufMemType, and the lower level exec device. With source. By Ethan Dicks FF329

FileTest This routine is used to recursively descend the file system tree from a specified directory location, reading the files into memory (if they will fit) as it goes. Useful as a complete test of file system integrity. Includes source. By Stephen Vermeulen FF284

FileTypes This program can recognize different kinds of files in a directory. Currently recognized types are executable and IFF (all types, ILBM, 8SVX etc.). Includes listing the whole contents of a directory or only files of one or more types. This is version 2.1, and includes assembly source. Author: Sebastian Leske FF415

FileWindow A completely public domain file requester which may be used in any program, even commercial ones. It uses dynamically allocated memory to hold the file names so the only limitation is the amount of memory available. Includes a filter option to limit display of filenames to only ones with a specific extension. Names are automatically sorted while they are being read and displayed. This version has been enhanced by Bernd Schied for more device gadgets, renaming of files and directories, ANSI-C source, and more. Update to version 1.10 on disk 336. Includes source. Author: Anders Bjerin, Bernd Schied FF464, FF336

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 FF14, FF10, AM16

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 FF61

fillibuster One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

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. V1.2, includes source. Update to FF134 Author: Rodney Lewis FF197, FF134

FINDIT V1.00 Search for a filename (wildcard) FF168 & 169

FindName A program to be used in scripts. It allows you to verify the presence of certain structures in RAM. You can currently search for devices, libraries, memory, messageports, resources and tasks. The search is done by name. Version 1.0, includes source in assembly. Author: Preben Nielsen FF547

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. FF30

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:)'. By Pete Goodeve FF50

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) FF15

FiveInLine A board-playing game similiar to Go-Moku, Ristinolla, etc. Fast-paced and quickly addictive! Includes source. Author: Njel Fisketjxn FF163

Fix68010 A program which patches executables that fail to run on machines equipped with an M68010, so that they no longer use the prohibited priviledged instructions. Binary only. Author: Gregor Brandt FF241

FixCLI A tiny pure command which fixes problems with CLI's not created by other CLI processes. A new CLI or Shell created by such programs as PopCLI or DMouse gets no path and no current directory. FixCLI very quickly and efficiently gives a path to a CLI that does not have one (it looks for other processes that have valid paths) and sets the current directory as specified if none is already set. Put it in your S:Shell-Startup script. Includes source. Author: Paul Kienitz. FF429

FixDate Fixes future dates on all files on a disk, C program in C source code and executable. AM1

FixDisk A program to recover as much as possible from a defective disk. It can sometimes recover damaged (unreadable) tracks, check file integrity, check the directory structure, undelete files, copy or show files, fix corrupted directory pointers, etc. Full intuition interface. This is version 1.2, an update to version 1.0 on disk 223. Binary only. Author: Werner Guenther FF403, FF223

FixFd A utility for Amiga assembly programmers. FixFd will read a '.FD' file and output a file that can be 'INCLUDE'ed rather than having to link with the colossal 'Amiga.Lib'. V1.0, includes source in assembly. By Peter Wyspianski FF183

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. New features include an interactive mode to select where each DATA or BSS hunk will load into memory, support for overlays, support for AC BASIC compiled programs, and support for new hunk types as used by 'blink'. V2.1, binary only. By D.J. James FF197, FF36, AM17, AM16

FixIcons A program to scan through all files in a given volume or directory, looking for project icons and changing their default tools according to instructions given in a script file. Version 1.2, includes source. Author: Lars Clausen FF303

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 FF38, FF10, AM17, AM2

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 FF59

FKey includes template for making paper to sit in the tray at the top of the Amiga keyboard. AM15

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 FF105

FlashBack Demo version of a new backup utility. Fully functional version except for the restore operation. Features include backup of multiple partitions in one pass, backup of non- AmigaDOS partitions, backup to a file, automated unattended backups, pattern matching, and streaming tape support. Version 2.05, binary only. Author: Leon Frenkel, Advanced Storage Systems FF447

Flat A filing system handler which implements block-mapped filing devices such as available under Un*x. Read and write calls are mapped to low-level system IO operations which allow to treat devices such as df0:, dh0:, rad:, etc. as big data files. These `virtual' files can be copied, read and written just like any standard AmigaDOS file. It is even possible to copy a whole disk with the CLI `Copy' command or to archive disks with LhArc and the like. Written as a supplement for the Amiga `tar' program. Version 1.3, includes source in `C'. Author: Olaf `Olsen' Barthel FF535

Flex Flex is a replacement for the UNIX lex (lexical analyzer generator) program that is faster than lex, and freely redistributable. This is version 2.3, an update to the version on disk 156. Includes source. Authors: Jef Poskanzer, Vern Paxson, William Loftus, et. al. FF407, FF156

FlightSim A simple flight simulator AmigaBASIC program. AM9

Flip Allows you to quickly and easily switch between various screens. Can close screens, pull them up, and activate windows. Has the unique feature of sorting screens in a way that all title bars are visible at one time. This is version 2.0, binary only. Author: Lars Eggert FF390

Flip Another program in the long tradition of screen hacks. Run it and see what happens. Binary only. Author: Andreas Schildbach FF369

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 FF66

Flip Very small program which replaces the left-Amiga-N and M commands with screen and window flipping commands. It's an excellent example of how to use PC-relative addressing within input handlers. Version 2.0, includes a technical discussion and source in C and assembly. Author: Mike Monaco and Timm Martin. FF437

FlipIt Possibly the strongest Reversi/Othello type game available. Shareware, binary only. Author: Adrian Millett FF512

Flipper A small, fast, Othello program. Does not use any look-ahead methods. Binary only. Author: Michael Sinz FF248

FLODemo Floorplan Construction Set demo. Fully functional except the Save IFF function is disabled and 15 pages of clip rooms have been replaced by a single sample page. This is version 1.48, binary only. Author: Jim Hennessey, Gramma Software FF452

flood.c Flood fill example. C program. AM4

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 FF162

Flute Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF36, AM15

FMC An alternative to the NoFastMem program. Uses a cute little switch gadget to turn fast memory on or off. Version 1.2, includes source in assembly code. Author: Roger Fischlin FF244

FME Patch to AllocMem( ) to allow badly designed programs which request fast mem without necessity to be run on 512k machines. Plus source in assembler. By: Holger Lubitz FF346

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 FF148

FMouse A mouse pointer accelerator, similar to Matt Dillon's DMouse. Includes a screen blanker and 'hot keys'. This is version 1.01. Includes source in assembly. Author: Roger Fischlin FF437

FmsDisk A file based trackdisk simulator, useful for creating a floppy-like partition on your hard disk (so you can diskcopy to a floppy) without actually having to create a special partition for it. Also useful for testing new filesystems and such. Supports up to 32 units, with either the old filesystem or the new fast filesystem. Includes source. Author: Matt Dillon FF294

FnctnKeys Text file explains how to read function keys from AmigaBASIC. AM9

FO Fast Optimizer is a new optimizer for AmigaDOS disks. It can optimize one disk in less than 2 min, 30 sec. FO supports WorkBench or CLI modes and allows you to use unformatted disks as the destination. At least 1 Mb memory required. This is version v1.0. Includes some source in C. Author: Fabien Campagne. FF537

FontConv Converts MacIntosh Postscript type 1 and type 3 fonts to the IBM Postscript type 1 and type 3 format. Also converts MacIntosh bitmap screen fonts to the Adobe binary format (abf). Version 1.2, binary only. Author: Gary Knight FF528

FontConvert A printer font conversion program to convert standard Amiga fonts into a form suitable for downloading to a printer that supports user defined printer fonts. Version 1.0, includes source. Author: Olaf 'Olsen' Barthel FF393

FontEditor Does what the name implies, edits fonts. Author: Tim Robinson Author's suggested shareware donation: $5 FF30

FontList Prints a list of the fonts in the FONTS: device to the printer. Prints name, available sizes and some text using the specified font. Includes source in Modula II. Author: Robert Brandner FF549

Fonts Several miscellaneous new fonts for your enjoyment. Author: (Several) FF81

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 FF66

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 FF138

Form File formatting program through the printer driver to select print styles. AM15

Format A replacement for the Workbench 2.x `Format' command with many additional features and a basic gadtools interface. Can be made resident and sports a number of additional command line options. Also included is a code fragment which will correctly initialize data media of any size (floppy disks or hard disk partitions) which works both under Kickstart 1.2/1.3 and 2.x. Version 1.1, includes source in `C' and assembly language. AmigaOS 2.x required. Author: Olaf `Olsen' Barthel FF535

Formatter A faster and more user friendly floppy disk formatter that is also an example of how to format Amiga file systems in general and get AmigaDOS to accept them. Formatting without verify takes about 50 seconds, with verify takes about 100 seconds. Version 2.7, includes source. Author: Olaf Barthel FF398, FF377

Formulae An implementation of basic propositional formulae manipulation routines in Scheme (Scheme is available on disk 149). Uses only essential procedures so it should run under any Scheme. Includes source in Scheme. Author: Gauthier Groult and Bertrand Lecun FF316

Fortune Randomly display a 'fortune' selected from a fortunes file (supplied), by text or voice. The 'fortunes' file is easily modified or added to by the user, using any text editor. New version will work from the Workbench or CLI. Version 2.04g, update to version on FF311, source included. Author: George Kerber FF369, FF311

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 FF71, AM20

FracBlank A commodities screen blanker written for AmigaOS release 2.x. When running will blank the screen and start to draw real plane fractals such as described in the September 1986 issue of Scientific American. The resulting images may remind you of spiders' webs, lace or even the Chladnian patterns formed by grains of sand strewn across a vibrating surface. Version 1.4, includes source in `C' and assembly language. AmigaOS 2.x required. Author: Olaf `Olsen' Barthel FF535

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. V 1.23, binary only, update to FF142. By Doug Houck FF188, FF142

Fractal A fractal program which produces a random square fractal terrain. Author: John Olsen FF52

fractal One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

FractalLab Investigate the realm of fractals and allow your imagination to run wild. Virtually an unlimited number of these self- similar curves can be created with FractalLab. Includes several interesting samples. Version 1.0, binary only. Author: Terry Gintz FF391

Fractals A Fractal generator that generates many different types of fractals based on the iteration of complex-valued formulas. The program can generate the Mandelbrot and Julia sets, as well as the sets of more unusual formulas such as lambda*COS(Z) and Newton-R. Version 2.1, includes source and some sample creations. Author: Ronnie Johansson. FF371

Fractals draws great fractal seascapes and mountainscapes. AM15

Fractals Part I: An introduction to the basics of fractals with examples in AmigaBASIC, True BASIC, and C. Author: Paul Castonguay AC2

Fractals Part II : Part II on fractals and graphics on the Amiga in AmigaBASIC and True BASIC. Author: Paul Castonguay AC4

Fractals: Part III: AmigaBASIC code that shows you how to save/load pictures to disk. Author: Paul Castonguay AC6

Frag Two CLI utilities that show disk and file fragmentation on AmigaDOS floppies. Includes source. By: David Gay FF278

FragIt A dynamic memory thrasher for the Amiga. FragIt randomly allocates and deallocates psuedo-random size values of memory, ranging from 16 bytes to 50000 bytes by default. The result is an allocation nightmare, thousands of memory fragments are being created and destroyed continuously. This puts stress on the memory allocation routines of an application undergoing testing by simulating a very busy, highly fragmented memory environment. This is version 2.0, featuring many bug fixes, a full intuition interface, configuration settings via the icon, and more. Includes source. Author: Justin V. McCormick FF243

Frags 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 FF69

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 Anslik FF159, FF66

Free Display how much free space (bytes or blocks) you have on any or all of your mounted disk volumes. Runs from CLI only. Based on 'Free' by Tom Smythe on Fish Disk 66, but totally rewritten and enhanced. Version 1.01, includes source. Author: Daniel Jay Barrett FF388

FreeCopy FreeCopy is unlike most copiers in that it does not actually copy disks. It removes the protection so disks can easily be backed up with almost any program, and in some cases be installed on your hard drive. Version 1.4, binary only. Author: Greg Pringle FF498

freedraw A small 'paint' type program. Free drawing, boxes, filled boxes, etc. Author: Rick Ross FF1, AM1

freemap Creates a visual diagram of free memory. Comes with custom icon so can be run from workbench screen. Author: Robert J. Mical FF5, AM4

FreePaint A freely redistributable painting program, much like the popular DPaint program. Version 35z, binary only. Author: Stefan G. Boldorf FF548

FReq A general purpose file requester, which was designed to be easy to use and fast, with a built-in ARexx port allowing you to use it from ARexx scripts or applications with ARexx ports. Version 1.0, binary only. Author: Jeffrey D. Wahaus FF308

Friends Cute little screen hack with command-line options to keep your mouse pointer company when you step away. Includes source. Author: Michael Warner FF161

fscape One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13, AM1

FTOHEX Part of DASM used to convert a DASM executable into an intel-hex formatted ascii file. FF168 & 169

fullfunc.txt List of #defines, macros, functions. C program. AM4

FullReset A program to get rid of all viruses, vector modifying programs, and residents, by forcing a specific reset. Binary only. Author: Jurgen Klein FF283

FullView A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full height of the Workbench screen, has fast scrolling, and can work with files compressed by PowerPacker. Also shows IFF pictures. This is version 2.02, an update to version 1.1 on disk 287, binary only. Author: Jonathan Potter FF412, FF287, FF242

FullWindow Resizes any CLI window using only CLI commands. Executable program and documentation. AM18

Fully Utilizing the 68881 Math Coprocessor Part III: Timings and Turbo_Pixel Function. Author: Read Predmore. AC11

FunBut Lets a function key act like a rapid series of left mouse button events. AM26

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 FF106, FF89

FuncLib A program that allows you to add or remove rexx function libraries. Author: Jeff Glatt, Dissidents Software FF393

Function Evaluator: A program that accepts mathamatical functions and evaluates them. Written in C. By Randy Finch AC6

Funds AmigaBASIC program to track the prices of mutual funds or stocks. Includes source. Author: Bill Strack FF74

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 FF175

gad 'Fun with Gadgets'. Demonstration program for use of gadgets. Author: John Draper (aka 'crunch') FF1

GadgetED A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. Also comes with PatchGE, a program for converting the original format of GadgetED binaries to be loadable by this and future versions. Version 2.3, an update to version 2.0 on disk 438, includes source. Author: Jan van den Baard FF475, FF438

Gadgets Bryan Catley's AmigaBASIC tutorial. Source code and documentation. AM19

Gadgets Tutorial on gadgets from J. Draper. AM2

GamePort A toolkit with link time and shared libraries that allow easy access to the GamePort device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham FF446

gameport Text, game port spec. AM5

Garden makes fractal gardenscapes. AM22

Garfield Garfield in LoRes FF72

GaryIcons A collection of more interesting and useful icons. Author: Gary Roseman FF190

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 FF111

gbox One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

GDiskDrive Text instructions to make your own 5 1/4 drive. AM8

GearCalc A bicycle gear ratio calculator. Version 2.0, binary only. Author: Ed Bacon FF514

Gears A program to calculate and display the gears of a multispeed bicycle. Works for bicycles with 3 to 21 gear combinations. Version 1.1, includes source. By Joel Swank FF304

Gels In MultiForth Parts I & II: Learn how to use Gels in MultiForth. Author: John Bushakra AC1

Gels in Multi-Forth-Part 3: The third and final part on using Gels in Forth. Author: John Bushakra AC5

geltools.c Tools for VSprites and BOBs. C program. AM4

Gemini Star-10 Printer driver for the Gemini Star-10. AM9

Gen Program indexes and retrieves C structures and variables declared in the Amiga include file system. AM16

Genesis A uniquely flexible and powerful program for generating and rendering fractal landscapes. Original algorithms allow incorporating fractal rivers as integral parts of the landscapes, with natural looking river valleys, gulleys, waterfalls, and lakes. A number of parameters can be varied to modify the landscape construction process and change the character of the final landscape, there is also great flexibility in the rendering. This is a demo version of the commercial product by the same name available from Microillusions and has some features disabled. Binary only. Author: James M. Bardeen FF501

GeoTime A couple of interesting 'clock' type programs based on the 'Geochron'. Observe the earth's shadow scroll across a map or globe in real-time, based on the system clock. V1.0, binary only, shareware. By Mike Smithwick FF180

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. By Phillip Lindsay FF56

GetFile A very nice filename requester with source code. By Charlie Heath FF41

GetImage An enhanced version of 'gi' from disk 14. It now looks for the GRAB marker, in the brush file, instead of assuming that it is at a specific place, sets up the PlanePick value in the Image structure, and deletes any unused bitplanes to save memory and disk space. Includes source. Author: Mike Farren, enhancements by Chuck Brand FF345

Getsprite A simple little program to convert Dpaint brushes into C-source. Binary only. Author: Michael Warner FF161

Getting to the Point: Custom Intuition pointers in AmigaBASIC. Author: Robert D'Asto AC10

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 FF56

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 FF14, FF1, AM4, AM1

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 FF14

GIFMachine A program that will convert CompuServe GIF image files into IFF SHAM and 24bit ILBMs. It offers a number of extra options like dithering, horizontal and vertical flip, as well as automatic border removal. Requires KickStart version 2.0 or greater to run. This is version 2.137, an update to version 2.116 on disk 458. Includes source. Author: Christopher Wichura FF541, FF458, FF405

Glat's Gadgets: Using gadgets in Assembly language. Author: Geff Glatt AC6

Glib A text screen oriented librarian and editor for synths. Supports the TX81Z, DX100, DEP5, DW8000, and K-5. Includes source. By Tim Thompson, Steve Falco, and Alan Bland FF228

GlobeDemo A graphics demo which displays very smooth transitions of the rotating earth. Features a pop-up menu. Includes source. Author: Bob Corwin FF151

Globulus Demo version of a new arcade game that is reminiscent of the old Q-bert game. You control a cute little character and hop him around pathways in a diagonal kind of world, while trying to avoid bad things and catch good things. Binary only. Author: Innerprise FF449

GMC A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to

printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is version 9.8, an update to version 9.6 on disk 398. Shareware, binary only. Author: Goetz Mueller FF434, FF398, FF387, FF291

GnuAwk GNU awk is the GNU Project's implementation of the AWK programming language. It conforms to the definition and description of the language in The AWK Programming Language, by Aho, Kernighan, and Weinberger, with the additional features defined in the System V Release 4 version of UNIX awk. Version 2.10 beta, includes source. Author: Paul Rubin, Jay Fenlason, Arnold Robbins, et al. FF406

GnuGrep The grep program from the GNU project. Replaces grep fgrep, egrep, and bmgrep. This is an update to version 1.5 on disk 295 and now handles AmigaDOS style wildcard specifications. Includes source. Author: Many (see README file) FF406, FF295, FF204

GNUPlot An interactive function and data plotting program which supports a great number of output devices. Includes extensive on-line help. Version 2.0, patch level 2. Includes full source along with diffs and patch program to generate Amiga version. Author: Thomas Williams, Colin Kelley, Carsten Steger, Russell Lang, Dave Kotz, John Campbell FF526

Go64 Another screen hack aimed at an earlier Commodore product (Not to be confused with the commercial product Go-64! from Software Insight Systems). With source. By Joerg Anslik FF156

GodsDemo Playable demo of a very popular European game. Author: Bitmap Brothers FF496

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 FF95

gomoku One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13, AM3

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. FF3

GoWB Very small (296 bytes) and effective replacement for the well known "LoadWB" and "EndCLI" command pair. This release fixes a severe bug in the first version which used to guru if run out of a script. With source in C. By Oliver Wagner FF346

GPrint A black & white graphics print utility for Epson compatible printers. Command-line options allow several different print qualities and densities. Includes a couple of sample IFF files for printing. V2.03, binary only, shareware. By Peter Cherna FF180

Graffiti Demo version of an art program, with a feature set somewhat less than DPaint but more than many other such programs. Has a few special functions included like autoscrolling, converting screens to other resolutions, changing RGB values of the whole screen, fast autoscrolling magnifier and many others. Version 1.01, binary only. Author: Marcus Schiesser   FF531

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 By various authors, submitted by William Loftus FF156

Graph A program that draws mathematical functions on a plane. Text and axes may be added, and the result saved to disk or printed. Uses a full Intuition interface with multiple windows (one per graph), requesters, etc. V1.0, with source. By David Gay FF280

Graph Function graphing programs. AmigaBASIC Program. AM3

graphics.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

GraphicsPak A set of functions for general graphics operations such as boxes/lines, blitting, and opening/closing the libraries. It is used by both of the PopMenu and ListWindow test programs. Includes source. Author: Paul Thomas Miller FF368

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 FF97

Gravity A program which simulates the movements of astronomical objects under the influence of gravity. For example, you can simulate the solar system or two stars circling around each other. Version 1.0, binary only. Author: Guido Burkard FF422

gravity Sci Amer Jan 86 gravitation graphic simulation. In C source code and executable. Documentation included. AM13

Gravity-Well A celestial motion simulator that simulates the motion of up to twenty bodies in a Newtonian universe. The view of the simulation may be scaled, rotated in three dimensions or repositioned. Includes source. Author: Gary Teachout FF250

GravityWars The object of this game is for one player to hit the other player's ship with a missle, before being hit yourself. The ships and planets don't move, but aiming the missle 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 FF105, FF84, FF70

GravSim A program to animate up to 6 planetary masses, all of which exert a mutual gravitational force on each other. The planetary masses can be placed anywhere on the screen, and their mass and initial velocity can be determined by the user. The program then steps the animation through time, plotting and displaying the new position in the trajectory of each mass. V1.50, includes source. Author: Richard Frost FF223

GreekFont A 12 point font with Greek letters. Version 1.0. Author: Daniel Moosbrugger FF474

grep Decus grep (Get Regular Expression and Print). Useful for finding strings in files. Author: Unknown FF4, AM1

Grids Draw sound waveforms, and hear them played. AM15

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 FF154, AM25

Guru Guru fantasy in LoRes FF72

Guru Handy 'guru' number interpreter (well, handy after reboot anyway!). Tells you what '81000009' means, for example. CLI usage only. Standalone image with readme file. Source code included. Author: Mike Haas FF239, AM25

GuruMed Text file explains the Guru numbers. This is an older file. AM8

GurusGuide The source files for all examples published in the 'Guru's Guide, Meditation #1: Interrupts' by Carl Sassenrath, the architect of the Amiga's low-level multitasking operating system and designer of Exec. Author: Carl Sassenrath FF203

Gwin GWIN or Graphics WINdow is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One line calls give you a custom screen (ten types available), menu items, requestors, text, circles, polygons, etc. GWIN is a two dimensional floating point graphics system with conversion between world and screen coordinates. GWIN includes built in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory, including a line/bar graph program, geographic mapping program, SPICE 2G.6 graphics post processor, and others. Extensive documentation is included. This is version 1.1, an update to version 1.0 on disk 322, recompiled to be compatible with MANX Aztec C Release 5. Author: Howard C.

Anderson. FF433, FF322

GwPrint An intuition-based text file print utility. Offers a wide selection of adjustable features for controlling pagination, headers, trailers, margins, date and page-numbering and various print styles/sizes. Version 2.0, binary only, shareware. Author: Gaylan Wallis FF367

H2I Translates C include files into assembler include files. Useful for programmers that use both C and assembler code in the same program. Helps to keep the structure definitions consistent. Version 1.1, shareware, binary only. Author: Goetz Mueller FF387

H2J Converts 'C' style '.h' include files to JForth style '.j' files. Useful when developing interfaces to new Amiga libraries like ARP, etc. Standalone image and source code. By Phil Burk FF239

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 version1.0.3D. 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 FF62, FF25, FF8&FF7

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 FF96

HackerSln Text file explains how to win the game 'hacker'. AM9

HackLite This is the latest version the Amiga port of Hack, with lots of Amiga specific enhancements and neat graphics. Now includes an easy to use installation program. This is HackLite V1.0.0, binary only. By Software Distillery FF187

HagenDemos Joel Hagen's Badge Killer Demo contest entries, 'RGB' and 'Focus'. RGB was the overall winner of the contest. It requires one meg Amiga. Binary only. By: Joel Hagen FF112

haiku One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

hal9000m One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13, AM1

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. FF1, AM1

halley One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

Ham Bone: A neat program that illustrates programming in HAM mode. Author: Robert D'Asto. AC9

HAMCu Installs a custom copper list for the current active view (usually workbench) that contains all the colours from 0x000 to 0xfff. A neat effect and an easy way to show off the color capabilities of the Amiga. With source by Jonathan Potter FF204

Hames Some miscellaneous programs from Chris Hames. DirWork V1.01 is a fast, small, simple efficient DirUtility. FSDirs V1.3 is a floppy accelerator program. VMK V27 is a small virus detector/killer that knows about 27 different viruses and can detect new ones. NoInfo V1.0 stops programs from producing '.info' files. Binaries only. Author: Chris Hames FF328

HamLabDemo Demo version of an expandable image format conversion utility. Converts GIF, TIFF, PBMPLUS, Spectrum 512, MTV, QRT, and Sun images into HAM and SHAM. Images can be scaled, dithered, color corrected, and cropped. This demo version is limited to processing images of 512 by 512 pixels or less. Version 1.1, shareware, binary only. Author: J. Edward Hanway FF466

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 FF118

HAMmmm2 Graphics hack that displays moving lines in a HAM screen for a hypnotic effect. Uses sound tools from HMSL, if available, for a drone sound that corresponds to the graphics image. Standalone image and source code. By: Phil Burk FF239

HamPics These are some of the most stunning digitized pictures yet for the Amiga. They were scanned at a resolution of 4096 by 2800 pixels, 36-bits per pixel, on an Eikonix 1435 slide scanner, cropped, gamma corrected, scaled, and converted to Amiga IFF HAM files. They are displayed with a special ILBM loader that handles overscan HAM images. Includes source for the display program. Author: Jonathan Hue FF196

HAMpoly A polygon drawing demo which uses HAM mode to produce polygons of any of the possible 4096 colors. Author: John Olsen FF52

hand. A program is also included for restoring the correct checksum of the Kickstart disk. AM25

Handler An example that implements an AmigaDOS Handler (device) in non-BCPL format. Author: Phillip Lindsay FF38

Handling Gadget and Mouse IntuiEvents: More gadgets in Assembly language. Author: Jeff Glatt. AC9

Handshake A full featured VT52/VT100/VT102/VT220 terminal emulator. The author has taken great pains to support the full VT102 spec. Supports ANSI colors, screen capture, XPR external protocols, user selectable fonts, ARexx, and more. This is version 2.20c, an update to version 2.12a on disk number 172. Binary only, shareware. Author: Eric Haberfellner FF449, FF172, FF60

HandyIcons 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 FF148

Hangman A simple hangman program similar to one seen on some UNIX machines. Currently runs only from CLI. Includes source in C. Author: Gary Brant FF299

Hanoi Classical demo program for recursion. Solves the towers of hanoi problem in a workbench window of its own. Author: Ali Ozer FF54

HappySong A song created using the freely distributable program MED V.2.10. Player program included. Author: Alex Van Starrex FF401

HardCopy A neat little program that creates a hardcopy transcript of any CLI session (like the UNIX 'script' program). Includes source. Author: David Cervone FF75

harp arpegio Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Hash Small example program that computes the AmigaDOS directory hash function. By Neil Katin at Commodore-Amiga FF20

hauntedM One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

Hawk A stereo image of a hawk. Requires red/green stereo glasses to view. No documentation, author unknown. FF206

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 FF126

HCC Amiga port of Sozobon, Limited's C Compiler, version 2.0. Can completely compile itself, supports 32 bit ints, and optimizer can 'registerize' variables. Includes compiler, optimizer, tool for creating interface code for Amiga system calls, startup code, C library, include files, and library routines that work with Motorola FFP format. Uses assembler A68k, linker BLink, and provided run-time shared C library CClib.library. Includes source. Author: Sozobon, Limited. Amiga port, bug fixes and enhancements by Detlef Wuerkner FF508

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 FF20

HDClick A program selector, typically installed in the startup sequence as the first command. Has user defined gadgets, a configuration file, an iconify function, and works with both NTSC and PAL systems. This is version 1.21, binary only. Author: Claude Mueller FF439

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 FF98

HeadClean This program, combined with a fibre cleaning disk, can be used to clean the heads on your disk drives. Source code examples of accessing the Trackdisk device, and using gadgets are included. Standalone image with source code. Shareware. Version 2.0. Author: Phil Burk FF239

HeadGames A 'Shoot-Em-Up' game done with SEUCK game constructor, featuring digitized heads as enemies. Binary only. Author: Neil Sorenson FF425

Heart3D A program to find left ventricle outlines in the output of an Imatron CT scanner, and display wireframe animations of the beating heart. Includes several sample CT scan outputs. Binary only. Author: Jonathan Harman FF236

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 FF164

HeliosMouse Another 'sunmouse' type program. Automatically activates a window simply by moving the mouse pointer into the window. V1.1. Includes source. Author: Davide Cervone FF111, FF94

hello Demonstrates creation of a simple window, 'hello world'. Posted to usenet by Eric Lavitsky. FF1, AM3, AM4

Helper A little InputEvent hack, activated via the HELP key. Originally meant to provide a unique method of giving the user help (you don't have to put that help stuff into your own program). Now also contains a color requester and a small notepad. Version 1.01, with source. By Michael Balzer FF332

Hex A file-based binary file editor with lots of features. Version 1.0, shareware, binary only. Author: Nicola Salmoria FF517

HexCalc Nice little hex/oct/dec/bin calculator and converter. Binary only. Author: Scott Ross FF67

HexDump Modula-2 program to display memory locations in hexadecimal. AM26

hidden One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13, AM1

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 FF85

High Octane Colors: Use dithering in AmigaBASIC to get the appearance of many more colors. Author: Robert D'Asto AC5

hilbert An AmigaBASIC that draws Hilbert curves. AM11

Hollywood An easy to play trivia game with such subjects as M*A*S*H, Star Trek (old and TNG), Indiana Jones, general television trivia, and more. Each topic contains fifty questions and a related picture. Each time you answer a question right, a small portion of the picture is added to the screen. Shareware, binary only. Author: FF423

horse whinny Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Horse&Buggy Hanson cab in an IFF picture. AM7

Horses.pic Horses in an IFF picture. AM6

Household Bryan Catley's AmigaBASIC household inventory program. In C source code and documentation. AM19

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 By: Steve Bonner FF130

Hp-10c Program that mimics an HP-10c (Hewlett Packard calculator), in TDIModula2. By: Duncan Prindle FF38, AM18

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. This is version 1.1, an update to FF153, and includes a few bug fixes and minor changes. Binary only. By: David Gay FF274, FF153

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 FF153

HR136 An IFF file containing a chart showing every possible mixture of the sixteen basic palette colors. Also included are optimized and monochrome palettes along with several tips and techniques for using them with various paint programs. By Dick Bourne FF182

HuePalette An AmigaBASIC program which explains Hue, Saturation, & Intensity. AM9

Humartia An arcade game where each player controls a jet and must destroy the opponents jet, which is accomplished when a jet has been hit 75 by either missiles or air mines. Binary only. Author: Jason Bauer FF462

HunkFunk A program to disassemble any given AmigaDOS hunk file, which includes executables, linker libraries, linker object files, overlayed files, etc. Written as an exercise by the author to learn a few things about AmigaDOS hunk structures. Includes source. Author: Olaf Barthel FF398

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. By J. Hamilton FF92, FF84

HyperBase Nice little shareware database management system. Version 1.6, binary only, source available from authors. Author: Michael MacKenzie, Marc Mengel, and Craig Norborg FF131, FF58

HyperDialer Database for names and addresses, full intuition interface. Dynamically allocated, with configurable script startup file. Iconifies to titlebar icon. Search, sort, insert, delete, full file requesters. Uses modem to control dialing of multiple phone numbers. Binary only, shareware, with source available from author. Author: David Plummer FF367

HyperNet 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, yet usable for tutorials or demonstrations and illustrates the simplicity of hypertext concepts on a multi-tasking system. FF176

Hypno A 'bouncing polygons' type program like Mackie, LineArt, and Bezier. Includes source in C. Author: Markus Schmidt FF297

Hypocycloids An electronic Spirograph inspired by an article in Feb '84 Byte Author: Terry Gintz FF27

IBM2Amiga Fast parallel cable transfers between an IBM and an Amiga C program. AM1

ICalc An expression calculator that works with real and complex numbers, has arbitrarily-named variables and user-defined functions, startup files and more. Version 1.0, includes source. Author: Martin Scott FF472

ICalc An expression calculator with many powerful features, in- cluding user-defined functions and variables, many built-in functions, script files, and special looping constructs. Handles expressions involving both real and complex numbers. This is version 1.1, an update to version 1.0 on disk 472. Includes source. Author: Martin Scott FF550

IceFrac A fractal generator using the Diffusion Limited Aggregation algorithm, as described in the book The Beauty of Fractal Images. This is version 2.1 and includes source. Author: Lars Clausen FF303

Icon A high-level programming language with extensive facilities for processing strings and lists. Icon has several novel features, including expressions that may produce sequences of results, goal-directed evaluation that automatically searches for a successful result, and string scanning that allows operations on strings to be formulated at a high conceptual level. Icon resembles SNOBOL4 in its emphasis on high-level string processing and a design philosophy that allows ease of programming and short, concise programs. This is version 7.5 of the public domain implementation of Icon from the University of Arizona. Binary only. Author: Ralph Griswold, Clinton Jeffery, et. al. FF277, FF81

Icon A tool which patches Workbench 2.x online to supply default icons for about 45 different file types ranging from LhArc archives to object code files. Enhances the `Show All Files' option of Workbench which by default only knows two types of file icons: Tool and Project. If enabled scans all files in a directory which do not have an icon file supplied and tries to determine their file types. When done, tricks Workbench into believing that there are proper icons for these files in the directory. Includes source in `C' and assembly language. AmigaOS 2.x required. Author: Olaf `Olsen' Barthel FF535

icon.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

Icon2C A simple tool to turn any Workbench icon file into 'C' sourcecode, similar to the program of the same name by Carolyn Scheppner on disk number 56. This version has an arp interface and offers support for Kickstart 2.0 icons. Version 1.2, includes source. Author: Olaf Barthel FF377

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 FF56

Iconaholism A selection of some very nice looking icons designed for an 8-color WorkBench. Includes script files to view the icons in their intended colors. Author: R.G.Tambash FF364

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 FF101

IconExec These two tools allow execution of a program from a SetWindow icon without having to recompile the program. Author: John Toebes VIII FF12, AM8

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 FF126

IconImage Program to replace an old icon image with a new image, without affecting icontype, drawer data, etc. Includes source Author: Denis Green FF120

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. AM24

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. By Alex Livshits FF150

IconJ IconJ significantly enhances the IconX program, and is 100% compatible. It allows scripts to be executed by double-clicking the script's icon. Abilities include joining the script with the icon file itself, or calling it from any directory or disk, executing either AmigaDOS or ARexx scripts, outputing to any file or device, running interactive scripts and scripts that contain conditionals, and creating relative console windows. Includes a utility called AtatJ which attaches or detaches a script to/from an icon file. Version 1.0, includes source in JForth. By: Rich Franzen FF321

