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Aerooons 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

AfTerm Communications 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. Version 0.9. 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

Allee 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

amseq1 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 1.0, binary only, requires AmigaDOS 2.0. Author: MoonLighter Software 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

AmiForm 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

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 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 II/AMICUS 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 emula-

tor 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

AmigaLine A series of various technical notes for Amiga programmers. Author: Bryce 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 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: