

**Partial**

<b>COLLABORATORS</b>
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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Partial

### 1.1 Index of all Fish files this CD

Fresh Fish CD 9

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AFile 3.30 A datafile manager

AFile is a data file manager, that is a tool which lets you create and manager your files (addresses, video collections, clients, ...) using an Intuition interface. There is no limitation to the number of fields or records. The program offers the standard printing, sorting, and importing/exporting functions. AFile uses AREXX as it's programming language. You can create full input masks with background picture, field positioning, checking of entered data, menus and printing customization.

Author: Denis Gounelle

Path: biz/dbase/AFile\_v403.lha Readme

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AFile 4.01 A datafile manager

AFile is a data file manager, that is a tool which lets you create and manage your files (addresses, video collections, clients, ...) using an Intuition interface. There is no limitation to the number of fields or records. The program offer the standard printing, sorting, and importing/exporting functions. AFile uses AREXX as it's programming language. You can create full input masks with background picture, field positioning, checking of entered data, menus and printing customization.

Author: Denis Gounelle

Path: biz/dbase/AFile\_v403.lha Readme

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CarCosts 3.06 Keep track of automobile expenses

This is version 3 of the program "AutoKosten", now called CarCosts. This version uses MUI (2.1 and above) amd supports locale.library, if available. Without locale.library, the interface uses german text.

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Two english catalog files (one with kilometer/liter, one with miles/gallons) and a french one as well as the .cd and .ct files are included.

A program to convert 2.0 data files to version 3 data files is included.

Version 3.01 is a bug fix, V3.0 wrote files in a format it could not read...

Version 3.02 allows more than one entry per date

Version 3.03 now supports the ARexx-port of MUI

Version 3.04 fixes a bug with printer support using non-asl.libraries.

Version 3.05 and 3.06 : minor user-interface changes

Author: Rüdiger Dreier

Path: biz/dbase/carcosts309.lha            Readme

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db     2.3     Database with GadTool look

db is a small and fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look and OS 3.0 behaviour.

My main need was to keep record on addresses and telephone numbers of friends and companies. Before this release db was fixed to be just an address and telephone database, but this has changed now. The program is designed to handle information of your choice. Currently you have to use a file editor to specify the database fields and layout as there is no GUI for that. Anyway that's a one time job, then you just USE the database and have fun.

Complete GUI support will probably only be included in a commercial product I plan to call REG.

A partial list of db's features include:

- o Dynamic memory handling. Number of records and fields only limited by free memory.
- o GadTool based, gives a standard look and feel.
- o Mouse and keyboard driven.
- o User definable fields and layout.
- o Multiple views of the same database.
- o Commodore's Clipboard for flexible interaction with other programs.
- o AppWindow -just drag and drop database icons on db to load.
- o Online MenuHelp -Press HELP key when selecting a menu item.
- o Font sensitivity.
- o ARexx
- o ASL requesters for flexible loads and saves.
- o Localized
- o Dial numbers using a modem
- o WB and Shell usage with Commodore's template parsing
- o Fast and flexible find function using AmigaDOS patterns.
- o Filter function.
- o Fast and flexible sort function. Multiple sort orders can be specified.
- o 'Export View' and two standard ASCII export features.
- o Automatic ASCII import (tab-separated ASCII)

Author: David Ekholm, Datadosen

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Path: biz/dbase/db\_norsk.lha                      Readme

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db      2.5      Database with GadTool look

db is a small and fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look and OS 3.0 behaviour.

My main need was to keep record on addresses and telephone numbers of friends and companies. Before v2.0 db was fixed to be just an address and telephone database, but that has changed. The program is designed to handle information of your choice. Currently you have to use a file editor to specify the database fields and layout as there is no GUI for that. Anyway that's a one time job, then you just USE the database and have fun.

Complete GUI support will probably only be included in a commercial product I plan to call REG.