Iconmaker makes icons for most programs. AM15

Iconmerger Intuition-based program to take any two brush files and merge them into an alternate-image type icon. V2.0, binary only. By Terry Gintz FF182

IconMk Iconmaker builds icons for files that were created without them. Version 1.2a, binary only. Author: Eric Levy FF71

Icons A bunch of 8-color icons for systems running AmigaDOS 2.0. Previously released 8-color icons from the author appeared on disk 213. Author: Wolf-Peter Dehnick FF533

Icons A large variety of icons for many uses, of practically every description. Most are animated. By: Bradley W. Schenck FF350

Icons Almost 300 icons in eight (!) colors. Uses a special program to get an eight color workbench to display these icons, which were made with DPaintII and IconGen. Most icons are miniatures of the main screen of their corresponding programs, or the picture they show, made with 'iconize' and 'recolor' from FF85. by: Wolf-Peter Dehnick FF213, FF151, FF124, FF82, FF71, FF67, FF44

Icons Two collections of high-quality, consistently designed icons for the Amiga Workbench. The color collections will require an 8 color Workbench (i.e. Workbench 2.0). The black and white collections are useable on any normal 4 color Workbench. One set of icons is based on the icons supplied with the GEM windowing system, and the other set is modeled after the icons on a Silicon Graphics Personal Iris. A bonus set of ray-traced icons is included. Author: Kenneth Jennings FF546

IconTools Here are some tools for icon tricks. Note that these tools are really hacks because they exploit some areas of the .info files that the current version of WorkBench does not clear or reset upon loading the icon. There are three programs here which allow WorkBench drawer windows to appear in non-standard colors and allow you to move the position of the file name text to anywhere in the icon's graphic. Released to the public in the hope that 1.4 will allow more flexible user customization of the WorkBench appearance. Includes source. Author: Stephen Vermeulen FF284

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 FF69

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 FF87

IE An icon editor which can create and modify icons up to 640x200 pixels in size (also dual render). It can set stack size, position of icon (also free-floating), default tool, 10 tool types and control over opened window. It can also generate the C source code behind the icon for program inclusion. Now reads/writes IFF files and handles 4 or 8 colour icons. Version 2.0, update to version on disk number 342, source available from author. Author: Peter Kiem FF377, FF342

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 FF43

IFF pictures parodies of the covers of Amiga World and Amazing Computing magazines. AM16

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. By Jerry Morrison, Steve Shaw, and Steve Hayes FF10

IFF specs This disk contains 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. AM5

Iff2Ansi Turns any two-color low-res IFF picture into ANSI text that can be displayed on any ANSI compatible terminal. This is version 0.1, includes source in assembly. Author: Carnivore/BeerMacht FF449

Iff2C Another IFF ILBM to C converter. Two unique features are the ability to generate comments representing the actual image, and the planepick computation. V 0.30 with source. Author: Gauthier Groult and Jean Michel Forgeas FF316

Iff2Ex A program to convert IFF pictures to an executable. It can handle NTSC/PAL, interlace and overscan. Version 1.0, binary only. Author: Pieter van Leuven FF331

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 includes source. Author: Ali Ozer FF136, FF122

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 FF94

Iff2Src A utility to convert IFF pictures or brushes to source (C or assembly). The bitplanes, mask, colormap and image are written to a file. You can convert multiple files at once. Supports new 2.0 AppIcon windows (like IconEd). AmigaDOS 2.0 only. Version 1.0, binary only. Author: Jorrit Tyberghein FF420

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. Update to FF174, with better parsing, support for HAM mode, and some bug fixes. Source only, as the program needs to be re-compiled and run from a Sun. Authors: Steve Berry, Mark Thompson FF223, FF174

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, with source. By Karl Lehenbauer FF162

IFFBeep A small utility that lets you replace the screen flash of DisplayBeep() with any IFF 8SVX sound file. Also plays sounds on disk insertion/removal. It can be run from the CLI or Workbench and includes an interactive control panel. Version 2.0, binary only. Author: Paul Wilkinson FF472

IFFBrush2BOB by Mike Swinger. AM14

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 FF38

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. This is version 16.1, an update to version 15.3 on disk 173, and includes a couple of bug fixes and some new features. Binary only. Author: Christian A. Weber FF301, FF173

IFFM2 Demo version of an IFF support module for Interface Technologies M2Amiga Modula-2 system. Includes a version of ViewILBM (with source) that uses the IFF support routines. V1.0.0D, binary only. Author: Gregory Epley FF221

IFFtoSUN This program takes a standard IFF format image and translates it into a SUN rasterfile format, like the Iff2Sun program also on this disk. However, this one runs on the Amiga. V1.31, includes source. Author: Richard Frost FF223

Ifs An Iterated Function System viewer which graphically displays iterated function systems and allows the user to interactively create the affine functions that define such systems. An IFS can represent complex pictures very compactly. Simple IFSs can describe an infinite number of different and interesting fractal displays. Includes a number of displays that the author and others have discovered. Version 1.5, includes source in C. Author: Glen Fullmer FF321

ILBM The ilbm reader/writer library 0.5 and examples. Also can be used for non-ILBM files. 100% compatible with original Electronic Arts code. Binary only. Author: Jeff Glatt FF463

ILBM2C Very useful utility for C-programmers. Reads in a standard IFF ILBM file and outputs a file to be included in your program. Source plus a sample program. By Tim Kemp FF173

ILBMLib A shared library (ilbm.library) to read/write IFF files, derived from the EA IFF code, along with various enhancements. Version 0.3, a partial update to version on disk 348. Author: Jeff Glatt, Dissidents Software FF393, FF348, FF237

Image-Ed An icon editor that allows you to draw and edit images up to 150 by 90, in up to 16 colors. Allows freehand drawing, empty or filled rectangles, ellipses, triangles, lines curves, and polygons, copy, flip about x or y axis, stretching and condensing, flood fill and complement, text with selection and loading of font style, undo, magnified and normal sized images, and two active drawing screens at once. This is version 2.4, an update to version 2.2 on disk 242. Shareware, binary only, source available from author. Author: Jonathan Potter FF412, FF242, FF211, FF204, AM4

ImageEditor A simple to use graphics editor which allows you to draw and save images/sprites as assembler or C source code. Includes IFF support, undo, and an iconify function. Another feature is the small memory usage so you can use multitasking even on a 512K machine. Maximum picture size is 166*58 pixels. This is version 2.4 and includes source. Author: Robert Junghans FF355

ImageLab A program which performs image processing on IFF pictures. Includes standard image processing functions such as convolution, averaging, smoothing, enhancement, histograms, FFT's, etc. Also includes file conversion functions, a clipboard, and other useful functions. Version 2.4, an update to version 2.2 on disk 243, includes bug fixes, PAL support, overscanned and super-bitmap image support, improved paint operation, better area selection, HAM histograms, and FFTs. Binary only. Author: Gary Milliorn FF452, FF243

images Miscellaneous DPaint and digitized pictures, in IFF format. Some are rated R. FF12

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 FF85

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 FF90

ImLate The White rabbit in HiRES color FF72

Imperium Strategic, RISK style game for up to four players. Based in the ancient times of Rome, Athens, Alexandria and Carthago. Binary only, shareware ($10), Manx-C source available from the author. English version 1.66E and German version 1.79D. Update to version 1.50E on Disk 362. Author: Roland Richter FF474

Imperium_Romanum Strategic, RISK style game for up to four players. Based in the ancient times of Rome, Athens, Alexandria and Carthago. Binary only, shareware ($10), with C source available from the author. Version 1.50E. Author: Roland Richter FF362

Imploder Allows you to reduce the size of executable files while letting them retain full functionality. Uses efficient algorithms (both time and space) as well as taking into full consideration the complexity of the Amiga environment. Very well done. Version 3.1, binary only. Author: Peter Struijk and Albert J. Brouwer FF422

Improving Graphics: Improve the way your program looks no matter what screen it opens on. In C. Authro: Richard Martin AC5

Incr Incr will easily allow the user to keep a total count of any event run from a batch file. Incr will take a number from a file, increment it by one and display the result. The new count is written back to the file. Version 1.04b, includes source. Author: George Kerber FF311

IncRev A small program for a makefile or an lmkfile, to update revision numbers after each successful compile process. (Not related to but much more powerful than the increv program on disk 161 by Bryan Ford.) This is version 1.03, includes source in C. Author: Joerg Fenin / Metalworx FF536, FF161

Indent This is version 1.1 of GNU Indent, a C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Includes source. Authors: Developed by the University of California, Berkeley, the University of Illinois, Urbana, and Sun Microsystems, Inc. GNU version by Jim Kingdon, Amiga port by Dan Riley. FF262

Info Replacement for the AmigaDOS info command. Includes source. Author: Chuck McManis FF79

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 FF54

Input A toolkit with link time and shared libraries that allow easy access to the Input device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham FF446

Input How to read keyboard input simply and quickly. Includes C source, a sample program, technical discussion, and programming modules that you can 'plug in' to your own C programs. Includes source. Author: Timm Martin. FF436

input.dev In combination with hander.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. By Rob Peck 12/1/85 FF5, AM4

inputdev.txt Preliminary copy of the input device chapter. C program. AM4

Inputhandler Example of making an input handler. AM16

InputLock An input handler to help Amiga users who have cats other pets (or children) that mess with the Amiga as soon as it is left for a second. It installs an input handler which lets you lock the keyboard and mouse by pressing a few buttons. Very small, uses only 190 bytes of memory. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen FF494, FF483

Insta Sound: Tapping the Amiga's sound from AmigaBASIC using the Wave command. Author: Greg Stringfellow AC3

Install Drivers A document describing the installation process for printer drivers. AM9

Install Two Possible replacement versions of the standard install program (to make a disk bootable). Includes source. Author: Bryce Nesbitt and Scott Turner FF87

InstallBeep This program replaces the DisplayBeep function so that an IFF 8SVX sound is played instead of the screen flashing. The PlayBeep function runs as a task in the background and runs asynchronously so the length of the sound does not slow anything down. Includes a couple of sample sound files. Version 1.1, binary only. Author: Tim Friest and Don Withey FF217

InstallLibs A program to copy files to the LIBS: dir of a boot disk. Can be used to create a handy installation program (hard disks especially) for programs that need disk-based libraries. Includes source. By: Dissidents Software FF348

Instruments A collection of 25 instruments (from Cannon to Marimba) for playing and creating music. AM23

Intoxicated A nice little screen hack which affects the mouse. Saying any more would spoil the fun. Includes source. Author: Thomas Albers FF416

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 FF103

IntuiFace An intuition interface that handles the important functions of creating, inserting, extracting and listing files for three popular archiving utilities: ARC, ZOO and LHARC. Version 1.00, binary only, shareware. Author: Matthias Zepf FF366

IntuiSup A shared library which implements extensions to the Amiga operating system and graphical environment. Includes several example programs that make use of the library, including building a nifty file requester from the library's user interface routines. Version 1.15, binary only. Source available from author. By: Gauthier Groult FF316

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 AM4

intuition.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

IntuitionEd Intuition based utility that creates C source code for screen, window, border and text structures. IntuitionEd can also write the code for several functions required for the opening and closing of these structures. The code can then be compiled by either Manx and Lattice. Shareware donation to the author will receive an enhanced version capable of writing gadget structures as well. Version 1.0, binary only, several samples included. Author: Niels Thorwirth FF377

IOBoard Full plans for a public domain hardware project which adds two parallel ports and two serial ports to an Amiga 500, 1000, or 2000, for less than $100, with the capability to upgrade to four ports of each type at any time. Includes serial and parallel drivers with source code. Version 2.10. Author: Jeff Lavin, Dan Babcock, Paul Coward FF520

IPC An IPC (Inter-Process Communication) package, with the goal of creating a standard for IPC on the Amiga that is flexible enough to handle the widest possible range of applications. The protocol used addresses different problem areas than ARexx, and emphasizes different aspects of the communication process, such as fast communication and preservation of data structure. Includes source. Author: Pete Goodeve and Peter da Silva FF290

IPDevice Pipes for Power People. A pipe-like DOS device that passes data immediately rather than waiting until a buffer is full. It also allows multiple writers to a single channel, maintained connections, and piped connections to a Shell. Binary only. Author: Pete Goodeve FF374

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 FF105

IRA Allows easy calculation of future values of investment. Enter the beginning investment value, annual percentage rate, annual deposit amount, and number of years, to compute the future value. Version 2.0, includes source. Author: Joel Swank FF304

IRMaster This is a hardware/software project to allow the Amiga to read an infrared remote control via the parallel port. Includes an ILBM of the schematic for a simple interface to the A1000 parallel port, some modifications are needed for other Amigas. The source code and executable for a reader program are included. For further functionality modifications to the source can be performed. Author: Ron Peterson FF477

Isam A library of routines to access relational data base systems using the Index Sequential Access Method (ISAM). This is beta version 0.9, binary only. Author: Kai Oliver Ploog FF203

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 FF54

Ist68010 Text guide to installing a 68010 in your Amiga. AM9

Itb This program converts an icon to an IFF picture (brush) file. It handles both single and alternate image (animated) icons. This is version 1.10 which adds a colour palette to the previous version from disk 85. Version 1.10, binary only. Author: Stephen Vermeulen. FF326

JAR A shareware game (Jump And Run) using 3-D graphics. Your task is to collect the blue pills lying on the floors and steps, not to fall down or off the steps, and to avoid several monsters wandering about. You can collect various sorts of weapons to use against the monsters. Version 1.0, binary only, source available from author. Author: Andreas Ehrentraut FF242

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. By John Barshinger FF177

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 FF19

JazzBench A drop-in multitasking replacement for WorkBench. It has more features that WorkBench and is fully multitasking (no more waiting for ZZZ clouds). It allows you to extend it, add your own menus, key shortcuts, etc. This is alpha version 0.8, binary only. Author: David Navas FF228

JeansIcons Miscellaneous cute icons created for AMUC's monthly newsletter disk. Submitted by Stephen Vermeulen. Author: Steve Jeans FF137

Jed A nicely done, intuition-based editor that is quite user-friendly. Features word-wrap, auto-indent, newcli, alt buffer, split-window, keyboard macro, help, printing, and more. V1.1. Shareware, binary only. Author: Dan Burris FF297, FF180

Jimmy Disney's Jimmy The Cricketin HiRES color FF72

Jive program which transforms its standard input to 'jive' on its standard output .Author: Unknown FF46

JMenu This program allows an AmigaDOS script to display a menu, wait for the user to make a selection either with the mouse or the keyboard, and return the selection back to the script through an environment variable. It can also immediately execute any valid AmigaDOS command based upon the menu selection. The maximum size of the menu is based on the screen resolution and font size, up to a maximum of 26 selections of a maximum of 80 characters each and an optional title area of up to 4 lines. Version 1.1, binary only. Author: James Collins FF460

Jobs An alternate user interface to WorkBench or CLI. Version 2.1, binary only. Author: John Sawaya FF70

join One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

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. V1.0, binary only. By Davide Cervone FF95

JoyLib Both a linktime version and a shared library of Joystick routines featuring a technique which proves to be extremely fast on 68010 or higher processors, and still faster than most of the other routines on standard processors. Includes source for library in Assembler and the demonstration program in C. Author: Oliver Wagner FF378

JoyMouse A simple program that allows you to use a joystick as a mouse. Binary only. Author: Jonathan Potter FF412

joystick Shows how to set up the gameport device as a joystick. Reports parameters received from joystick hooked to right port. Author: Rob Peck FF5, AM4

Jpad One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13, AM1

JPClock A short clock program that is just packed with features. This is version 1.2, an update to version on disk 204. Includes source. by: Jonathan Potter FF242, FF204

JPDirUtil A directory-utilities type program with many built-in commands, and 16 customizable gadgets. User configurable in many ways. Can be iconified to Workbench screen. This is version 1.12, an update to version 1.11 on disk 287. Binary only. Author: Jonathan Potter FF412, FF287

Jsh A simple command line interpreter drawing on features from the BSD C shell. Author: Jim Kent FF38

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 FF65

Juggette Some cute juggler animations from Eric Schwartz. Includes Juggette Anim, Juggette_2, and Juggler Demo 2. Author: Eric Schwartz FF413

Juggler Stunning animation of a robot juggler with ray traced reflective spheres. Uses HAM mode display and sound effects to boot! Version 1.2. Binary. By Eric Graham FF97, FF47, AM16

Jumble A quick 'brute force' program for solving for anagrams. Not very elegant, but gets the job done. Includes source. Author: Mike Groshart FF262

JustBeeps Simple example of using Audio and Timer devices. Plays a series of beeps whose pitches are based on a just intoned tuning system. Standalone image with source code. By: Phil Burk FF239

K1 An editor program for the Kawai K1-II synthesizer. Includes a bankloader for single-patches and multi-patches, a single- patch editor, a multi-patch editor, and support for the effect-session and K1 controllers. Version 5.1, an update to version 4.8 on disk 481. Binary only. Author: Andreas Jung FF521, FF481

K1_Editor An editor for the Kawai K1(m) synthesizer with two auxiliary programs for managing sound dumps. V 1.00, shareware, includes source.

Author: Michael Balzer FF332

Kamin Various interpreters from the book "Programming Languages, An Interpreter-Based Approach", by Samuel N. Kamin. This distribution includes lisp, apl, scheme, sasl, clu, prolog, and smalltalk interpreters, automatically translated from Pascal to C using p2c. Includes C and Pascal source. Author: Samuel Kamin FF524

KawaiEditor A Kawai K4 editor (apparently some kind of midi based music synthesizer). Version 1.0, shareware, binary only. Author: Jan Saucke FF403

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. V1.2, binary only, but source available with donation to author. By Tim Grantham FF149, AM25

kermit This is an absolutely ancient kermit, who's only saving grace is 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. FF4, AM3

keybd.c Direct keyboard reading. C program. AM4

KeyBird BASIC prog edits keymaps, adjust the Workbench keymaps or create your own. AM25

KeyBiz This little hack will make you think you have mice scurrying around in the back of your computer. Includes source. Author: Mark Schretlen FF274

Keyboard Functions to translate RAWKEY Intuition messages into usable keycodes. Translation into Modula-2 of C source (by Fabbian G. Dufoe, III) on disk 291. Version 1.0. Includes source. Author: Fabbian G. Dufoe III, Peter Graham Evans FF344, FF291, FF5

Keyboard Input In Assembly: Fourth in a series of Assembly 68000 programming tutorials. Author: Jeff Glatt. AC12

KeyCodes Shows keycodes for a key you press in ABasiC. AM1

KeyFiler A BBS message file sorter that allows sorting by keyword. Includes a textreader, Soundex matching, and limited wildcard capabilities. V1.0, Binary only. By John Motsinger FF157

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 FF81

KeyMac A keyboard macro processor that allows you to record keystrokes and then play them back. V0.1,Source in Modula-II. Author: Fridtjof Siebert FF253

KeyMacro A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. Version 1.12 with a number bug fixes and enhancements, an update to version 1.8 on disk 436. Includes source in `C' and assembly language. Author: Olaf `Olsen' Barthel FF535, FF436, FF398, FF354, FF325

KeyMapEd Allows you to change the KeyMaps used with SetMap. This is a full featured editor providing support for normal, string and dead keys. The keyboard represented is from an A3000/A2000/A500 but it is fully compatible with A1000 keyboards. This is version 1.1i, an update to version 1.02 on disk number 193, binary only. Author: Tim Friest FF388, FF193

KeyMenu Allows fast, easy access to pull-down menus from the keyboard without having to remember all the special amiga key sequences Version 1.01, binary only. Author: Rainer Salamon FF362

KeyMenu An alternative to Intuition's method of menu selection via the keyboard. Uses one key to activate the menu for the currently active window, the cursor keys to move through the menu as you choose, and the return key to select the desired menu item or escape key to abort selection. Works with AmigaDOS 2.0 mouse accelerator and has option to blank Intuition's pointer. Version 1.05, an update to version 1.03 on disk 470. Includes assembly source. Author: Ken Lowther FF528, FF470

Kick Another screen hack, specifically for A500/A2000 owners. I don't want to spoil any surprises but reportedly causes some machines to crash. Binary only. Author: Tony Solomon, Paul Fortin FF389

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 FF36

KickDate Saves and retrieves the current system date stamp to the first sector of the kickstart disk. This is handy for A1000 users with autobooting hard drives, since it can save the system time across system resets and power cycles. Version 1.0, includes source. Author: Joe Porkka FF408

kickdrum Sound demonstration icon-driven part of a set on AMICUS 10 AM10

KickFont For A-1000 owners, will permanently replace the topaz font on the kickstart disk with a font called 'look'. Includes a sample in the form of an IFF picture. V3.0, binary only. Also included is Benjamin Fuller's freely redistributable 'SumKick' program. By Greg Browne FF179

KickMem A program for A1000 hardware hackers that have done the Amazing Computing 512K upgrade. KickMem will patch your 1.2 or 1.3 kickstart disk to perform addmem during kickstart. This allows warm boot surviveability of ram disk devices and eliminates addmem commands from your startup sequence. V2.0, includes source. Author: Dave Williams FF224

Kill Removes a task and as much of its resources as possible. Can close windows, unload process code, etc. Includes source. Author: George Musser FF79

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. AM25

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. By Robert Wilt FF115

KillReq A small program which disables Intuition's AutoRequest function. In particular, this prevents AmigaDOS from putting up system requesters, which is useful if you are operating your Amiga remotely and can't use the mouse to click CANCEL. Unlike similar utilities which affect only a single CLI, KillReq disables ALL requesters. V1.0 and includes C source. By Eddy Carroll FF290

KingTut King Tut in an IFF picture. AM6

Klide This line art demo is Jerry's entry to the 1989 BADGE Killer Demo Contest, where it won 4th place. Klide uses line mode blitter code which is capable of rendering short vectors at a rate up to 15,000 lines/second. Binary only. By Jerry Kallaus FF268

Klock A menu-bar clock and date display. Executable AM9

Klondike A single player card game. Version 1.1c, binary only. Shareware. Author: Peter Wiseman FF491

Koch Flakes: Using the preprocessor to organize your programming. Author: Paul Castonguay AC11

Kryptor A small, simple and comfortable file encoder/decoder. Version 1.0, with source. By Michael Balzer FF332

KwikBackUp A harddisk backup program that writes data track by track onto multiple floppy disks. Uses the archive bit, saves and restores comments and protection flags, and skips over bad spots during restore. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert FF234

KwikCopy A quick but nasty disk copy program: It ignores errors. Executable program. AM8

L is a replacement for the BCPL 'list' program, but with some graphics enhancements. FF105

Label Simple program to print labels with arbitrary text. Version 1.3, binary only, but source available from author. Author: Mike Hansen FF96

Labeler A label generation program for Epson compatible printers. Has both English and German versions. This is version 3.0, binary only, shareware, source available from author. Author: Siegfried Rings FF435

LabelMaker Allows you to create fancy, full sized, colored labels for 3.5" floppy disks. Version 1.5, includes source. Author: Stefan G. Boldorf FF548

LabelPrint3.5 A program that allows you to easily print labels for your disks. This is version 3.5, an update to version 3.0 from FF277. Shareware, binary only (source available from author). Author: Andreas Krebs FF363, FF277, FF246, FF238, FF210

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 FF111

LabyrinthII A shareware role-playing text adventure game similar in operation to the Infocom text adventures. Includes source. Author: Russell Wallace FF162, AC5

LaceWB 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. AM25

LanderGame Lander 3DX is an X-Specs 3D Lunar Lander game. Maneuver your landing craft over a three dimensional fractal lunar landscape searching for a safe place to land. Watch your fuel, altitude, and slope of the surface beneath you. Fly your craft over, around, and behind the lunar peaks. Digitized sound. Two alternate lunar scenery files included. Requires X-Specs 3D glasses. Spectacular. Binary only. Author: Richard Horne FF544

LandScape A simple CAD program to aid in designing garden layouts. First the plan is laid out, placing lawns, paths, plants, etc., and the program then draws a '3D' picture of what the garden might look like in real life, from any viewpoint. Version 1.0, binary only. Author: Steve Goddard FF521

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 FF63

LaserBoing This ray-traced animation with sound is Mike's entry to the 1989 BADGE Killer Demo Contest. This 'Amiga Boing' ball is just loaded with energy! Binary only. By: Mike van der Sommen FF271

Lat3.03bugs Text file lists bugs of Lattice C version 3.03. AM8

latffp Shows how to access the Motorola Fast Floating Point library from Lattice C. Also demonstrates the tremendous speedup obtained Author: Larry Hildenbrand FF1

LatticeMain Text file tips on fixing _main.c in Lattice. AM8

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 FF41

Launch Sample program showing how you can load and execute a program in the workbench environment, then return to the CLI. Includes source. By Peter da Silva FF179

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. By William Rucklidge FF54

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 FF5

layers.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

layertes.c Layers examples. C program. AM4

LBM2Image Takes an IFF picture and generates a C source module which can be compiled and linked with your program to display the picture with the intuition DrawImage function. Binary only. by: Denis Green FF190

LCDCalc Probably the prettiest looking four founction (with memory) calculator ever written for the Amiga. Written in J-Forth. Version 1.023, binary only. Author: Mike Haas FF423

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 FF10

ld4 Another directory listing program using some graphics style output. Executable only, no source available. (Downloaded from a Denver BBS) Author: unknown FF12

LedClock An extremely simple clock program, for interlaced screens only. Includes source. Author: Ali Ozer FF128

LeftyMouse Swaps the functions of the left and right mouse buttons so that Lefties can use the mouse with their left hands. Includes source. Author: Rob Eisenhuth FF229

LeftyMouse Yet another LeftyMouse, this one implemented as a commodity. Swaps the left and right mousebutton for lefties. Requires AmigaOS 2.0. This is version 1.04. Includes german version and source in C. Author: Stefan Sticht FF497

Legends Fantasy Characters in HiRES color FF72

Leggo My LOGO: A Logo program that generates a Christmas tree with decorations. Author: Mike Morrison. AC7

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 FF22

Lemmings Demo version of an enchanting new game from Psygnosis. The lemmings are cute little guys you have to guide across the screen from one level to the next, over and under and around various obstacles, by using your mouse and changing each lemming's characteristics to get them to perform various useful tasks such as building bridges or digging through obstacles. Binary only. Author: Dave Jones, Gary Timmons, Scott Johnston, and Brian Johnston FF453

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 FF70

Less A text file reader, descended from Unix "Less." Less has features found on no other Amiga file reader; it can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This version runs on all Amigas, under any screen resolution and font, and uses the full 8-bit character set. Other improvements include seaches using regular expressions, multiple file selection from Workbench, and resident operation. This is version 1.4Z, an update to version 1.3 on disk 149. Includes source. Author: Ray Zarling et. al. FF511, FF149, FF92, FF74, FF34

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 FF36

Lexical Analyzes a text file and gives the Gunning-Fog, Flesch, and Kincaid indices which measure readability. AM26

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. Vesion 0.1. Authors: Lars and Henrik Clausen FF161

LHArc An archive program like Arc and Zoo, with a heavy emphasis maximum compression for minimum archive size, using LZHUF compression. This is version 1.30, an update to version 1.21 on disk 383. Binary only. Author: Paolo Zibetti FF404, FF383, FF312, FF289

LhArcA An intuitionized and faster version of lharc for the Amiga. Requires ARP library. Version 0.99a, binary only. By Haruyasu Yoshizaki, Amiga version by Stefan Boberg FF331

LHCon A program that will convert Arc and Zoo formatted archives to LHArc format. This will save precious disk space. LHCon will do single files or entire directories. It also has the capability to preserve the comment field of the file for BBS programs that require it and for the individuals who label their programs in that manner. Version 1.01. Binary only. Author: Steve Robbins and Bill Huff FF507

LhLib A shared reentrant Amiga runtime library featuring highly optimized assembly language versions of the LhArc data compression / decompression routines. Compresses faster and more efficiently than any other currently available implementation of the Lzhuf algorithm. Two example appli- cations for data compression/decompression, an interface to the Amiga Oberon Compiler, and documentation how to use the library in your own programs are included. This is version 1.8, binary only. Authors: Holger P. Krekel and Olaf 'Olsen' Barthel FF436

Lhwarp A program which will read tracks directly from your floppy disk, compress them using adaptive huffman encoding, and output them to a file. The resulting file can be used by lhwarp to reconstruct an image of the original disk. This is version 1.20. New features include much faster compression/decompression, a 32-bit CRC, and two additional compression methods. Binary only. Author: Jonathan Forbes FF305, FF245

LibDir This program lists hunks in an object file. Executable program and documentation. AM8

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 FF134

Library HiRES BW picture of an traditional structure FF72

LibraryKiller A small utility that allows you to remove libraries that aren't used any more. Version 1.0, includes source in assembly. Author: Roger Fischlin FF383

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. FF168 & 169

LIBS V1.00 List libraries/devices in ram or attempt to remove libraries. FF168 & 169

LibTool A utility that can quickly convert C or assembly code into an Amiga shared library. Also makes all support files including C and assembly include files, bmap files, Manx and Lattice programs, C glue stubs. Can also make a device. Binary only. Author: Jeff Glatt FF463, FF393

License License information on Workbench distribution. AM4

Life Another version of Tomas's Life game. Includes a torus option, an option to perform calculations with the processor rather than the blitter, and more. This is version 5.0 and is about 15% faster. Includes source. By: Tomas Rokicki FF316, FF306, FF131, FF31, AM9

Life-3D A 3D version of the classic cellular-automaton game. Shareware, author suggests $20 donation. Version 1.2, binary only. Author: Bob Benedict FF70, AM18

LifeCycles Some sort of biorhythm type program. No docs included. V2.0, binary only. By: Michal Todorovic FF325

Light A version of the Tron light-cycle video game. AM15

Lighthouse A lighthouse in an IFF picture. AM6

Lila A shareware utility that allows you to print listings or other text files on Postscript printers, with header, page numbers, and multicolumn pages. Can print in portrait or landscape orientation. This is version 9004b, an update to version 8912a on disk 368, binary only. Author: Bertrand Gros FF414, FF368

Line A shell written to enhance the bare-bones CLI with features that many people find useful in the UNIX csh, including history, aliases, a directory stack, etc. Version 1.15, includes source. Author: John D. Aycock FF457

LineDrawer Makes a line drawing based on drawing commands stored in a text file with a demo that draws an outline map of the USA and state borders. V1.0, with source By John Olsen FF96

Lines A color line pattern generator, adapted from Mackie. Version 1.1, includes source. Author: Joel Swank FF304

Lines A line drawing demo program, reminiscent of the 'sparks' program on disk #9. Author: Paul Jatkowski FF41

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. By: Michael Fellinger FF27

LinkSound Two examples of functions that you can link with your own code to produce a short musical "beep" or a sound that is similar to striking a drum. Includes source. Author: Dieter Bruns FF323

Linstrom Some miscellaneous small programs from the Linstrom family. Includes some basic games, some programs based on algorithms from the Computer Recreations column in Scientific American (demon, turmites, mountain), and a fish tank simulator. Includes source. Author: Lloyd Linstrom

and family FF251

List INSTR Program to list the instruments DMCS will not load as well as list the origins for any instrument. AM23

Lister Program to display information about files in various types of archives, such as arc, cpio, lharc, tar, zip, and zoo. Version 1.01, an update to version 1.0 on disk 518. Includes source. Author: Kerry Cianos and Geoffrey Faivre-Malloy FF527, FF518

ListPlot A 2D plotting program built around the PLPLOT plotting library. Its principle advantage is that it supports a variety of graphics devices. By default, output is sent to a window on the Amiga's screen. Through command line options, the graph can be sent to any preferences printer with graphics capability, stored as an IFF file, stored in HPGL format, stored in Aegis Draw format, or stored as an Encapsulated Postscript File. A variety of line styles and colors are available. Includes source. Author: Frederick R. Bartram and Anthony M. Richardson FF391

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 FF139

ListWindow Gives simple initialization, handling, and freeing of Macintosh-like list-windows. These are user-sizeable windows with a scrollable list of text strings, optionally sortable. The list can be scrolled with a scroll-bar, up and down arrows, arrow keys, or a SHIFT+key combination which searches for the first occurance of the specified key. Source and a sample program included. Author: Paul Thomas Miller FF368

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. By: Donald Irving FF73

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 ccfrontend. 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. FF37

LJP A program to print text files on an HP LaserJet printer. Supports landscape or portrait modes, use of any built-in font, automatic downloading of soft fonts, extremely fast printing, one or two logical pages on a single paper, multiple styles of page headers, adjustable page length and width, user specified pitch and point of a font, selectable margins and tab spacing, multiple copies, optional line numbers, and more. Version 1.01, binary only. Author: Khalid Aldoseri FF418

Llamatron A fast action, arcade style game, guaranteed to have your FILE button finger dangling off at the tendons. Hours of fun for you, blowing away horde after horde of alien fiends. Shareware, binary only. Author: Jeff Minter FF541

LList A 'list' type program that displays type of file. Many types of files included, and ability to extract information from other file types for recognition. Standard Amiga Wildcards supported. Binary only. Author: Nic Wilson FF501

LLSort Replacement for the AmigaDOS SORT command. Pure bit set and may be made resident. Features COLSTART and FIELDS parameters and sorts in either ascending/descending order. Also sorts with or without case sensitivity. Binary only. Author: Les Leist FF379

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 FF73

LoadImage An IFF ILBM reader that accepts overscanned pictures, allows you to scroll around in the bitmap if the picture is larger than the current display, works on both PAL and NTSC machines, supports color cycling using interrupt code, and supports printing of image portions. Version 1.11, update to version 1.9 on FF281, includes source. Author: Olaf Barthel FF355, FF281

LoadIt prog to load a file into memory until a reboot. (Only the most esoteric hackers will find Loadlt useful.) AM24

LoanCalc Keyboard and mouse driven mortgage utility. Although similar programs exist, this one is unique in that it is designed to track 'Open' mortgages that allow any size payment to be made at any time, as well as providing a printed amortization table for fixed mortgages with monthly, semi-monthly, bi-weekly and weekly payment schedules. This is version 1.4, an update to version 1.2 on disk 366. Binary only. Author: Robert Bromley FF492, FF366

LockDevice A package to protect filing devices from being accidentally formatted. Can be used with any filing device and file system. Version 1.0, includes source. Author: Olaf Barthel FF371

LockMon Find file locks. Useful for discovering if programs properly clean up after themselves. Author: Dewi Williams FF19

Logic A small game that is somewhat reminiscent of 'life'. Version 2.0, includes source in assembly. Author: Thomas Jansen FF461

Logo A logo interpreter, with user interface like the Apple II logo. Shareware, author suggests $5 donation. Author: Gerald Owens FF70, AM18

LollypopLady Famous Lady with lollypop picture which caused so many people to purchase the Amiga for its graphics. An IFF picture. AM7

LookFor A general 'find that file' utility which is handy for hard drives, multiple drives, and multilayered paths. Includes source. Author: Mark Schretlen FF274

