MEMPHIS AMIGA GROUP
PUBLIC DOMAIN/SHAREWARE LIBRARY
FEBRUARY 1988   MAG 000080

MAG-01 contains several dozen miscellaneous ABasiC programs.
Most are undocumented. Most are simple demo programs. All
require ABasiC, the original Basic interpreter released with
Amigas sold before January 1986. All programs reside in a
directory (drawer) called ABasiC or in a sub-directory called
CompSolSampler. Notable programs include: fscape, jpad and
othello. This is a slave disk.

MAG-02 contains six ABasiC games written by David Addison. They
are CRIBBAGE, MILESTONE, MONOPOLY, TUNNELVISION, and two
SOLITAIRE card games. Each is a one-player game against the
computer. The disk is menu driven and boots as a 1.1 Workbench.
When requested, type RUN and press return, then select your game
by typing its number.

MAG-03 contains graphic and sound demos, games, and miscellaneous
utility programs, all written in MicroSoft AmigaBasic (the basic
which is bundled with the Amiga). Most programs are undocumented
but can be accessed from CLI or WorkBench via the AmigaBasic
interpreter. Consult your AmigaBasic manual for instructions if
you are unfamiliar with AmigaBasic. The programs include: Demos
(AHLsBasicBenchmark, Ball, Canto, ColorArt, HuePallete, Music,
NukeDem, Requester, ROR, ScrollDemo, Shuttle, SuperSphere,
Synthesizer, World, YoYo), Games (Blackjack, Blackjack2, Clue,
Eights, Eliza, FlightSim, Gargoyle, Hangman, Invaders, Lander,
Light, Nuthouse, Ratmaze, Saucer, Slots, Startrek, Startrek2,
Stoneage, Subchaser, Switchbox, WoF), Miscellaneous (ConvertFd,
Getpic, MorseCode, MorseData, ObjEdit, Showbob), Utilities
(AddressBook, Amigaterm, Chop, Cload, Database, Deluxedraw,
DrawIt, FN_Plot, LoanAmortization, LoanAnalyzer, Mailmgr,
Pie_Chart, Rb-base, Spelling). This is a slave disk.

MAG-04 contains 25 graphic demo programs. All are accessible
from WorkBench.
The titles are: 3d-Amiga, 3d-Arrow, 3Dcube, Ball, BertAZ,
Colorful, Curve, Dazzle, Dragon, Fishdemo, FlowWeb, GFXMem,
HEXalator, JugglerMovie!!, Lens, Leo, Mandala, Moire, NewBoing!,
Pallette, Rubik, ScreenDump, Skewb, Sparks, and Sproing!.
(Note: JugglerMovie!! requires roughly 390,000 bytes of free ram

in which to run. If you have too many windows open, too many
tasks running concurrently, or too many device buffers open, it
will not execute properly. For best results, drag the
JugglerMovie!! icon to the WorkBench screen and close all other
tasks and all windows before double clicking the icon. On a two
drive system this should give you enough room to run. You can
check the free ram by clicking the WorkBench background screenand
reading the value on the screen's menu bar. After the program
has loaded, carefully read the operating instructions before
pressing the spacebar to begin.)

MAG-05 consists of several directories, each of which contains a
set of fonts for replacing the original fonts found on the
WorkBench disk. For completeness, the original fonts are
duplicated here in the JEWELS directory. Most of these fonts are
accessible from CLI by using the Assign command before accessing
a program such as DPaint which uses the "Fonts:" directory (e.g.
"Assign Fonts: FONTDISK:SMALL" to use the 8 point fonts in the
directory called "SMALL" on this disk.). Directories which may
be accessed this way are: JEWELS, SMALL, LARGE, and MISC.
In order that you may see samples of the new fonts without
actually having to install them, we have included two iff picture
files (MISCFONTS.PIC which contains samples from the misc
directory, and NEWFONTS.PIC which contains samples from the large
and small font directories). These can be viewed from WorkBench
or from CLI using the SHOW command included on this disk.
Also contained on this disk in the MakeFont directory is a C
language example of how to make your own fonts. In the
MISC/CLEAN.DOC file, a method is described to replace the Amiga's
default font, Topaz, with a supposedly cleaner and easier to read
font via the SetFont2 command. All of these directories are
accessible from CLI rather than WorkBench.

MAG-06 contains 15 public-domain or shareware games. These
include: 3D-Breakout (you'll need colored 3D-glasses), Clue!!,
CONQUEST!! (study the doc file first), Cosmo2 (an Asteroids
clone), Fastlife (Conway's Life), Go-Moku, Mandel (find a book on
the Mandelbrot set), McNuggetMadness (pointless but amusing?),
Missile (must have disk in df0: for the sound files to load),
Reversi, SpeechToy (really a demo), Triclops (read the docs twice
then strangle your mouse!), Yaboing, and YachtC (Yahtzee). These
programs should be accessed from your standard Workbench.
There is also a directory (drawer) called FlightSimulator, in
which resides a flight simulator demo called "Raiders". Its a
public domain pre-release version of FS II from SubLogic and

Bruce Artwick. Although it doesn't have as many features as the promised FS II, it is quite flyable. To get it started, reboot using the disk as a WorkBench, but before the WorkBench screen can load (as soon as you see a CLI text window) press ctrl-D. From the CLI window type:
        CD FLIGHTSIMULATOR and press return;
then type:
        RAIDERS and press return.
Once the program has loaded and the graphics screen appears, rev up the engines by pressing the left mouse button and rolling the mouse forward. Press P to toggle the "pause" and use the mouse to guide the plane down the runway, pulling back on the mouse to bring the plane up. The right mouse button toggles the action of the pointer, and several keys perform special functions. Thisdemo came with no documentation, so you'll need to experiment to find out what does what. Good Luck!

MAG-07 consists of several drawers of icons. In the "projects" drawer are icons for use with data files. In the "disks" drawer are icons that can replace the standard disk symbol (but note that disk icons cannot be seen from WorkBench until associated with a specific diskette). In the "garbages" drawer are icons to replace the trashcan icon. In the "drawers" drawer are icons that can substitute for the standard drawer icon. Icons which can be used with programs are in the drawers: "tools" through "tools-5".
The easiest way to use these icons is to use the CLI copy command to copy the desired icon from one of these directories to the intended disk. For example, to replace the standard trashcan icon on the WorkBench with one that shows Seseme Street's Oscar the Grouch, type COPY ICONS:GARBAGES/OSCAR.info WORKBENCH:TRASHCAN.info (note that the letters "info" must be in lower case!).
Also contained on this disk are several icon utility programs. IconEd is the standard icon editor from Commodore/Amiga. IconAlt is a program to combine two icon files into one "animated" .info file (see the YachtC.info icon as an example). IconExec.doc explains how to use IconExec to run programs that normally must be run from CLI only.
This is a slave ("data") disk.

MAG-08 is designed for modem users. Its primary programs, ATerm, Comm, StarTerm, VT100, and Wombat, are terminal emulation programs and are accessible from WorkBench or CLI. Each is accompanied by its own documentation file.

Also, in the "c" directory, are several modem utilities which can only be accessed from CLI. ARC is a file archiver. Compress, Lar, Sq and USq perform similar functions. LF2CR exchanges linefeeds for carriage returns in textfiles. FixObj, Truncate, and TailRid are useful for eliminating XModem padding.
In the root directory are a versatile clock program and a version of DirUtil which includes an ARC/DeARC function (see both duIV.doc and duIII.doc for instructions). This is a slave ("data") disk.

MAG-09 contains several utility programs, most of which are accessable from WorkBench. These include several versions of the popular file directory utility originally from Chris Nicotra:
        DU   is a version which includes a picture file
"show" command
                   and allows you to use your favorite text
editor (provided
                   it has been renamed "E" in the boot disk's C
directory).
        DuIV   doesn't have easy access to your editor
butdoes include
                   ARC and deARC commands.
        DuII41   has replaced the point-and-click commands
with a scroll-bar
                   gadget of commands.
        Dotil   lets you see both the source and destination
file
                   directories at once.
        DiskTool   puts directories into windows which allow you
to
                   point-and-click the file names as though they
were icons.
Also on the disk and also available from WorkBench are:
        EA   a diskcopy program,
        Hexalator a mouse controlled calculator,
        NewZap   a track and sector editor,
        PopColours an easy way to change the screen color
registers,
        Mouse   gives the coordinates of any point on the
screen,
        RSLClock13 a very versatile clock utility, and
        TimeSet   lets you easily set the system clock.
Documentation for most of these is contained in the root directory of the disk in ".doc" files which can be viewed via another utility on this disk:
        Blitz   a textfile viewer.

To see any textfile on the disk, double-click the Blitz icon and
select the desired doc file from the menu provided in Blitz (A
good first file to look at would be Blitz.doc).
Programs intended for use from CLI are found in the "c"
directory. These include:
          AmigaMon20 a system monitor,
          ChangeKickStart lets you re-kick without turning off the
machine,
          CSh   a Unix-like shell; see the CSh.doc file,
          DiskSalv2 lets you recover trashed files if you have
two drives,
          DiskZap   another track and sector editor,
          ErrCHKer   checks disks for errors,
          LS   an alternate to Dir,
          More   an alternate to Type,
          PF   a textfile print utility; see PF.doc,
          Pipe   simulates the Unix feature; see Pipe.doc, and
          SHOW   displays iff picture files.
As a subdirectory in the c directory, we have included ASDG, a
program which builds a virtual disk in RAM, one which can survive
a reboot! See the file called "CONTENTS" in the c/ASDG directory
for installation instructions.
This is a slave ("data") disk.

MAG-10 is a sound effects demo disk supplied by SunRize
Industries of College Station, Texas. It contains a
programcalled Perfect Sound, a digitized sound editor, intended
for use with digitizing hardware which is sold by SunRize.
Perfect Sound, however, is perfectly usable as a sound file
player and editor by itself and has been placed in public domain
by the folks at SunRize. See the doc file on this disk for
instructions as well as ordering information for SunRize hardware
and more sampled sounds. Access Perfect Sound and its doc file
from your Workbench disk. (C source code for the sound editor
program may be found in a separate directory on this disk.)

MAG-11 is a data disk of several printer drivers not found on the
standard Amiga WorkBench. To add one of these to your WorkBench,
copy the desired file to the DEVS/PRINTERS directory. To use the
new driver, use Preferences to select it. (If you are using a
version of Preferences previous to the WB1.2 version, you will
need to use the "Custom" driver selection and enter the new
printerdriver file name.)
Also on the disk are two directories showing how to build a
driver program. In the NECP6_C-code directory is sample C code.

In the PrinterDriverGenerator directory is a program for which
you merely supply the appropriate printer codes and it builds a
driver for you. Drivers on the disk include:
Alphacom_Alphapro_101, Brother_HR-15XL, Canon_PJ-1080A,
CBM_MPS1000, CItoh_Prowriter, Diablo_630, Diablo_Advantage_D25,
Diablo_C-150, Epson Epson_JX-80, Epson_LQ800, Gemini_Star10,
Generic, HP_LaserJet, HP_LaserJet_PLUS, Imagewriter,NECP6,
NEC_8025A, Okidata_292, Okidata_92, Okidata_ml92, Okimate_20,
Panasonic_KX-P10xx, Qume_LetterPro_20, SG-10.DRI SG10pri.dri,
SmithCorona_D300.

MAG-12 is a data disk of several dozen song files. These files
are intended for use with Activision's Music Studio program. A
program, MS2SMuS, is included which will convert Music Studio
song files to the Amiga system iff standard SMuS format so that
they may be used with other music programs such as Instant Music,
Deluxe Music Construction Set, and Sonix. See the MS2SMuS.doc
file for instructions on its use.

MAG-13 is distributed by permission of JDK Images, Bloomington,
MN. and Jeff Karline. It is a demonstration of the CGI Video
Graphics program which is designed to work with a 512K Amiga,
creating a stand-alone character generator workstation for the
broadcast industry. It demonstrates various effects (i.e. wipes,
rolls, fades) and font sizes and styles. CGI Video Graphics
retails for $199 and is available from:
  GeneSys Technologies 12959 Ridgedale Drive Minnetonka, MN.
55343
  (612) 546-8817
This demo must be run with the EXTERNAL DRIVE disconnected, and
the printer either disconnected or turned off! This program is
able to keep 100 High Resolution interlaced screens in memory
atone time! and consumes every bit of the Amiga's 512K memory.
Boot this disk as a 1.1 Workbench.

MAG-14 is a copy of a disk donated to the Memphis Amiga Group by
the Aegis software company. It consists of sample graphs
generated from Aegis' Impact program which are displayed from an
autobooting slideshow program.

MAG-15 is a copy of a disk donated to the Memphis Amiga Group by
the Aegis software company. It presents several animated
sequences generated with Aegis' Animator program. This disk

boots as a 1.2 Workbench.

MAG-16 is a data disk containing an assortment of text files and utility programs aimed at the Amiga programmer. The ManxAztecC directory contains a program to update early versions of Aztec C for use with WorkBench 1.2. The LatticeC directory contains several utility programs such as MenuEd, SpriteEd, and XRef. TDIModula2 contains a patch for TDI's Modula 2 compiler. CTutorials holds several textfiles and annotated program listings explaining everything from how to do graphics to how to speed up math calculations using C. The Assembler directory contains Asm68k, BLink, and Debugger and their associated doc files. If you're using the book, Inside the Amiga by J. T. Berry, you will find the similarly named directory helpful for practicing your C skills. Each ARC file in this directory contains several examples from the text. UnARC, edit to taste, and compile. All directories and files should be accessed via CLI.

MAG-17 (a data disk) contains several directories of hardware projects:
5.25inDRIVES   suggestions for connecting a standard 5.25 inch drive to the
                      Amiga.
3.5inDRIVES   text and schematics for building additional 3.5 inch drives;
                      plans for adding a power supply to an existing 3.5 inch
                      drive.
IBM2AMIGA   plans for transmitting data from an IBM to an Amiga via
                      parallel port.
1megEXTERNAL.RAM   instructions and schematics for building a 1- meg ram board
                      with clock.
0.5megINTERNAL.RAM   instructions (with plotter command files for schematics) for
                      a .5-meg additional ram; text and schematic for making the
                      ram board auto-configure.MIDI
text and schematics for building a MIDI interface.
RealTimeClock   text and schematics for building a real-time- clock.
                      A startup-sequence program is included as well.

MAG-18 is a data disk of several text editors and related
programs. Most are accessible from Workbench as well as CLI.
The text editors which are shareware are DME (a rather non-user-
friendly but easily reconfigurable editor), MEd (a modest but
friendly screen-oriented editor), and UEdit (a very versatile but
complex text editor). See the accompanying doc files for details
on their use. Also on the disk are a demo version of the
commercial text editor, TxEd, and a text editor for the blind,
EAR.BAS, which requires AmigaBasic to run; documentation for
EAR.BAS is contained in the file, eartex.
X-Spell and AmigaSpell are two spelling checkers. Spooler is a
printer utility.
In the c directory, accessible from CLI, are some text utilities
including Grep, Find, and BlitzFonts. The latter is a utility
which promises to speed up screen printing by a factor of two or
better. Check the c/BlitzFonts.doc file for installation
details.

MAG-19 is a data disk of various Instrument files for use with
Deluxe Music Construction Set. An attempt was made to use
instruments which were most commonly in use so that this disk
could substitute for the instrument directory on the DMCS disk
itself. (This disk was assembled by Don Lockard.)

MAG-20 is a data disk of several music files for use with Deluxe
Music Construction Set. Some of these files use instruments not
found on the DMCS disk. The non-standard instruments may be
found on MAG-19 (or of course, you could simply change the
instruments within the music file after loading it into DMCS).
Also on this disk is a program which will list the instruments
used by a particular DMCS music file. The program which must be
accessed from CLI, is called LSIN, and will not only list the
instrument names but tell you which of Electronic Arts music
disks, DMCS, Instant Music, or It's Only Rock'n'roll, that the
instrument may be found on. See the LSIN.doc file for
instructions. (This disk was assembled by Don Lockard.)

MAG-21 contains a slide show of HAM hi res pictures generated via
the ray-tracing technique. To view the pictures simply boot this
disk as if it were a Workbench disk. (Individual pictures can be
viewed from CLI using the Show command on this disk.) The
pictures are: Brick.iff, Checker.iff, Focus.iff, Glass.iff,
Island.iff, Marble.iff, Moon.iff, and Room.iff.The directory,

RayTracingProgram, contains sample data, documentation, and a program for creating pictures like the ones found on this disk. Use CLI to access this directory.

MAG-22 is a promo disk for something called The New Aladdin, a bi-monthly literary and graphic magazine on a disk. For more information about this product contact Disk Publications Inc., 12200 Park Central Drive, Suite 310, Dallas, TX 75251, (214) 788-4441. It can be booted as a version 1.1 Workbench disk.

MAG-23 contains several animations produced using Aegis Animator. They are: Sunglasses, Darkside, GrowYurOwn, LockOn, Truckin, and two short ads for AmiProject magazine. To view these you may simply boot the disk as a Workbench disk. Alternately, you may load the AegisPlayer program from Workbench or CLI and then load the animation scripts by first typing the chosen directory name (e.g. LockOn) then selecting the script then the play command. Also on this disk is a demo version of the commercial product, Aegis Animator. It is supposedly fully usable except that you cannot save your creations to disk.

MAG-24 contains three Deluxe Video "tapes" which may be viewed with the DVideo-Player program, also on this disk. The videos are: Balls, CES86-demo, and ST.vs.Amiga. This is a slave disk to be accessed from Workbench or CLI.

MAG-25, "Demos-02", contains miscellaneous graphic and sound demonstration programs. These include: Fractals, Hanoi, MemView (tour your RAM with a joystick in port 2), MouseCube (move the cube with your mouse), Sizzlers (function keys produce stunning hi-res graphics), Spin3, Star10, and Trails. Other demos are: VIZ (a demo version of a commercial color organ; see the two doc files accompanying it), StarFrontiers (title screen for a future game), ACODemo (demo of PLink's new conferencing program), MacView (a program which displays Apple Mac pictures), and RobotArm. All are accessible from your Workbench.

MAG-26 is a data disk containing miscellaneous Workbench and CLI utility programs.
Accessible from Workbench are several directory utility programs in the tradition of the original DirUtil from Chris Nicotra. They are: ASweep1.4, DU4.3, DuIV.11, and DuIV.9.