A partial list of db's features include:

- o Dynamic memory handling. Number of records and fields only limited by free memory.
- o GadTool based. (Use fields of string, checkbox and cycle type)
- o Mouse and keyboard driven.
- o User definable fields and layout.
- o Multiple views of the same database.
- o Commodore's Clipboard for flexible interaction with other programs.
- o AppWindow -just drag and drop database icons on db to load.
- o Online MenuHelp -Press HELP key when selecting a menu item.
- o Font sensitivity.
- o ARexx
- o ASL requesters for flexible loads and saves.
- o Localized
- o Dial numbers using a modem or loudspeaker
- o WB and Shell usage with Commodore's template parsing
- o Fast and flexible find function using AmigaDOS patterns.
- o Filter function.
- o Fast and flexible sort function.  
Multiple sort orders can be specified.
- o 'Export View' and two standard ASCII export features.
- o Automatic ASCII import (tab-separated ASCII)

Author: David Ekholm, Datadosen

Path: biz/dbase/db\_norsk.lha                      Readme

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DemoCoGo      3.0      Solves coordinate geometry problems

An engineering/surveying program to solve coordinate geometry problems for highway design, surveying, subdivision layouts and construction. Needs 1/2 Meg.  
Demo Version 3.0 runs from CLI only and is freely

distributable. Output to screen, with save and print disabled. Full version allows input and output in feet or meters. Manual, which includes sample problems, and full working version available from Author for small donation.

Author: D. R. Benson  
Path: biz/misc/DemoCoGo3.lha                      Readme

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DFA      2.2      Address database with many features

#### DESCRIPTION

DFA is the ultimate address tool for you and the Amiga computer. DFA supports email addresses, dialing of phone numbers, grouping of addresses, different types of printing addresses, online help, application icon/window and much more!

DFA has an Arexx port, font sensitive windows and can be fully directed by keyboard. Native languages are supported as soon as Workbench 2.1 (and above) is installed.

Nearly every aspect of DFA is customizable now, so you may configure "your own" DFA.

This is version 2.2, a minor upgrade to version 2.1.

DFA is an SASG product! Shareware, binary only.

#### NEW FEATURES

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New window for more convenient and faster group editing.

Clipboard support.

Visual feedback for all button gadgets.

Speed optimizations for the address listview.  
Should be up to 10 times faster now!

Even faster address file loading.

Larger buffers for all address string gadgets.

New Arexx command 'GUI' and 'OpenEditWindow'

Size optimization of the dfa.library. About 15K saved!

Sort function is 'locale sensitive' now.

Improved locale handling.

Additional and improved status messages.

Improved status text gadget (DFAEditor) now supports

centered proportional text on all Amiga-OS versions.

Improved Installer script, which now supplies a new  
uninstall mechanism and german texts (optional).

Several bug fixes.

Author: Dirk Federlein

Path: biz/dbase/dfa\_225.lha                      Readme

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IntuiDex      1.1      Mailing list manager

Easy to use club membership database and mailing list manager.

Features:

- 1000 records per database
- Sort by six different fields:  
    last name, first name, ZIP,  
    member number, city, and  
    expiration date
- Print five different types of output:  
    mailing labels, complete data list,  
    phone lists, game stickers, and  
    merge files for word processors
- Uses Preferences printers
- Dials phone automatically with Hayes compatible modems
- On-line AmigaGuide help
- Most data field names are configurable
- Data is stored in ASCII files- export and import data from other  
    database software!

Author: Jeffery C. May

Path: biz/dbase/IntuiDex21.lha                      Readme

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QuickFile      3.1      Simple and flexible, flat file database

QuickFile is simple and flexible, flat file database. It uses random access  
with indexes for fast access to records. Files can be larger than available  
ram, but as much of the file as possible is kept in ram to reduce disk  
accesses. Features include:

- Multiple indexes with unique and non-unique keys
  - Character, date, integer, floating point and calculation data types
  - Up to 250 characters per field and 250 fields per record.
  - Form and list style displays and reports.
-



- Unlimited number of views of each file.
- Sort over any number of keys, ascending and descending order.
- Search operators include Like, Equal, Between, Sounds Like, Not Like and Not Equal.
- Fields can be added, changed, or deleted at any time.
- Flexible export/import
- Flexible multi column label printing.
- Multi-level grouping and totalling
- Any number of open windows
- Online context-sensitive help