Loom Simulation of an eight harness loom. Supports 15 colors for warp and weft threads. Scalable display. Patterns created can be printed in draft format or saved as IFF files. Version 1.00, binary only. Author: Martin C. Kees FF516

LordOfHosts A strategy game for two players based on a board game called "Shogun". Features include flexible mouse/joystick controls, undo and redo of up to 500 preceding steps, fully intuition- ized user interface. Version 1.0, complete source code, precompiled include files and debugger files included. Author: Tim Pietzcker FF488

Lotto Lotto is designed to replace your user group's old shoebox full of membership numbers and names and add some pizzaz to the process of drawing for doorprizes at club meetings. Includes source. Author: Mike Groshart FF262

Lotto Small lotto number selector with C source. Author: Timm Martin FF430

LowMem 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. By Perry Kivolowitz FF85

loz One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

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 FF61

LPE LaTeX Picture Editor is a graphical editor for producing 'pictures' for the LaTeX system, which may be imported by LaTeX. You can draw boxes, dashed boxes, lines, vectors, circles, boxes with centered text, and plain text. This is version 1.1, an update to version 1.0 on disk 243, and includes some new drawing tools, enhanced user interface features, optimized code, and some bug fixes. Binary only. Author: Joerg Geissler FF277, FF243

Ls   Version 3.1 of the popular UNIX style directory lister. This is an update to version 2.0 from disk 178, and includes some bug fixes, support for multiple wildcard pathnames, quicker sorting, a best-fit output, new output width and height options, and some other new features. Includes source. Author: Justin V. McCormick. FF236, FF178

ls Minimal   Implementation of UNIX ls. Demonstrates use of UNIX style file name pattern matching code. Author: Rick Schaeffer FF10

LSlabel   A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself. Features include variable linefeeds (in 1/216 inch steps), a very exactly setting of the label length and freely configurable printer codes. Version 1.0, binary only. Author: Stefan Berendes. FF478

LVR   Link Virus Remover. A program that recursively searches directories for link viruses in executable files. This is version 1.20, binary only. By: Pieter van Leuven FF331

Lz   An lharc compatible archiver that is reported to be much faster than other available archivers and produce smaller archives. Version 1.01, shareware, binary only. Author: Jonathan Forbes FF465

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 FF24. Binary only. Demos with source. By R. Degen, C. Nieder, M. Schaub, J. Straube (AMSoft) FF113

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 FF79

M2Icons   New Icons for the M2Amiga System. Includes a script for easy installation. Author: Robert Brandner FF549

M2Pascal   A simple Modula-2 to Pascal translator. You can write simple programs on your Amiga using one of the available Modula-2 compilers, and then use this translator to generate Pascal source for export to other systems with Pascal compilers. Version 1.0, includes source in Modula-2. Author: Greg Mumm FF512

M2Utils   Various source modules for Benchmark Modula-2. Includes ColorReq, an interface to the Dissidents color.library; IFFLib, an interface to Christian Webers iff.library; and ARP, an interface to ARP V1.3. Author: Sascha Wildner FF439

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. By Ozan S. Yigit (oz) FF160

MacFont   A conversion tool to convert Mac fonts to Amiga fonts. Binary only. Author: John O'Neill and Rico Mariani FF138

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. This is version 2.6, an update to version 2.4c on FF163. Binary only. Author: Brian Moats FF254, FF163, FF130

MachIII   A mouse accelerator program that also includes hotkeys, features of sun mouse, clicktofront, popcli, title bar clock with a bbs online charge accumulator, Arexx support and much more. Updates for Workbench 2.0 have been added along with many fixes and new features. This is version 3.1, an update to version 3.0 on disk 378. Binary only. Author: Brian Moats and Polyglot software FF471, FF378

Machine   A neat new animation from Allen Hastings. Author: Allen Hastings FF109

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! This is version 1.4. Includes fixes to work with latest WShell and the new 'never' keyword. Includes source. Author: Tomas Rokicki FF305,FF267, FF189, FF187, FF161, FF130

macros.i   Assembler include files. AM5

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 FF35, FF32

MadBlanker   A cute screen blanker that bounces a transparent rectangle around on the screen, like a theater spotlight, with configurable options which include size and whether or not you want the rectangle to change size. Version 2.0, includes source. Author: K. Mardam-Bey FF406

madlib   A mad lib story generator in AmigaBASIC. AM11

Magnetic_Pages   A software package that allows you to create and display a disk-based magazine. The magazine produced is of a similar format to that of a traditional paper magazine. You can combine text and graphics on a single page, branch to different sections by clicking on icons and play sound and music. Features a full intuition driven interface. Version 1.0, shareware, binary only. Author: Mark Gladding. FF372

Mailchk   A mail client for Dnet, which will inform you of any new mail and will give the choice of viewing, deleting, or printing a message. Version 2.01, includes source. Author: Stephane Laroche FF324

mailtalk   A talking mailing list program in AmigaBASIC. AM11

MAK   The Mandelbrot Adventure Kit is a nicely done mandelbrot generator with full source code (about 18,000 lines of C code). Includes some sample images along with the parameters used to generate them, and lots of built-in help screens. Author: Steven Dillon FF522

Make   A simple 'make' programming utility, C program in C source code and executable. AM2

Make   Another version of make that seems to be more complete than many other PD makes. Author: Unknown, downloaded from the Software Distillery FF45

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' FF69

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 FF2

make2   Another make subset command. By Marc Mengel FF2

MakeIcon   This program will make an icon (.info file) using image data from either another icon, or an IFF picture file. The image data is drawn on the screen so you can see exactly what your icon will look like. You can also go the other way, and make IFF files from icons, which can then be loaded into a standard IFF graphics editor. Version 1.1, binary only, source available from author. Author: Paul Blum FF255

Makemake   Reads C source files and constructs a vanilla makefile in the current directory. Includes source. By Tim McGrathm FF74

Makewords   PhoneWord takes a full or partial telephone number and attempts to create a word from the various alphabedigit combinations. Unjumble may useful in solving the Sunday morning newspaper Scramble. Includes source. Author: Ron Charlton FF366

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 FF66

MambaMove A game with the goal of moving an apple eating snake inside four walls until an exit appears. Includes source. Author: Stefan G. Boldorf FF548

Man A program similar to the UNIX 'man' program. Displays information about a topic from manual pages. Does not include any database of topics, you have to supply your own. Version 1.2, includes source. Author: Garry Glendown FF241

Mandala A mandala graphic program with sound, sort of Eastern music. Binary only. Author: Unknown FF67

MandAnim A Mandelbrot Animation program that allows you to easily generate series of lo-res/16-color pictures. Features full mouse and/or keyboard operation, zooms, auto-save, high (+cheat) speed, iconization, preview, ease, etc. The generated pictures all remember their positions and settings so they can be reloaded. This is version 1.2, an update to version 1.1 on disk 387. Binary only. Author: Ekke Verheul. FF461, FF387

Mandel Another mandelbrot generator program, with bits and pieces of code from C. Heath and R.J. Mical. This is V1.3, an update to FF111. New features and improvements include an ARexx interface, coordinates in sight, more state info saved with a picture, batch files, programmable functions, and more plotting options. Includes source. Author: Olaf Seibert FF218, FF111

Mandel Mandelbrot set program, C code and executable. AM1

mandel One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

MandelBlitz Very fast Mandelbrot plotter with lots of handy functions such as color cycling, zoom, special palette control, file requestors and more. Version 1.0, binary only Author: Nico François FF387

Mandelbrot A fast Mandelbrot rendering program that uses some of the mathematical properties of the Mandelbrot set to greatly reduce the drawing time. Demonstrates graphics programming, assembly language, menus and IFF file I/O. Standalone image with source code. Author: Nick Didkovsky FF239

Mandelbrot Latest and greatest mandelbrot program. 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. Version 3.00 Author: Robert French FF31, FF5, FF4

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. FF21

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. FF20

MandelMountains A program that renders three-dimensional images of blowups of the Mandelbrot set. Includes several example images. This is version 2.1, an update to version 2.0 on disk 354. The most significant enhancement for this version is that is is two to three times faster due to inclusion of a specially tuned fixed point arithmetic package. Shareware, binary only. Author: Mathias Ortmann FF383, FF354, FF295

MandelPAUG A version of MandFXP with complete online help, a fully implemented Mandelbrot and Julia set 'movie mode', and many improvements in the user interface. Version 2.1, binary only, source available. Author: Bruce Dawson, Steve Larocque, Jerry Hedden FF452

MandelVroom A Mandelbrot/Julia-curve generating program that features five numerical generators (integer, ffp, ieee, 020, and 020/881) in hand-crafted assembly for maximum speed, online mouse selectable help for all functions, generation of multiple pictures simultaneously, a sophisticated user interface with shaded gadgets, etc. Some of the other features include zoom, magnify, color-cycling, contouring, auto-contouring, histogram, statistics, presets, extra-halfbrite support, overscan, orbits, pan mode, and more. Requires 1Mb or more of memory. This is V2.0, an update to FF78. Source is available on FF214. A compiled binary, along with help files and example images, can be found on FF215. by: Kevin Clague FF215 & 214, FF78

mandlebrot One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

mandrill A gorilla in an IFF picture. AM6

MarbleMadness.pic A screen from Marble Madness. AM6

MarbleSlide The aim of this game is to build a slide on a 10 x 11 board of pieces that move around, allowing the marble to reach the goal piece. You play against time. Also includes a board editor to build custom boards. Binary only. By: Peter Handel FF283

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 FF177

Marilyn HiRES BW collection of Ms. Monroe FF72

marimba Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Marketroid Marketroid is Leo's entry for the Badge Killer Demo Contest. It is another devious sprite oriented demo with lots of 'in' jokes. 512K required. Includes source. By: Leo Schwab FF115

Martian The Bugs Bunny Martian in an IFF picture. AM6

Mat A comprehensive String-Search/Pattern-Match Utility for both text files and directories. A powerful command line syntax allows automatic file editing, construction of command scripts, and so on. Example Shell scripts are included. Binary only (a much enhanced version of the original on Disk #102). Author: Pete Goodeve. FF374

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 FF102

mathffp.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

mathieeedoubas.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

mathieeesingbas.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

Mathtrans A very small library which replaces the mathtrans.library distributed by Commodore-Amiga, for those who own an MC68881/82 floating point unit. Calculation speed of some functions is increased up to 15 times. Version 1.1, includes source. Author: Heiner Huckstadt FF319

mathtrans.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

Matlab A FORTRAN package (MATrix LABoratory) developed by Argonne National Laboratories for in house use. It provides comprehensive vector and tensor operations in a package which may be programmed either through a macro language or through execution of script files. Supported functions include sin, cos, tan, arcfunctions, upper triangular, lower triangular, determinants, matrix multiplication, identity, hilbert matrices, eigenvalues, eigenvectors, matrix roots, matrix products, inversion, and more. Amiga specific features include workbench startup, polar plots, contour plots, enhanced plot buffer control, and algorithmic plot display generation. This is an update to the version on disk 267, with many bug fixes and code reorganizations. Includes source in FORTRAN. Author: Jim Locker, Cleve Moler, Mike Broida FF499, FF267

MatLabPatch Patches for both Matlab and Diglib on disk 499. The version of Diglib compiled for 68000 machines has some incorrectly compiled modules (compiled for 68020) and therefore causes crashes on 68000 machines. The Plot.sub module compiled for 68000 machines in the Matlab archive was linked using the incorrect Diglib and does not run on 68000 machines. This update provides correctly compiled replacements for both those files. Author: Jim Locker FF538

Matrix Solves systems of linear equations. Includes both PAL and NTSC versions. Version 1.00, includes source. Author: Rudiger Dreier FF376

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 FF171

Maze An example of a fully re-entrant maze generation program written in assembly language using Manx's assembler. Includes source. Author: Michael Sinz FF248, FF218

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 By Thad Floryan FF18

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 FF59, FF56

MCP A "TRON" like cycle race game for up to four players. Version 13.76, update to version on disk 338, includes source in assembly. Author: Jorg Sixt FF481

meadows3D A 3D graphics program, from an AC™ article, in AmigaBASIC. AM11

Mean18 Two Mean 18 custom golf courses by Joel Swank FF304

MechFight A role playing game where you explore a world, buy or find items, and fight against robots and aliens. During the game you are asked to perform certain tasks. This is version 1.0, binary only. Author: Florian Marquardt FF410

MED MED is a music editor that can be used to compose music for demos/games etc. It can be used as a stand-alone music program as well. The features include built-in sample editor, synthetic sound editor, MIDI support (up to 16 tracks), and options to read/write NoiseTracker modules. Included are routines that allow programmers to easily incorporate music made with MED in their programs. This is version 3.10, an update to version 3.00 on disk 476. Binary only. Author: Teijo Kinnunen FF483, FF476, FF424, FF349

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 FF60

MED-Songs A selection of musical pieces created with MED, the musical editor program (see disk 476 for MED 3.00). Includes MEDPlayer version 3.0. Author: Hans-H. Adam FF478

MegaBall This is a new version of the game Ball by the same author. It is a Breakout type game, and is very good. Complete with impressive sound. This one's addicting. Binary only. Author: Ed Mackey FF477

MegaD Yet another disk utility program for the Amiga. This one allows an unlimited number of directories to be accessed simultaneously. Version 1.01, shareware, binary only. Author: John L. Jones FF440

MegaWB A program that makes it possible to make your WorkBench screen as large as you like. Version 1.2, Source in Modula-II. By: Fridtjof Siebert FF253

Melt Another display hack from the master himself... Includes source. Author: Leo Schwab FF66

MEmacs Another Emacs, more oriented to word processing. In C source code and executable program, and documentation provided. AM9

MemBoardTest Originally designed for production testing of A1000 memory boards. Very nice intuition interface. Version 2.4, Includes source in Modula. Author: George Vokalek FF158

MemClear Walks through the free memory lists, zeroing free memory along the way, and coalescing memchunks that have contiguous address spaces. With source. by John Hodgson FF58

MemDiag Memory diagnostic program to identify addresses which produce memory errors, and a memory quarantine program which removes such defective addresses from the system's free memory list, until the hardware errors can be corrected. Version 1.1, includes source. by: Fabbian Dufoe FF214

MeMeter A small utility for monitoring the Amiga's memory usage. Unique snapshot facility allows you to store the current numbers, launch a program, see how much memory it requires, end the program, and see if it returns all the memory. Version 2.1, binary only. Author: Gaylan Wallis FF366

MemFlick Treats all the memory in your Amiga as if it was part of a bitplane inside a graphics display. Provides sort of a graphical picture of your memory usage. Binary. By Jim Webster FF206

MemFrag Displays number of memory chunks/sizes to show memory fragmentation. Chunks are displayed as 2**N bytes which is a rough guide but still useful. This is an enhanced version of 'Frags' from disk 69. Includes source. By: Mike Meyer, enhancements by Gary Duncan FF345

MemGauge A tool to display the current memory usage, very much like the usage bar Workbench displays in root directories. V1.4, includes source. Author: Olaf 'Olsen' Barthel FF222

MemGuard A program similar to MemWatch, which continually checks the low memory vector table for random trashing. Has been optimized and greatly enhanced to support the 68010, 68020, 68030, etc. microprocessors. Unlike MemWatch, MemGuard does not run as task in a dummy loop but rather as a low level interrupt routine which is capable of trapping memory trashing even before exec might know of it, and even while task switching is forbidden. Version IV, an update to version IIIa on disk 354, binary only. Author: Ralf Thanner FF436, FF354, FF325

MemLib A link library of routines to aid in debugging memory problems. Works with Lattice C 5.0 and possibly with earlier versions. It's features include trashing all allocated memory, trashing all freed memory, keeping track of freed memory with notification if it is written to, notification of memory freed twice or not at all, notification of overrunning or underrunning allocated memory, generation of low memory conditions for testing purposes, and identification of violations of memory use by filename and line number of the allocating routine. Includes source. Author: John Toebes and Doug Walker FF240

MemLook Gives a graphical view of your machine's entire memory area. Features memory gauge and controllable scrolling speed via the cursor keys. Version 2.0, an update to version 1.1B on disk 364. Includes source in assembly. Author: Thomas Jansen FF417, FF364

MemMometer A program that opens a narrow window and graphically both displays your memory usage like a gauge, and also detects changes in regions of memory over time. Detected changes are catagorized and displayed using color coded bands. This is version 2.20, an update to version 2.10 on disk 350. It accomodates AmigaDOS 2.0 and the Amiga 3000 32-bit memory addresses. Includes source. Author: Howard Hull FF496, FF350

MemMon A small memory monitor. Version II, shareware, includes source in Modula II. Author: Andreas Gunser FF455

MemoPad A shareware intuition-based memo reminder program. Nicely done. Update to version on FF 146, version 1.2, binary only. Author: Michael Griebling FF160, FF146

Memory Squares: Test your memory with this AmigaBASIC game. Author: Mike Morrison AC5

MemoryClock A clock program that shows the amount of free fast ram, free chip ram, as well as the time and date. Includes source in assembly code. By Roger Fischlin FF188

MemRoutines Some plug-compatible replacements for the Lattice C functions memcpy(), memcmp(), and memset(). Unlike the Lattice functions that deal with data one-byte at a time, these versions deal with longword chunks, which can improve performance of Amigas equipped with a 68020 or 68030. Includes source in assembly. Author: Robert Broughton FF362

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 FF163

MemView Program which sets up a direct window into RAM, thus dynamically displaying the contents of memory. Author: Leo Schwab FF33

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 FF87, FF48

Menu A fast-access menu system configurable via a script file that allows the user run selected programs. Version 2.0, binary only. Author: Stefan Mörnhag FF387

menu One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13, AM1

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 FF65, AC7

MenuC A menu and gadget compiler. Takes a simple ascii file describing menues and gadgets and creates the appropriate IntuiText structures needed to actually create working menues and gadgets, in either C or assembly source. This is version 0.8, binary only. Author: Bruce Mackey FF438

menudemo A demo of Intuition menus called 'menudemo', in C source. C program. AM5

menuEd A menu editor that produces C code for menus. Executable program and documentation. AM12

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 AC1

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 FF30

Menus Learn about Intuition menus, a John Draper Amiga Tutorial. AM2

MenuWriter Allows you to write a menu to the bootblock fo a disk. Allows up to 30 entries of 39 characters long, with commands up to 31 characters long. The loader also allows batch files to be executed. Includes a built in virus detector. Version 3.1, binary only, source available from author. Author: Peter Stuer FF420

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 boundries. Version 2. Author: Carolyn Scheppner FF95, FF56

Metafont Amiga port of the Metafont package, a program to create TeX fonts. Includes versions for 68000 and 68020. Disk 487 contains a copy of the Metafont font source files from the TeX distribution tape, including the Computer Modern Roman and the LaTeX fonts. This is version 2.7, binary only. Author: Donald E. Knuth, Stefan Becker (Amiga port) FF486

Metro In METRO, you play the role of a city planner. Using limited funds, you must construct a mass-transit subway system capable of meeting the needs of your city. Build wisely and your system will be a success, but poor planning will lead to disaster and financial ruin. Shareware, binary only, source available from author. Author: Mark A. Thomas and David P. Townsend FF426

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 FF89

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 FF103

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 FF172

MForgeRev Text of a user's view of MicroForge hard drive. AM8

MFSrc A copy of the Metafont font source files from the TeX distribution tape, suitable for use with the Amiga port of Metafont on disk 486. Included are the Computer Modern Roman and the LaTeX fonts. These should be sufficient to run a normal TeX installation. Author: Various FF487

MG Beta version of mg3, including ARexx support. This is probably the most stable beta for the next year, as many new features are going in after this. Amiga-only release. Sources compressed with lharc to fit on the disk. Update to mg2b on disk 147. Author: Mike Meyer, et al. FF352

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 FF131

MicroEMACS Version 3.10 of Daniel Lawrence's variant of Dave Conroy's microemacs. This is an update to the version released on disk 119. New features include multiple marks, more function key support, a better crypt algorithm, and end-of-word command, a command line switch for setting environment variables, new hooks for macros, a command to strip trailing whitespace, international-zation features like foreign language message support, horizontal window scrolling, much faster search algorithm, Amiga intuition support, and more. Includes source and extensive online documentation. Author: Dave Conroy, MANY enhancements by Daniel Lawrence FF195, FF147, FF119, FF93, FF61, FF6, FF2

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. 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/Ultrix System modules for Ultrix/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. Please send any enhancements to rtech!daveb, or to me and I will see that he gets them.- Fred FF23

MicroGNUEmacs MicroGNUEmacs(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 FF147, FF101, FF68, FF6

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 FF101

MicroTerm A very small, very simple, almost brain-dead terminal program. Primarily useful as an example of how to talk to the console and serial devices. Version 0.1, includes source. Author: Stephen Vermeulen. FF326

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 FF101

MIDI Make your own MIDI instrument interface with documentation and a hi-res schematic picture. AM13

MIDI Out: A MIDI program that you can expand upon. Written in C. Author: Br. Seraphim Winslow AC3

MidiLib A disk based library that permits sharing of the serial port by MIDI applications through a MIDI message routing and processing system. 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. V2.0, an update to FF101, and includes significant speed enhancements, new utilities to play with MIDI files, and updated utilities, documentation and examples. Binary only (source for examples and bindings however). Author: Bill Barton FF227

MIDIsoft Transfer sound samples between the Amiga and a Roland S-220. V1.0, binary only. By Dieter Bruns FF199

MIDITools A group of several different utility programs for those who run a MIDI system. Binary only. Author: Jack Deckard FF159

MidiTools A group of several different utility programs for those who run a Midi system. Update to version on disk 159. Includes three new programs, two of which are synthesizer editors, and compatibility with AmigaDOS 2.0. Binary only. Author: Jack Deckard FF488

MidiTools Simple programs to play and record through the MIDI I/F. Untested (I have no MIDI hardware). By Fred Cassirer FF54

MigaMind A small WorkBench Master-Mind type game. Includes source. Author: Ekke Verheul FF363

MigaSol A game of solitaire. AM15

MightyMouse A very small screen blanker, mouse accelerator, mouse blanker, hot key, etc. utility. Version 1.05, binary only. Author: Bob Stouder FF527

MileStone Another game in ABasiC by the author of Monopoly. Author: David Addison FF28

Mind A design for artificial intelligence (AI) based upon linguistics. The included animation shows how one node on a syntax tree flushes out the currently active concept in a mind contemplating a scene of the external world through the eye. Includes five documents describing the theory behind the animation. Author: Arthur Murray FF411

mindwalker Text clues to playing the game well. AM12

MineClearer Amiga version of the Minesweeper program under Windows 3.0. You are the captain of a ship and you have to clear the sea from mines. Shareware, version 1.0c, binary only. Author: Kopetzky Theodorich FF541

MiniBlast A shoot'em up game which runs just fine in a multi-tasking environment. At last you can enjoy a satisfying megablast while you are writing a boring essay. Shoot anything that moves, and if it doesn't move, shoot it anyway. V1.00, binary only. By: Anders Bjerin FF336

minipaint One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. Written in one of the two early Amiga BASIC programs. FF13

MinixDemo Demo version of minix 1.5, an operating system very similar to UNIX. The full version of minix comes with source code for the kernel and most of the utilities. Binary only. Author: Andrew Tanenbaum, et. al. FF525

MinRexx A simple ARexx interface which can be easily patched into almost any program. Includes as an example the freedraw program from disk number 1. This is version 0.4, an update to the version on disk 188. Includes source. Author: Tomas Rokicki FF450, FF188

MirrorWars A new game featuring sound, title music, and two player mode. Fight your opponent via laser rays, but beware of the mirrors reflecting your shots. Binary. By Oliver Wagner FF235

Mischief This little program is in the long tradition of 'display hacks'. It uses the input.device to perform various acts of mischief. Includes source. Author: Olaf 'Olsen' Barthel FF222

MiscUtils Some small sound and screen hacks. Includes source in C. Author: Jorrit Tyberghein FF302

Missile A nice 'missile defense' game. Written 100% in assembler (source available from author) and is very fast! Author: Glen Merriman FF50, AM16

MissileCmd A fast Missile Command game written in assembly. Features include using a hires interlaced screen, time based events for correct operation on any speed Amiga, multitasking friendly, and sound effects. This is version 2, an update to the version on disk 444, with bug fixes and enhancements. Binary only. Author: Max Bithead FF473, FF444

MkBmap Builds Amiga format bitmapped fonts from PostScript fonts. Uses the library "post.library" (disk 468) to render the characters. Best results are obtained with fully hinted type 1 fonts, such as those supplied by Adobe and other vendors. Version 1.0, includes source. Author: Adrian Aylward FF489

Mkid A program identifier database package that provides a logical extension to 'ctags'. The ID facility stores the locations for all uses of identifers, preprocessor names, and numbers (in decimal, octal, or hex). Includes source. Author: Greg McGary, Amiga port by Randell Jesup FF448

Mklib Another example of building a shared library that evolved from 'Elib' FF87. Also included is a library, Edlib, which contains several functions not included in the Manx standard libraries. Includes source. By Edwin Hoogerbeets with C-functions from several different authors FF183

Mlist Mailing list database. AM25

MM Implementation of the game Mastermind. You must try to guess a color combination which the amiga sets via a random generator. There are 6

colors which can be set in any combination. With source. By Dietmar Jansen FF327

MMB With MMB, users of 3 button mice under WB 2.0 can use the middle mouse button as a shift key to do multiple selects. Binary only. Author: Garry Glendown FF436

MMBShift A program that lets you use the middle mouse-button (MMB) (on a three-button mouse) as a SHIFT-key when selecting multiple icons on the Workbench. Only uses 166 bytes of memory. Version 1.0, includes source in assembly. Author: Preben Nielsen FF547

ModemPins Text description of the serial port pinout. AM1

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. FF24

Modula-2 Trails a moving-worm graphics demo in Modula-2. AM11

ModulaDefs Implementation and Definition modules for the Amiga's Graphics, Intuition, and Math libraries, to be used with the Modula 2 compiler from disk 24. Includes a source example of using the modules. Binary only for the rest of the distribution. Author: Jonas Green FF418

ModulaTools Various useful routines for those programming in Modula on the Amiga. Update to version on FF 94, includes source. Author: Jerry Mack FF138, FF94

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 FF9, AM1

Molec3D An interactive 3D solid modelling program for molecules. Produces a graphic, three dimensional representation of molecules, based on 3D coordinates data from geometry optimization programs, X-ray measurements, or any other source. Can handle up to 500 atoms at a time. Requires 1Mb or more of memory. Version 1.022, binary only. Author: Stefan Abrecht FF482

MoleWt MoleWt is a molecular weight calculator. The program accepts a chemical formula and returns the molecular weight. This is version 1.01, binary only. Author: John Kennan FF471

Mon A machine code monitor/debugger program for the Amiga which is re-entrant and can be made resident. This is version 1.24, binary only. Author: Timo Rossi FF310

Money Try to grab all the bags of money that you can. AM15

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 FF108

MoniDie A cute little screen hack. Be sure to turn up the sound. Binary only, source available from author. Author: David Donley FF408

MonkeyDemo Demo version of the LucasFilm game "The Secret of Monkey Island". Installable on a hard disk and multitasks as well. Binary only. Author: LucasFilms FF529

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. AM24

Monopoly A simulation of the Parker Brother's board game MONOPOLY. Binary only, source available from author. Author: Ed Musgrove FF251, FF15

MonProc An enhanced version of the process packet monitoring program from FF69. Includes source. Author: Phillip Lindsay, enhancements by Davide Cervone FF79, FF69

Moonbase You must guide a lunar lander to ferry cargo from an orbiting space station to bases on the surface of the moon. You get cargo and fuel for the lander by docking with the space station. The goal is to complete all the assigned cargo deliveries, and to destroy as few landers as possible in doing so. Binary only. Author: Jim Barber FF312

Moose Random background program, a small window opens with a moose resembling Bullwinkle saying witty phrases user definable. AM24

More Ports For Your Amiga: Files to accompany article. Author: Jeff Lavin AC13

More Requestors: Using system calls in AmigaBASIC to build requestors. Author: John Wiederhirn AC6

MoreArt A small selection of some additional Amiga artwork submitted to me since the last 'art' disk. Authors: Dana Dominiak and Larry Zasitko FF106

MoreColors A way to get more colors on the screen at once using aliasing. ABasiC program AM1

MoreIsBetter These two hacks make MORE more useful. One is called V; it's a small 'pure' CLI command that acts as a front end for More, causing it to create its own window. Make V and More both resident! The other is Fenestrate, which surgically alters the CON: window spec inside More enabling it to use ConMan features to create a borderless window on the topmost screen (very useful with CLImax) etc. With source. By Paul Kienitz FF224

MoreRows A program to make the workbench screen larger than normal. The number of additional rows and columns are set via command line arguments. By Neil Katinand Jim Mackraz FF54

Moria A single player dungeon simulation. The object of the game is to defeat the Balrog, which lurks in the deepest levels of the dungeon. You begin at the town level above the dungeon, where you may acquire supplies, weapons, armor, and magical devices by bartering with various shop owners, before descending into the dungeon to do battle. Amiga enhancements include pull down menus, graphics mode, pickup mode, a continuous move mode, a real time mode, a message wait time mode, as well as other modifications to improve overall playability and to take advantage of the unique features of the Amiga. V3.0, binary only, requires at least 1Mb of memory. Author: Robert Alan Koeneke and others. Amiga version by Richard Henderson & others. FF194

Morri Morri in LoRes FF72

MortCalc Yet another loan calculator, but this one was written with accuracy in mind. The monthly payments times the number of months should balance the total principal plus interest, to the cent. Version 2.5, freeware, source included. Author: Michel Laliberte FF385

Mosaic Mosaic is a game played with a set of 81 two-by-two tiles on a 24-by-24 playing area. The objective of the game is to place your tiles such that squares of the same pattern are connected as much as possible. Version 1.0, includes source. Author: Kirk Johnson and Loren J. Rittle FF466

Most: Text file reader that will display one or more files. The program will automatically format the text for you. Author: Russell Wallace AC5

MostCurrent Two programs that are to be used with B. Lennart Olsson's Aquarium program. The first program creates a new button called Most Current. The second program updates the index file so that the Most Current button is set for all entries that are the most current versions of their set. Version 1.0, includes source in C. Author: Peter A. Phelps FF417

Mostra Mostra is a shareware IFF utility featuring real-time unpacking scroll, dozens of options, smart analysis of any IFF file (FORMs, LISTs,... also

nested ILBM!), total control over display modes, simple slideshow processing, pattern matching, SHAM, an external link to show Dynamic Mode pictures, double buffering, fast decompression, color cycling, TeXdocs, startup files for easy custom configur- ations and complete WB support, through ToolTypes and Style icons! This is version 1.14, an update to version 1.0 on disk 330. Binary only. Author: Sebastiano Vigna FF476, FF330

mostriper One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Mount Mandelbrot A 3D view of a Mandelbrot set. AM12

Mounted A little program to run from CLI scripts to find out if a disk is mounted or not. Includes source. By Peter DaSilva FF79

Mouse Gadgets: Faster BASIC mouse input. Author: Michael Fahrion AC9

mouse One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

mouse pointers Amicus 26 contains a group of mouse pointers and the Workbench program to display them. AM26

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 FF5

MouseAccel Yet another mouse accelerator, this one implemented as a commodity. If you find the built-in accelerator too slow, try this one. Requires AmigaOS 2.0. This is version 1.01. Includes german version and source in C. Author: Stefan Sticht FF497

MouseBlanker Blanks the mouse pointer after a defined timeout or if you press any key. Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.13. Includes german version and source in C. Author: Stefan Sticht FF497

MouseBounce A short hack/game that makes your mouse pointer bounce around the screen. The object is to close the MouseBounce window and exit the game. Each time you click the mouse button, the pointer speeds up. With source. by Jonathan Potter FF204

MouseClock A clock and free memory display utility that generates a small display tied to your mouse, using two hardware sprites as the display area. Version 1.2, includes source. Author: Olaf Barthel FF279, FF69

MouseCoords A small assembly utility which shows you the current position of the mouse pointer. Can be 'jumped' to operate on any screen. With source in assembly. By Jonathan Potter FF287

MouseMagic A little gag-program. Can be stopped by closing its window. Includes source in Modula II. Author: Robert Brandner FF549

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 FF75, FF73

MouseReader Shareware program, submitted by the author, to read text files and view IFF files using only the mouse. Binary only. Author: William Betz FF97

mousetrack A mouse tracking example in hires mode in AmigaBASIC. AM11

MouseUtil Intuition based program to allow you to change your mouse speed without having to go through preferences. V1.1, includes assembly source. By Luciano Bertato FF184

MouseXY A small utility that shows the mouse coordinates and the color at that position. It can be moved from screen to screen (automatically evacuates any closing screen). Is able to show coordinates even when you are moving/resizing windows or moving Workbench icons. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen FF543, FF483

mousport.c Test mouse port. C program. AM4

MovePointer Moves the pointer to any specified location on the screen, specified by X-Y coordinates. With source. By 'Cewy' FF87

MoveSYS Reassigns SYS:, C:, S:, L:, LIBS:, DEVS:, and FONTS: to a new disk or directory in one step. Can be used from CLI or Workbench; just click it and shift-double-click a disk or drawer icon. More flexible and robust than some other programs written for the same purpose. It's small and pure. Second release (the one on disk 224 worked from CLI only). Includes source. Author: Paul Kienitz. FF429

MoveWindow Move a named window to any arbitrary X-Y coordinate and possibly resize it at the same time. Includes source. Author: 'Cewy' FF87

MovieGuys.pic A still from an old movie in an IFF picture. AM6

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 FF116

MP A small, useful utility for sending any MIDI data back and forth between an Amiga and a MIDI instrument. Helpful for learning about MIDI, writing/debugging MIDI software, figuring out your instrument's system-exclusive implementa- tion, and more. Very versatile. Version 1.0, includes source. Author: Daniel J. Barrett FF478

MRARPFile Extended ARP file support package that adds an orthogonal set of routines which support generalized I/O with resource tracking while using the ARP library. Includes source. Author: Mark Rinfret FF281

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 5.02a, an update to version 3.4 on disk 327. Shareware, binary only. Author: Mark Rinfret FF465, FF327, FF279, FF270, FF170, FF129, FF128

MRMan A package which contains an Amiga document reading system similar to the 'man' command on UNIX systems. It offers a high degree of flexibility in the naming and placement of document files on your system. This is version 1.0 and includes source. Author: Mark Rinfret FF281

MRPrint A detabbing print utility that sends text files to either the printer device or the standard output. Besides expanding tabs, it will also generate page headers, line numbers, and new margins. Version 3.4, includes source. By: Mark Rinfret FF279, FF167

ms2smus converts Music Studio files to IFF standard 'SMUS' format. AM16

MSClock A clock utility, which displays memory, date, time and online time (if connected to another computer via modem) in the titlebar of the WorkBench screen. This is version 1.3, includes source. Author: Martin Steppler FF484