Also in the root directory is Browser (a menu driven "search-and-read" text file browser). Imbedded in various directory drawers are: Show (a very versatile iff picture viewer which operates from WB or CLI), DOSHelper (a menu driven help file for CLI commands), and SiliCON (a CLI command window which remembers past commands for recall via the cursor keys or the mouse). A drawer entitled "DiskCataloger" contains severalprograms to help you organize your disks. AmCat, DiskCat, and DCat all have the same purpose but pursue it in very different ways; DCDemo is the most elaborate of these diskcatalogers but unless you send in a donation to its author, you will have to limit your catalogs to 100 files per list.

For those comfortable with CLI, there is a small database program in the directory called DBMS. In the c directory are some ARC utilities (ArcV, and unARC), some copy utilities (DiskCopy, QC, and Quickcopy), a picture viewer (DpaintX), a couple of alternatives to preferences (DPref, and setprt), an alternative to info (free), a banner printer (gothic), a syntax helper for CLI commands (Help), and a deleted file retriever (UnDelete). In the directory called MakeBoth-1.2 are files which can squeeze Workbench and Kickstart onto the same disk for easier booting.

MAG-27 (Games-02) offers a variety of arcade and strategy games accessable from your standard Workbench. Life3D contains the program Life3, a 3-D perspective version of Conway's Life simulation. See the Feb '87 Scientific American for details or read the ReadMe file. Three sample data files: bronco, glider4555, glider5766 are included. The drawer FlightSimulatorAdventures holds several "situation" files for use with SubLogic's Flight Simulator II program. These six files contain a total of over 70 scenarios; some are from the popular Flight Simulator Adventures books. Read Flight.txt for help on setting-up files F7.001 - F7.006. Also on the disk are aliasStoneAge (a Boulder Dash clone compiled from the AmigaBasic version), Biorhythms, Daleks (a port of a mainframe game), GravityWars (a nicely done two-player game, but watch out for the nasty carriage return bug!), InsanityFight (a promo for a commercial product), and Ogre (a public domain version of the commercial strategy game).

MAG-28 is a demo of PCLO, the Printed Circuit LayOut program from Soft Circuits Inc. PCLO allows you to draw multi-layered circuit boards and it even will find paths for your connections for you, but the demo version will not print or plot your drawings. A help file (PCLO.doc) is on the disk (you'll need it!). For best

results, boot this disk and follow the instructions provided.
(PCLO was reviewed in the May/June '87 Amiga World.)

MAG-29 was donated by MaxiSoft. It is a demonstration of their
spreadsheet software, MaxiPlan. The demo shows several of the
features of MaxiPlan by automatically moving the mouse pointer
through various menus and using the Amiga's narrator voice to
describe each action. To use this disk, boot it as a Workbench
and double-click the "About_MaxiPlan_Plus" and "MaxiDemo" icons
for instructions and program, respectively.

MAG-30 was donated by Disk Publications Inc. and contains asecond
demo of their "The New Aladdin" disk-based magazine (MAG-22
introduced this publication). This disk is essentially a
crippled copy of one issue of "TNA" and should be booted as if an
ordinary Workbench.

MAG-31, alias Demos-03, contains several sound and graphics demo
programs on a slave disk accessable from Workbench. Major
programs are ROT (a 3-D animation maker), and StarChart (a star
and constellation finder). Each of these is contained in its own
directory along with its doc files and associated data files.
The following miscellaneous demo programs (doc files for which
may be found in the directory called "miscdemodocfiles" if one
was available) are found in the root of the disk: AutoBender,
Bouncer, Dk, DropCloth, DropShadow, DropShadow2, Flip, Melt,
Piano, Ping, PMan, Rainbow, RobotRoff, Sc, Scat, Tilt, and
Whistler.

MAG-32 is configured to serve as the data disk for EA's Bard's
Tale game. in addition to containing some character saves, the
disk contains BTE (a character editor) and a complete set of maps
(viewable from Workbench or CLI via the included show command)
for Scara Brae and its dungeons.

MAG-33 is a data disk featuring a graphic D&D game, LARN. Also
on this disk are
Card-Hockey, ST-emulator (a joke program) and a directory of
silly-stuff including RealProgrammers, Trivia.txt, Cookie, Jive,
and Spew (these programs are best operated from CLI; see the
accompanying doc files). All programs are accessable from your
Workbench.

MAG-34 contains the D&D game, HACK, accessable from Workbench.

MAG-35 is a data disk of games accessable from Workbench. The
programs include: Shanghai.demo (a crippled but highly playable
version of Activision's strategy game), EOMS (an arcade-style
combat simulator), Mazemaker, Bandit (a slot machine simulator),
Cycles and LightBikes (two Tron Light Cycles clones), Rocket (a
simplistic Lunar Lander), FlipIt (a Reversi/Othello clone), and
AmigaMan (a PacMan clone).

MAG-36 is an autobooting demo of the game Arazok's Tomb,
contributed by Aegis.