Author: Alan Wigginton

Path: biz/dbase/QuickFile.lha                      Readme

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QuickFile        3.10        Flexible, fast, & easy flat file database

QuickFile is a flexible, flat file database. It uses random access with indexing for fast access to records. Files can be larger than available ram, but as much of the file as possible is kept in ram to reduce disk accesses. Features include:

- Multiple indexes with unique and non-unique keys
- Data types include character, date, integer, floating point, calculation, cycle, image and external
- Up to 250 characters per field and 250 fields per record.
- Form and list style displays and reports.
- Unlimited number of views of each file.
- Sort over any number of keys, ascending and descending order.
- Search operators include Like, Equal, Between, Sounds Like, Not Like and Not Equal.
- Fields can be added, changed, or deleted at any time.
- ASCII export/import
- Multi column label printing.
- Multi-level grouping and totalling
- Any number of open windows
- Online context sensitive AmigaGuide help

Author: Alan Wigginton

Path: biz/dbase/QuickFile.lha                      Readme

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QuickTextDemo    1.0        Interactive desktop video program.

QuickText is an interactive desktop video program designed to easily develop and display almost any type of graphic screen, including titles and credits, pictures, and even animations. Other features include full ARexx support, auto screen sequencing, on-screen timer, text and numeric variables, a recordable/replayable "doodler", and an easy-to-use point-and-click interface. "QT" works on any Amiga with Workbench 1.2 or higher, and requires Ruby and Diamond fonts which are included in all releases of WorkBench.

It is well suited for on-line video titling & credits, silent paging, and cable reader boards.

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Author: Todd Sprague  
Path: biz/demo/QuickTextdemo.lha        Readme

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SCAN8800    2.43    Database/Receiver controller for SWL

A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. Binary only.

Author: Rainer Redweik  
Path: biz/dbase/SCAN8800\_OS\_2.lha        Readme

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SCAN8800    2.53    Database/Receiver controller for SWL

A specialized database program to store frequencies and station names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. Binary only.

Author: Rainer Redweik  
Path: biz/dbase/SCAN8800\_OS\_2.lha        Readme

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TurboCalc    2.18E    Demo version of powerful spreadsheet

A spreadsheet which was chosen as "spreadsheet of the year" for Amiga computers by the readers of one of Germany's most important Amiga magazines. This is a demo version with disabled save and print functions. Has more than 100 functions and 120 macro commands, include ARexx commands. Has an integrated database with search, sort, copy, extract, delete, and other database functions such as number of matches, average, etc. Diagrams and charts are included and very easy to handle.

Author: Michael Friedrich  
Path: biz/demo/TurboCalc.lha            Readme

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VideoMaxe    4.44    A video database for private video users

A video database that satisfies all needs of a private video user. With full OS 2.1+ and environmental support (localization, application icon, installer, font-sensitive runtime gadget layout, layout saving, guide documentation, ...) the program handles record suggestions, spool informations, free amount of additional data per tape or title, comfortable search routines, printing, etc. Binary only.

Author: Stephan Suerken  
Path: biz/dbase/VideoMaxe446.lha        Readme

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AmigaElm 6.24 Mail-Reader (UUCP/Internet), v6 (6.24)

Electronic Mail Reader for UUCP and IP packages (AmigaUUCP, Dillon-UUCP, Feulner-UUCP, wUUCP, AmiTCP + InetUtils etc.), easy to install and to use. Mostly compatible with Unix-elm (basic functions) and lots of additional features. Can be used over a serial line. Basic internal support for MIME (multimedia mail) and encryption/decryption (eg, with PGP). Also supports "metamail" and "retools" library 2.x. Registered version comes with full C source (and has better support ;-)) (concept based on hwr-mail by Heiko W. Rupp)

Author: Andreas M. Kirchwitz  
Path: comm/mail/AmigaElm\_v7.lha Readme

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AmiPOP 1.15 A POP 3 client for AmigaDOS.