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|bbeling FF158

Msh An Amiga file system handler that handles MS-DOS formatted diskettes. Version '1.30' (Release 1 patch 3). You can use files on such disks in almost exactly the same way as you use files on native AmigaDOS disks. This is a fully functional, read/write version, that supports 8, 9, or 10 sector disks of 80 tracks, and should also work on 40 track drives and hard disks with 12 or 16 bit FAT of any dimension the FAT allows. Update to version '1.5'

(Release 1) on disk 327. Includes source. Author: Olaf Seibert FF382, FF327

MSizer A program that allows you to resize a window from any corner when holding down the left mouse button and the left Amiga key. Includes source. Author: Khaled Mardam-Bey FF285

MT420d Printer driver for the Mannesmann Tally MT420d. Update to the old version on disk 164. Includes a few bug-fixes. Author: Sascha Wildner FF436

MTV The Dire Straits moving company in an IFF picture. AM6

MuchMore Another program like more, less, pg, etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Works with PAL or NTSC, in normal or overscan modes. Supports 4 color text in bold, italic, underlined, or inverse fonts. Version 2.7, this is an update to version 2.5 from FF253. Includes source in Oberon and assembly code. Author: Fridtjof Siebert FF378, FF253, FF234

MuchMorePoPa Extended version of MuchMore V2.7. Displays texts that have been packed with PowerPacker. Version 2.7, includes source in Oberon and assembly code. Author: Fridtjof Siebert FF378

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 FF6

Multi-Forth: Implementing the ARP library from Forth. Author: Lonnie A. Watson AC6

Multi_Player A music player that loads and plays a large variety of the "tracker" type sound modules. With an intuition interface, allows you to load formats like Intuitracker, NoisePlayer, Soundtracker, FutureComposer and 7 others including power- packed modules! Includes many sample modules in several of these formats. This is version 1.2. Includes source. Author: Thomas Landspurg FF509

Multic Formats a single column of input into multiple side by side columns. Includes source. Author: Joel Swank FF304

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 FF166

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 FF49

Multidim Lets you rotate a 2 to 6 dimensional 'cube' on the screen using the joystick. Author: Robert French FF18

MultiInstall A script driven program for the installation of larger program packages. Executes CLI like script files in a simple language. Version 1.0, includes source. Author: Stefan G. Boldorf FF548

Multiplot An intuitive data plotting program featuring flexible input options, arbitrary text addition, automatic scaling, zoom and slide with clipping at boundaries, a range of output file formats and publication quality printed output. Workbench printers are supported via transparent use of the PLT: device. This is version XLNd, an update to version XLNc on disk 373. Includes bug fixes, many new features, postscript and HP LaserJet III support, logarithmic axes. Author: Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller FF467, FF373, FF333, FF292

MultiSelect A small program that makes it possible to select several icons on the workbench without having to press the Shift key. V 1.0, with source in Modula-II. By Fridtjof Siebert FF253

MultiSort: Sorting and intertask communication in Modula-2. Author: Steve Faiwiszewski AC2

MultiTasking Tutorial and example program for multitasking at the Exec level Author: Leo L. Schwab FF20

Multitasking in Fortran: All the hard work is done here so you can multitask in Fortran. Author: Jim Locker AC6

MunchingSq Leo's 'Munching Squares' hack, now upgraded to take a single argument for a seed value. With source. By Leo Schwab FF87

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 FF137

Music A collection of 14 Classical pieces. AM23

Music Titler: Generates a titler display to accompany the audio on a VCR recording. Author Brian Zupke AC8

MusicCraft2SMUS Amiga Music Player AM23

MusicStudio2SMUS Amiga Music Player AM23

Mv A Unix style mv/cp/rm program that moves, copies, or removes files. Includes interactive mode, recursive mode, and force quiet mode. Copies file permissions, dates, and comments, supports arp style wildcards, supports moves across volumes, honors the delete bit. V 1.1,with source. By Edwin Hoogerbeets FF219

MVP-FORTH Mountain View Press Forth, Version 1.00.03A. A shareware version of forth from Fantasia Systems. Runable from the workbench, comes with icons and such. If you use this, please send a contribution to Fantasia Systems/Mountain View Press. FF9

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. V 1.01, with source. By Matt Dillon FF65

MWTape A tape handler which uses scsi.device to implement serial access to typical streaming tape devices. Includes source. Author: Markus Wandel FF445

MxExample Example of mutual exclusion gadget handling. Author: Davide Cervone FF31

MxGads Demonstrates how to make mutual exclusion of boolean gadgets work, even if they contain Gadget Text. Author: Willy Langeveld FF52

MXMLib An example Amiga shared library compiled with Aztec 'C' 5.0. This library contains basic support functions employed by programs such as KeyMacro or PrintHandler. In short: mxm.library is the standard MXM system support library. Version 34.14, includes source. Author: Olaf Barthel FF354

My.lib A binary only copy of Matt's alternate run time library. Author: Matt Dillon FF46

MyCLI Another CLI for the AMIGA. By Mike Schwartz FF4, AM9

mydev.asm Sample device driver. Assembler file. AM5

mydev.i Sample device example AM5

mylib.asm Sample library example. Assembler file. AM5

mylib.i Sample library example AM5

MyMenu MyMenu allows you to add your own menus to the WorkBench menu strip, to run commonly used commands. MyMenu will allow you to execute both CLI and WorkBench programs, and is configured with a normal text file. Includes source. Author: Darin Johnson FF225

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 FF49

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. By Richard Lee Stockton FF161

NameGame A game based on a popular type of word skill puzzle contest generally sponsored by newspapers. Binary only. Author: Mike Savin, Gladstone Productions FF256

Names A shareware program to create and manage mailing lists. Binary only. Author: Ernie Nelson FF122

Nart Another display hack from the master himself... Includes source. Author: Leo Schwab FF66

NComm A communications program based on Comm version 1.34, by DJ James, with lots of very nice enhancements. Has hot keys for most program functions (including dialing up to 10 phone numbers), PAL and NTSC support for normal or interlaced screens, screen I/O greater than 2400 baud, ANSI/VT100 terminal emulation with full 8 color text support, IBM graphics, optional translation styles, split screen mode, full user control of color palette, full support for all European languages, full serial port control with baud rates up to 19200, script language, phonebook, keyboard macros, and more. Also includes several auxiliary programs such as AddCall, CallInfo, GenList, PbConvert, and ReadMail. This is version 1.9, an update to version 1.8 on disk 230. Binary only. Author: DJ James, Daniel Bloch, Torkel Lodberg, et al. FF356, FF246, FF230

NDebt Amusing, but saddening, this program opens a small window that displays a continuously updated tally of America's national debt, based on its historically phenomenal growth rate. Version 1.1, includes source. Author: Ron Charlton FF366

Ndir Library that implements the 4BSD UNIX directory access routines (opendir, closedir, readdir, etc). Includes source in C. Author: Mike Meyer FF92

NEC 8025A Printer driver for the NEC 8025A. AM9

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 FF127, AM25

NetHack A screen oriented fantasy game where your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. On the screen is a map of where you have been and what you have seen on the current dungeon level. As you explore more of the level, it appears on the screen in front of you. Nethack generates a new dungeon every time it is played, thus even veteran players will continue to find it entertaining and exciting. This is version 3.0, patch level 10, an update to version 2.3 on disks 189 and 190. Binary only, source available. Author: Various, see documentation. FF460, FF189 & 190

NetHandler The Software Distillery's network file system handler (NET:), using Matt Dillon's DNET to mount one Amiga's devices on another Amiga. It also serves as an example file system written entirely in Lattice C. Version 1.0, includes source. Author: Software Distillery FF248

NetWork Another program in the long tradition of 'screen hacks' for the Amiga. Won't spoil the surprise by saying what it does. V1.0, includes source in Modula-II. By Fridtjof Siebert FF234

NeuralNet Example of Neural Net programming converted to JForth. Demonstrates a programming technique that many say is the wave of the future for software. This is a simple demo that shows neural propagation. Standalone image with source code. Author: Robert E. La Quey, ported by Jack Woehr FF239

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 FF160

NeuronalNets Binary programs for playing with Neuronal Nets using Hopfield & Hamming algorithms. By Uwe Schaefer FF326

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 sim-ultaneously to demo multitasking. Binary By Steve Koren FF90

NewEx An assembly program to replace xicon, IconX and similar utilities. Unique in the fact that it uses a WorkBench Tool icon instead of a Project icon. This allows workbench startup of programs that could ordinarily only be started by the CLI. Version 1.1, includes assembly source. Author: Kjell Cederfeldt FF368

NewFonts Set of 28 new Amiga fonts. Author: Bill Fischer FF34

NewFonts Two new fonts; shalt18, an electronic circuit element font, and ibm5, a PC like font, different from that for Sidecar. Author: Peter Kittel FF71

NewIFF Some new IFF material dealing with sampled voice and music IFF files Posted to usenet by Carolyn Scheppner FF44

NewList A powerful LIST command. Supports many features including sorts, character filters, case sensitivity, most options offered by LIST, date construction, UNIX wildcards, and much more. Sort routines are very fast and memory usage is minimal. Version 5.0a, an update to version 5.0 on disk 501. New features include recursion, hunt mode, custom formatting, multiple paths, paging, and much much more. Binary only. Author: Phil Dietz FF513, FF501,FF478, FF461

NewLook A program that changes the system gadgets in all the screens and windows. Version 1.0, includes source in assembler. Author: Preben Nielsen FF396

NewPackets Tutorial downloaded from BIX C-A support section, which describes some new packets and structures in 1.2 AmigaDOS. Author: Carolyn Scheppner FF65

Newscaster.pic A TV newscaster in an IFF picture. AM6

NewShellCX An "open shell on hotkey" commodity (like PopCLI). Requires AmigaOS 2.0. This is version 1.05. Includes german version and source in C. Author: Stefan Sticht FF497

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 FF55

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 FF38

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 FF164

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 FF164, FF58

NGC Yet another virus check program. Checks the bootblock on all inserted floppy disks and reports nonstandard ones. Checks the jump tables of all resident libraries and devices and reports suspicious entries. Version 1, includes source in assembly. Author: Ulf Nordquist FF238

NGTC Release Two of a trivia game based on "Star Trek: The Next Generation" TV series. Part 1 is on this disk. Part 2 is on disk 507. You also need Release One from disks 404 and 405. Created with The Director Version 2. Binary only. Author: Gregory Epley FF506, FF405, FF404

NGTC Release Two of a trivia game based on "Star Trek: The Next Generation" TV series. Part 2 is on this disk. Part 1 is on disk 506. You also need Release One from disks 404 and 405. Created with The Director Version 2. Binary only. Author: Gregory Epley FF507

NGTC Release Two, Revision 1, of a trivia game based on "Star Trek: The Next Generation" TV series. This is a bug fix containing a new game module. You also need Release Two from disks 506 and 507, and Release One from disks 404 and 405. Created with The Director Version 2. Binary only. Author: Gregory Epley FF538

NiftyTerm NiftyTerm is an h19/VT102/VT52 emulator for the Amiga. It was originally designed to be used with DNet, but it has been expanded so that it may be used as a normal terminal emulator. Niftyterm was designed to be a good emulation of these terminals, as well as being fairly small and fast. Version 1.0, binary only, source available from authors. Author: Christopher Newman, Todd Williamson FF403

NiftyTerm NiftyTerm is an h19/VT102/VT52 emulator for the Amiga. It was originally designed to be used with DNet, but it has been expanded so that it may be used as a normal terminal emulator. Niftyterm was designed to be a good emulation of these terminals, as well as being fairly small and fast. Version 1.2, an update to version 1.0 on disk 403. Binary only, source available from authors. Author: Christopher Newman, Todd Williamson FF485

NightMare A handy little program that uses 'shock' techniques to scare people. Fun to watch while someone else is using your computer. Version 1.0, binary only, source available from author. Author: Patrick Evans FF448

NLCalc A calculator program that uses the NL 3D look (see NLDaemon on this disk). It will open on any screen at the touch of a function key. Version 3.1.2, includes source. Author: Davide Cervone FF497

NLDaemon Implements a "New Look" in Amiga programs, by using 3D-like gadgets. Converts standard intuition window gadgets into 3D versions. Version 1.4.3, includes source. Author: Davide Cervone FF497

NoCare This utility speeds up your windowing environment. The OpenWindow vector is patched. When someone tries to open a window in the workbench screen, the lower refreshbit in the nw_Flags field is cleared. This way, only NOCAREREFRESH windows will be opened, resulting in faster window movements. Windows opened in customscreens are not affected. This is version 1.5. Assembly source included. Author: Raymond Hoving FF480

NoClick A program to stop drives clicking in KickStart V2.0. Uses the correct method. Also included is a patch for the kickstart files for a permanent no-click for V1.3 and V2.0, both A3000 version and kickfile version for other Amigas. Binary only and ASCII patch. Author: Nic Wilson FF501

NoClick A program which silences the clicking of empty drives on the B2000 under AmigaDOS 1.3. It should also work on an A500. This is version 3.6, an update to version to version 3.5 on disk 243. Includes assembly source code. Author: Norman Iscove FF246, FF243, FF241, FF231

NoDelete This program pops up a requestor to alert you of a file deletion being attempted via DeleteFile() and allows you accept or cancel it. This also pertains to any files you attempt to delete via delete. Version 1.5a source is included. Author: Uwe Schurkamp FF477

NoErrors A simple to use, Gadget driven program. Its main function is to hide physical hard errors from floppy disks or hard disks, so these disks can then be used without DOS showing read/write errors. Binary only. Author: Nic Wilson FF501

NoFragLib A library containing 6 routines for defragmenting memory. Extracted and updated from the "tool.library" on disk 475. Includes source. Author: Jan van den Baard FF503

NoIconPos 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. By Markus. Schaub FF113

NoReq A very short program that alternately turns on and off the DOS requesters. Useful for bulletin boards or other systems that may be unattended for long periods of time. Includes source in assembly. Author: Jonathan Potter FF412

NorthC A freely redistributable programming package containing all the programs required for developing in C. Based on the Sozobon Ltd C compiler, Charlie Gibb's assembler, the Software Distillery's linker, and portions from other sources. Steve has pulled everything together and added some enhancements in the process. This is version 1.2, an update to version 1.1 on disk 353. Changes include extra examples, many bug fixes, further documentation and some improvements. The environment is supplied compressed and unpacks to two disks. Partial source is included. Author: Steve Hawtin, Charlie Gibbs, Sozobon Ltd, The Software Distilary and many others. FF384, FF353, FF340

NoSmoking Sample program showing the use of a recoverable alert while displaying a personal health message. Includes source.   Author: Theo Kermanidis FF155

NotBoingAgain Dr. Gandalf's entry for the First Annual Badge Killer Demo Contest. It is an interlaced HAM animation with nicely integrated sound effects. It is a great visual pun on the original Boing demo, but to say anymore would ruin the effect. Binary only, requires 1 Mb of memory. By Dr. Gandalf (Eric J. Fleischer, MD) FF200

NoVirus Another Anti-Virus utility. This one features known and new virus detection, view boot block, save and restore bootblocks, several 'Install' options and more. Written in assembly. This is version 3.31, an update to version 1.56 on disk 180, and is a limited demo of the commercial version. Binary only. Author: Nic Wilson FF421, FF180

Nro Another roff style text formatter. This is version 1.5, an update to the version released on disk 79. New features include generation of ANSI/ISO codes for bold, italics, and underline, more than one formatting command on a line, longer macro names, and many more formatting commands. Includes source. Author: Unknown, posted to usenet by Alan Vymetalik Many enhancements by Olaf Seibert FF197, FF79

NTSC-PAL Two programs that give A500/A2000 owners with the new ECS 1Mb Agnus installed the ability to boot into either a NTSC or PAL environment. *Very* useful for both NTSC and PAL owners alike. Version 1.1, includes assembly source. Author: Nico François FF387, FF331

NuHand An animation of a hand with fingernails scrapeing on a desktop, including sound effects. An entry in the 1988 Badge Killer Demo Contest. Binary. By Bryan Carey Gallivan FF210

Null A new dos device that behaves like 'NIL:' but unlike 'NIL:', it is a real handler. It is useful in lots of situations where 'NIL:' cannot be used. V 0.0, with source. By Gunnar Nordmark FF188

OakLisp A straight port of the OAKLISP system to the Amiga. OAKLISP is a Scheme-like LISP with an object-oriented base. An R3RS Scheme environment is included in the package. Because of its size, the distribution is made on two disks, 519 and 520. Both disks are required. Source is included. Author: Kevin Lang, Barak Pearlmutter, ported by Mike Meyer FF519 &FF520

Oberon A freely distributable demo version of a powerful Oberon compiler. Oberon is a modern, object oriented language developed by Prof. Dr. Niklaus Wirth of ETH Zürich in Switzerland as a successor to Modula-2. This single pass compiler creates standard Amiga object files, uses a large variety of optimizations to create fast code, supports writing of reentrant programs, allows you to call code from other languages like C and Assembler, etc. The package includes the compiler, an editor, a link utility, a program to display compilation errors and some demo programs. Version 1.16, binary only. Author: Fridtjof Siebert FF380

objfix Makes Lattice C object file symbols visible to Wack, C program. In C source code and executable. AM1

Observer Working example for a Lattice LSR-program. Opens a small window and displays volume names of all inserted disks (DF0: through DF3:). Includes source in Lattice C. Author: Oliver Wagner FF378

Obsess Obsess-O-Matic is a real-time puzzle game like Tetrix where the object is to fit the falling pieces together to form complete horizontal rows. Features such as burning, exploding, and invisible pieces enhance game play. Other features such as a puzzle piece editor are included in the version available directly from the author. This is version 1.0, shareware, binary only. Author: Wayne Phillips FF305

OctaMEDDemo Player program and sample songs for OctaMED, a special version of MED that can play 8 tracks at once on a standard Amiga without extra hardware. The sound quality is not as high as with 4-channel sound but is good enough for many purposes. Binary only. Author: Amiganuts United FF533

Oing Displays a window full of little bouncing balls. By Leo Schwab FF33

Oing, Sproing, yaBoing, Zoing are sprite-based Boing! style demos. dIn C source code and executable. Documentation included. AM14

Okidata ML-92 Printer driver for the Okidata ML-92. AM9

OkidataDump Okidata ML92 driver and WorkBench screen dump program. Does both alpha and graphics. Untested (I don't have the printer). Author: Raimund Gluecker FF15

OldMan Shades of Santa digitized in an IFF picture. AM7

On Your Alert: Using the system's alerts from AmigaBASIC. Author: John F. Wiederhirn AC4

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 FF5

OneKey A 1.3/2.0 compatible input handler for people who can only press (or cause to be pressed) one keyboard key at a time. OneKey gathers individually pressed qualifier keys (shift, alt, control, etc) and then applies them to the next non- qualifier key that is pressed. This is version 36.11, includes source. Author: Carolyn Scheppner FF511

OnePlane Removes the highest number bitplane from the WorkBench screen. Normally used to take Workbench screen from 2 bitplanes to 1 bitplane. This allows CON: style devices to scroll text faster. Includes source. By Ethan Dicks FF329

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 FF126

OnlyAmiga This demo is Rob's entry to the 1989 BADGE Killer Demo Contest, where it won 9th place. It demonstrates sound, multitasking, HAM color, the blitter, and more. Binary only. Author: Rob Peck FF268

OnTime Holds up a task until a given time and then releases it to run. Version 1.0a, binary only, source available from author. Author: Patrick Evans FF448

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 Anslik FF156

OPS5c OPS5c is a compiler for the expert system language OPS5. The compiler takes OPS5 source code as input and creates a C source code file to be compiled to create an executable. Arbitrary C code may be linked with the executable and executed as a result of firing rules. The system's strong point is its speed and as a result it sometimes has large executables and large memory requirements. At least 1 Meg. of memory is suggested. Binaries only for compiler and run-time library. Version 1.08a. Requires a C compiler. Authors: Bernie J. Lofaso, Jr, Dan Miranker and Arun Chandra. FF358

Optical Draw several optical illusions. ABasiC program. AM1

optimize An optimization example from an AC article, in AmigaBASIC. AM11

Optimizer A disk optimizer that works on floppy disks, hard disks, and ram disks. It is designed to provide safe optimization, moving only one block at a time. Version 1.0, freeware, binary only. Author: Tim Stotelmeyer FF519

OptMouse A program which allows you to use a Mouse Systems M3 serial mouse on the Amiga and instructions which allow a serial mouse to be modified to plug directly into the Amiga mouse port. Useful as an example of how to 'fake' mouse movements and may be of use in writing drivers for digitizers, light pens, and the like. Includes source. Author: Ed Hanway FF445

Orbit Plots the ground trace of satellites on a map of the earth, using the orbital elements for some 130 satellites, from a list which is updated every two weeks on Compuserve. Version 1.2, binary only. Author: Timothy Middendorf FF289

organ minor chord Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Orthello One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

OSK A software keyboard, which allows you to type using the mouse. Can be made to send keystrokes to any window, and can be iconified. This is version 1.2, an update to the version on disk 287. Binary only. Author: Jonathan Potter FF412, FF287

Othello An AmigaBASIC Program of the oriental game known as 'go'. AM8

Othello Another game in ABasiC by the author of Monopoly. Author: David Addison FF28, AM1

Othello Othello game, binary only. By Matthew Bellew FF90

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 FF133

ownlib.asm Example of making your own library in Assembly with Lattice. C program. AM4

ownlib.c, Example of making your own library in C with Lattice. C program. AM4

P2C P2C is a tool for translating Pascal programs into C. It handles the following Pascal dialects: HP Pascal, Turbo/UCSD Pascal, DEC VAX Pascal, Oregon Software Pascal/2, Macintosh Programmer's Workshop Pascal, Sun/Berkeley Pascal. Modula-2 syntax is also supported. Most reasonable Pascal

programs are converted into fully functional C which will compile and run with no further modifications. V1.13 Includes source. By Dave Gillespie, Amiga port by G. R. (Fred) Walter FF341

Paccer A pacman clone with sound and a game screen editor. V1.0, shareware, binary only. Author: Dirk Hoffman FF223

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 FF20

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 FF103

PacketSupport A link library, for use with Lattice C, providing a few functions to handle DOS packet postage. Includes source. Author: Oliver Wagner FF346

PacMan87 This is a nice little 'pacman like' game with some new features like fire pits, stabbing knives, electric arcs and flame throwers, that must be avoided. Has three levels of difficulty, easy, medium, and hard. Sounds can be toggled on or off. Keeps a record of the top ten scores. Shareware, binary only. Author: Steve Jacobs and Jim Boyd FF192

PageCnt Counts and displays the number of form feeds in a file, along with the length of the longest line. Version 1.0, includes source. Author: Joel Swank FF304

PagePrint Prints text files with date/time header, page breaks, and line numbers. Suggested $10 donation. By Phil Mercurio FF40

PageSetter Freely distributable versions of the updated PagePrint and PageIFF programs for the PageSetter desktop publishing package. AM18

Paint A simple screen painting program, written in web. Requires web preprocessing program to rebuild from source. Includes source in web. Author: Greg Lee FF128

PaintBox Simple paint program. ABasiC program. AM1

PaintCan.pic The PaintCan in an IFF picture. AM6

PaintJet An 'official' Hewlett Packard PaintJet printer driver received directly from HP sources. Author: Unknown FF129

Palette A tool which allows you to change another program's custom screen colors. This is version 1.1. New features include checks for WorkBench startups, checks for HAM, Half Brite, or more than five bitplanes, and more graceful exits. Includes source in assembly. Author: Randy Jouett, CJ Fruge, Carolyn Scheppner, Charlie Heath FF330, FF55, FF1

PaletteReq An easy way to set the palette of any screen from your program. Includes source. by: JonathanPotter FF242

PalTest Example code of how to determine dynamically whether or not you are running on a PAL machine. Includes source. Author: Christof Bonnkirch FF87

Panasonic KX-P10xx Printer driver for the anasonic KX-P10xx family of printers. AM9

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. By David Weinbach FF82

parallel Demonstrates access to the parallel port. Author: Tom Pohorsky FF5

parallel Text, parallel port spec. AM5

Paranoids An asylum escape game. Paranoids is a traditional board game played by drawing cards, rolling dice, and moving pieces around the board. Each player has six pieces, four patients and two doctors. The object of the game is to get all of your patients out of the asylum. This is version 1.0, binary only. Author: Richard Anderson and Gary Teachout FF250

paratest.c tests parallel port commands. C program. AM4

ParM Parameterable Menu. ParM allows you to build menus to run whatever program you have on a disk. ParM can run programs either in WorkBench or CLI mode. This is an alternative to MyMenu which can run only when workbench is loaded. ParM can have it's own little window, can attach menus to the CLI window you are running it from, or to the WB menus, just like MyMenu. This is version 3.00, an update to version 2.5r on disk 419. Includes source in C. Author: Sylvain Rougier, Pierre Carrette FF540, FF419, FF375

ParNet The Software Distillery's NET: file system using Matt Dillon's parallel port code. Using a special DB25 cable, two Amigas can be connected via the parallel port. One Amiga can mount the other as a device and read/write the files as if they were local. Version 2.4, binary only. Author: Doug Walker, John Toebes, Matt Dillon FF400

ParOut Shows how to allocate and communicate directly with the parallel port hardware from an assembly language program. With source. By Jeff Glatt (original code by Phillip Lindsay) FF237, FF73

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 FF92

Parsnag A program to aid in performing color separations on Epson JX-80 printers. Includes source. By John Hodgson FF165

ParTask Example program for finding the parent task of your current task. Includes source. Author: Andry Rachmat FF79

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 FF65

Password A program which enhances your computers security by making it complicated enough that users without your password will get discouraged trying to boot and use your system. This should keep out most casual or nontechnical users. Update to version on FF#243. Version 1.42p, binary only. Author: George Kerber FF365, FF243

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 FF136

Patch A port of the very useful UNIX utility which applies context diffs to text files to automatically update them. This is a port of version 2.0.1.6 (patch level 12), which Eric has dubbed Amiga version 1.0. Includes source. Author: Larry Wall, Amiga port by Eric Green FF296, FF129, FF13

PatchCompiler A program to generate patches using a Pascal like language to describe what needs to be patched. This is version 1.0. Includes source in assembly. Author: Roger Fischlin FF437

PatchLoadSeg This program patches the loadseg routine to automatically detect link viruses when a program is loaded. Displays an alert when a virus is detected in a program being loaded for execution. Version 1.20, includes source. Author: Pieter van Leuven FF331

PatchNTSC OS fix to allow the growing number of PAL display programs to be run on NTSC machines. Will patch the Intuition OpenScreen() function to assure screens with PAL height to be opened in interlace mode. Includes source in assembler. Author: Oliver Wagner FF346

PatchReq A patch for system requesters and arp file requester. Replace arp file requester with the great req.library file requester. Patches AutoRequest() for requesters to appear under the mouse and more. Version 1.4. Includes source in C. Authors: Sylvain Rougier, Pierre Carrette FF540

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 FF130

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 FF177

PathMaster A file requester with lots of features. Can be easily configured by the programmer to suit a variety of applications. Includes source. Author: Justin McCormick FF245

PatternLib A sharable library which implements AmigaDOS pattern matching, and a program that compiles 'fd' files into library headers and interface stubs. Includes source in Draco. Author: Chris Gray (?), posted on BIX by Jeff White FF254

Pauky Demo version of an English to German (and vice versa) word translation trainer. Version 1.2, binary only. Author: David Wetzel FF498

PaulCopy A single drive disk copier for Amigas with 1 Meg of RAM. Copies the source disk completely into memory in one go. Will also work with 512K Amigas, yet will require multiple disk swaps. Version II, includes assembly source. Author: Paul Hayter FF537

PBar An editor to change the pattern in the windows drag bar and save the pattern as an executable file with an icon looking like the pattern. Version 1.0, includes source in assembler. Author: Preben Nielsen FF396

PBlanker An enhanced Workbench 2.0 commodity, replacing "Blanker". Can blank screen and mouse pointer separately. This is version 37.04. Needs Kickstart 37.xx. Binary only. Author: Bernd Preusing FF536

PBlanker An ultra tiny Screen-Blanker/Mouse-Blanker/Mouse-Accelerator thingy. Is about 700 bytes and doesn't have to be RUN. Version 1.3, includes assembly source. Author: Paul Hayter FF537

PCalender A little calender program which lets you look through years and months using the arrow-keys. Version 1.0, includes source in assembler. Author: Preben Nielsen FF396

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 FF158

PCKeyMap This program uses an InputEventHandler to manipulate the backslash (\) and some other useful keys in order to better emulate an XT/AT keyboard on the German Amiga keyboard (which is missing the backslash and some other keys). This is version 1.0. Includes source. Author: Peter Vorwerk FF509

PClock A little clock program which shows the time and the available CHIP and FAST memory. Version 1.0, includes source in assembler. Author: Preben Nielsen FF396

Pcopy An intuition based disk copier for AmigaDOS disks featuring high speed diskcopy with write verify, data recovery from damaged tracks, full multitasking compatibility, and a user friendly interface. This is version 2.12, an update to version 2.11 on disk 383, with new data recovery routines and some bug fixes. Binary only. Author: Dirk Reisig FF402, FF383, FF243, FF151

PcPatch Patches for PCCopy and PCFormat from the EXTRAS disk, to allow reading, writing, and formatting of any kind of MS-Dos style disks, including 720K 3.5'' diskettes. Binary only. Author: Werner Guenther FF218, FF163

PCQ A freely redistributable, self compiling, Pascal compiler for the Amiga. This is version 1.2a, an update to version 1.1c on disk 339. It has many enhancements and improvments. It is bundled with the latest versions of A68K assembler, Blink linker, Debug, and Mon to give a complete development environment. Includes the compiler source and example programs. Author: Patrick Quaid FF503, FF339, FF183

PCQ An update to PCQ from disk 503. This is only a partial distribution and includes just the compiler main pass, the documentation, and a ReadMe file. You need the distribution from disk 503 to use this material. This update is version 1.2b. Author: Patrick Quaid FF511

PCStatus Bridgeboard user's program that displays the status of the CAPS, NUM, INS, and SCROLL key in a separate window on every PC screen. Also, both the Amiga and the PC will use the same status of the Caps Lock key. Version 2.0, shareware, binary only. Author: Alexander Hagen FF411

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 FF164

PDC Publicly Distributable C (PDC) is a complete C compilation system including a compiler, assembler, linker, librarian, and numerous utilities, documentation files, libraries, and header files. PDC supports many ANSI features including all ANSI preprocessor directives, function prototyping, structure passing and assignment. In addition it supports Lattice C compatible libcall pragmas, precompiled header files, builtin functions, and stack checking code. This is version 3.33 and includes full source. Author: Lionel Hummel, Paul Petersen, et al. FF351

Pdc An optimizing C compiler for the 68000 processor. 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 . FF110

PDScreen Dump C program which dumps Rastport of highest screen to printer. AM8

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 FF14

PearlFont A font similar to Topaz, but with smoothed out edges and more rounded characters. Author: Michael Portuesi FF61

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 FF22

pena One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

PennyWise An easy to use, flexible cashbook program using an Amiga Intuition interface. It can be used to keep track of the financial transactions of a cheque, bank, business, or similar account. Shareware, binary only. Author: Pierre A du Parte FF273

PenPalFont A font which will make your six year old feel right at home in a CLI window. Cute. Author: Burton Ogden FF73

people talking Sound demonstration icon-driven part of a set on AMICUS 10 AM10

PeopleCable IFF picture resembling an old BYTE cover. AM7

Pere-et-Fils Example of creating and using reentrant processes. Includes source. Author: Jean-Michel Forgeas FF105

PerfectSound Perfect Sound demo, with a sound editor and sample sound files. Looks very nice. Author: Anthony Wood FF50

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 FF161

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 FF67

PetCLI An AmigaBASIC program that allows editing in CLI command lines (similar to the PET and MYCLI). Includes source. Author: Peter Kittel FF71

PetersQuest This cute game has you, the intrepid Peter, following a trail of hearts through a world of 20 levels, riddled with porcupines and other hazards, to rescue Daphne, the love of your life that has been kidnapped by the evil Brutus. Version 1.0, binary only. Author: David Meny FF224

PETrans translates PET ASCII files to ASCII files. In C source code and executable. Documentation included. AM14

PeX A demo of the various graphics capabilities of the Amiga. Author: Unknown (no documentation included) PictureGarden   Another demo, apparently in compiled basic. Author: Unknown (no documentation included) FF206

PF A CLI/Workbench interface to control an Hewlett-Packard DeskJet 500 printer, enabling the user to select an internal font and to print one or more files, or to initialize the printer. Version 2.10, includes source (SAS-C) Author: Maurizio Loreti FF539

PFiler A very good and small file requester to link onto your own programs. Version 1.0, includes source in assembler. Author: Preben Nielsen FF396

PhoneGram Generates text from phone numbers. Attempts to find all three and four letter words encoded by any phone number. Graphic keypad display with sound. Version 1.01, binary only. Author: Martin C. Kees FF516

Piano Simple piano sound program. AM21

PicBase A program that allows the user to organize and manage all IFF images and brushes stored on disk. Displays a miniature monochrome (8 or 16 level) image of each file, with information such as the full pathname, the creation date, file size, image size and depth, display mode, and filenote. The images are displayed four at a time and can be scrolled in realtime, manually or automatically sorted, presented as a slideshow, and more. Version 0.36, shareware, binary only. Author: Mike Berro FF527

PickPacket PickPacket gives you a visual display of the DosPacket structures that are sent to handlers, and lets you see the results. You can actually perform handler operations such as open files, read or write data, Examine or ExNext locks, and so forth, all by talking directly to the file system handler involved using PickPacket. V1.0, with source. Authors: John Toebes and Doug Walker FF227

Pics Some miscellaneous pictures with a cartoon theme. Author: Bob McKain FF394

PicSaver A small utility that allows you cut rectangular portions of any screen and store them on disk as IFF ILBM files. Also allows easy saving of windows and entire screens to disk. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen FF494, FF483

PicToANSI Converts a one bit plane 320x200 IFF picture to a file that displays the picture on any ANSI compatible terminal. Binary only, source available from author. Author: Patrick Evans FF448

PictSaver A small utility that allows you cut rectangular portions of any screen and store them on disk as IFF-ILBM files. Also allows easy saving of windows and entire screens to disk. This is version 2.0, an update to 'PicSaver' version 1.0 on disk 494. Includes source in assembler. Author: Preben Nielsen FF543

PictureEditor An 'object-oriented' paint program that allows you to create, modify, load, and save hierarchical structured picture objects. Version 1.12, shareware, binary only. Author: Hans W. Stremlau FF464

Pictures Miscellaneous pictures selected from dozens of pictures that have come my way since the last full art disk. Author: Rich Payne, Grace Rohlfs, and others. FF45, FF11

Pictures: IFF pictures from past Amazing Computing issues. AC11

PigLatin Tired of the 'say' command? This one will translate and speak your input in pig latin! Author: Thomas Clement FF18

pigs Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF150

PinballConstSet.pic. A screen from Pinball Contruction Set in an IFF picture. AM6

pinwheel One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. It is not certain whether which of the two early basics this program used. FF13

pipe organ Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF55

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 FF84

Pipeline A game like the commercial game 'Pipe dream' (Pipe mania). Needs a joystick and PAL display. High scores are saved to disk. Version 1.0, includes source. Author: Andre Wichmann. FF358