MAG-37 is a slave disk with several terminal programs including:
Comm134, Handshake, DTerm, Starterm3, AmiC (beta version), and
ACO (PLink's graphic teleconferencing program). Also on the
diskare TAG (a BBS program for the Amiga) and some ARC utilities
(ARC023, ARCre, and Tracker). Some of these programs require
special setup for proper use. Most of the programs are
accessable from Workbench or CLI.

MAG-38 is a data disk containing several utility programs. In
the root directory and available from Workbench are three
directory utility programs: DU-V.3, DU3plus, and JoBS.
In the "c" directory available from CLI are ChangeZZ (lets you
change the ZZZ busy balloon to whatever you wish), DefDisk (lets
you redefine your SYS: disk), DevAvail (shows devices available),
FullWindow (expand your windows to maximum), MouseOff (keeps
mouse pointer invisible till you wiggle it), Purty (a mini
Preferences program to control your printer output), Qmouse (lets
you use your mouse to select CLI actions), ShortCut (adds macros
to your keyboard), Touch (redates your files), TurboCopy (copies
disks), WBRun (lets you run Workbench oriented programs from CLI
more easily). In a subdirectory of "c" you'll find CONman. This
is an excellent rewrite of the Amiga's console driver which adds
command history (you can recall previously typed instructions
using the cursor keys) and window sizing macros. Installation
instructions are contained in the CONman.doc file. Another
subdirectory contains new versions of CLI commands such as DC
which adds several options to the standard Amiga DiskCopy
command. The shell programs: AmixShell, CLE, CPP, and Shell205

have been collected into another "c" subdirectory; since they
require special installation and to save space they have not been
unarced.
The directory "MemoryUtilities" contains a collection of programs
useful to those with extra ram. These programs include: AddMem,
Avail, FixHunk (fixes programs that won't work properly with
extra ram), GFXMem, LoadAcv, MakeAcv, MEd (a ram editor),
MemGrab, Mtest, and SeeMem.

MAG-39 is a data disk containing some utilities for graphics
users. All are accessible from CLI. They include: MCad (a fine
public domain Cad program for constructing technical drawings;
see the ReadMe file in the MCad directory for instructions on its
use), LMV (a program to rapidly display lo-res picture files and
thus produce the illusion of motion; the ReadMe file in the LMV
directory explains how to view the included demonstration
pictures), VPG (a test pattern for your monitor), Snapshot (a
screen dump program), FPic (an IFF Filter program to assist with
adjusting or cleaning up DigiView pictures) and ShowPrint_II (a
shareware IFF picture viewer and printer, also available from the
WorkBench).

MAG40 contains two VideoScape 3-D demos: "Red Baron" and "El
Gato" and the ShowANIM program to display them. This disk boots
and automatically displays these files. To see all of El Gato
you need more than 512k.

MAG-41 contains the VideoScape 3-D demo "The City" and the
ShowANIM program to display it. This disk boots and
automatically displays this file. To see the entire demo you
will need more than 512k.

MAG-42 contains two VideoScape 3-D demos: "HAM Red Baron" and
"Merlin 3-D" and the ShowANIM program to display them. This disk
boots and automatically displays these files. To see all of Ham
Red Baron you need more than 512k.

MAG-43 contains several IFF picture files of famous cartoon
characters. Included on the disk are: thumper, anxiety, wiley,
yamato, yogi, bunny, bloom2, martian,
adaffy, garfield, opus, bloom, garfield2, jingle, hdpond,
obsolescence, bee, mtv, snoopy, mickey, lisa, spidy, hdbarbarian,
daffy, spaceghost, dredd, fantasia, and megaton.

MAG-44 contains several IFF picture files of classical art and famous works of Amiga artists. Included on the disk are: dreamhouse, bike, weathermap, heart, vermeergirl, polar, mazdarx7, foxpup, jumbodog, map, macgirl-bw, macgirl, stillife, porsche, kingtut, convertable, dancer, dali, diamond-ring, amoeba, venus, gorilla, mariel, floorplan, monalisa, paintcan, escher.pic, and skier.

MAG-45 contains several IFF picture files of scantily clad females. Included on the disk are: betty, hooters, carrie, marina, lace, didi, bathtime, pair, and vanna.

MAG-46 contains several IFF picture files of scantily clad females. Included on the disk are: kim, junec, barbie, blonde, beverly, june, vest, sandy, roxxanne, carrie, batgirl, biker, anita, velez, tie, and cowgirl.

MAG-47 contains several IFF picture files of fantasy and science fiction scenes. Included on the disk are: worlds, vulcan, starflight, saturn, stardest, daddio, yoda, liftoff, spaceship, trontank, jupiter, uranus, lostinspace, astronaut, woman, yambiman, starfall, world, afmap, sat.view, damsel, umbriel, timecrystal, and k9.

MAG-48 contains several IFF digitized picture files. Included on the disk are: kirby, david, angelico, mona, vaneyck, angel, erin&amy, statue, centaur, sargent, and opus.