AmiPOP@ is a POP3 Client for AmigaDOS. It was written directly from the POP3 RFC (RFC #1225). AmiPOP is only a simple transport mechanism for moving electronic mail messages between a POP-Host, typically a mainframe, and your local AmigaDOS system. The advantage of POP over other transports such as SMTP is that all E-mail can still be directed to the mainframe system. This is of primary importance when either a dialup line is used, which has a new IP address for each connection, or when a user uses many machines, and wishes to be able to transparently read mail on all of them.

AmiPOP features:

- AUISG compliant (or at least it tries to be!)
- Makes heavy use of 2.0 (and higher) functions such as ReadArgs, utility.library, GadTools, and 2.0 functions in Amiga.lib.
- Written from RFC 1225, not a port of a Unix or a PC application.
- Small code size, and low system resource usage.
- Commodities interface

Author: Scott Ellis  
Path: comm/net/AmiPOP116.lha Readme

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- utility.library, GadTools, and 2.0 functions in Amiga.lib.
- Written from RFC 1225, not a port of a Unix or a PC application.
- Small code size, and low system resource usage.
- Commodities interface

Author: Scott Ellis

Path: comm/net/AmiPOP116.lha                      Readme

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AmiTCP      3.0B2      TCP/IP protocol stack for SANA-II.

AmiTCP is a set of programs that enables the Amiga to connect to a TCP/IP network. AmiTCP lets the user use commands such as ftp, telnet from your Amiga. AmiTCP also lets remote users connect to your machine from other TCP/IP hosts. AmiTCP is a TCP/IP protocol stack for implementing basic Internet protocols on top of any SANA-II network device driver, such as one for SLIP or Ethernet.

Author: AmiTCP/IP Group and others

Path: comm/net/amitcp2\_x\_gcc.lha                Readme

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avmNfax     1.33     Voicemail/fax for voice-capable modems

This is release 1.33 of avmNfax, a voicemail/fax program that supports ZyXEL, LineLink, Dolphin modems, and Rockwell modems. Supras are not supported with this release.

This version includes its own fax program, printer driver, fax printer, and fax viewer. This fax program can be used with Class 1 and Class 2 fax modems. It can also be used with the voice modems that AVM supports.

It can also work in conjunction with GPFax (or TrapFax) and AXsh (other fax programs or BBSes may be substituted with some ARexx programming) to provide voice, fax, and data, all on one line.

This version is a rewrite of ZVM and it requires MUI 1.4 or greater (it is known to work on MUI 2.0). It supports multiple lines (if you have multiple modems of the same type). You can use avmNfax as a simple answering machine with fax capabilities, or use it to provide multiple mailboxes. It can play different "intro" messages depending on the time of day, day of week, random, or manual selection. You can retrieve your messages remotely, etc. The caller can be told of a forwarding number when he enters a particular mailbox. There are many enhancements since 1.19 was released.

To reduce setup time, I highly recommend that you also get the pre-recorded English voice files. Look

for anything that starts with AVMV (like AVMVEngCVSD7200.lha, AVMVEngADPCM2.lha, etc.).

Author: Al Villarica

Path: comm/misc/avmNfax1\_33.lha           Readme

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FTPDaemon     2.0     An ftp daemon for AmiTCP, with multiuser

An ftpd for AmiTCP v2.0 and up (we use AmiTCP v2.2 ). It has Multi-User support (we use MultiUser v1.5).

Author: Joran Jessurun

Path: comm/tcp/FtpDaemon.lha           Readme

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GRn     2.1     GUI'ed UUCP, C News, and NNTP newreader.

GRn is Gadtools Read News, a Gadtools-based newsreader for the Amiga, running Release 2.0 or above. Some special features are available on higher releases.

GRn supports locally stored news (via AmigaUUCP, C News, or NNTPxfer) and NNTP in a variety of ways (AS225r2, AmiTCP 2.2 or above, DNet, AUW and direct connection via serial.device or serial clone).