PKAZip The PKWare ZIP tool for the Amiga. Provides functions to create, examine, extract, test, modify, display, and print files which are in the ZIP compressed format Uses a full Intuition interface with no CLI support. This is version 1.01, Binary. By PKWARE Inc, Amiga version by Dennis Hoffman FF318, FF311

Planets Some routines ported to the Amiga by Bob Leivian, that compute the location of the planets (as viewed from a specific point on the earth) and the phase of the moon, for an arbitrary date and time. With source. by Keith Brandt VIII, Jim Cobb, F. T. Mendenhall, Alan Paeth, Petri Launiainen, Bob Leivian FF321

Plasma A plasma cloud generator program that uses the extra halfbrite mode. Plasma clouds are a special form of fractal which show very smooth color gradations. Version 1.f, includes source. Author: Roger Uzun FF285

Plop Short, simple, no-frills IFF reader program, and a sample picture made using a ray tracing algorithm. Author: Jim Kent FF35

Plot A 3-D function plotting program with provisions for coordinate translation on both axes, parametric equations, and standardized notation of the pow function (x^y — which now works as specified.). This is version 5.1, an update to version 4.1 on disk 175, with some enhancements and bug fixes. Binary only. Author: Terry Gintz FF389, FF175, FF49

Plot A package for making 2D and 3D plots conveniently. AG Baxter wrote the intuition interface program (Plot) and Tim Mooney wrote the MultiPlot and ThreeDPlot programs, which are called from Plot. This is version 1.2 and includes source to Plot. Author: AG Baxter, Tim Mooney FF231

Plot A shareware 3D graphing program written in AmigaBASIC, with some sample output plots. Source available from author. Author: George Trepal FF121

Plot6 A star plotting program. Short on documentation and user friendliness, but interesting. Includes source. By Darrin West FF85

PlotData2D Plots data onto a custom user defined screen and window, reading the plot and screen/window definitions, along with the X and Y data pairs, from a disk file. Supports linear, log-log, and semi-log axis plots. The data can be plotted with lines, symbols, or both. Includes numerous example plots. Version 1.0, includes source in Fortran. Author: Robert C. Singleterry Jr. FF288

Plotter A two-dimensional mathematical function plotting program. Includes both PAL and NTSC versions. Version 3.71, includes source. Author: Rudiger Dreier FF376

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 FF165

Plplot A library of C functions useful for scientific plotting on the Amiga. The library is Lattice C compatible. Contour plotting, three dimensional plotting, axis redefinition, log-log plotting and multiple subpages are a few of Plplot's features. The plots can be displayed on a monitor or sent to a graphics file for subsequent printing. This is version 2.6. This version includes a greatly improved intuition interface, preferences support for hardcopy, several new device drivers, and the capability of adding additional device drivers easily. Includes source. Author: Tony Richardson FF340, FF222

PlusCR Companion program to StripCR, it reverses the procedure. PlusCR produces a file ready for use on systems which require both the CR and LF characters to mark the end of a line (such as those running MS-DOS for example, includes source in assembly. Author: Bill Nelson FF237

PLW Phone-Line-Watcher. For users of Hayes compatible modems. Monitors the serial port and records all incoming calls. Allows a remote user to login, receive and leave a message, and transfer files via Zmodem in either direction. Two level DOS access, disabled DOS requestors and more. This is version 3.0, an update to version 2.8 on disk 372. New features include the ability to define external programs as menu options that can be executed by the remote user. Shareware, binary only. Author: Christian Fries FF402, FF372, FF363

pm A chart recorder performances indicator. AM11

Pmode Very simple command line utility to send escape sequences to the printer to change print styles. Specifically tested a NEC P6 Plus, but it should work with many printers. Included source should make it easy to add/modify escape sequences. Author: Dario de Judicibus FF392

Pogo Another of Eric's cute animations. This one has Pogo and crew trying to hold a conversation with the beautiful Miss Mam'a'selle. Author: Eric Schwartz FF423

Pointer Use the SID sleepy pointer in your programs. Includes C source, a sample program, and modules that you can plug in to your C programs. Author: Timm Martin FF430

pointerEd Pointer and sprite editor AmigaBASIC program. AM11

PointerLib A disk based shared library which provides programmers with easy access to custom pointers and a consistent user selected busy pointer. Includes source. Author: Luke Wood FF446

PointerX Spins the hands of any pointer that looks like the standard AmigaDOS 2.0 Workbench "busy" pointer (a clock). Will also work with any application that uses the same pointer. Includes source. Author: Steve Tibbett FF483

PokerDemo Demo version of some Solitaire card games from UnSane Creations. Includes Accordion, Calculation, Poker Solitaire, and SeaHaven Towers. Binary only. Author: Steve Francis FF403

PolarView A planet view in an IFF picture. AM6

Police Simple police siren sound. ABasiC program. AM1

Poly A polygon drawing demo using the Area Move, Area Draw, and Area End functions Author: John Olsen FF52

Polydraw A drawing program written in ABasiC. Author: David Addison FF15

Polyfractals A fractal program written in ABasiC. Author: David Addison FF15

Polygon A moire type pattern generator but with color cycling. Author: TerryGintz FF49

PolyRoot Another Polynomial root-finder using the Newtonian algorithm. Nicely done in AmigaBASIC with good documentation file. Version 2.00. Author: Jon Giorgini FF164

PolySiliCon A centralized Shell Command Interface with visible scrollable History and mouse access. Allows multiple shells to be controlled from a single command/history window. Commands can be re-executed with a mouse click. A group of commands for a project may be loaded into the history from a file for easy access. Compatible with both 1.3 and 2.0 AmigaDOS. ShareWare, binary only. Author: Pete Goodeve. FF504

PolySys An extended version of the 0L-system (string rewriting) described in The Science of Fractal Images (edited by Pietgen and Saupe). The basic algorithm has been expanded and modified extensively, and looping commands similiar to those found in other Turtle graphics systems (Logo, etc) have been added. Support for three-dimensional drawing, with perspective, is also included. Version 1.0, binary only. Author: Terry Gintz FF389

Poor Man's Spreadsheet: A simple spreadsheet program that demonstrates manipulating arrays. Author: Gerry L. Penrose. AC10

PopArt Intuition based image data generator and animator. Includes source. Author: Phlip FF374

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 with source. Author: John Toebes FF84, FF40, FF35, AM15, AM12

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, Nov. 1986. Author: Chris Zamara and Nick Sullivan FF43

PopDir A small utility which 'pops open' to help you look at the contents of a particular directory on demand. Version 1.6 with source. Author: Jonathan Potter FF287, FF204

PopInfo A small utility which pops open to give you information about the status of your devices and memory. This is version 4.0, an update to version 3.0 on disk 242. Binary only. Author: Jonathan Potter FF412, FF242, FF223, FF204, FF172

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. By Olaf Seibert FF111

PopMenu A set of functions for the setting up, drawing, and handling of pop-up menus that are affixed to windows. Clicking on the menu box area will open up the full menu, with the list of menu items inside. Source and a sample program included. Author: Paul Thomas Miller FF368

PopScreen A small hack to pop a hidden screen to the front from the CLI. This was written to allow the author to use VLTjr with other programs that also use custom screens. Source included. Author: Stephen Vermeulen. FF326

PopulousKeys Code words and options descriptions for all 495 worlds of Populous (TM Electronic Arts and Bullfrog Productions). All information was obtained by the author's excessive playing of Populous. Author: Kenneth Fuchs FF531

PopUpMenu A small program that makes it possible for you to use pop-up-menus with any program that uses standard intuition menus. Version 3.5, includes source. Author: Martin Adrian FF422

PopUpMenu Example code implementing pop-up menus that are reasonably compatible with Intuition menus. Includes source. Author: Derek Zahn FF96

Porsche A Porsche in an IFF picture. AM6

Port2 Sample C program showing how to control a mouse connected to the second mouse/joystick port. Executable creates a second mouse pointer that is controlled by a mouse plugged into port 2. Version 1.0, includes source. Author: Olaf Barthel FF371

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 FF2

PortHandler A 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 FF20

Post An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. This is version 1.6, an update to version 1.5 on disk 468. Includes source in C. Author: Adrian Aylward FF518, FF468, FF446, FF408

potgo.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

PowerLOGO An experimental programming language based on Lisp and LOGO. It is versatile, highly interactive, organizes programs as collections of procedures, and includes lists as first-class data objects. Version 1.00, binary only. Author: Gary Teachout FF377

PowerPacker A shareware command and data cruncher, with a full intuition user interface. Executable files which are crunched are automatically decrunched upon execution, thus saving precious disk space on systems without hard disks. Version 2.3b, binary only. Author: Nico Francois FF253

PowerSnap A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. Checks what font is used in the window you snap from and will look for the position of the characters automatically. Recognizes all non proportional fonts of up to 24 pixels wide and of any height. Works with AmigaDOS 2.0 in both shell and WorkBench environments. This is version 1.1, an update to version 1.0 on disk 467. Binary only.Author: Nico Francois FF542, FF467

PowerSource A program for creating and editing intuition gadgets and menus. Previously known as GadgetED (disk 475). Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. This is version 3.0, includes source. Author: Jan van den Baard FF547

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. FF71

PP Powerpacker Patcher is a small tool that patches the DOS library so that PowerPacker datafiles will start acting as if they were "normal" files. Sample use of PP would be to crunch all ".info" files. The icons will retain their functionality as long as PP is installed, and WB will never know the difference. Icons are useful, but take up a lot of valuable disk space. You may also use any text viewer, editor or IFF tool (or anything!) you desire directly on Powerpacker files! This is version 1.3, an update to version 1.0 on disk 515. Shareware, includes full source. Author: Michael Berg FF542, FF515

PPAnim An anim player for normal IFF ANIM opt 5 (DPaint III,...) files or ANIM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Features many command line options, palette change during animation, full overscan PAL/NTSC support and yet it is only 7K. Compatible with AmigaDOS 2.0. Some new 2.0 features (Asl requester) supported. Version 1.0a, an update to version 1.0 on disk 414. Binary only. Author: Nico Francois FF542, FF414

PPLib A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 34.2, an update to version 34.1 on disk 371, and fixes a relatively serious bug. Library binary only, source examples included. Author: Nico Francois FF414, FF371

PPLoadSeg This program patches the loadseg routine to automatically recognize files crunched with PowerPacker. After running PPLoadSeg crunched libraries and devices are still recognized by AmigaDOS. You can even crunch fonts and use them as normally. Version 1.0, binary only. Author: Nico Francois FF542

PPMore A "more" replacement program that reads normal ascii text files as well as files crunched with PowerPacker. The crunched files can result in considerable disk space savings. This is version 1.8, an update to version 1.7 on disk 371. Enhancements include a Workbench 2.0 3D look under 1.3 and support for the Asl requester under 2.0. Binary only. Author: Nico Francois FF542, FF371, FF334, FF302

PPrefs Preferable Preferences is a program designed to replace the standard preferences, that is shorter, more efficient, and easier to use. Binary only. Author: Jonathan Potter FF242

PPrint A printing utility, designed for all those who slowly but surely become frustrated with programmers who think that they can do a form feed better than their printer can. This one relies on the printer itself to do the formatting, and on the program to send the settings. Features include a full icon driven user interface, the ability to convert tabs to any size, and the ability to save a number of standard settings. Version 1.10, includes source. Author: Marc Jackisch FF487

PPShow A "show" program for normal IFF ILBM files or ILBM files crunched with PowerPacker. The decrunching is done auto- matically as the file is read. Version 1.2a, update to version 1.2 on disk 371, binary only. Author: Nico Francois FF542, FF371, FF334

PPType A "print" program that will print normal ascii files or files crunched with PowerPacker. Several nice features such as page headers and numbers, adjustable tab sizes, page info taken from preferences and more. Version 1.1a, update to version 1.1 on disk 371, binary only. Author: Nico Francois FF542, FF371

Pr A little utility to print listings in different formats. Similar to the UNIX 'pr' program. With source. By Samuel FF122, FF34, AM15

Practal Modula-2 Buffered Disk I/O: Buffer file input and output to improve disk accessing speed. Author: Michal Todorovic. AC13

PReader An all purpose reader that displays text, pictures, sounds, and animations, all of which may be uncompressed or compressed with a companion compression program (not included). Text can include embedded static or animated illustrations and sounds. Version 5.1, freeware, binary only. Author: Chas A. Wyndham FF543

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. By Roger Ove FF65

PrettyWindows Three different C routines to add various borders inside of windows. Includes source and a demo. Author: Thom Robertson FF399

PrFont Prints a sample of each font from the fonts: directory. Draws one line of each font on a custom hires screen, which can be printed. Version 1.3, includes source. By Joel Swank FF305

prinintr.c Sample printer interface code. C program. AM4

Print Small print utility designed to replace the 'copy <filename> to prt:' command. Opens a window displaying the filename being printed, length, and a status bar showing percent completed. Also includes an abort gadget. V1.0, binary. By Luciano Bertato FF184

Print Utility: A homemade print utility, with some extra added features. Author: Brian Zupke AC9

print.support Printer support routines. Currently won't compile, missing a header file 'local.h'. Author: unknown FF5

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 FF174

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. AM5

printer Printer pre-release copy of the chapter on printer drivers, from RKM 1.1. AM4

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. By Rob Peck 12/1/85 FF5

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 FF95

PrinterTip A text file instruction for sending escape sequences to your printer. AM9

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 FF90

PrintHandler A custom PRT: driver which offers easy single sheet support as well as limited data spooling. Version 1.6, an almost entirely rewritten update to version 1.1 on FF282. Includes source in 'C'. Author: Olaf Barthel FF352, FF282

PrintImage A simple program that provides an easy way to print IFF ILBM images. Version 1.0, includes source. Author: Olaf 'Olsen' Barthel FF394

PrintIt A program to print IFF pictures on Epson compatible 9-pin printers. Prints in many resolutions, with many ways to convert color pics to black and white. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert FF234

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 FF108

PrintSpool A print-spooling program. Very useful for printing files in the background. Many command-line options. Version 1.0.0, Includes source. Author: Frangois Gagnon FF154

PrintSpool A shared library to easily add text or graphics print spooling to any C or assembly program. Binary only. Author: Jeff Glatt FF463

PrintSpool A small print spooling shared library that provides an easy way to print graphics and text for any application. It can print ascii text of any length or dump any part or all of a rastport. Takes care of opening the printer.device and manages its own resources. Version 0.1, binary only, with source code examples. Author: Jeff Glatt, Dissidents Software FF393

PrintSpooler EXECUTE-based print spool program. AM8

PrintStudio Very nice intuition based general purpose print utility that prints text with a variety of options. Prints several graphic formats with yet more options. Print any part of a picture, print screens and windows, save screens and windows as IFF files, modify color palettes, change printing parameters and lots more! This is version 1.25, an update to version 1.2 on disk 366. Shareware, binary only. Author: Andreas Krebs FF402, FF366

PrivHndlr A privilege violation handler for the 68010 cpu. Like Decigel, but survives a reboot so you can use it with copy protected programs that run from boot. Version 3, includes source in assembly code. Author: John Veldthuis FF230

Proc Example program of how to create a full-fledged DOS process without needing to call LoadSeg first. Based on an idea presented at BADGE. Includes source. By Leo Schwab FF236

ProCalc A program that simulates an HP-11C programmable calculator. Lots of enhancements and bug fixes in Version 1.2, binary only, shareware. Author: Gotz Muller FF172, FF139

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) By Rob Peck FF5

ProDrivers AmigaDOS 1.3 printer drivers for the IBM 4201 and 4202 series of printers. Version 1.0, binary only. Author: David White FF451

proff Another text formatting program. This one is significantly more powerful than any of the others previously distributed on these disks. FF9

ProffMacros Subset implementations of the Berkeley 'ms' and System V 'mm' macropackages, for the proff program. Author: Tony Andrews and George Walker FF46

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 FF48

Programming in C on a Floppy System: Begin to develop programs in C with just one megabyte of RAM. Author: Paul Miller. AC11

ProgUtils Some miscellaneous programming utilities and examples. With source in assembly. By Jorrit Tyberghein FF302

ProjMot A Projectile Motion plotter. Plots the path of a projectile fired with a variable initial velocity and angle. Display can be scaled, and time can be accelerated. The program returns the distance traveled and the time it took. This is version 1.01, includes source. Author: Chris Hopps FF453

PropGadget Example code for using proportional gadgets, written in assembly code and C, that can be called from your own application. Includes source. Author: Jerry Trantow FF269, AM21

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. With source. By R.J. Mical FF107

prtbase.h Printer device definitions. C program. AM4

PrtDriver A printer driver for the Toshiba '3 in one' printer in its Qume (best) mode. Includes source in C and assembler. By Rico Mariani FF128

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 FF164

PrtDrvGen Program to automatically generate custom printer drivers. Version 2.2b, binary only, source available from author. Author: Joergen Thomsen FF90, FF60

PrtDrvGen2.3 Latest version of a printer driver generator. AM22

PrtSpool A DOS handler, a print program, and a control program that implement a print spooling system. Like PRT:, the DOS handler waits for stuff to be sent to it to be printed. The print program does line numbering and page headers. The control program handles administrative functions. Binary only. By Daniel Barrens FF216

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 FF26, AM11

PSGraph A graphing program with plot previews and encapsulated postscript output. Version 1.0, binary only. Author: Rick Golembiewski FF523

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. With assembler source. By Greg Lee FF101

PSound SunRize Industries' sampled sound editor & recorder. AM15

PSX A public screen manager for AmigaDOS 2.0. Lets you open, manipulate, and close public screens, set the global public screen bits, and provides a good example of using GadTools and ReadArgs. Version 1.1, an update to version on disk 418. Includes source. Author: Steve Tibbett FF483, FF371

PtrAnim 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 FF170

PubScreens Two utilities to manipulate public screens. You can open and close them, or ask for information. PublicS is the workbench version of PubScreen. AmigaDOS 2.0 only. This is version 1.0, binary only. Author: Jorrit Tyberghein FF418

Purty Provides an easy way to change some common printer settings via a small window with several gadgets. Binary only. Author: Charles Tyson FF66

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 FF122

PUZZ Very nice implementation of the sliding-block-puzzle concept. Good graphics and the ability to create your own puzzles using an IFF ILBM file and a text file. Includes source and several sample puzzles. Version 1.0. Author: Martin Round FF362

Puzzle Simulation of a puzzle with moving square tiles. Executable only Author: Bill Beogelein FF32

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 FF122

PW_Utility A shareware utility for ProWrite users, changes margin settings and font types. AM25

PWDemo Demo version 1.2 of the commercial product. FF71

PWKeys An input handler that allows you to manipulate windows and screens by pressing keys on the keyboard. It currently lets you perform 25 different functions. Features include mouse blanking, screen blanking, mouse acceleration, "sun mouse", mouse/keyboard locking, and an interactive program to define hotkeys and other settings. This is version 2.0, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen FF494, FF483

Pyro A screen blanking program that goes beyond the normal blanking process. When there are no input events, pyro takes over and starts a little fireworks display in color. V1.1, binary only. Author: Steve Jacobs and Jim Boyd FF199

Pyth A program to draw the Tree of Pythagoras. Version 1.1, includes source. Author: Andreas Krebs FF238

Pz15 Computer version of those cheap plastic puzzles with 15 white tiles numbered 1 through 15 and an empty square in a 4 by 4 arrangement. This one is more challenging since you can't solve it by just prying out the pieces. With source. By Mike Hall FF191

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 FF98

QMan Mandelbrot generator written partially in assembly for speed. Includes source. Author: Steve Bonner FF130

QMouse A very small mouse accelerator (4K) written in assembly language, but with most of the features of its larger cousins. Not related to QMouse on disk 49. This is version 1.6, shareware, binary only. Author: Lyman Epp FF262, FF49

qsort.asm UNIX compatible qsort() function, source and C test program. Assembler program. AM2

Qt2 A cute program that gives the time the way many people actually do, I.E. 'it's nearly ten to five'. Includes source in assembly. By Charlie Gibb FF186

Quantizer FLCLQ color quantizer which converts 24 bit true color images into 256, or less, color images. Uses a fairly sophisticated algorithm, mixing median-cut, popularity, and a custom algorithm. Includes a version for Amiga's with a math coprocessor. Version 1.0, shareware, binary only. Author: Christophe Labouisse and Frederic Louguet FF416

Quattro Another Tetris like program. Has three levels of play difficulty, sound effects, a 43-color background, next stone preview, and joystick or numberpad control. Version 1.0, binary only, source available from author. Author: Karl-Erik Jenss FF230

QueryAny Simple program for use in CLI scripts to query for yes/no decisions. Includes assembler source. By Mark Smith FF79

queryWB asks Yes or No from the user returns exit code. Source code and executable program. AM14

Quick A utility program specifically targeted at hard drive users to eliminate the frustration of launching programs on the Amiga. It eliminates the need to open Workbench windows and/or remember and type in long pathnames to executables. Version 1.0, binary only. Author: Greg Gorby FF453

quick A quick disk-to-disk nibble copier. Executable program and documentation. AM12, AM1

QuickCopy Three versions of quickcopy, a nice little full diskcopier. Two of the versions are capable of making backups of 'protected' Electronic Art's disks. By Dave Devenport FF35

quickEA Program copies Electronic Arts disks, removes protection. Executable program and documentation. AM12

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. V 0.13, binary, shareware. By Jeff Kunzelman, Rodney Iwashina, Takeshi Suganuma FF106, AM24

QuickHelp A utility that helps you make and display your own help files for commands. Disk space usage is minimized by using PowerPacker to crunch the help files. Version 1.2, binary only. Author: Jorrit Tyberghein FF302

QuickHelp With the QuickHelp utilities you can make your own help files like man in UNIX (it is not compatible however). AmigaDOS 2.0 only. Version 2.0, binary only. Author: Jorrit Tyberghein FF420

QuickReq An 'Ask utility' to replace the 'ask' command from AmigaDOS. QuickReq can load arguments from files thus making it possible to handle long questions and texts. Also supports optional line breaks in BodyText, an option to center text to window, DisplayBeep when requester is activated, setting your own FrontPen number, specifying requesters width and height and all kinds of overscan displays. First public release. Version 2.0, includes source. Author: Markus Aalto FF457

Quiz A simple Quiz game. Current quiz subjects include Bible, Indians, New England, Physics, and States. Binary only. Author: J. Dale Holt FF417

Quotes Quotes is a pseudo-random quote generator. It will scan a specified file of quotes, pick one at random, and display it. Great for startup-sequences. CLI-only. Version 1.0, includes source. Author: Adam Evans FF516

QView A very small file view program (only 3K) written in assembly language, but with most of the features of its larger cousins. V 1.1, shareware, binary only. By Lyman Epp FF262

RadBoogie This demo, which won 7th place in the 1989 BADGE Killer Demo Contest, uses almost all features of the Amiga extensively, including the copper, blitter, sprite hardware, 68000 machine language, and preemptive prioritized multitasking. With source. By Dave Quick, Mark Riley, Tomas Rokicki FF269

RaiderGame Raider 3DX is a classic space strategy game for X-Specs 3D. Search for enemy on a 3D map of the galaxy. Warp transport to trouble spots and protect the Federation bases. Blast the enemy with your energy torpedoes. But watch your own energy reserves since you are the last hope of the galaxy. Digitized sound. Amazing 3D action. Requires X-Specs 3D glasses. Binary only. Author: Richard Horne FF544

RainBench Simple program which cycles the hardware color register to get an interesting effect on your workbench screen. Binary only. Author: Brendan Keliher FF90

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 FF58

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 FF165

RAMdisks Text file with tips on setting up your RAM disk. AM1

RAMSpeed Program to measure raw memory speed, comparing the internal to the external memory. By Perry Kivolowitz FF31

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 FF20

Random Simple random number generator in C. Includes source. Author: Gene Toole(?) FF74

random-circles One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

RandSam Plays random soundsamples at random times, with random volume, random cycles, and a bit random period. It will definitely catch the attention of the unsuspecting Amiga user (particularly one that has the stereo turned up!) when a lion suddenly roars as they're typing away on their favorite word processor! User modifiable start-up configuration file. Include source and some sample sounds. Author: Steven Lagerweij FF363

RatMaze 3D rat maze game in AmigaBASIC. AM8

raw Example sample window I/O. C program. AM1

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 FF85

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 FF44

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 FF66

RCS The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently, for example programs, documentation, graphics, papers, form letters, etc. This is an update to RCS version 1.2 on disks 281 and 282, and includes only the files that have changed. Author: Walter Tichy. Amiga port by Raymond Brand and Rick Schaeffer. FF451, FF281&282

Reader A program to scan a word list to locate which words can be made from the letters given. Allows matching of words by length and by giving the letters known, ie. m.t.h for the word MATCH. Great for word games and crosswords. Results output to screen and a RAM: based file. The word list is in ascii and so can be edited if desired. New words can be added and it could be used for different languages if required. Supplied with over 24,200 words (mostly English spellings). Version 1.0, includes source. Author: Gary Brittain FF432

Readme One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

ReadmeMaster A nifty little database for finding those programs that you know exist somewhere (???) in the AmigaLibDisk library. Maintains a

keyword dictionary of the Contents descriptions that allows searching by disk number, program title, author's name, or some other descriptive word. Currently supports disks 1-360, an update to the version on disk number 163. Binary only. Author: Harold Morash FF390, FF163

Reboot A program which reboots your Amiga by calling exec's Cold- Reboot() function. This is version 1.02. Includes source in C. Author: Stefan Sticht FF497

Recolor A fully configurable icon recoloring tool that can swap or shift the colors of selected icons and truncate the depth of the icon color map. Binary only. Author: Michael Sinz FF490

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 FF105, FF95

RecurDir A recursive directory program that is useful as an aid in ZOOing files in nested directories. Allows one to easily ZOO the complete contents of a disk. With source. By Stephen Vermeulen FF284

Redaktu A PostScript program which runs on PixelScript to edit other PostScript programs. Several examples and a detailed explanation are included. Author: John Starling FF454

ReDate Scans a disk and dates each directory according to the most recent item contained within (not including .info files). Ideal for use after a COPY ALL CLONE, where the directories are CREATED rather than copied and thus lose their date information. Includes source in assembler. Author: Jim Butterfield FF358

Regex An Amiga shared library version of the GNU regular expression package from the Free Software Foundation. A regular expression is a concise method of describing a pattern of characters in a string. By use of special wildcards, almost any pattern can be described. A regular expression pattern can be used for searching strings in such programs as editors or other string handling programs. Version 1.0, includes source. Author: Edwin Hoogerbeets, FSF, Jim Mackraz FF248

Regexp A nearly-public-domain reimplementation of the V8 regexp(3) package. Gives C programs the ability to use egrep-style regular expressions, and does it in a much cleaner fashion than the analogous routines in SysV. With source. By Henry Spencer FF179

RegExpLib Shared library that implements regular expression pattern matching. Version 1.0, binary only. Author: Stephen Moehle FF444

regintes.c Region test program. C program. AM4

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 FF5

RemapIcon A utility to remap icons to be exchanged between Kickstart 2.0 and Kickstart 1.2/1.3 Workbench environments. The icon images are remapped to reflect the different colour palette used by the Workbench releases. Version 1.0, includes source. Author: Olaf Barthel FF372

RemapInfo An icon color remapping tool that swaps the colors black and white. The program runs on 1.3, but when run on 2.0 it supports the AppIcon feature. It allows you to drag all icons you wish to remap on RemapInfo's AppIcon to recolor them. Version 1.0, binary only. Author: Nico Francois FF542

REMCR V1.00 Utility to remove CR's in files FF168 & 169

RemLib Removes a specified library (if currently unused) or displays some information about all available libraries. Version 1.11, includes source in assembler. By Heiko Rath FF178, FF139

RemoteLogin A couple of programs which make possible remote access to your Amiga. One program checks the serial port for an incoming call, and starts a program when it is detected. The other is a password protection program which allows starting various programs based upon login id, thus providing some minimal security for your computer. With source. By Dave Kinzer FF247

RepString Nice little CLI utility to replace any type of string in any type of file with another string of any type. V1.0, binary only, shareware. By Luciano Bertato FF180

Req An enhanced version of the interface to req.library for Aztec C 5.0. Pragmas supplied and glues put in a library rather than in an object file. Includes source in asm. Version 1.1. Author: Pierre Carrette FF540

ReqAztec An enhanced version of the interface to req.library for Aztec C 5.0. Includes source in assembly. Author: Pierre Carrette. FF419

ReqLib A runtime, reentrant library designed to make it easier for programmers to use powerful, easy to use requesters, for communicating with users. Includes such functions as a color requester, file requester, message display requester and many functions to make the creation of gadgets for your own custom requesters easier. This is version 2.5, an update to version 1.2 on disk 400. Binary only. Author: Colin Fox and Bruce Dawson FF419, FF400

Request Opens the OS 2.0 autorequester from script files. Title, text, gadgets and publicscreen of the requester can be changed by commandline options. This is version 1.00. Includes source in C. Author: Stefan Sticht FF497

Requester A file name requester that looks like the one used in Deluxe Paint, and a sample program for using the requester. With source. By Kevin Clague, enhancements by Randy Finch FF84, FF34, AM9

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') FF1

Resident A resident startup module for Aztec C. Version 1.0, includes source. Author: Olaf 'Olsen' Barthel FF396

ReSourceDemo A demo version of ReSource, an interactive disassembler for the Amiga. This is a complete version except that the 'save' features have been disabled. This is version 3.06. Binary only. Author: Glen McDiarmid FF232, FF192

Retab Useful command-line 'tab-to-space' and 'space-to-tab' expansion utility. Several command-line options to specify size/settings and the ability to protect material enclosed by delimiters (quotes, brackets, carats, etc.) from expansion. Version 1.03, binary only. Author: Paul Klink FF389

ReturnCode Two Short programs (LogRC and GetRC) to allow the "Return Code" left by a previous program to be saved in a form suitable for further (script) testing. GetRC allows the Return Code to be set or viewed as desired. Assembly source included. Author: Jim Butterfield FF502

RevBut Another InputEvent hack, giving you a toggling right mouse button. V 1.0,with source. By Michael Balzer FF332

Reversi Plays the classical reversi game on an 8 x 8 square field. Version 2.0, an update to version 1.2 on disk 245. Includes source in assembly language. Author: Marc Fischlin FF305, FF245, FF38

Reversi Version of the well known game. Features an 'intelligent' computer opponent. Includes source in Modula II. Author: Robert Brandner FF549

RexxArpLib A library which originally was supposed to be an ARexx interface to the ARP library. However, it has also become an interface to various Intuition functions, containing over 50 functions including a file requester, string/boolean requester, environment variable functions, simple message window, wildcard expander, etc. V2.3, an update to FF178. Binary only. Author: W.G.J. Langeveld FF227, FF178

RexxHostLib This is a shared library package to simplify the ARexx host creation/management procedure. Rexx-message parsing is also included making it possible to control ARexx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). This is version 36.14, an update to version 34.12 on disk 355. Differences include a few bug fixes and new functions. Includes source. Author: Olaf Barthel FF403, FF355, FF325

RexxIntuition This is a ARexx function library that allows you to open windows/screens from an ARexx script, attach menus, gadgets, (file) requesters, load and save ILBM picture files, auto-requesters, print text and graphic dumps, and completely interact with the user in an intuition environment. Adds all of those Amiga features that ARexx lacks. Author: Jeff Glatt, Dissidents Software FF463, FF393

RexxLib A shared library that can be easily used by any C or assembly programmer to add an ARexx interface to his programs. Handles all of the messy details including message creation/deletion and error handling. Author: Jeff Glatt, Dissidents Software FF463, FF393

RexxMathLib A library which makes various high level math functions such as sin, tangent, log, etc, available in ARexx. V1.2 and 1.3, binary only. Author: W.G.J. Langeveld FF227

RexxPlPlot A library of C functions useful for scientific plotting on the Amiga. The library is Lattice C compatible. Contour plotting, three dimensional plotting, axis redefinition, log-log plotting and multiple subpages are a few of Plplot's features. The plots can be displayed on a monitor or sent to a graphics file for subsequent printing. This is RexxPlPlot version 0.3, an update to Plplot version 1.00 on disk 222. New features include an ARexx interface, support for IFF output, support for PostScript output, support for Preferences, some new functions, bug fixes, and more. Includes source. Author: Tony Richardson, Samuel Paolucci, Glenn Lewis and Tomas Rokicki FF306

RexxView Monitors messages sent to the REXX port. Messages are described by task, action code and modifiers, and the contents of arg0 slot is displayed. CLI utility to monitor the REXX IPC hub for Arexx programmers and interfacers. Version 1.01, includes JForth source. Author: Martin C. Kees FF516

rgb One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

rgbtest One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Rhodes piano Sound demonstration icon-driven part of a set on AMICUS 10 AM10

RickParksArt A collection of artwork from one of the leading Amiga artists. Includes 'Bryce', 'Clipper', 'Einstein', 'Falconer', 'Lincoln', 'Lion', 'Mickey', 'Norman', and 'Stymie'. Superb hand drawn images with lots of detail. Author: Rick Parks FF426

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. By Allen Hastings FF127

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 FF106

RKMCompanion A two disk set of material created by Commodore for use with the 1.3 revison of the Amiga ROM Kernel Reference Manual, Libraries and Devices, published by Addison-Wesley. Almost 300 files, including C source code examples and executables, have been packed into two lharc archives, one for each disk of the two disk set. These examples are not public domain, but may be used and distributed under the conditions specified in the copyrights. Author: Commodore Business Machines, Inc. FF344

RMBShift A program that lets you use the right mouse-button (RMB) as a SHIFT-key when selecting multiple icons on the Workbench. Only uses 174 bytes of memory. Version 1.0, includes source in assembly. Author: Preben Nielsen FF547

RoadRoute A program that determines from a user modifiable data base, the shortest and fastest routes between two cities. Includes a coarse and a detailed data set and a program, RoadScan, for examining the contents of large RoadRoute data files. This is version 1.7. Includes source. Author: Jim Butterfield FF504, FF396, FF358, FF328, FF251

Robert Grey scale digitization of a startled young man, an IFF picture. AM7

Robot A picture of a robot arm grabbing a cylinder. AM12

Robot IFF picture of toy robot. AM7

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 FF59

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 FF85, FF82

Rocket Another program in the long tradition of screen hacks. This one zeroes in on your mouse pointer. Binary only. Author: Lars Clausen FF303

roff A 'roff' type text formatter, roughly following 'Software Tools' version. Somewhat upwardly compatible with UNIX 'nroff' command. Author Ken Yap FF3

RolandD110 A program to transfer sound samples between the Amiga and a Roland D-110. Version 1.0, binary only. Author: Dieter Bruns FF255

RolandS220 A program to transfer sound samples between the Amiga and a Roland S-220. This is version 2.0, an update to MIDIsoft version 1.0 on disk 199. Includes several enhancements. Binary only. Author: Dieter Bruns FF255