MAG-49 contains several IFF picture files. Included on the disk are: fish, cottage, logo1, bluecoupe, rooster, modem, ignition, bwlady, horses, pinball, nite, newscaster, rizz, firestorm, ninjabike, colorlady, brochure, cherry, oldlady, boing!, winter, colorvegie, trex, cad-cam, logo, corinth, newtek, and expansion.

MAG-50 is the demo (crippled) version of the True BASIC interpreter. Also on the disk are several dozen demo programs of games, graphics, sound, etc.

MAG-51 "GAMES-06" contains 3DTTT (a tic-tac-toe game), SimonSays

(similar to Milton Bradley's Simon), Peg-It (a Mastermind clone),
PacMan87 (an excellent update of the classic arcade game), and
Adventure (an extended version of the classic mainframe game).
Use your workbench to access these files.

MAG-52 contains pictures created with Sculpt 3-D from the Byte-
by-Byte Corporation.

MAG-53 contains a VideoScape 3-D animation, "The Dream Goes
Berserk". This disk is bootable and will automatically display
the demonstration file. You will need 1 meg to see more than a
fraction of this demo.

MAG-54 is a shareware game, "RISK!", based on the traditional
board game and donated to the library by The Lightning Bug Group
(930 West 9th Street #6, Cookeville TN 38501). This is a boot
disk.

MAG-55 contains dozens of score files and selected instruments
for use with Aegis' SONIX. Some of the SMUS files are contained
in the directory "oldscores" while others are in the "scores"
directory. This is a slave (data) disk.

MAG-56 contains several score files and instruments for use with
Aegis' SONIX. This is a slave (data) disk.

MAG-57 "Utilities-04" contains a file utility program, DiskMan,
and two printer utilities called InitPrinter, and Control in the
root directory available from Workbench. In other directories
for use from CLI are: Blitz (latest version of the fast file
reader), DO-OP (a multiple choice program runner), ELESS (an
alternate dir/list command), filetype (tells file type), icontype
(changes icon type), keylock (locks keyboard until given
password), ncd (an alternate cd command), newsysdisk
(changessys:), pmbbuc (estimates time after warm-boot), request
(runs programs at option), rrun (an alternate run command), zoo
(a file archiver), ustar (a wordstar clone for use with UEdit),
conman1 (the release version of conman), clirun (runs cli tasks
from workbench), and journal (records mouse and keyboard commands
for playback).

MAG-58 contains assorted utilities and examples for programmers
of C (both Lattice and Aztec files are here), LOGO (interpreter
included on this disk), and Assembler (AMON is included). Some
of the utilities are: ccheck, blitlab (prowl the blitter!), GOMF!
(the GURU avoider), diskx (a sector editor), and dsnoop.
Examples include: STDfile (a standard file requestor for use in
your C programs), SimpAnim (how to do simple animation), and
VSprite.

MAG-59 is a second disk of Science Fiction and Fantasy iff pics
containing: armballs, skull2, trex, taarna, energysphere,
checkballs, futureroad, gears, marsmission, raiders, triceratops,
fryguy, ATAT, unicorn, asteroidfield, sabre, smaug, and chapel.

MAG-60 was donated by Impulse (6870 Shingle Creek Parkway #112,
Minneapolis, Minnesota 55430) and contains three Silver animation
demos. These files must be unarced before viewing and may
require more than 512k to execute.

MAG61 is another Videoscape 3D animation which when booted will
automatically display a rotating bust of Zeus. To see the whole
rotation you will need more than 512k.

MAG62 contains the Probe demo from The Right Answers Group (Box
3699, Torrance, CA 90510), made using their IFF animation
program, The Director. You need 1 meg or more to view this demo
in its entireity. If booted as a 1.2 Workbench disk, this disk
will automatically display the Probe demo. The demo can also
be accessed from WB by double-clicking the Probe icon.
Alternatively, CLI users can start the demo by cd-ing to this
disk and typing PROJECTOR PROBESEQ.FILM and pressing RETURN. The
program can be aborted by pressing the left mouse button. A very
unusual and welldone demo of an interesting product.

MAG63 contains two demos: RGB Hazard and Focus, both from The
Right Answers Group (Box 3699, Torrance CA 90510), made using
their IFF animation program, The Director. This is a slave disk
so the animations must be accessed from your own workbench disk
by doubleclicking their respective icons or, if you only have a 1
MB system, you must run them from CLI; do not allow workbench to
load, then type "cd hagen:", press return, then type"projector

rgb.film" or "projector focus.film"). Use the left mouse button
to abort.