GRn 2.1 is an update to GRn 2.0. Several new features have been added, and several bugs have been fixed. Refer to GRn.guide for detailed information on operating GRn. The file INSTALL tells you how to install GRn (sorry, Installer script didn't happen).

Significant changes between GRn 2.0 and GRn 2.1:

New Features:

- + AmiTCP is now supported
  - + AUW is now supported
  - + ReplyPrefix configuration variable added
  - + GRnSaveDir configuration variable added
  - + MODEID=SCREENMODE argument added
  - + When GRn opens a Custom Screen, it now sets AutoScroll.
  - + New GRn icon
  - + Use the system busy pointer on v39 and up
  - + NOSCAN only applies to the scan at startup
  - + Add From: header to all news and mail created  
(NOTE: this requires a fixed postnews for AmigaUUCP.)
-

- + LAST=SUBSCRIBELAST argument added
- + Keyboard shortcuts for the article list were added
- + UserShells are now supported for all external programs (this means they can be AmigaDOS scripts, AREXX programs, etc.)
- + eXtract command added
- + A Distribution header is no longer added by default, unless an article being replied to had one

Bug Fixes:

- + serial.device input no longer busy-loops
- + NNTP articles are not retrieved a second time for Save, Print, Reply, Forward, etc.
- + You may now "Mark" an article as UNREAD, even when it is the only article in a newsgroup
- + GRn now works better with tin
- + Refresh of borders on v37 and v38 is complete
- + The proper detailpen is now used in the subscription window
- + Requestors are now draggable
- + Subject/From headers over 512 characters will no longer cause GRn to write over memory it does not own
- + No longer allow cancellation of arbitrary articles
- + Properly close socket.library if NNTP server connection failed.
- + Large fonts will not mess up the subscribe window any longer
- + The last article in a newsgroup may be marked as unread.
- + On v39 and above, mouse and keyboard movements are dealt with correctly, when both are used to adjust a listview.
- + "Followup-To: poster" is now honored
- + The HOSTNAME argument is no longer treated as a synonym for the NNTPSERVER argument.

Author: Michael B. Smith

Mike Schwartz

Path: comm/news/GRn\_2\_1a.lha

Readme

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Hydra 1.0 A bidirectional file transfer protocol

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HYDRA is a bidirectional file transfer protocol designed by Joaquim H. Homrighausen and Arjen G. Lentz similar to Bimodem, a proprietary file transfer protocol. It originated in the PC world and has been ported to the Atari ST and Amiga. The HYDRA protocol can send and receive data at the same time and also adds a chat option.

Author: Joaquim H. Homrighausen  
Arjen G. Lentz  
Olaf Barthel  
Path: comm/cnet/Hydra3\_015.lha           Readme

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Mosaic     1.2     Amiga World-Wide-Web browser

Amiga Mosaic is a networked information discovery, retrieval, and collaboration tool originally developed at the National Center for Supercomputing Applications at the University of Illinois at Urbana and then ported to the Amiga by Michael Fischer, Michael Witbrock, Michael Meyer, and Steve Dunham.

Mosaic provides a hypertext interface to the global Internet. Hypertext is text which contains highlighted links, called hyperlinks or anchors, to other texts. Each highlighted phrase (in color or underlined) is a hyperlink to another document or information resource somewhere on the Net. A single click with the left mouse button on any highlighted phrase will follow the link, and Mosaic will retrieve the document associated with the selected hyperlink and display it.

The Mosaic client communicates with HTTP servers. HTTP is the HyperText Transfer Protocol of the WWW (World Wide Web). Mosaic can also communicate with more traditional Internet protocols such as FTP, Gopher, WAIS, NNTP, etc.

The hypertext documents viewed with Mosaic are written in HTML (HyperText Markup Language), which is a subset of SGML (Standard Generalized Markup Language). Among the many formatting features, HTML allows Mosaic to display inlined images. (In fact, an inlined images can serve as a hyperlink just like a word or phrase can).

Mosaic also features unlimited multimedia capabilities. File types that Mosaic cannot handle internally, such as mpeg movies, sound files, Postscript documents, and JPEG images, are automatically sent to external viewers (or players).