RollOn A Soko-Ban like shareware game, submitted by the author. Includes both English and German versions, a level editor, and digitized sounds. Version 1.1, binary. By Tobias Eckert FF302

ROMWack Text files with tips on using ROMWack. AM1

ROR AmigaBASIC boggling graphics demo. AM8

ror One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Rord One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Roses A program that draws sine roses. Implements an algorithm given in the article 'A Rose is a Rose ...' by Peter M. Maurer in American Mathematical Monthly, Vol 94, No. 7, 1987, p 631. A sine rose is a graph of the polar equation 'r = sin(n*d)' for various values of n and d. By Carmen Artino FF345

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 AM18

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. By C. French FF71

Rounding Off Your Numbers: Programming routines to make rounding your numbers a little easier. Author: Sedgwick Simons AC9

RPN An emulation of an Hewlett-Packard pocket computer on your screen. Version 1.00, includes source (SAS-C). Author: Maurizio Loreti FF539

RPSC A reverse polish scientific calculator. RPSC is a programmable RPN calculator in the Hewlett-Packard tradition. It supports operations with real numbers, complex numbers, matrices, and 3-D vectors, as well as storage and recall of labeled variables. Data and programs may be saved, loaded, or written as ASCII text, to AmigaDOS files. V1.1, binary. By Gary Teachout FF250

RRamDisk Another recoverable ram disk. This one supports up to 32 units and can be autobooted. Unused sectors are deleted from memory. The ram disk can be formatted, copied to, or used just like a normal disk drive. Binary only. Author: Bob Dayley FF451

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 FF67

RTCubes 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 FF67

Rubik Another 3D Rubik's cube solver independantly authored from the version on disk #285. Version 1.0, includes source. Author: Martin Round FF362

Rubik Translation to C of a Rubiks Cube solver program originally written in Basic by John Murphy. Includes versions to do an 'unwrapped' 2D solution, and a more visual 3D solution. Version 0.0, includes source. Author: Roger Uzun FF285, FF29

Ruler Ruler is a small tool used in the measurement and con- strainment of text. Originally conceived as a tool for insuring that filenames didn't exceed the Amiga's 30 character limit, it is nevertheless useful in any sit- uation when the number of characters in a line of text needs to be counted. Version 5.00, includes source. Author: Thad Floryan, Chad Netzer and Dave Schreiber FF496

RunBack A very compact version of the popular utility for starting a CLI process in the background, without preventing the CLI window from closing. This version is pure and only 468 bytes long. Requires the NULL: device, which is included. Using NULL: makes it more flexible and robust than older RunBacks. Can optionally delay up to nine seconds after starting the command. Includes source in assembly. Author: Paul Kienitz. FF429

RunBack Allows you to start a new CLI program and run it in the background, then closes the new CLI. This is version 6, an update to the version on disk 152 (the version on disk 214 appears to be on a different evolutionary path). This version compiles under Lattice with many optimizations enabled, and can be made resident. Includes source. Author: Rob Peck, Daniel Barrett, Greg Searle, Doug Keller FF240, FF214, FF152, FF65

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 FF73

Running A classical maze and puzzle game. You run around in a maze and try to catch the ghosts or spiders. It is completely multitasking friendly and compatible with AmigaDOS 1.2/1.3 and 2.0. You can design your own levels. Binary only. Author: Jorrit Tyberghein FF418

RussianFonts Russian Fonts ranging from 13 points to 31 points. Author: Daniel Amor FF517

Rxgen An ARexx library that allows you to call any function of almost any Amiga library from an ARexx program. This is version 1.0, binary only. Author: Francois Rouaix FF459

Rxil An ARexx interface library that makes it easy for programs to implement a complete, robust ARexx interface with minimal effort. Version 1.0, includes source. Author: Don Meyer FF299

S220to8SVX Converts sound samples from a Roland S-220/S-10/MKS-100 to 8SVX IFF 8-bit samples. This is version 1.4, an update to version 1.0 on disk 286. New features include volume-adjust and start-endpoint setting. Includes source in assembler. Author: Dieter Bruns FF514, FF286

Sabotage Sort of an adventure game. ABasiC program. AM3

sabotage One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

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 FF175

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 FF27

salestalk One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Sam Another IFF sound player with several command-line options, plus several samples. V1.0, binary. By Nic Wilson FF182

SAMP An IFF sampled sound format designed for professional music use. It can be used for 16-bit samples, multiple waveforms, etc. Includes a SAMP reader/writer shared library, interface routines, and programming examples. Includes a program to convert 8SVX to SAMP. By Dissidents Software FF348

Samp Documentation and interface library for an IFF FORM SAMP, 16-bit sampled sound file format. This format allows more than one waveform per octave, and the lengths of different waveforms do not have to be factors of 2. Includes a utility to convert 8SVX files to SAMP format. Version 1.0, binary only. Author: Jeff Glatt FF307

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 FF5

SampleScanner By-passes the Amiga Dos file system and scans a disk directly, block by block, for sound samples. Allows you to hear the disk as it is being scanned. If a sample is found, it can be saved to disk for editing, direct use, etc. Author: Steven Lagerweij FF363

SANA Release 2 of the Standard Amiga Network Architecture device driver specification. This is a specification for the device driver level only. Author: Raymond Brand, Martin Hunt, Perry Kivolowitz FF540

Sand This program has 'magnetic grains of sand' that follow the pointer wherever it goes. Cute. Binary only. Author: Eric Vaughan FF82, AM21

SandGlass A program to animate the original Workbench busy pointer. Only for Workbench/Kickstart up to version 1.3. Version 1.0, includes source. Author: Dirk Remmelt FF548

SASTools Various submissions from 'Sick Amiga Soft'. Includes some virus tools, some screen hacks, some small games, and miscellaneous utilities. Includes source in assembly and Modula-II. Author: Jorg Sixt FF338

Saturn An IFF picture. AM6

Saucer Simple shoot-em-up game. ABasiC program. AM1

SaveILBM This program saves any screen as an IFF pic. Executable program and documentation. AM8, AM7

saxophone Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF69

SBackup Programmers utility to assist in maintaining old versions of source code. SBackup maintains 2-99 old versions in any location desired. Version 1.00e, binary only. Author: George Kerber FF432

SBall A game using the joystick to control a 'bouncing ball'. Binary only. Author: Hertzig Wolfgang and Meisner Christian FF461

SBProDemo A restricted use trial version of Superbase Professional 4 complete with sample application. The limitations are 35 records max per file, programs can be edited but not saved, and forms can be edited but not saved or printed. In every other respect this is identical to the release product. SBpro4 is compatible with SB4 Windows V1.21. Version 1.0, binary only. Author: Precision Software Limited. FF492

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. FF140

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.' FF140

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 FF140

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 FF141

Sc Program which demonstrates generation of good looking pseudo-random scenery. Includes source in C (translated from Draco version on FF61). Author: Chris Gray FF87

Scales Sound demo plays scales, C program in C source code and executable program. AM3

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. By Steven A. Bennett FF6

Scan CLI utility to display the individual character contents of any file. Displays the ASCII and Hex values, count and percentage of total along with actual character (if displayable). Listing is displayed on a console window or optionally written to an output file. Possible uses would be to scan files for binary characters, relative character counts, matching numbers of special characters, determining LF/CR configurations, etc. Version 1.0, includes source. Author: Dan Fish, console routine by Jim Cooper FF464

ScanIFF Scans through an IFF file, identifying the elements. Faster than standard utility IFFCheck since it uses Seek, but does not do IFFCheck's detailed format checking. Intended for use as a template from which programmers can code their specific application. For example, an expanded version has been used to extract instrument data from music files. Includes source in assembler. Author: Jim Butterfield FF358

Scanner Scanner makes commented C code of all intuition structures in memory. The structures will receive correct pointers towards each other. Scanner starts looking at IntuitionBase, and follows all pointers, storing them in memory. When finished, it writes all the structures to the standard output. Version 1.0, includes source. Author: Stefan Parmark FF218

Scanning the Screen: Part four in the fractals series. This article covers drawing to the screen. In AmigaBASIC and TrueBasic. Author: Paul Castonguay. AC7

SCAT V1.00 Utility to 'cat' binaries without blowing up the display FF168 & 169

Scat Another display hack, created from Le, AM18o Schwab's 'Ing' display hack. Binary only. Author: Stephen Pietrowicz FF81

SceneGenDemo Demo of a program called Scene Generator, that generates very realistic looking landscapes. This program is an enhanced, low cost commercial version, of the Scenery program included on disk 155. This is version 2.03, binary only. Author: Brett Casebolt FF299

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 FF155

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 FF149

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. FF27

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 FF142

SCM Screen Color Modifier. A palette program that allows the changing/saving/loading of a screen's colors. Includes a separate loader program that can be used in batch files to set a screen's colors to predefined values after a program has been launched. Version 1.0, binary only. Author: Jean-Marc Nogier FF367

ScnSizer Sets the preferences data for increasing the window bounds, and takes effect immediately. Includes source. Author: Thad Floryan FF79

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 FF84

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. By Foster Hall FF148

Screen Saver: A quick remedy to prolong the life of your monitor. Author: Bryan Catley AC8

ScreenDump Dumps rastport of highest screen/window to printer. Author: Carolyn Scheppner FF33, AM8

ScreenJaeger A screen capture program that works by scanning through memory, allowing you to grab screens from programs that don't multitask, and save them as IFF files. Features include an Intuition interface, multiple bitplanes, support of all Amiga display modes and resolutions, CHIP and FAST memory, overscan, and both NTSC and PAL. This is version 1.0, includes full C source. Author: Syd L. Bolton FF523

ScreenMod Allows you to modify most of the parameters of any screen structure in memory, including colors and viewmodes. Use- ful for PAL programs which open their screens low. Has a companion program to automate changes later on. This is version 1.0, includes source. Author: Syd Bolton FF493

ScreenSave A program to save a normal or HAM mode screen as an IFF file. Also creates an icon for the saved file. Author: Carolyn Scheppner FF55

ScreenShare A library and support programs that enable applications to open up windows on other applications' custom screens. For example, your editor may want to open a window on your terminal emulator's screen so you can compose a message while still being able to see the contents of the terminal's screen. Both applications must cooperate for the screen sharing to work. This is version 1.21. Includes source for interface portions. Author: Willy Langeveld FF308, FF246

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 FF89

ScreenX A program designed to make getting at screens easier, particularly screens that are lost behind other screens that don't give you depth gadgets. You can pop them to the front, push them to the back, save the screen to an IFF file, print it, and even try to close it. This is version 3.0, an update to version 2.1 on disk 158. Binary only. Author: Steve Tibbett FF418, FF158

ScreenZap A utility that forcibly removes screens and windows from your system. Useful to get rid of zombie screens or windows that have been left around by aborted or buggy programs. This is version 2.3 and includes source. By Lars Clausen FF303, FF157

Scrimper Short for 'SCReen IMage PrintER'. A screen dump utility which can be run from the workbench or the CLI. Author: Perry Kivolowitz FF18, AM8

Scripit A script language that allows you to automate actions you would normally have to do manually. Script can do anything that you do manually, by either the mouse or keyboard, by using a set of commands that instruct Script to simulate specific mouse or keyboard actions. Also has an ARexx port, so it can be driven by ARexx allowing ARexx control over programs that do not have ARexx ports. Includes both a recorder to generate scripts and a player to execute them. This is version 1.20, binary only. FF288

ScrollDemo Demonstrates the text scrolling capabilities of AmigaBASIC. AM9

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 FF35

Scrub A floppy drive cleaning program which automatically detects which drive has a cleaner diskette in it. Spins it for thirty seconds while moving the heads around. Pure. Includes source. Author: Paul Kienitz. FF429

SCSIMounter An interactive, fully automated partition mounter especially suited for removable media SCSI drives. SCSIMounter auto- matically scans the Rigid Disk Block of the drives and presents the user with a partition selector which allows the individual selection of the partitions to mount. Requires Kickstart 2.0. Binary only. Author: Martin A. Blatter FF532

SCSIPrefs A Preferences editor for the battery backed up memory in the Amiga 3000. This small program allows you to change the bits that control some parameters of the embedded SCSI host adaptor. Requires Kickstart 2.0. Binary only. Author: Martin A. Blatter FF532

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 FF151

SculptTools Programs to create objects for use in Sculpt 4D. Includes Brush_4D to convert IFF brushes to objects in full color with HAM and EHB support and wrap to various shapes (update to version on disk 361), Fractal_4d to create fractal mountains with various coloring from brush, checkers or based on altitude, and Spiral_4d to create a variety of objects based around tubes and helixes. Binary only. Author: Bruce Thomson FF430

Sdb Simple database program, originally released on aDECUS VAX SIGtape. Unknown author, Amiga port by Mic Kaczmarczik FF33

SDBackUp A hard disk backup utility. CLI interface only. Does file compression. Version 1.1, binary only. Author: Steve Drew FF128, AM26

SeaHaven Demo version of a solitaire type card game. The object of the game is to separate the deck into its four suits, each in an ordered stack from ace to king. Version 1.1, binary only. Author: Steve Francis FF260

SeaLance Game based on a Trident submarine simulator. You must use the weapons at your disposal to liberate the earth's cities from alien occupation. Binary only. Author: Jason Bauer FF462

Search Utility: A file search utility written in C. Author: Steven Kemp AC6

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 FF108, FF102, AM24

Sed This is the GNU sed (stream editor) program, ported to the Amiga. Sed copies the named files, or the standard input, to its standard output, while performing certain editing operations specified in the command line script or in a scriptfile. Version 1.02, includes source. Author: Unknown, ported to Amiga by Edwin Hoogerbeets FF231, FF128

SeeHear A program to do a spectrogram of a sampled sound file. This is a graph with time on one axis, frequency on the other and the sound intensity at each point determining the pixel color. With source in C, including FFT routine. This is version 1.1. Author: Daniel T. Johnson FF335

Selector A program that helps you assemble programs on a boot disk and start them in a user friendly way by putting up a window with gadgets to launch programs. Version 3.0, update to version 2.5 on disk 302. Binary only. Author: Nico Francois FF542, FF302

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 FF175

SendPacket General purpose subroutine to send AmigaDOS packets. Author: Phillip Lindsay FF35

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 FF66

SensoPro You try to remember and mimic the sound/color sequence played by the computer. Each time you get it right, another sound/color is added to the sequence. Great practice in case you ever find yourself in a 'Close Encounters of the Third Kind' experience. Binary only. Author: Peter Handel FF283

Sentinel A large ray-traced animation created with Turbo Silver SV, Deluxe Photolab, Deluxe Paint III, and the Director. It consists of approximately 60 to 70 frames of animation, rendered during a period of about three and a half weeks. This is Bradley Schenck's entry to the 1989 BADGE Killer Demo contest, and won first place in the contest. Because of its size, it has been split across two disks. The rest of the files are on disk 264. Requires 3Mb or more of memory to run. Author: Bradley Schenck FF263 & 264

serial Demonstrates access to the serial port. Requires an external terminal connected to the serial port. Author: Unknown FF5, AM5

serisamp.c Example of serial port use. C program. AM4

seritest.c tests serial port commands. C program. AM4

SerLib A shared library providing easy access to any serial device. Allows both synchronous and asynchronous access to the port. With support code for Lattice, Manx and Oberon. Includes examples in both C and Oberon (with source) and docs in ASCII, DVI, and PostScript. Shareware. Author: Garry Glendown, Oberon-interface by Frank Schummertz FF523

Set Replacement for the Manx 'set' command (to set or change environment variables) with several improvements Author: Tomas Rokicki FF31

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. By John Toebes VIII FF12, AM8

SetBatt A tool to set the configuration information saved in the nonvolatile ram of the A3000 clock chip. Allows you to adjust the SCSI select timeout and other system settings. Includes source in `C' and assembly language. AmigaOS 2.x required. Author: Olaf `Olsen' Barthel FF535

SetCCOPTS Lets you easily deal with the MANX 'CCOPTS' environment variable. You can store settings to disk. Has a complete intuition interface. This is version 1.00, binary only. Author: Stephan Flother FF515

SetClock A utility to set or read the hardware clock on a Spirit Technology memory expansion board. Works in a manner similar to the SetClock utility which is supplied by Commodore with Amigas that have hardware clocks as standard equipment. Includes source in PCQPascal and assembler. Author: Willi Kusche FF390

SetColors A Palette replacement program that does a lot more in only 3K. Can save and load color files, and update preferences. Update to version on disk 419, with bug fix. Includes source in C. Author: Pierre Carrette FF540, FF419

SetCPU A program designed to allow the user to detect and modify various parameters related to 32 bit CPUs. Includes commands to enable or disable the text/data caches, switch on or off the '030 burst cache line fill request, use the MMU to run a ROM image from 32-bit memory, and to report various parameters when called from a script. This is version 1.60, an update to version 1.5 on disk 223. Includes source. Author: Dave Haynie FF400, FF223, FF187

SetFont Allows you to change the system font with various command-line options. Cleans up all known bugs in FF75. V2.5, includes source in C++. By Dave Haynie FF182, FF75, FF41

setjmp.asm setjmp() code for Lattice 3.02. in Assembler. AM2

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 FF70, AM18

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. By Bob Pariseau FF9, AM24, AM4, AM1

SetMouse2 Program to set the mouse port to either the left port or right port. Author: Robert Burns at Commodore-Amiga FF20

SetNoClick Very simple program to set the NOCLICK flag in the public section of a trackdisk unit. Only works with version 36 and up of trackdisk.device. Includes source. Author: Marc Boucher FF392

SetPALorNTSC A couple of utility programs for testing the suitability of a developed program in either the PAL or NTSC environments. With source and a sample program. By Peter Kittel FF162

setparallel Allows the CLI user to dynamically change any particular parallel port parameter. Author: Keith Stobie and Tom Pohor FF6, AM4

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 FF157, AM18

SetRamsey A program that allows you to test the current settings of the RAMSEY ram controller chip on an Amiga 3000 under Kickstart 1.3 or 2.0, and change them if you wish. Useful for hardware debugging to control static column mode, burst mode, or change the refresh rate. Version 1.02, binary only. Author: Nic Wilson FF423

SetSerial.c Set the attributes (parity, data bits) of the serial port. C program. AM4

SetWindow C program makes windows for a CLI program to run under Workbench In source code and as an executable. AM8

SF2 File search utility. Default searching starts from the root directory of the specified device and descends down into its subdirectories. Searching includes looking into archive files generated by various compression utilities. Archive files ending with a .ARC, .LHZ, .ZIP and .ZOO are currently supported. Lots of command line options. Requires ARP 1.3 (rev. 39.1). Version 2.0, binary only, shareware. Author: Andrea Suatoni FF400

SGD This program makes it possible to delete games, that are saved by any of the existing Sierra adventures (e.g. Leisure suit Larry). The program has a LEARN-option for including new adventures. Version 1.0, binary only. Author: Maico Ditzel FF488

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 FF174

shades One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

ShadowMaker Demo version of an Intuition based Font shadow generator. In seconds you can convert your favorite fonts into color fonts with professional video shadows built right in. The only restriction for this demo is that the final font height at SAVE times must be less than 40 pixels in height. Version 1.5, an update to version on disk 428. Binary only. Author: Stephen Lebans FF460, FF428

ShangaiDemo Demo version of the Activision game 'Shanghai'. Submitted directly by Activision for inclusion in the library. FF55

Shapes Simple color shape designer. ABasiC program. AM1

shapes One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

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. With source in C. By Fabbian G. Dufoe FF92, FF28

Shared Libraries 'C': C source and executable code that shows the use of shared libraries. Author: John Baez AC2

SharedLib Working example of how to build a shared library. Includes source. Author: James Synge FF79

SharpFont is an 8 pixel non-proportional font. FF105

Shazam A picture viewer for Dynamic HiRes images created with Macro Paint, the 4096 color high resolution paint program from Lake Forest Logic. Version 1.1, includes two sample Dynamic HiRes images and source for display program. Author: Lake Forest Logic FF449

SHELL   V2.10 Added enviroment 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). FF168 & 169

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 FF14, AM2

Shm A simple graphics demo which approximately simulates the motion of two interacting pendulums. Includes source. Author: Chris Ediss FF97

ShortCut A utility that collects keystroke sequences and allows you to replace them with a single key stroke. Binary only. Author: Opher Kahane FF90

Show A nice, very small slideshow type program, version 2.1, binary only. Author: Andry Rachmat FF60

Show A very versatile program to display IFF ILBM files. Features realtime unpacking scroll, smart analysis of any IFF file, total control over display modes, simple slideshow processing, pattern matching, and a dozen other options. Only 9K. Version 2.0, binary only. Author: Sebastiano Vigna FF323

Show_PrintII Views and prints IFF pictures, including larger than screen. AM22

showbig Executable program which will view hi-res pics in low-res superbitmap. Documentation included. AM12

ShowBiz A fun animation with mice, a dancing alligator, a sheep on a trampoline, and more. Includes source in 'director format'. Author: Robert Corns FF261

ShowDisk A useful program that graphically shows the map of sectors used on floppy drives by one or more files. The mapping is color coded so you can identify what sectors are used by the various directories and files. Includes source in assembly language. Author: Bernhard Meisner FF269

ShowGadgets A simple utility to view all gadgets in a window. Includes source. Author: Jorrit Tyberghein FF420

ShowHAM Program to display HAM (Hold And Modify) mode images from the CLI environment. Executable only. FF32, AM7

ShowILBM: A program that displays lo-res, hi-res, interlace and HAM IFF pictures. Author: Russell Wallace AC5, AM7

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 FF90, AM16

ShowPt CLI program changes your pointer to a given pointer. AM26

Shuffle A basic screen shuffler. Re-defines the key combination Left-Amiga-M to push the FRONT screen to the back, instead of pushing the Workbench screen to the back. Includes source. Author: Rob Eisenhuth FF229

shuttle One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM8, AM1

ShuttleCock Yet another animation from Eric Schwartz. Eric wanted to see if he could still do an animation that required less than 1 MB to run. Released May 1991. Author: Eric Schwartz FF504

ShuttlePatch A shuttle mission patch in an IFF picture. AM6

SID A very comprehensive directory utility for the Amiga that supports at least a couple of dozen different commands for operating on files. V1.06, binary only. By Timm Martin FF338

sign. This is an updated version of the program released on FF12, and now includes full source. Author: Barry Whitebook @ Commodore-Amiga   FF14

Signal Two programs designed to make it easy to write shell scripts that must be synchronized with the operation of another, in order to avoid disk thrashing for example. Includes source. Author: Davide Cervone FF500

SignFont A keymap and font that will allow the user to be able to type in American Sign Language, provided that one knows the font. Author: Glyn Gowing FF211

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:)'. Binary only. By Pete Goodeve FF102

Sim A simulator for register-transfer nets, which are used to describe hardware systems. This version also provides a compiler to define new devices in addition to Sim's internal devices. V4.2, an update to FF229. Binary only. By Gotz Muller FF291, FF229

SimCPM A CP/M simulator for the Amiga. Simulates an 8080 along with H19 terminal emulation. Includes source. This is V2.3, an update to FF109. By Jim Cathey; Amiga port by Charlie Gibbs and Willi Kusche FF186, FF109

SimGen This program will add a 2 or 4 color picture to your WorkBench screen. If the picture is digitized, it will look much like a genlock, hence the name SimGen (Simulated Genlock). Binary only. Author: Gregg Tavares FF243

SimpleReq An example of a custom requester from Modula-2. AM11

SimpleRexx A set of routines that handle the low level ARexx work for you in such a way as to have your application work with or without ARexx on the target system. The goal of SimpleRexx is to make adding at least the minimum level of ARexx support to an application a trivial task. Includes source. Author: Michael Sinz FF539

SimSmart A general purpose utility that prints the program source code of almost any language, so that (for example) the keywords are emboldened and underlined, and the comments are italicized. These features are adjustable by the user, to suit individual taste. Tabbing also is adjustable, to harmonize with the nesting depth of a particular program. Output may be either on the printer, the screen, or to another file. SimSmart may easily be extended by the user to deal with extra languages. Version 2.10, shareware, binary only. Author: David Simon FF528

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 FF5

singplay.c Single playfield example. C program. AM4

SIOD A small scheme interpreter (Scheme In One Defun) which can be used for calculations or included as a command interpreter or extension/macro language in other applications. This is version 2.4. Includes source. Author: George Carrette FF525

Sit An update to the Set Icon Type program from FF 107. Version 1.10, includes source. Author: Stephen Vermeulen FF137

sitar Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Size CLI program shows the size of a given set of files. Executable program and documentaion. AM19

SizeChecker Size checker uses a list of possible sizes of a file to check for unexpected changes in the size of those files. For example, it can be used to spot a link virus or to point out changes in the configuration of your system. With the appropriate comments added to your size list, you can check to see what version of the files you are using (1.2, 1.3, 1.4, ARP, etc). Version 1.0, binary only. Author: Roger Fischlin FF244

Sizzlers A series of graphics demo programs. Version 1.7.0, binary only. Author: Greg Epley FF90, FF50, AM15

Skel A skeleton workbench application that makes writing workbench programs easier. Provides routines for main, initialization and termination, gadget and menu handling, argument processing, help window, about requester, etc. Version 1, includes source. Author: Joel Swank FF304

sketchpad One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

SkewB Rubik cube demo in hi-res colors, C program in C source code and executable. AM3

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 FF9

Skinny C Bob Riemersma's example for making small C programs. Source code, executable program, and documentation. AM19

SKsh A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.7, an update to version 1.6 on disk 381. Lots of new features and bug fixes. Binary only. Author: Steve Koren FF489, FF381, FF370, FF342, FF309, FF291

skysetserial Allows the CLI user to dynamically change any particular serial port parameter. Author: Keith Stobie and Tom Pohorsky FF6

SlavicFonts A whole bunch of new fonts from Robin LaPasha. Version 1.0. Author: Robin LaPasha FF202

Slicer Slicer computes and displays images of the Mandelbrot and Julia sets. Unlike many Mandelbrot programs that generate pictures directly, Slicer computes and stores an array of raw data which it may then render into pictures in a number of ways. Version 1.0, binary only. Author: Gary Teachout FF249

SlideMaster A slideshow program that can show any IFF ILBM picture, including HAM, extra half bright, hires, interlace, and overscan, using several different wipes. Also has an ARexx port and is fairly small. Version 0.1, binary only. By Aric Caley FF274

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 FF151, AM6

slideshow Instructional text to produce your own slideshows from the Kaleidoscope disk. AM12

slot A slot machine game written in AmigaBASIC. AM11

SlotCars A fast action one or two player game of 'dueling' slotcars. Shoot rockets at your opponent and avoid his. Binary only. Author: Brian Moats FF254

SM Small utility to center the display. Recoded version of 'ScreenShift' by Anson Mah (Disk 88), only half the size. Includes source. Author: Anson Mah, Lattice V5.04 recoding by Oliver Wagner FF390

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. FF141

SmallClock A small digital clock in a window menu bar as a C program. AM8

SmallLib A replacement for amiga.lib that is about 8 times smaller. Binary only Author: Bryce Nesbitt FF92

SMan A Mandelbrot generation program. Uses the mouse to select regions within borders of the Mandelbrot set to zoom up to magnifications of 10**19. Includes math coprocessor support and options to save images as an IFF file. Shows example of assembly programming of extended precision for the 68881. Includes source. Author: David McKinstry FF447

SmartFields SmartFields is a replacement for Intuition string gadgets. It allows you to incorporate into your Amiga C programs the powerful editing capabilities often found in mini- computers. Includes full C source and documentation. Author: Timm Martin. FF430

SmartIcon This shareware program, submitted by the author, is an Intuition objects iconifier. Version 2.0 is still 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. This is version 2.0. Includes source. By: Gauthier Groult FF316, FF214, FF134

Smith-Corona D300 Printer driver for the Smith-Corona D300. AM9

sMOVIE A smooth scrolling text displayer, useful for creating video titles, slide show intros, etc. Includes source. Author: Martin Round FF362

Smus3.6a An enhanced version of the smus player that last appeared on FF58 Author: John Hodgson FF167

Smush Another display hack, feed it an IFF file and see what happens. Binary only. Author: Hobie Orris FF81

SMUSMIDI Converts SMUS Files output by Electronic Art's Deluxe Music Construction Set into standard MIDI files that can be read by modern sequencing software. Version 1.0, includes sample data files and source in C. Author: Thomas E. Janzen FF537

SMUSPlay Amiga Music Player AM23

SmusPlayers Two SMUS players, to play SMUS IFF music formatted files. Executables only. Author: John Hodgson FF58

SNAG_Pointers Results of the Southern Nevada Amiga Groups (SNAG) first animated pointer contest. Authors: Various, pointer animation program

by Tim Kemp FF364

Snake A variant on the old 'bouncing lines' program, this one uses multiple vertices and Bezier splines. Includes source. Author: KABjorke FF89

SnakePit A simple, yet addictive game in which you must get the snake (you) off of the screen. There are, however, some rough spots and some obstacles that may need to be overcome. Excellent example of a game that is as system friendly as possible(with source). By: Michael Sinz FF343

Snap A tool for clipping text or graphics from the screen, using the clipboard device. Snap finds out character coordinates automatically, handles different fonts, keymaps, accented characters, and more. V1.4, an update to FF274. Includes source. By: Mikael Karlsson FF326, FF274

Snap A tool for clipping text or graphics from the screen, using the clipboard device. Snap finds out character coordinates automatically, handles different fonts, keymaps, accented characters, and more. Version 1.62, an update to version 1.4 on disk 326. Includes source. Author: Mikael Karlsson FF524

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 FF73, FF66

snare drum Sound demonstration icon-driven part of a set on AMICUS 10 AM10

SnipDemo Demo version 1.23 of signal processing program sold by Digital Dynamics. Binary only. Author: John Hodgson FF199

SnipIt An input handler wedge which allows you to clip text from any window and then paste that text anywhere, as though you had typed it on the keyboard. You mark the text you want to 'snip' using the mouse, and then use the mouse to 'paste' the last snipped text into the active window, requester, or anywhere. Version 1.2, includes source. Author: Scott Evernden FF217

SnoopDos A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 1.2, an update to version 1.0 on disk 388. Includes source in C. Author: Eddy Carroll FF451, FF388

Snow AmigaBASIC makes snowflake designs. AM25

SnowFall Another program in the long tradition of screen hacks for the amiga. Watch the snow fall, get blown around by the wind, and collect in realistic heaps. With source. By Lars Clausen FF303

Softballstats Maintain softball statistics/ team records. AM25

Softfont Converts portrait soft fonts for HP LaserJet compatible laser printers to landscape format. Includes source. Author: Thomas Lynch FF342, FF327

SoftSpan Soft Span BBS program. Intuitive, command-line based menu system with message bases, uploads, downloads, file credit system, extensive help system, etc. Version 1.1, an update to that on FF343, includes bug fixes and some enhancements. Binary only. Author: Mark Wolfskehl FF374, FF343

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 FF103

Solitaire A shareware solitaire game, known widely as Klondike. The rules can be varied, and there are five different ways of working through the deck. Also includes a palette requester to fine tune the colors to your liking and a save-setup function that remembers how all the options are set. This is version 1.8, binary only. Author: Gaylan Wallis FF511

Solitaire Two new ABasiC games, Canfield and Klondike. Author: David Addison FF32

Solitaire Yet another solitaire game. Nicely done with good graphics and sound. Shareware. Author: Pat Clark FF512

SolitaireX A solitaire game. Features include all possible moves shown with a pulsing green box around the card, reshuffle, unlimited undo, and tournament mode. Binary only. Author: Stephen Orr, Gregory M. Stelmack FF448

Solve Linear equation solver in assembly language. Source code, executable program and documentation. AM19

SonixPeek A utility to let you list all the instruments used by one or more Aegis Sonix score files. It can scan individual files, or search one or more directories, checking all score files in each directory. The output is a list of all the instruments you need to have present in order to be able to play the indicated score files. Includes source. Author: Eddy Carroll FF217

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 FF6

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 FF167

SoundEd Demo version of an 8SVX sound editing package, written in machine code for optimum speed and minimum size. Can also be used for digitizing with SoundEd or Perfect Sound hardware. Version 1.0, demo, binary only. Author: Howard Dortch and Mike Coriell FF486

SoundEditor An 8SVX stereo sound file editor written in assembly language for speed and minimum size. This is V.98, an update to V.80 on disk 355. Many new features including a working digitizer, raw loads, raw mac loads, time markers, rate converters, delay, ramp, filters, scroll, and it will iconify. Binary only. Authors: Howard Dortch, Mike Coriell, Matt Gerald FF416, FF355

SoundExample A double buffered sound example for Manx C using 16-bit ints, small code, and small data. Author: Jim Goodnow FF55

Sounds Text explanation of Instrument demo sound file format. AM1

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. By Sozobon, Limited. FF171

SpaceAceDemo Shareware shoot-em-up spaceship game. Binary only. Author: Stephen McLeod FF90

spaceart One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

SpaceLog A database containing data for all of the man related space missions of the United States and the Soviet Union that were related to the development of manned space flight, from the beginning of the space age to the present (368 missions), listed in chronological order. Includes an AmigaBASIC program to manipulate the database. Version 1.54, binary only. Author: Gene Heitman FF305

SpaceWar A two player game with each player controlling a spaceship. The object is to shoot the other player, gaining one point for each kill. The game ends when a player reaches fifty points. Version 1.11, binary only. Author: Jeff Petkau FF420

Spades Amiga'ized version of the popular card game. This is a single player version, where you play one hand and the computer plays your partner and also your two opponents. Version 1.1, includes source. Author: Greg Stelmack FF392

Spades This is an Amiga version of the card game spades. It is a one player version, where the computer plays your partner and two opponents. This is version 1.2, an update to version 1.1 on Disk 392. Includes source in C. Author: Greg Stelmack FF485

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!) By Scott Ballantyne FF9, AM1

Spawn Programmer's document from Commodore Amiga, describes ways to use the Amiga's multitasking capabilities in your own programs. AM15

Speaker Speech utility. ABasiC program. AM1

SpeakerSim Demo version of SpeakerSim 2.0, a loudspeaker CAD program. Simulates vented (Thiele-Small) and closed box systems. Also simulates 1st, 2nd, and 3rd order high and low pass filters. Binary only. By: Dissidents FF340

SpeakIt Speech and narrator demo. ABasiC program. AM1

speakspeach One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

speaktime Speaking program which will tell the time. Executable program and documentation. AM12

Spectrogram Amiga Spectrogram computes a frequency analysis of any 8 bit audio data file and creates a high resolution color display showing frequency content versus time. Display color is continuously adjustable. This type of display when applied to the human voice has been called a voiceprint. This tech- nique has also been used to analyze sounds of many kinds of animals including birds, dolphins, whales, etc. The audio data file can be replayed at any desired rate, giving a simultaneous audio and visual representation of the sample. A selection of interesting audio samples for analysis by Amiga Spectrogram is included. Version 6.3, binary only. Author: Richard Horne FF543

speech Sample speech demo program. Stripped down version of 'speechtoy' Author: Rob Peck FF1

speech.demo A 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 By Rob Peck FF5

speecheasy One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

SpeechTerm Terminal emulator that can speak the received text. Also has XMODEM file transfer. Author: Leftheris Koutsofios FF20