MAG64 contains ARP, which stands for "AmigaDOS Replacement
Project". ARP is a shareware effort led by Charlie Heath of
Microsmiths, Inc. to replace the current DOS CLI commands in a
compatible fashion. Quoting from the disk's documentation: "ARP
replacement programs are typically much smaller and much faster
than their AmigaDOS equivalents." Some ARP CLI commands have
added features, as well. In order to be useful, the ARP programs
and their library file must be installed on your boot disk
according to the included instructions.

MAG65 and MAG66 are copies of the Amiga 500 demo disks sent to
dealers by Commodore. When booted together these disks show off
some of the graphics and animation possible with the Amiga 500.
This demo needs one meg of memory to run properly.

MAG67 and MAG68 contain a autobooting demo of NewTek's products:
DigiView, DigiPaint, and DigiF/X. Some interesting pictures,
animations, and a good background score ("Paranormia" by Art of
Noise) make this an eye and earcatching demonstration of what the
Amiga can do. This demo requires 1 meg or better to run.

MAG69 lists the contents of the various Fred Fish disks. This
disk will be updated as new Fish disks become available.

MAG70 through MAG72 are "Gold Fish" disks. These disks contain
Fred Fish's personal picks from his first 100 disks. These disks
were donated by Commodore/Amiga.

MAG73 through MAG76 are "The Best of Amicus" disks. These disks
contain John Foust's selection of the best programs from his
Amicus collection. These disk was donated by Commodore/Amiga.

MAG77 (Games07) contains: Amoeba (a nice Space Invaders clone),
Asteriods (sic) (an Asteroids clone), Blackjack (a card game),
FourinaRow, (a strategy game), GravAttack (an arcade-style game
which must be started from CLI), Marketroid (NOT A GAME, but a
parody of Robotron 2084), SB (a nice clone of the classic
Breakout), SpaceAceDemo (a crippled version of a shareware space
shoot-em-up), TTT (a 4x4x4 tic tac toe game), World (a text
adventure game similar to Planetfall; you will need to start this
one from CLI), YaBoingII (a second version of the workbench hack-

cum-game). This is a slave disk. Use a standard workbench to
access these programs.

MAG78 (Games08) features BattleMech, a shareware strategy game
with graphics and sound effects. Read the accompanying doc
filesfor the rules of play and information on the associated
Factory program. Also on this disk are: the Arkanoids demo, a
textfile parody of Amiga marketing in the vein of StarTrek, and
three textfiles which explain ways to cheat at Faery Tale
Adventure, StarGlider, and Barbarian. This disk has been made
bootable in order to make the BattleMech game easier to access.
be useful, the ARP programs and their library file must be
installed on your boot disk according to the included
instructions.

MAG000 "MAG Disk Catalog" This disk contains a catalog of all
the files on every MAG disk in our library. It also includes a
listing of all files on the "Fred Fish" disks in the clubs
library. This disk will be updated as each new MAG or Fred Fish
disk is added to the library. The MAG disks and the Fred Fish
disks are cataloged separately for your convenience. The program
used to maintain the file catalogs is called "Directory Master"
version 1.1. This is a shareware program that is probably better
than anything else on the market, shareware or commercial. It is
usable from the Workbench or the CLI and is very user friendly.
It has input and output filtering that you can set up anyway you
like so you don't have to read .info files or C files etc. Use
it to keep track of your own library.

MAG079 "Formula One" This is a demo of an upcoming game by the
folks at Electronic Arts. It is a somewhat interactive demo of a
Grand Prix racing simulation. The game has great graphics and
sound effects.

MAG080 "Amiga Survival Kit" This disk is an effort to make using
the CLI on the Amiga a little easier. Almost every program and
its doc file is available from the Workbench. The first thing I
want to mention is that the complete MAG disk description will be
kept up to date on this disk, including all the past, present,
and future disks. When an new member joins our club and pays
their dues they will be given a free copy of this disk. Any
member that wants this disk will also receive one free copy upon
request. To get your free copy just fill out a MAG disk order
form and order MAG080 and mark it free copy. This disk will be
continually updated. Any additional copies and updates of this
disk will cost the standard MAG disk fee.
The major programs include:

RSLClock14 a useful Clock utilitie program
Popcli3 get newcli from any screen and auto screen blanker
Clipit Runs in background and lets you clip any screen and save
as an IFF graphic
Diskman2.0 probably the best dirutil available, uses hi res mode
        and some memory but has 2 windows for moving files back
        and forth.
Wiz1.2 More conventional dirutil that doesn't use hi res and
        also uses a little less memory than Diskman2.0
ARC used to unarc and arc files, doc files run from Workbench
        however ARC itself has to be ran from the CLI
NEWZAP3.0 a great disk sector editorPurty set up printer without
going to Preferences
ShowPrintII shows iff or ham picture and then lets you print out
using pull down menu
CLI Information this directory contains several versions of
online Amiga DOS manuals and help files. This will
        substitute for a seperate text manual.