Author: Originally from the NCSA at the University of Illinois at Urbana  
Amiga port by Michael Fischer, Michael Witbrock, Michael Meyer,  
and Steve Dunham  
Path: pix/views/mosaic.jpg           Readme

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MUIAdt     1.3     Aminet frontend for AmigaDOS

GUI-based utility that allows you to connect to one of several Aminet sites, browse the RECENT files, and download the files of interest.

Author: Jem Atahan  
Path: comm/tcp/MUIAdt.lha                      Readme

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Smail      1.10      UUCP mail transport mechanism.

UUCP mail transport mechanism, based on Unix Smail V2.5. A complete substitute for Dillon's sendmail program. Features: re-routing of addresses according to the paths file; mail forwarding for users (~/.forward and uumail: <user>); nearly command line compatible with Dillon's sendmail (except -raw); Return-To-Receipt recognition; returning undeliverable mails to sender and postmaster of your host; support of the standard Getty, MultiUserFileSystem and AXSh passwd files; smarthost option if your map files are not perfect; extended log files... and much more!

Author: Aussem  
Path: comm/ambos/SMail.lha                      Readme

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TeleTerm    2.0      Fast, full-featured Terminal, XEM, XPR

TeleTerm is a powerful, fast terminal program with XEM and XPR support, a dynamic phonebook, review buffer, 60 macros, and much more.

TeleTerm has the following main features:

- XEM support
- XPR support
- Internal multi-tasking of windows
- Faster interleaved bitmaps for smooth scrolling (OS 3.x)
- Public screen, so other programs can open on TeleTerm's screen
- Can open on the WorkBench
- Numerous visual controls, from ScreenMode to ScreenPens
- Low memory consumption (could theoretically run in 512k)
- 60 user-defined macros
- Highly detailed phonebook, including multi-line BBS support, and full preferences control for each entry
- Much, much more...

Author: Josh Farley  
Path: comm/term/teleterm22.lha                      Readme

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Term        4.2      Very nice terminal program.

A telecommunications program designed for use with any Commodore-Amiga computer running Kickstart 2.04 or higher. Its features include:

- \* Fast built-in VT-220 terminal emulation
  - \* Support for custom terminal emulation modules following the 'XEM 2.0' standard
  - \* Operates in any display environment, supports all screen display
-



- modes
- \* Support for file transfer modules following the 'XPR' standard
  - \* File- and printer-capturing functions
  - \* Review-buffer support
  - \* Powerful phone book and dialing functions
  - \* 'Amiga User Interface Style Guide' conformant user interface
  - \* Online-help (requires AmigaGuide package)
  - \* Built-in 'ARexx' interface
  - \* File upload list, which permits selecting the files to be transferred before the upload is started.
  - \* Login script learn mode.
  - \* Built-in keyword/response parser which makes it possible to have 'term' respond to BBS prompts and such with the user name, password, etc. without having to program the ARexx interface.
  - \* Interface for external programs to rendezvous with 'term', taking over serial I/O processing (such as 'HydraCom').

Author: Olaf 'Olsen' Barthel

Path: comm/term/term43\_030.lha            Readme

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  - \* Support for file transfer modules following the 'XPR' standard
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  - \* Review-buffer support
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  - \* Online-help (requires AmigaGuide package)
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- \* Interface for external programs to rendezvous with 'term', taking over serial I/O processing (such as 'HydraCom').

Author: Olaf 'Olsen' Barthel  
Path: comm/term/term43\_030.lha                      Readme

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THOR      1.25      Offline QWK/HIPPO/ABBS/MBBS reader.

THOR is a offline message reader developed for saving online time while connected to BBS systems, and for building and maintaining a database of the messages from the boards. The message database has true history and threading, fast searching, mark and keep options. Each board has a user database with all users which has written messages. This user database can be used when sending messages. There is an optional internal fullscreen editor. The editor has all features needed for message editing. Both THOR and the internal editor have ARexx ports. THOR is fully compliant to the Style Guide with a resizable, font-sensitive and configurable user interface. Supports new 3.0 features (newlook menus, memory pools, interleaved screens, 24 bit palette,...). Many useful utilities are included.