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 FF5, FF1, AM4, AM1

Speed A performance benchmark useful for comparing Amiga processing speeds. Performs 10000 iterations of some selected groups of 68000 instructions while using the DateStamp time function to record how many ticks it takes to complete. This timed duration is then compared against two known prestored times, one for a stock A2000 Amiga and one for an A2620 enhanced A2000.   A relative comparison is calculated and displayed. Version 1.0, includes source in assembly language. Author: Jez San FF237

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 FF75

Spell A port of a Unix version of a freely distributable screen oriented, interactive, spelling checker. Update to FF54, with enhancements by Tomas Rokicki. V2.0.02, with source. Author: Pace Willisson; enhancements by Tomas Rokicki FF191, FF13

Spelling simple spelling program in AmigaBASIC. AM8, AM1

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') FF69

sphere One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

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) FF172

Spigot This ray-traced animation, using overscan HAM and sound effects, is Eric's entry to the 1989 BADGE Killer Demo Contest- it won 6th place. Binary. By Eric J. Fleischer (Dr Gandalf) FF272

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 FF32, AM12

SpinPointer While going through some musty archives I found this little gem that got overlooked before. It is a short source module that provides a 'busy' indicator replacement for the standard mouse pointer. Includes source. By Mark Rinfret FF269

spiral One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

Spliner A spline screen blanker commodity, derived from the spline code extracted from Tom Rokicki's Mackie and encapsulated into a standard AmigaDOS 2.0 commodity. Binary only. Author: Tom Rokicki, Sebastiano Vigna FF517

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 FF97

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 mutitasking 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. By Tim Holloway FF69

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 FF53

Spright Spright is a sprite making utility. Simple or attached sprites can be saved to a file ready to be added to your program. The colors used with the sprite(s) will also be saved. Version 1.2, binary only. Author: Todd Neumiller FF484

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 FF43

SpriteEd Lets you simultaneously edit two sprite pairs to form a double wide sprite image. Suggested $10 donation. Author: Scott Lamb FF40

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 FF35

SpriteMasterII Sprite editor and animator by Brad Kiefer. Executable program and documentation. AM20

Sproing Same as Oing but includes sounds of balls colliding with boundaries. Author: Leo Schwab FF33

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 FF165

Spy A program that tracks calls to AmigaDOS and Exec functions, reporting them to the screen, along with their calling parameters and the results. Version 1.0, includes source. Author: Federico Giannici FF369

Sq.Usq Portable versions of the CPM sq and usq utilities. Author: R.Greenlaw, many changes by Bill Swan FF51, FF10, AM2

SRegExp A runtime library of routines for doing wildcard pattern matching and wildcard path matching. It accepts a slight extension of the AmigaDOS wildcard syntax, including a "not" operator and character sets. This is version 11.1, includes source. Author: Jon Spencer FF527

ST2Amiga A program to convert Atari ST format relocatable executables to Amiga format relocatable executables, for subsequent loading into the ReSource disassembler and conversion to Amiga. ST2Amiga should also compile and run on an ST. Version 1.1, includes C source. Author: David Campbell FF448

Stack is a replacement for the BCPL stack program. Includes some source. Author: Glen McDiarmid and Kirk Davies FF105

StackWatch Monitors the stack of any selected task or process 30 times per second and reports the allocated stack, maximum stack used, and current stack used. Version 1.0, binary only. Author: Jim Locker FF494

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 FF121

Star Destroyer A hi-res picture of the Empire's Star Wars starship. AM12

Star Wars IFF picture of the enemy walkers from the ice planet AM15

star10 Assembler program, makes star fields like Star Trek intro. In C source code and executable. Documentation included. AM12

StarBlanker A screen blanker that replaces your display with a randomly chosen animated starfield. Version 1.00, includes source in Modula-2. Author: Chris Bailey FF308

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 FF159

Starflight An IFF picture. AM6

StarProbe Program studies stellar evolution. C source included for Amiga and MS-DOS. In C source code, executable, and documentation. AM18

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 FF118, FF33

StarTerm Starterm version 3.0. Very nice telecommunications program ASCII and XMODEM support, telephone dialer, function keys, load file stripping, text file conversion, full/half duplex. Author: Jim Nangano Author's suggested shareware donation: $20 FF30, FF12, AM8

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) CLIStartup.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 FF101

StartupTip Text file tips on setting up your startup-sequence file. AM9

Stat An enhanced version of AmigaDOS 'status' command. AM15

Statpack Demo version of a statistics and data manipulation program. Version 3.2, binary only. Author: James Lindsey FF386

Stats Program to calculate batting averages. AM15

StatueOfLiberty Evening view of the great lady's profile in an IFF pictiure. AM7

StdFile A module that can be linked with any Intuition based program to provide a standard file requestor similar to the one in AmigaDOS 2.0. Even if you use the standard requestor under 2.0, it is useful to have one available for use if you need to run on pre-2.0 systems. Includes source. Author: Jeff Lydiatt and Peter da Silva FF402

Steal A program that grabs parts out of a display. It is used to grab parts from Intuition's structures, such as gadgets, menues, and screens. Version 1.1, includes source. Author: Rick van Rein FF541

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 FF150

steel drum Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Steinschlag A tetris like game (Steinschlag means 'Falling Rock') submitted by the author. This is version 1.8, Binary. By Peter Handel FF238, FF221

STEmulator Turns your Amiga into an Atari ST (sort of). Be sure to read the README file for the true story. By David Addison FF43

StereoDemo A demo of stereoscopic graphics, written in assembly language. Requires red/green stereo glasses to view. Includes sources. Author: David M. McKinstry FF206

Stevie A public domain clone of the UNIX 'vi' editor. Supports window-sizing, arrow keys, and the help key. This is V3.7a, an update to FF217. Changes include the addition of ARP wildcard expansion for file names, support for the '!cmd' feature of vi, other small enhancements, and some bug fixes. Includes source. Author: Various, Amiga work by G. R. (Fred) Walter FF256, FF217, FF197, FF166

StillStore A program designed for freelance, corporate, and broadcast television. It loads and displays IFF images of any resolution interchangeably from a list file or as inputted directly (I.E. random access). The user may easily skip forward or backward one or more pictures in the list. A 'generic' display is always just a few seconds away. The program can be used 'on air' with no concern that a pull down menu will suddenly appear in the viewable area. It also provides for a precise cue for changing windows or screens. While the main purpose is to load 'news windows' of 1/4 screen size, StillStore

can also handle full-sized and overscanned images. Also includes slide show modes and a screen positioning feature. Stillstore is written in the Director language from the Right Answers Group. This is version 1.2.1, an update to version 1.2 on disk 317. Binary only, source available from authors. Author: R. J. (Dick) Bourne and Richard Murray FF454, FF317

Stitchery This shareware program loads in IFF images and creates charted patterns from them for use in counted cross-stitch and other forms of needlework. It requires one megabyte of memory to run, and works best with a good high-resolution printer for printing the patterns. The Stitchery was written with The Director and the Projector is included. Version 1.21. Author: Bradley W. Schenck FF350

Stock-Portfolio: A program to organize and track investments, music libraries, mailing lists, etc. in AmigaBASIC. Author: G. L. Penrose. AC11

StockBroker A program that helps you follow the recent table of exchange from one (or more) share(s). But of course you must tell the Amiga the recent table of exchange every day. Requires AmigaBASIC. Binary only. Author: Michael Hanelt FF343

StopWatch A stop watch application with the precision of one milli- second (variable), which scans the joystick button. Full multitasking capability and intuition interfacing, ARexx port for parameter and result handling, and supports all non-proportional WorkBench fonts. Written in Modula 2 and assembly language. Version 2.0, binary only. Author: Christian Danner FF466

STReplay A shared library which allows loading and playing of SoundTracker modules, even from high level languages like Basic or C, without any special effort. Includes source. Author: Oliver Wagner FF258

String, Boolean C programs and executables for Harriet Maybeck Tolly's Intuition tutorials. In C source code, executable program, and documentation. AM19

StringLib A public domain reimplementation of the UNIX string library functions Author: Henry Spencer @ U of Toronto FF29

Strings A simple utility with command-line options for locating strings in a binary file. V 1.0, includes source. By Joel Swank FF174

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 FF6

StripCR This little program just makes a text file ready for use with AmigaDOS, with only LineFeed characters (LF) to mark the end of a line. If you feed it a file with ONLY Carriage Return characters (CR), (from a Macintosh for example) it will replace them with the LF character and, if the file requires no changes, then it does not get changed, includes source in assembly. by: Bill Nelson FF237

striper One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

StripLF Completes the set of StripCR and PlusCR. It will change an LF only file into a CR only file. If used in combination with StripCR and PlusCR, it completes a text file conversion system, includes source in assembly. Author: Bill Nelson FF237

STV Simple text viewer with mouse and keyboard scrolling, text search, and hooks to be launched onto custom screens. Works great under both Workbench v1.3 and v2.0 and from the CLI or icon. Version 1.00a, includes full C source. Author: Timm Martin. FF427

Subscripts Ivan Smith's AmigaBASIC subscript example. In C source code and documentation. AM19

Sugar A HAM picture of a blond girl FF72

SugarPlum Plays "The Dance of the Sugarplum Fairies". ABasiC program. AM1

SunMaze The 3d maze demo from disk 171, now expanded with shadows in the corridors to give more sense of direction. Includes source. Author: Werner Gunther, Shadows by Dirk Reisig FF255

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. By Scott Evernden FF65

Super Bitmaps in BASIC: Holding a graphics display larger than the monitor screen. Author: Jason Cahill AC9

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 FF28

SuperDuper A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination. Binary only. Author: Sebastiano Vigna FF488

SuperEcho A neat program to be used with Perfect Sound-like audio digitizers that generates LIVE audio effects, including Echos, Deep Voice, Squeaky Voice, Many People, M-M-Max Headroom and much more. Binary only. Author: Kevin Kelm FF300

SuperLines A new lines demo with a realtime control panel that you can use to change various aspects of the action. Has 10 built in color palettes, support for things like color 'smudge', color cycling, color 'bounce', multiple resolutions, and can display either lines or boxes. Version 1.0, binary. By Chris Bailey FF243

SuperMenu An information display system you can use to quickly and easily display text files (and sections of text files) with the press of a button. Version 2.0, shareware, binary only. Author: Paul Thomas Miller FF368, FF297

Supermort A general compounding/amortization routine, using the intuition environment, which can be used for mortgage/loan computations. Binary only. Author: Mark Schretlen FF59

superpad One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

SuperPlay A versatile sound playing utility, that will play any file, with user definable volume and speed. Will also play files randomly from a list. Binary only. Author: Jonathan Potter FF412

SuperRetLab Prints return address labels 3-up on single-wide 3.5 inch by 7/16/ inch label stock. Can print up to 5 lines per label. Version 1.1, includes source. Author: Joel Swank FF304

SuperView A shareware file-viewer that displays all types of IFF files with many features like: Workbench support, all display modes, auto overscan, color cycle (CRNG, CCRT), AmigaBasic ACBM files, first cell in and ANIM file, Type 5 animations and more. Written in assembly, pure code for residency under 1.3. Version 3.0, binary only. Author: David Grothe FF367

Suplib The support library needed to rebuild various programs of Matt's from the source, including Dme, DMouse, etc. Update to FF169. Source. By: Matt Dillon FF258, FF168 & 169, FF126

suprshr One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

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. This is version 2.0. Changes include support for data file formats

that can be translated to input files for various 3D modeling programs, an increase in the number of grey shades available, and the capability of modifying the endpoints of segments. Source included. Author: Eric Davies FF315, FF170

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 FF151

SVprintf UNIX system V compatible printf(). Assembler AM2

SVTools Some additional useful tools from Stephen Vermeulen. Includes a new version of Vnews, sit, setstack, retool, memlist, fragit, and yoyo. Includes source. By Stephen Vermeulen FF107

SwapName A variant on the rename command that instead swaps the names of two files. Binary only. Author: Jonathan Potter FF412

sweep.c Sound synthesis example. C program. AM5

sWindows A program that allows you to use the title of a window to specify the screen on which the window will appear. This provides a method of opening CON: and RAW: windows on screens other than the WorkBench, for example. Includes source. Author: Davide Cervone FF500

Swish A small simple screen hack that pushes the screen around using the view port, and simulates a floating motion. Binary only, source available from author. Author: Patrick Evans FF448

switch A pachinko-like game written in AmigaBASIC. AM11

Sword Sword of Fallen Angel. Text adventure game written in AmigaBASIC. Author: Andry Rachmat FF32

Synchronicity: Right and left brain lateralization. Author: John Iovine AC10

Synthemania 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 FF153

Synthesizer A sound program in AmigaBASIC. AM9

SynthSong A song created using the freely-distributable program MED V.3.00. Although quite small (63k) on disk, this one expands in memory once loaded, lasting almost 65 minutes. Player program Author: Alex Van Starrex FF521

SYNWORKS A graphics oriented environment for design, training and test of neural networks. The enclosed version is public domain and supports only three network models. Not all options are available but this version provides the most important features to allow users to decide if neural networks are an appropriate solution for their problems. Binary only. Author: Michael Kaiser FF510

Sys A game built on the addictive game PONGO but with several added features. You have been assigned the demanding task of cleaning viruses from your SYSOP's hard disk. To kill a virus, you simply kick a disk at it. There are fifty different levels, and on each level, the speed will increase and the viruses will be smarter and start to hunt you. V2.10, binary only. By: Anders Bjerin FF336

SysInfo A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Version 2.22, an update to version 1.98 on disk 433. Binary only. Author: Nic Wilson FF502, FF433, FF420, FF368

System config File makes screen 80 columns wide of text in the Scribble! word processor. AM26

SystemTracer A tool to view and manipulate various AmigaDOS 1.2 and 1.3 system structures. Version 1.0, includes source. Author: Guido Burkard FF422

T.Rex A tyrannosaurus rex in an IFF picture. AM6

T3E Converts any text file to an executable. The resulting program will only have a minimum of bytes appended (94 bytes for hunk structure and display-program). The text file is not limited by the size. Freeware, with source in C. Author: Garry Glendown FF521

Tab A tablature writing program for the Amiga, with inStruments for a banjo and a string guitar. Binary. By Jeff deRienzo FF145

Tabu Quarter inch cartridge (QIC) tape backup utility. Works with Microbotics HardFrame. May work with other controllers as well (untested). Includes source. Author: Roy C. Sigsbey FF450

TACL An adventure player for games written with The Adventure Construction Language, a commercial computer language. Includes two sample games; one is text-only and the other is text-graphic. Binary only, plus the TACL source code that was used to write the graphic adventure. Author: Kevin Kelm and Rhett Rodewald FF300

TagBBS Version 1.02 of a shareware BBS system. Suggested shareware donation is $25. Binary only. By Patrick Hughes FF66

talk One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Tank This is Vincent's entry for the First Annual Badge Killer Demo Contest. It is an animation of a 'fishtank simulator', with sound effects and a cute twist. Binary. By Vincent H. Lee FF200

TAPDemo Tumble Axis Processor is a Sculpt utility with several functions, including automatically aligning a path's tumble axes so that an object following that path will always face the direction of travel, and production of an easy to read data list containing the location of each node and the orientation of each of its tumble axes. This is a fully functional version except that it will not function on paths with more than 15 nodes. Binary only. Author: Martin Koistinen FF524

TapeCover TapeCover prints out those little paper inserts for casette tape cases. It lets you enter the name of the songs, and the title of each side. It should work on any printer that can print in that semi-condensed mode. Version 1.0, includes source in C. Author: Greg Pringle FF498

Tar A port of a UNIX tar clone that can work with the TAPE: handler (also on this disk) to read and write UNIX tar compatible tapes. Includes source. Author: John Gilmore, FSF, Jonathan Hue, et. al. FF445

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 FF81, AM21

Tarot An AmigaBASIC program written by the author as an exercise for learning BASIC. Contains some nice graphic renditions of tarot cards. Author: L.Pfost FF124

TarSplit A port of the OS/9 program that extracts files from UNIX tar archives By James Jones. Amiga version by Mike Meyer. FF53

Tartan AmigaBASIC; design Tartan plaids. AM26

Task Simple example of how to use CreateTask. Includes source. Author: Carolyn Scheppner FF79

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 FF159

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 FF158

TCB Prints information about tasks and processes in the system; assembler source is included. AM26

TCL Port of Tool Command Language, a simple textual language intended primarily for issuing commands to interactive programs such as text editors, debuggers, illustrators, shells, etc. It has a simple syntax and is programmable so TCL users can write command procedures to provide more powerful commands than those in the built in set. Alpha 2 version, binary only. Author: Dr. John Ousterhout, Amiga port by Hackercorp FF447

TD A program like 'TrackDisplay' on disk 399 by Olaf Barthel. It monitors and displays the current track for each floppy disk connected to the Amiga. This is version 2.0, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen FF543, FF483

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 FF74

TDP A small trackdisplay program that uses whatever screen is up front. Binary only. Author: Tom Kroener FF479

TDraw An easy to use Window Title Bar Pattern Editor for use with TBar. Load, save, test, and edit patterns. Saves script files that can be executed later to change window patterns at anytime (like on boot-up). Includes TRand, a utility to pick a random TBar file so your WorkBench will look different each time you reboot. Version 1.0, binary only. Author: Phil Dietz FF461

Teacher Teacher is a short, simple hack. I won't spoil the fun by telling you what it does. With source. By Jonathan Potter FF204

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 FF108

Tek4010 A Tek 4010 emulator. Author: Terry Whelan, with changes by Steve Poling FF52

Tek4695 A Tek4695 printer driver. Binary only. Author: Philip Staub FF87

Tek4695 A Tektronix 4695/4696 printer driver. Includes source Author: Philip Staub FF96

TenSpeed A ten-speed in an IFF picture. AM6

Term A gift-ware telecommunications program written for AmigaOS release 2.x (Kickstart 37.74 and Workbench 37.33 or higher required, Kickstart 37.175 and Workbench 37.52 recommended). Features include total configurability, full ARexx control, Xpr-transfer-support, filetype-identification after download, cut & paste/point-and-click on screen, auto up- and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with six Xpr-transfer libraries (ascii, jmodem, kermit, quickb, xmodem & zmodem) and documentation both in German and in English. This is version 1.8a and also includes the full `C' and assembly language source code. Author: Olaf `Olsen' Barthel FF534

termcap A (mostly) UNIX compatible implementation of a termcap library. First ever public release. Author: Fred Fish FF14

terminal One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Terminator: A virus protection program. By Russell Wallace AC5

termLite A tiny, almost brain dead telecommunications program written for AmigaOS release 2.x. Can be made resident, supports cut & paste from console window, written as a simple interface to the serial/parallel device driver. Version 1.0, includes source in `C'. AmigaOS 2.x required. Author: Olaf `Olsen' Barthel FF535

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. Enhancements by Bob Rakosky FF33

termtest One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

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. By Chris Gray; 3D version by Howard Hull FF94

Terrain Program which demonstrates generation of good looking pseudo-random scenery. Includes source in Draco. Author: Chris Gray FF61

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 Anslik FF162

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 FF173

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.   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 FF83

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 FF135

TeXify A package of ARexx scripts, for CygnusEd users, which allows total control of AmigaTex from within CED. This is version 1.10e, binary only. Author: Wolf Faust FF458

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 FF5

TextDisplay A text display program, like 'more' or 'less', but about half the size and handles all screen formats (pal/ntsc, interlace/non-interlace, etc).

Binary only. Author: Roger Fischlin FF244, FF188

TextPaint Version 0.97 of the Ansi editor. Several significant enhancements and bug fixes since the release of version 0.90 on FF346. Features include possibility to reload ansi files or CLI modules, 4 color option, optimized keyboard layout, new drawing modes, right mouse button support (like DeluxePaint) and much more. Binary only. Author: Oliver Wagner FF361, FF346

TextPlus A word processor for the Amiga, with both German and English versions. This is version 3.0, an update to version 2.2E on disk 465. New features include the ability to print footnotes and serial letters, multiple windows, an ARexx-interface with 120 commands, powerful block-operations, ANSI-compatibility, ability to load files crunched by PowerPacker, etc. Shareware, binary only. Author: Martin Steppler FF484, FF465, FF375, FF359

Textra This easy-to-use text editor allows multiple windows, and provides a simple mouse driven interface. Those familiar with the 'Macintosh style' editors will be comfortable with Textra's Cut, Copy and Paste commands. Standalone image. Documentation included. No source code. Author: Mike Haa FF239

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. AM14

TG No system without a graphical user interface is complete without an "Eyes" program. Includes source. Author: Thomas Geib FF548

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 . FF98

The KickPlay Dir Several texts that describe 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". AM25

TheA64Package A comprehensive emulator/utility package to assist Commodore 64 users in upgrading to the Amiga. According to the author, this package compares to or surpasses the commercially available packages of the same nature. Many of the utilities require a hardware interface that allow the Amiga to access C64 peripherals such as disk drives and printers. The hardware interface is free with a shareware donation to the author. Version 1.00, binary only. Author: Cliff Dugan, QuesTronix FF379

TheDatingGame A very well done animation by Eric Schwartz. This is Eric's biggest animation project to date. The animation lasts nearly 4 minutes and requires 3 MB of RAM to run. Flip the Frog has all kinds of trouble getting to the house of his girlfriend, Clarisse Cat. This cartoon animation follows the style of the short theatrical cartoons of earlier days. The animation unpacks to two floppies. Shareware. Author: Eric Schwartz FF505

TheGuru A program every Amiga fan should have. Puts the guru back in Kickstart 2.0. A comeback you will not want to miss. New features include support for virtual and public screens, editing of phonemes and a full gadtools interface. Version 2.0, an update to version 1.0 on disk 378. Requires AmigaDOS 2.0. Binary only. Author: Nico Francois FF542, FF378

Thinkamania Playable demo version of a game like the legendary memory game. Includes superb hires graphics and sound effects. Version 2.1, binary only. Author: Th.Schwoeppe/D.Respondek of Z.U.L.U. Softworx FF541

ThreeDee 3D function plots. ABasiC program. AM1

TicTacToe A simple TicTacToe game. Binary only. Author: Jonathan Potter FF412

tictactoe The classic game written in AmigaBASIC. AM11

Tiles A basic tile game like Shanghai or GunShy. A board is covered with a set of 144 tiles, 36 different sets of 4 identical tiles, each with a picture on it. The object is to remove all the tiles, 2 at a time, by matching identical tiles. Version 2.1, includes source in Modula II. Author: Todd Lewis FF241

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 FF54

Time Out!: Accessing the Amiga's system timer device via Modula-2. Author: Mark Cashman AC11

timedely.c sSmple timer demo. C program. AM4

Timer Creates a small window containing a timer. Version 1.5, binary only. Author: Bill Beogelein FF90

Timer The timer device made easy! Example of how to create both synchronous and asynchronous waits. Includes a sample C program, a detailed technical discussion, and modules that you can plug in to your C programs. Author: Timm Martin FF429

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 FF5

timer.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

timer.c Exec support timer functions. C program. AM4

TimeRAM A program to test the access speeds of Fast and Chip RAM. Binary only. Author: Bruce Takahashi FF96

TimeSet Handy little utility to set the system time from the workbench environment, without resorting to preferences. Binary only. Author: Unknown (DEH?) FF71, AM9

Timetest Working example to show the time() and gmtime() functions of the Lattice C support library. Includes source in C. Author: Oliver Wagner FF346

timrstuf.c More exec support timer functions. C program. AM4

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 FF145

TitleGen A simple script language program for generating vertically crawling title sequences in any font and up to 500 lines long. Good for video production. Version 1.6, binary only. Author: Kevin Kelm FF300

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 FF174

TLog An intuition based program that records statistics to monitor athletic training progress. Maintains a daily record of distance, time, heart rate, weight and temp- erature. Links a text file with the record for a free form diary. The AREXX commands provide the basis for generating custom reports from the data base. Sample script allows TLog to automatically get to a scheduler to post reminders of upcoming events. Version 1.0, shareware binary only. Author: Ed Bacon FF514

TLPatch A utility to allow corrections in pronunciation for programs that use the Translate() function. It allows you to extract the exception table from the translator.library, use a text editor to edit the table, and then restore it back into the library. Version 1.0, includes source. Author: Richard Sheppard FF481

TMonth TMonth will execute any program the first time it's executed each month. Very useful, for example, to execute the ATOM- CLOCK program to set your clock each month. Version 1.0f, binary only. Author: George Kerber FF432

Today Amiga implementation of IBM PL/1 history program. Tells you important events and birthdays on current or specified day. Command line options include once-per-day setting for startup sequences. Version 0.91, binary only, shareware. Author: David Plummer, data files originally from an IBM VM/CMS version by Mike Butler FF368

tom One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

ToolLib A shared library containing 45 useful functions for all kinds of programs. There are functions for ports, sorting, gadgets, memory, string, directory and file handling, etc. Version 8.1, an update to version 7.6 on disk 438, includes source. Author: Jan van den Baard FF475, FF438

ToolLibrary A shared library for the Amiga. Contains some mathematical (evaluation of strings) and Intuition (menus, requester) functions. Version 2.06, includes source. Author: Rudiger Dreier. FF376

ToolManager ToolManager is a full featured program to add programs (either WorkBench or CLI) to the tools menu of the 2.x WorkBench. Programs can be added by dragging their icons onto the ToolManager "config" window or the optional ToolManager icon or by editing the config file. Requires Workbench 2.0. This is version 1.4, an update to version 1.3 on disk 476. Includes source. Author: Stefan Becker FF527, FF476, FF442

TooMuch3D This animation is Jim's entry to the 1989 BADGE Killer Demo Contest, where it won 10th place. It is a warning to those of you who spend too much time in front of your computer monitors. Binary only. Author: Jim Robinson FF270

topography One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

Touch A 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 FF49

TownMaze A program that designs a town-shaped maze like the town "Bard's Tale I" uses. Version 1.2, includes source. Author: Kent Paul Dolan FF529

toybox One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

TplEdit A gadtools template editor. It is able to generate nearly standalone C source code. The program will only run under OS 2.0, Kickstart 37.73 or higher. This is version 1.00 Alpha. Includes source. Author: Matt Dillon FF480

trackdisk Demonstrates use of trackdisk driver. Useful example of 'raw' disk read/write. Author Rob Peck FF5, FF1

TrackDisplay A simple program that continuously monitors and displays the current track for each floppy disk. Includes source. Author: Olaf Barthel FF399

TrackDOS A program that allows easy transfer of data between DOS, memory and trackdisk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and trackdisk.device means data stored on a disk not accessible with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. This is version 1.08, an update to 1.04 on Fish disk 365. Binary only. Author: Nic Wilson FF502, FF422, FF365

Tracker Useful debugging routines similar in function but more versatile to those of 'MemTrace' on FF163. Will track and report on calls to AllocMem(), FreeMem() [or lack thereof!] among others. V0.0a (Alpha release). By Karl Lehenbauer FF181, FF35

TrackSalve A Trackdisk patch which removes all known bugs, and one unknown so far, and patches the Trackdisk task to allow various enhancements, such as reading good sectors from partially bad tracks, write verification, write protect simulation, auto motor off, auto update and turning off clicking. Other features are MFM-upate and I/O by non- chip buffers. This is version 1.3, an update of version 1.0 on FF312. Includes source in C and assembler. Author: Dirk Reisig FF355, FF312

TrackUtils Two utilities that deal with disk tracks. TCopy copies one or more tracks from one disk to another, and is useful for copying part of a floppy disk into RAD: during bootup. TFile creates a dummy file which 'marks' a specified range of tracks, preventing AmigaDOS from using them and allowing them to be used for raw trackdisk data. Includes C source. Author: Eddy Carroll FF350

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 FF32

Train An electric train contruction set game simulation. Shareware, binary only, source available from author. Author: Dennis Saunders FF428

TrainerMaker A program that allows you to modify money, number of lives, or high scores of some games. The game to be modified must be capable of multitasking. Version 0.8, binary only. Author: Andreas Ackermann FF532

translator.bmap one of the necessary links between AmigaBASIC and the system libraries. AM8

Tree A very simple directory tree traversal program, written primarily as an aid to creating zoo archives and disk backups. Has options to exclude certain directories or files with specific extensions. Includes source. Author: Tomas Rokicki FF306

Tree Draws a recursive tree (green leafy type, not files). Author: Robert French (original version by W. Balthrop) FF31

Tree Traversal & Tree Search: Two common methods for traversing trees. Author: Forest W. Arnold AC10

Trees and Recursion: An introduction to binary trees and how to use recursion. Written in C. Author: Forest Arnold. AC7

Trees Another 'tree growing' program, similar to the one on FF31, but more extensive. Author: Unknown; Amiga version by Terry Gintz FF49

trees.o UNIX compatible tree() function, Assembler program. Object file and documentation provided. AM2

TreeWalk A subroutine command for visiting all the files of a subtree of an Amiga file system, testing every file in the specified subtree against a supplied 'filter' expression, and if the file passes through the filter, to issue the specified command with that file as one of the arguments. It is designed to be fast, robust, and not use a lot of any critical resource. Includes both a CLI interface to that routine the form of a find-like utility that uses C expressions instead of Unix-like flags, and a program to tell you if directory trees will fit on a given disk, or how many extra blocks you'll need if they won't. Includes source. Update to version on FF289. Author: Mike Meyer FF352, FF289

Trek An excellent shareware Star Trek game. The object of the game is to stay alive, healthy, and maintain the Enterprise in good condition. As Captain of the ship, you must go on missions where you show your common sense and level headedness. An overly cautious Captain will loose his ship as well as a careless or irrational Captain. This distribution unpacks into two almost full disks. Version 1.0, binary only. Author: Tobias Richter FF409

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 FF10

TrekTrivia Very nice mouse-driven trivia type program for Star Trek fans. Contains 100 questions with additional trivia disks available from the author. Includes selectable skill levels, a cheat mode, and 250K of digitized music. This is version 3.0, an update to version 2.0 on disk 252. Binary only,

shareware. Author: George Broussard FF422, FF252, FF180

Triangle A game like chinese checkers, consisting of fourteen pegs and one empty hole in a triangular formation. The object of the game is to leave one peg in the original empty hole or have eight pegs on the board and no possible moves. Version 1.1, includes source in BASIC. Author: Russell Mason FF469

triangle One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Tricky Another of Peter's innovative and addictive games. Sort of a video-bowling concept where the object is to wipe out groups of computerized symbols in such a fashion that the last item hit becomes the target for the next ball (with a few tricks of course!). Lots of levels and the usual level editor that accompanies most of Peter's games. Binary only. Author: Peter Handel FF367

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 FF35

Triple 3 demos of some of the Amiga's graphics and sound capabilities. Binary only. by: Tomas Rokicki FF206

TripleYachtZ An implementation and variation of the game 'Yacht'. Plays both Single (the standard game) and Triple, which differs from normal Yacht-Z in that all scores in the 3rd column of your scorecard are worth three times as much as the normal value and those in the 2nd are worth double. Version 1.2, binary only, source available from author. Author: Stephan Iannce FF470

Tripppin A Workbench game based on an out-of-print board game. The object is a race in which each move you make restricts your opponent's choice of countermoves. Features a computer opponent of adjustable toughness. Includes source. Author: Paul Kienitz. FF429

Tron Another game about the lightcycle race sequence in the science fiction computer film Tron. One or two players and other options. Written in GFA-BASIC and then com- piled. This is version 1.23, an update to version 1.1 on disk 355. Now includes source in GFA-BASIC. Author: Dirk Hasse FF411, FF355

Tron Another game based on the lightcycle race sequence in the science fiction computer film 'Tron'. This is version 1.0, unrelated to other Tron releases in the library. Includes source in assembly. Author: Thomas Jansen FF461

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 FF35

TSnip Very nice 'cut and paste' type utility with lots of uses and functions. Features a pop-up intuition control panel, multiple font and color recognition, clipboard and pipe support and a couple of utility programs. V1.4a, source for support programs only. By John Russell FF179

TTDDD Textual TDDD is an ASCII version of Turbo Silver's TDDD object and cell description files. The TTDDD format enables users to algorithmically generate objects, scenes, and animations. Includes programs to convert between TDDD and TTDDD formats. Version 1.0, shareware, binary only. Author: Glenn M. Lewis FF420

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 Anslik FF159

Tumblin' Tots: A complete game written in Assembly language. Save the falling babies in this game. Author: Davd Ashley AC1

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 FF174

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 FF36

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. By Oliver Wagner FF170

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 FF139

TurboGIF Demo version of a very fast GIF viewer, that is three to fifteen times faster than similar programs. Currently TurboGIF produces very high resolution black and white images only. Makes an excellent "GIF previewer" to decide if a particular GIF is worth spending the time converting with one of the other converters. Shareware, version 1.0, binary only. Author: Steve Borden FF544

TurboMandel A fast mandelbrot program, written in a mix of C and assembly language. You can select between using floating point or integer calculation. Other features include a full intuition interface, cycling capabilities, extensive color control, a user definable iteration depth, fully implemented zoom, a 3-D display mode, support for extra halfbrite as well as interlace and hires, IFF load and save, accuracy selections, and more. Version 1.0, includes source in assembly and C. Author: Marivoet Philip FF302

TurboText An almost fully operational demonstration copy of a new sophisticated text editor for the Amiga. Features many unique capabilities including an impressive ARexx interface with over 140 commands available, full outlining abilities, clipboard support, complete reconfigurability, recorded macros, programmer's calculator, emulations of many popular text editors, and much more. This demo version does not allow saving or printing of documents and limits the size of cut and paste operations. Version 1.0, binary only. Author: Martin Taillefer FF445

TurboTitle A program created for the purpose of subtitling Japanese animation films and to create a standard Amiga subtitle format. Is perfectly suited for subtitling any foreign film. Version 0.80, an update to version 0.71 on disk 424. Shareware, binary only. Author: Robert Jenks FF530, FF424

TurboTopaz Two Text speed up programs like FastFonts. Allows replacement of the Topaz-80 font from both CLI and WorkBench. Includes a program to measure to speed of Text speed up programs. Version 1.0, includes source in assembler. Author: Preben Nielsen FF396

TurMite A two dimensional turing machine simulator. Imagine a small bug crawling around on your computer display moving one pixel at a time. At each step it uses its internal state number and the color of the pixel it's on as indexes into a set of tables to decide what color to change the pixel to, what direction to move, and what its new internal state should be. Includes source. Author: Gary Teachout FF249

Turn An interesting board game with the simplicity of checkers yet requiring the move-lookahead of a good chess player. Binary only. Author: Peter Handel FF361

Turtle A shared library of "turtle" functions for drawing in a RastPort. Includes source in assembly and C. Author: Thomas Albers FF321

Tv*Text Demo version of the TV*Text character generator. AM18

TX Todor Fay's SoundScape module source code from his AC articles. The Lattice and Manx C source code is here, along with the executable modules. AM26

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 FF31, FF20, AM12

Txt filters text files from other systems to be read by the Amiga E.C. AM17

Txt2Exe This program takes a text file, creating a runnable command which will output the text. Allows various operations to be done on the text. Binary only. Author: Oliver Wagner FF286

Ty A text display program based on Amiga 'less' version 1.0. Has both keyboard and mouse control of all functions, an intuition interface, and uses the Amiga specific keys (such as the Help key) correctly. Version 1.3, includes source. Author: Mark Nudelman, Bob Leivian, Tony Wills FF246

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 FF73

Typing Tutor: A program written in AmigaBASIC that will help you improve your typing. Author: Mike Morrison AC6

TypingTutor A simple typing tutor program which measures your typing speed and adjusts the level of difficulty accordingly. Shareware, binary only. Author: William Jordan FF434

Udate Udate is a replacement for the AmigaDOS date command, containing many options similiar to the UNIX date command. Udate will allow you to set the date and time via prompts or directly from the command line, will display any part of the date or time using the options in any color desired, and will also make an automatic adjustment of your system clock for Daylight Savings Time so your computer will be one less clock you will ever have to set twice a year for DST. Update to version on FF311, this version is slightly smaller and works correctly with the 68030. Version 1.14c, binary only. Author: George Kerber FF365, FF311

Uedit A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. This is version 2.6h, an update to version 2.6e on disk 471. Binary only. Author: Rick Stiles FF539, FF471, FF415, FF286, FF254, FF189, FF173, FF121, FF60

Uedit-Stuff A variety of configuration material for Uedit. Includes stuff for remembering multiple chunks of deleted text, interfacing through Rexx with a terminal program, displaying matching '(' characters when you press ')', expanding abbreviations into phrases as you type, easily shifting lines and blocks of text left or right, improvements to several existing Uedit features, and more. Author: Paul Kienitz. FF429

UeditUpdate This is a partial update to the 2.5d version of Uedit on disk 286. It includes only the UES executable, which has had patches d1 through d4 applied. Disk 286 is still needed for a complete Uedit shareware distribution. Binary only. Author: Rick Stiles FF301

Ueturbo Example of extensive customization of Uedit to set up a nice development environment. Includes source. Author: Tom Althoff FF60

Ultra Sonic Ranging System: BASIC Sonar Ranging program. Author: John Iovine AC13

UltraF-4 Demo version of a super graphic based floppy format program that can format four floppy disks at the same time and even format disks that other programs give up on. Binary only. Author: Terry Bullard and Signa Bullard FF444

undelete Executable program undeletes a file. Documentation included. AM12

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 FF26

UnIfdef 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 FF35

Uniq A text processor which compacts repeated adjacent lines. Intended to be used with a sorted file to print unique lines, or repeated lines. Behaviour and options like UNIX version. Version 1.1, includes source. Author: John Woods, Amiga port by Gary Duncan FF317

Units Units conversion program, including a chart option which allows you to create charts of conversions. Nifty. Includes source. Author: Gregory Simpson FF74

UNIXArc A version of arc suitable for UNIX System V.Author: System Enhancement Associates FF50

UnixDirs A program which intercepts calls to dos.library to add the UNIX style '.' and '..' syntax for current and parent directories, respectively, to file and path names. I.E., you can refer to files in the current directory as './foo' and files in the parent directory as '../foo', or any combination of the two. Includes source in assembly. Author: Murray Bennett and Mark Cyster FF321

UnixUtil A few CLI utilities, including some functionally similiar to the UNIX utilities of the same names. Included are: Wc, Head, Tail, Tee, Detab, Entab, and Trunc. Descriptions are given in the included '.doc' files. By Gary Brant FF179

UnknownGirl Another small musical piece similar in execution to 'Synthemania' on FF153. Binary only. By Holger Lubitz FF162

Unshar This program extracts files from Unix shar archives. It scores over similar programs by being small and fast, handling extraction of subdirectories, recognising a wide variety of 'sed' and 'cat' shar formats, and handling large files spread across several shar files. This is version 1.3. Includes C source. Author: Eddy Carroll FF345, FF287

Up&Down The object of this game is to get four of your chips in a row (across, down, or diagonally) without letting your opponent get his chips in a row first. Binary only. Author: Jason Bauer FF462

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 FF45

Uranus An IFF picture. AM6

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 FF154

Utils A group of small utility programs requiring ARP. Du displays the disk space used by a directory, Head displays the first lines of a file and Cookie displays a humorous message. All executables are very small (less than one disk block each). Assembly source is included. Author: Stuart Mitchell FF416

UUCP An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.13D, an update to version 1.08D on disk 442, and consists of four parts. Parts 1 and 2 are on this disk, and parts 3 and 4 are on disk 480. Includes source. Author: Various, major enhancements by Matt Dillon FF479, FF445 & FF450, FF443 & FF442, F360, FF313, FF310, FF152

UUCP An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.13D, an update to version 1.08D on disk 442, and consists of four parts. Parts 1 and 2 are on disk 479, and parts 3 and 4 are on this disk. Includes source. Author: Various, major enhancements by Matt Dillon FF480, FF445 & FF450, FF443 & FF442, F360, FF313, FF310, FF152

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 FF38

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 FF92, FF53

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 FF109

Uw UNIX Windows client for the Amiga. Version 1.00, includes source. Author: Michael McInerny FF79

V A front-end for Commodore's More or some other text viewer that can be made resident. Can be used from Workbench, greatly reducing disk loading time because V is much smaller than More, which need not be loaded if it is resident. From CLI, causes More to create a new window, specified with an environment variable, rather than using the CLI window. V is itself residentable. Much improved since the version on disk 224, to which it is only distantly related. Includes source in assembly. Author: Paul Kienitz. FF429

v1.1h.txt Text, 'diff' of include file changes from version 1.0 to 1.1. AM5

v1.1update Text. list of new features in version 1.1. AM5

v11fd.txt 'diff' of .fd file changes from version 1.0 to 1.1. AM4

v28v1.diff 'diff' of include file changes from version 28 to 1.0. AM4

VacBench This amusing little screen hack will 'clean up' your WorkBench screen for you when it gets too cluttered! Binary only. By Randy Jouett FF184

ValSpeak A filter program which transforms its standard input to 'valspeak' on its standard output. Author: Unknown FF46

Vampire Woman Vampire in LoRes FF72

VAUX-Killer A very funny animation which won 2nd place in the 1989 BADGE Killer Demo Contest. Because of its size, the demo is split across two disks. Two floppy drives, or a hard disk, are strongly recommended. Binary only. Author: Roger Curren FF265 & 266

VAXterm A VT220 terminal emulator that is close to the real VT220 terminal in both supported facilities and user interface. Designed primarily for connection to VAX/VMS, it should work with any host computer with VT220 terminal support. Supports file transferring for ASCII files by means of DCL commands. Version 2.4, includes source. Author: Tuomo Mickelsson FF369

Vc Visicalc-like spreadsheet calculator program. Author: James Gosling, Amiga port by Peter Hardie FF36

vc VisiCalc type spreadsheet, no mouse control. Executable program and documentation. AM14

VcEd A Voice (Tone) Editor for the Yamaha 4 Operator series synthesizers. Binary only, source available from author. Author: Chuck Brand FF345

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. FF126

VCLI Voice Command Line Interface (VCLI) is an Amiga voice recognition program that learns and recognizes a set of voice commands. Each voice command is associated with an Amiga CLI command that is executed when an incoming voice command is recognized. VCLI allows the execution of any Amiga CLI command by voice. Requires the Perfect Sound 3 audio digitizer. This is Version 2.0 of VCLI which offers improved performance, improved operability, and improved graphics for voiceprint display. Binary only. Author: Richard Horne FF542

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. 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 1.14. This shareware program (suggested $15 donation) was submitted by the author for inclusion in the library. Author: Stephen Vermeulen FF52, FF38, FF31

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 FF52

Vectors A simple program to test how fast the Amiga can draw lines. Includes two versions, 1.0 and 1.1, each of which performs tests slightly differently. Includes source. Author: Gauthier Groult and Jean Michel Forgeas FF316

vendors Older text file of Amiga vendors, names, addresses. AM12

Venus An IFF picture. AM6

Verify Walks a directory hierarchy reading all files, reporting any files that can't be entirely read. Version 1.2, includes source. Author: Joel Swank FF304

VerseWise Gospel (Matthew, Mark, Luke, & John) version 1.0 of a Bible view/output/search program. Opening a resizeable window on the Workbench screen, it allows the user to jump to any specific verse, output scripture to a disk file, or find verses containing one or more specific words. It uses the King James Version of the Bible, compressed. Binary only. Author: Bruce Geerdes FF549

ves copy protection. Executable program and documentation. AM14

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 FF137, AC1

Viacom Latest version of viacom for use in conjuction with the WaveBench demo. Binary only. Author: Leo Schwab & Bryce Nesbitt FF112, FF84

vibrophone Sound demonstration icon-driven part of a set on AMICUS 10 AM10

VideoMaxe A program to manage one's private video tape collection. Both program and documentation are in German; no English version at this time. Version 3.00, binary only. Author: Stephan Surken FF547

Vidtex Vidtex displays Compuserve RLE pics in source code and as an executable. AM11

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. By Bryan Ford FF163, FF58, AM14

View A text displayer with many controls and features including searches, file requestors, jump to editor etc. This is version 1.3, an update to version 1.0 on disk 504. Includes source. Author: Jan Van Den Baard FF547, FF504

View80 Scrolling text file reader with three scrolling modes controllable via keyboard or mouse. Opens file requestor if no filename is given.

Automatically configures screen size for PAL or NTSC machine. Version 2.0, an update to version 1.1 on disk 365. Binary only. Author: Federico Giannici FF488, FF365

ViewDir Allows reading the current directory by commanding VIEWDIR "". Displays a listing of the specified directory with the total bytes at the bottom and the description of the file types next to each file. Also includes a "version string" to allow a DOS 2.0 VERSION command to read. This is version 2.1 an update to the version on disk 358. Assembler source included. Author: Jim Butterfield FF504, FF358

Viewer A very small program for displaying IFF pictures of any resolution. This one is written in assembly code and is only 988 bytes long. Binary only. Author: Mike McKittrick FF199

Viewer Displays IFF pictures fast! Version 1.0. Includes source in EZAsm. Author: Joe Siebenmann FF484

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 FF 72, FF44

violin Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Virus Check Dir 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. AM24

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 FF154

VirusControl A new virus detection and control program that checks disks during insertion, protects from link viruses, shows bootblock on a screen, periodically checks system vectors, controls access to files with a requester, etc. V1.3, includes full assembly language source code. Author: Pius Nippgen FF211

VirusUtils Two programs to detect viruses on disk and in memory. Virushunter removes all known viruses in memory. Viruskiller removes all known viruses in memory and after removing the viruses the disks can be checked without the virus copying itself to the disks. Version 3.60, binary only. Author: Pieter van Leuven FF331

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 FF137

VirusX Version 4.0 of a popular virus detection/vaccination program. This is an update to FF216. Includes a check for the new Xeno virus. Author: Steve Tibbett, Dan James, Jim Meyer FF287, FF216, FF175, FF158, FF154, FF137

VisaCard A VISA card in an IFF picture. AM6

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 FF137

Vlt VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. Features include use of ARP, an ARexx port, XMODEM 1K/CRC and Kermit protocols, support for additional serial ports, external file transfer protocols (XPR), a 'chat' mode, and scrollback/review/history buffer. It comes in two versions, one with Tektronix emulation, and one without. The Tektronix emulation allows saving IFF files, PostScript files, and printing bitmaps to the printer. This is version 5.034, an update to version 4.846 on disk 410. Binary only. Author: Willy Langeveld FF455, FF410, FF308, FF257, FF245, FF226, FF202

Vlt Vlt version 5.045, a partial update to version 5.034 on disk 455. Includes new executables with and without Tektronix emulation, and a new xprascii library. You still need the files from disk 455 to make a complete distribution. Binary only. Author: Willy Langeveld FF468

VLTimer A clock/timer window that sticks on the VLT screen (or on the WorkBench if VLT is not running or opened on the WorkBench) to check connection times (and costs). Version 1.02, includes source (SAS-C); Author: Maurizio Loreti FF539

VMK A virus detector, this program no longer detects specific viri, instead it concentrates on checking system vectors and various parameters that viri typically modify in order to survive reboots. This is version 1.0, an update to version .27 on disk 328 listed under "Hames". Binary only. Author: Chris Hames FF510

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 FF85

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 FF85

VoiceFiler Voice filer program for Yamaha DX series synthesizers. Voices are transferred to and from the Amiga over MIDI. Author: Jack Deckard FF38

Vortex A universal accented character converter for Amiga, IBM-PC, MacIntosh, and C64 files written in most west european languages (Danish, Finnish, French, German, Italian, Islandic, Norwegian, Spanish, Swedish, and more. Works with either ASCII or Word Perfect files. Version 1.5, includes source. Author: Michel Laliberte FF454

VPG Video pattern generator for aligning monitors. Executable program and documentation. AM18

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 FF161

vScreen Allows you to have screens that are larger than the actual display area of your monitor. These larger "virtual screens" scroll when you move the mouse off the edge of the visible section of the screen. Currently does not work under AmigaDOS 2.0. Includes source. Author: Davide Cervone FF494

VSnap This is an enhanced version of Snap 1.3, submitted by Steve Vermeulen, which adds the ability to save clipped graphics as IFF FORM ILBM's to the clipboard, so they can be imported to other programs that understand IFF and the clipboard. Dubbed it VSnap, since the official 1.4 Snap is also included on this disk. Includes source. By: Mikael Karlsson, enhancements by Steve Vermeulen FF326

vsprite VSprite example C code from Commodore, S-E-D. AM12

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 FF61

Vsprites A working vsprite example. Author: Eric Cotton FF55

Vt100 A vt100 emulator for the Amiga, which also supports various file transfer protocols like kermit, xmodem, ymodem, zmodem, etc, has an Arexx port, can use custom external protocol modules, and more. This is version 2.9a. Includes source. Author: Dave Wecker, Tony Sumrall, Frank Anthes,

and Chuck Forsberg FF330, FF275, FF138, FF114, FF55, FF47, FF41, FF36, FF31, FF29, AM17

VTek V2.3.1 Tektronix graphics terminal emulator based on the VT-100 prog. V2.3 and contains latest 'arc' file compression. AM17

VTest A simple example how to test if the AMIGA is infected by a Virus. It simply checks some vectors in the Exec Base structure and some library routines like DoIO. Version 1.0, includes source. Author: Frank Enderle FF533

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 FF35

VU Todor Fay's SoundScape module source code from his AC articles. The Lattice and Manx C source code is here, along with the executable modules. AM26

WackCmds Text tips on using Wack. AM1

wailing guitar Sound demonstration icon-driven part of a set on AMICUS 10 AM10

WaitAnyKey A CLI command which will wait until the user presses any key. Useful for batch files, to pause until any key is struck. Version 1.00, includes source in assembly. Author: Roger Fischlin FF437

Wanderer A neat little game with graphics and sound, ported from the Unix version, originally written on a Sun workstation. The idea for Wanderer came from games such as Boulderdash, Xor, and the Repton games from Superior Software. Includes a builtin editor for extending the game by adding additional screens. V2.2, includes source. Author: Steven Shipway and others. Amiga port by Alan Bland FF216

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 FF96, FF87

WarpUtil Warp (version 1.11), UnWarp (version 1.0), and WarpSplit (version 1.1). Warp reads raw filesystems and archives them into a compressed version in a normal file. UnWarp turns them back into filesystems. WarpSplit splits them up into smaller pieces on a track by track basis. Binary only. Author: SDS Software FF243

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 FF139

WatchMan A little screen hack inspired by 'EyeCon' on Sun systems. Includes source. Author: Jonas Petersson FF283

water drip Sound demonstration icon-driven part of a set on AMICUS 10 AM10

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 FF112

Waveform Jim Shields' Waveform Workshop in AmigaBASIC. In C source code and documentation. AM19

WaveMaker WaveMaker is intended to give beginning music and physics students a "hands on" feel for how complex waves are made by adding a harmonic series of sine waves. A fundamental and up to seven harmonics are available. The resulting waveform can be displayed on the screen or played on the audio device using the keyboard like a piano. A game mode is also provided. Version 1.2, an update to version 1.1 on disk 318, with several bugs fixed, more efficient code, and a new display option. Includes source. Author: Thomas Meyer FF481, FF318

WBAssign A small WorkBench program that creates AmigaDOS assignments without having to open a CLI. Assignments may be made by specifying a complete path (as supported by the CLI command), or by specifying a path relative to the current directory. This allows a program and its assigns to be moved easily. In addition, WBAssign can create assigns specified in the icon files of other programs located anywhere in the system. This is version 1.20, binary only. Author: John Gerlach Jr. FF277

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 FF121

WBD Possibly the smallest utility to set the workbench screen to any depth. Includes source in C. By: Oliver Wagner FF346

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 FF175

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 FF87

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 FF58

WBGauge A utility to patch AmigaOS 2.0 to bring back the little gauge in the left border of disk windows, showing the ratio of available space on the disk. Version 1.0, binary only. Author: Jean-Michel Forgeas FF417

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 FF114, FF100

WBLink WBLink corrects a deficiency in Workbench 2.0: the inability to create links to files and directories from Workbench. WBLink puts an 'AppIcon' on the Workbench screen that makes a link to any file or directory that is dropped on it. For Workbench 2.0 or later. Version 1.00, includes source. Author: Dave Schreiber FF546

WBPic Replaces Workbench's color 0 with an IFF hires non-interlaced picture, in 2 or 4 colors. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert FF234

WBplane Two very small tools to change the depth of the Workbench screen. AddWBplane adds a bitplane. SubWBplane subtracts a bitplane. Both can be run from both CLI and Workbench. This is version 1.0. Includes source in assembler. Author: Preben Nielsen FF543

WBRes A program that allows WorkBench users to have resident programs, as in the resident capability of WShell, the ARP shell, and the WB1.3 Shell. Version 1.2b, shareware, binary only. Author: John Bickers FF277

WBRun A RunBack style program which use parm.library. Runs programs in WB mode from any CLI. Programs are fully detached. The program you run must support WB startup. Not related to WBRun on disk 43. Includes source in C. Authors: Sylvain Rougier, Pierre Carrette FF540

WBrun 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 FF43

WBShadow A small program that creates a shadow for everything that's displayed on your WorkBench (Windows, Icons, Gadgets, Menus, Texts, etc). V 1.0, Source in Modula-II. Author: Fridtjof Siebert FF253

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 FF69

Webster The dictionary page in an IFF picture. AM7

weird A program written in AmigaBASIC that makes strange sounds. AM11

WFile Small but useful tool to interchange ASCII files between different operating systems. Converts foreign symbols and adapts linefeed codes. Can also be used to expand tabs to multiple spaces or vice versa. It has builtin templates for interchange between the Amiga, MS-DOS and UNIX. Profiles can be used for common adaptions. Version 1.11, includes source in C. Author: Joerg Fenin / Metalworx FF536

WFrags 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 FF131

Wharves HiRES BW tall ships in port FF72

WhatIs A neat little utility which not only recognizes a wide variety of file types (executables, IFF, icons, zoo files, etc), but prints interesting information about the structure or contents of the recognized file types, such as what libraries, devices, resources, fonts, etc. a program uses. This is version 2.0, an update to version 1.2a on disk 334, and is for AmigaDOS 2.0 only. Binary only. Author: Jorrit Tyberghein FF417, FF334

Wheel Nice little 'Wheel of Fortune' type game, written in AmigaBASIC Author: Hari Wiguna FF67

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 FF139

wheels One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

Whence Whence will locate any program/file in your current path. Similar to the the UNIX whence command. Version 1.0, binary only. Author: George Kerber FF432

WhereIs Program which searches a disk for the first or multiple occurances of a file with a given name. Author: Steve Poling FF45

Whereis Another 'find-that-file' utility. Whereis searches on your (hard-)disk for a file(name) and displays the path to that file. Some features are case independent search, wildcards, interactive mode (cd implemented), can display size and date of files, always abortable, can archive filenames for 'ZOO' (like fnams/recurdir), and no recursive procedures. Includes source in C. Version 1.18 (2-15-90). Author: Roland Bless FF321

whereis.c Find a file searching all subdirectories. C program. AM5

WhichFont.c Loads and displays all available system fonts pro-cess.i and prtbase.i assembler include files. C program. AM4, AM1

whistle. Sound demonstration icon-driven part of a set on AMICUS 10 AM10

Who A rewrite of 'who', from FF79, which gives substantially more elaborate information about the tasks currently running (or waiting) on your Amiga. Includes source. Author: George Musser, rewrite by Paul Kienitz FF224, FF79

Why replace your AmigaDOS CLI Why AM24

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 FF154

wIconify A program, and number of companion utilities, that allow you to iconify windows on any screen, including custom screens. Iconified windows become small icons on the bottom of the screen, and they can be opened again by double- clicking them. Also allows any screen to become a shared, WorkBench-like screen, and gives you the ability to create new screens specifically for this purpose. Each window can have its own custom icon. There is a programmers interface to allow programs to control their own icons. Version 3.8, includes source. Author: Davide Cervone FF500

Wild Two versions of UNIX shell style wildcard matching routines. Author: Rich Salzand Fred Fish FF43

Window Sample program which shows how to create a DOS window in a custom screen Author: Andy Finkel FF38

WindowShuffle Activates and brings to front next or previous window with hotkeys. Hotkeys can be changed. Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.05. Includes german version and source in C. Author: Stefan Sticht FF497

WinMan A very simple utility to manipulate windows. It adds some menus to the workbench, which you can use to shrink, maximize, tile or cascade your windows. AmigaDOS 2.0 only. Version 1.0, includes source. Author: Jorrit Tyberghein FF420

WinSize CLI window utility resizes current window. In C source code, executable program, and documentation. AM19

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 FF118

WitchingHour A game. AmigaBASIC Program. AM3

With CLI command that allows you to start any other CLI command several times and give it all the files that match a file pattern as an argument, one at a time. V 1.0, Modula-II Source. By: Fridtjof Siebert FF253

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 FF128

WO An intuition-based address book that allows saving of data in normal or password-encoded form. Version 1.0, includes partial source, (password encoding routines not included). Author: Heinzelmann FF363

Woman&Pencil Famous IFF image of a woman holding a pencil (seen in early Digi-View™ advertisements). AM7

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 FF50

WonderSound Wondersound is an additive harmonic instrument design tool with a separate envelope design window and 16 relative harmonic strength and phase angle controls. Version 1.7, an update to version 1.6 on disk 428. Binary only. Author: Jeffrey Harrington FF449, FF428, FF407

WordPuzzle The object of this game is to find a word in a puzzle arrangement. There are three different variations of the game. Version 1.1, includes source in BASIC. Author: Russell Mason FF469

WordSearch This is an automated wordsearch generator. Words orienta- tions can be limited to any subset of the eight primary directions and the puzzle can be rotated or flipped. It has a spartan but functional user interface highlighted by the req.library. The system default font under WB 2.0 is supported for the puzzle display window. Version 1.0, includes source in C. Author: Craig Lever FF498

World A text adventure game similar to the Infocom adventures of Planetfall and Starcross. Quite large with a tremendous variety of responses.

V1.02, includes source. By Doug Mcdonald, Amiga port by Eric Kennedy FF184

WorldDataBank A project using geographical data, declassified and made available by the CIA under the Freedom of Information Act, to draw a Mercator projection of any area of the Earth that you would like to inspect, in various degrees of magnification. Also includes a program that displays a 'satellite view' of any region. Version 2.0, includes source. Author: The CIA, Mike Groshart, Bob Dufford FF262

WorldMap A world map in an IFF picture. AM6

WorldMap An AmigaBASIC program which draws a map of the world. AM9

Worm An Amiga implementation of the classic 'worms' program, based on an article in the Dec 1987 issue of Scientific American. You can specify the size and length of the worms, and the number of worms. Includes source. Author: Brad Taylor, Amiga port by Chuck McManis FF218

Wrap A program to wrap a Sculpt-Animate 4D image around a sphere or cylinder. You can even use reliefed surfaces to construct planetary objects or other textured shapes. Version 1.32, shareware, binary only. Author: Martin Koistinen FF414

Wreq Replace 'pop-up' requestors with line-oriented requesters (similar to those found in an MS-DOS environment) that can be easily handled from the keyboard. If there is no interactive console for the process, the requester won't appear. Includes assembly source. Author: Tuomo Mickelsson FF387

WriteIcon Sample code that creates an icon using a compiled-in image, the source of which can be created with Icon2C on FF56. Version 1.0, includes source in C. Author: Dan Burris FF297

Writing Faster Assembly: Continuing the discussion of speeding up programs. Author: Martin F. Combs AC13

WTF WTF (Window To Front) is a little hack which brings a window to the front when double-clicked. Includes source. Author: Thomas Albers FF416

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 FF40

X2X Cross converts between Motorola/Intel/Tektronix ASCII-hex files. These files are typically used for down-line-loading into EPROMS, or for transmission where binary files cause chaos. Handles S1, S2, S3, INTEL (inc USBA records), Tektronix (inc extended). Source included. Author: Gary Duncan. FF345

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 FF161

XColor A program designed to change the colors of any screen. You can also add and subtract bitplanes in the screen, or convert the screen to black and white (grayscale). Handles HAM and EHB screens. Version 1.2, includes source in assembly code. Author: Roger Fischlin FF244

XColor-Lib Link library with a full-fledged color requestor along with several color functions like copy, spread, exchange, antique black & white, etc. to aid in creating your own custom color requestors. Contains several demos along with include files for C, AmigaBasic, DevPac Assember and KickPascal. Author: Roger Fischlin FF361

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 FF74

Xebec A couple of hacks to make life easier for those who have Xebec hard disks. One makes it more possible to Mount a Xebec hard disk with the Fast File System, the other is a compact head parking program. Includes source. Author: Paul Kienitz FF224

xenos One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. The program on AMICUS 1 is in ABasiC FF13, AM1

XenoZap A program that recursively descends into directories, disabling the Xeno virus in all executable files that it finds. Version 1.0, includes source in Modula-2. Author: Kevin Kelm FF300

XfrmrReview Text list of Transformer programs that work. AM9

XHair Replaces the mouse pointer with a screen wide crosshair, which is useful for positioning things vertically or horizontally. V1.0, includes source in Modula-II. By Fridtjof Siebert FF234

Xicon Xicon lets you use icons to call up scripts containing CLI commands. V2.5, an update to FF157. New features include automatic selection of the correct execution directory, the option to have keyboard interaction, and the use of IF, ELSE, etc DOS commands. Binary only. Author: Pete Goodeve FF290, FF157, FF102, FF31

Xl Demo version of a single bit-plane cel animation generator. Uses an onion-skin display to rough in an animation sequence. Has a large ARexx command set, multiple precision bezier curves and splines, scalable and rotatable polygons, brush support with blitter logic, turtle graphics and macro key definitions. Requires req.library (Fox/Dawson). Non-saving demo version, binary only. Author: Martin C. Kees FF516

Xlisp Small lisp type interpreter, binary only (source to older version was on disk #18). Version 1.7. Author: Dave Betz FF39, FF18, FF3

XLispStat A statistical program based on David Betz' XLisp. It does some of the most advanced dynamic statistical graphics, included brushing, linking, and 3D rotations. Menus and requestors can be created dynamically with simple lisp commands, and treated as lisp objects, so that the program could be used for many other non- statistical purposes, such as interactive expert systems. XLisp-Stat has an ARexx port so that an editor may be used to prepare lisp programs and send them directly to XLisp-Stat to be executed. Commands, as character strings, may also be sent from XLisp-Stat with the lisp command, 'arexx'. All graphics produced may be saved to files in IFFformat. This version of XLisp-Stat (v.2.1, release 1) has been ported to the Amiga by James Lindsey, from the Mac version supplied by Luke Tierney. Requires a numerical coprocessor (M68881/M68882) and an M68020/M68030 processor. This disk contains the executables, manual, and lisp files. The sources can be found on disk 386. Author: David Betz, Luke Tierney, James Lindsey FF385

XLispStat A statistical program based on David Betz' XLisp. It does some of the most advanced dynamic statistical graphics, included brushing, linking, and 3D rotations. Menus and requestors can be created dynamically with simple lisp commands, and treated as lisp objects, so that the program could be used for many other non- statistical purposes, such as interactive expert systems. XLisp-Stat has an ARexx port so that an editor may be used to prepare lisp programs and send them directly to XLisp-Stat to be executed. Commands, as character strings, may also be sent from XLisp-Stat with the lisp command, 'arexx'. All graphics produced may be saved to files in IFFformat. This version of XLisp-Stat (v.2.1, release 1) has been ported to the Amiga by James Lindsey, from the Mac version supplied by Luke Tierney. Requires a numerical coprocessor (M68881/M68882) and an M68020/M68030 processor. This disk contains the sources. The executables, manual, and lisp files can be found on disk 385. Author: David Betz, Luke Tierney, James Lindsey FF386

xmodem One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

Xnum A useful CLI conversion utility that takes a decimal, binary, octal or hex number as input and displays the number in all four formats. Binary only. Author: Oliver Enseling FF379

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. This is version 2.2. Changes include mostly bug fixes and some minor enhancements.

Assembly source included. Author: Werner Gunther FF318, FF274, FF228, FF171

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 FF73

XprKermit An Amiga shared library which provides Kermit file transfer capability to any XPR-compatible communications program. Supports version 2.0 of the XPR Protocol specification. Version 1.5, includes source. Author: Marco Papa, Stephen Walton FF330

XprLib External file transfer protocol library. Document and code example for implementing external file transfer protocols using Amiga shared libraries. This is version 2.0 with many extensions and enhancements. Includes sample XPR library and source. Author: Willy Langeveld FF247, FF240

XprTransmit XprTransmit is an Cli-based command that allows you to easily access to any Xpr Library without having to worry about call-back-function et cetera. It is able to access every serial.device-like exec-device. Only little documentation.   Version 1.0, binary only. Author: Andreas Schildbach FF369

XprZmodem An Amiga shared library which provides ZModem file transfer capability to any XPR-compatible communications program. This is version 2.10, an update to version 2.0 on disk 261. Includes source. Author: Rick Huebner FF459, FF261, FF236

Xref A C cross-reference gen., C program in C source code and executable. AM3

xrf C cross reference utility. Originally from Decus C distribution. Author: Bob Denny FF2

YaBoingII A game program demonstrating hardware sprite usage, including collision detection.   + Includes source. Author: Ali Ozer, based on original by Leo Schwab FF136, FF36

Yacc This is a port of Berkeley Yacc for the Amiga. This Yacc has been made as compatible as possible with the AT&T Yacc, and is completely public domain. Note that it is NOT the so-called Decus Yacc, which is/was simply a repackaging of the proprietary AT&T Yacc. This is an update to the version on disk 299. Includes source. Author: Bob Corbett et. al. FF419, FF299

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 FF158, FF10, AM2

Yaiffr Yet Another IFF Reader. Handles HAM, HIRES, and overscan, includes source. Author: Leo Schwab FF87

YatZ One player Yatzee game. This program was written to take up little memory and to multitask nicely. Version 1.0, includes source in C. Author: Greg Pringle FF498

Yawn! A small WorkBench sliding block puzzle to keep your mind and fingers busy while your compiler is busy crunching away on your highly secret, hard earned source code that you hopefully remembered to unscramble first! Features selectable size from 4x4 to 7x7 and European, Hindi or Arabic numerals. Includes source. Author: Lorenz Wiest FF379

YoYo weird zero-gravity yo-yo demo, tracks yo-yo to the mouse, in AmigaBASIC. AM8

Zc A full K&R C compiler based on a port of the Atari ST version of the Sozobon-C compiler. Includes the C compiler main pass written by Johann Ruegg with fixes and enhancements by Joe Montgomery and Jeff Lydiatt, a cc front end written by Fred Fish with enhancements by Jeff Lydiatt and Ralph Babel, an optimizer written by Tony Andrews, an assembler written by Brian Anderson and Charlie Gibb, a linker written by the Software Distillery, generic include files, and a C runtime library written by Dale Schumacher and ported by Jeff Lydiatt. This is version 1.01. Author: Various, see documentation. FF314, FF193

Zerg An Ultima clone that takes your character through a simple but deadly fantasy world where you get to slaughter monsters, talk with the inhabitants of fully populated towns, embark on royal quests, purchase a plethora of weapons, cast spells, and otherwise occupy yourself while your computer is engaged in more important business. Version 1.0, binary only. Author: Mike Shapiro FF252

ZeroVirus A fully integrated virus checker and killer, with bootblock save and restore features. Finds both bootblock and file based viruses. Uses Brainfiles to recognise viruses, and has on-line Brainfile editing facilities. Can be iconified to Workbench screen. This is version III 1.15, an update to version 2.01 on disk 287. Binary only. Author: Jonathan Potter FF412, FF287, FF242

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 FF175

Zon An arcade/adventure game that mixes a unique blend of puzzle solving and arcade adventure. Your mind and your reflexes will both be tested to their limits as you work your way towards your goal, recovering the Rings of Zon. Has 19 levels of action, save/restore your game on any level, stereo digitized soundtracks and sound effects, over 100 objects to discover and explore, up to 300 moving objects on the screen at once, and more. Volume 1, shareware, binary only. Author: George Broussard FF421

Zoo A file archiver, much like "arc" in concept, but different in implementation and user interface details. Version 2.10, an update to version 2.00 on disk 164. New features include greatly improved compression, preservation of full pathnames by default, and extended multi-screen help. Binary only. Author: Rahul Dhesi, Amiga port by Brian Waters FF527, FF164, FF136, FF108, FF87

Zoom A fast and efficient floppy disk archiving utility based on the data compression / decompression algorithms used by lh.library. Has an Intuition and a Shell interface, fully supports Kickstart 2.0, is able to add texts and notes to archived output files, knows 66 different bootblock viruses, includes a number of compression parameters (such as encryption of the output file) and a lot more. Version 3.10, binary only. Author: Olaf 'Olsen' Barthel FF436

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 AC12

ZoomDaemon Adds a "zoom" gadget to every window that can be resized. Pressing this gadget makes the window as large as possible or as small as possible, or brings it back to its normal size. Version 2.1.3, include source. Author: Davide Cervone FF498

ZPlot Graphs formulas based on 4-D complex number planes. ZPlot currently supports the Mandelbrot set, Julia sets, and Phoenix curves, with over 500 mapping variations. The math functions supported include $sin(z)$, $sinh(z)$, z^z, e^z, z^n, $sqrt(z)$, $cos(z)$, $cosh(z)$, $tan(z)$, $tanh(z)$, $log(z)$, $ln(z)$ and n^z. Version 1.3d, binary only Author: Terry Gintz FF389

ZScroll A short program which scrolls ASCII text files in a small window on your Workbench screen. Includes both English and German versions. Version 1.0, includes source. Author: Mark Zeindlinger FF544

ZShell A very tiny (13Kb) CLI shell modelled along the lines of CSH, with over 40 internal commands. Some of its features include command line editing, history buffer, aliases, function key aliases, reverse polish calculator, multiple commands on one line, loops, If-Else-Endif constructs etc. This is version 1.30 and includes assembly source. Author: Paul Hayter FF537