Author: Eivind Nordseth  
Path: comm/mail/thor201.lha                      Readme

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ADF      1.0      Auto-Doc formatting utility

Some years ago, CBM introduced a standard format for writing documentation of libraries and other system modules - the Autodocs. This is a relatively good format and is used by many programmers which are interested in creating of additional system modules, but it is a bit hard to maintain, because it contains still the same headers for each function and the parameters are described on three different places. The AutoDoc Formatter tries to simplify this hard work.

Author: Martin Mares  
Path: dev/misc/ADF11.lha                      Readme

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BGUI      1.1a      Creation of font/size sensitive GUI's

---

'BGUI' is a BOOPSI based shared library containing a number of BOOPSI classes. It allows for easy creation and managing of font sensitive and size adjustable GUI's on the Amiga. Hmm, where have I read something like this before..., I hear you say.

#### Features

\*\*\*\*\*

- \* Requires at least OS 2.04 (Yes, that is a feature :)
- \* Extends on the existing system gadgetclass and rootclass.
- \* Creates completely font sensitive GUI's.
- \* Supports sizable windows.
- \* AppWindow support.
- \* Titled group-frames and seperators.
- \* Supports OS 3.0 when available.
- \* Style Guide compliant.
- \* Keyboard control of most gadget classes.
- \* Several types of notification to create "self driven" GUI's.
- \* Easy intergration of third-party classes.
- \* Easy to make your class work directly with BGUI.
- \* Object oriented.
- \* Resonable speed, even with a 68000 processor.
- \* Relatively small library.
- \* Classes for easy filerequester and commodity creation.
- \* Seperate ARexx class including source code.

Author: Jan van den Baard

Path: dev/gui/BGUI11c.lha [Readme](#)

=====

Curses 2.10 Link lib of standard "curses" functions

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. And examples.

Author: Simon John Raybould

Path: dev/misc/curses210pch.lha [Readme](#)

=====

Date 33.088 Library to help you calculate dates

A collection of routines for calculating dates.  
I have included 52 routines like checking for a leap-year or calculating the Easter-Sunday! Have a look at this :)  
Requires ONLY an ANSI-C-Compiler or a C++ Compiler - this means that you could use the C-Source on ALL (I hope) computer-systems!!!

Author: Kai Hofmann

Path: util/time/date2day2.lha [Readme](#)

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MAGIC     ?..?     Share 24-bit image data with MAGIC apps.

Multi-Application Graphic Image Communications. A system of sharing 24-bit image data between MAGIC-aware applications. For example, you have loaded an image into Application A for editing. You decide you need to do a special glitzy effect on the image, a task at which Application B excels. Rather than saving the image to disk and then loading it into Application B, you simply run Application B, select it's "Open MAGIC" menu option, choose your image by name, and the image appears in Application B ready for your effect. When you're done, you simply quit Application B and you may return to Application A where the image sits, glitized and effected.

Author: Nova Design  
Inc  
Path: comm/ambos/Magic4.lha                    Readme

=====

MUI       2.3       Create and maintain user interfaces.

MUI is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not necessary.\n\nOn the other hand, users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste.\n\nThis distribution is interesting for both, users and programmers. Please have a look at the supplied demo programs and at the documentation to see what MUI has to offer.\n\nMUI is an SASG (Standardized Amiga Shareware Group) product.

Author: Stefan Stuntz  
Path: comm/fido/mui\_freq11.lha                Readme

=====

OFL       1.2       Describes functions in libraries

By selecting the library you wish to consult, you will be presented with a list of its functions. Just clic on the one you're interested in, and a requester containing the following information will appear:

- the function's name
- a short summary of what it does
- its offset
- the structures and registers it uses

Naturally enough, the information provided is not comprehensive; OFL is no replacement to the autodocs. Its main aim is to provide you with the minimum information needed and spare you hours of tedious research through tons of documentation. For more details, you will have to go through the autodocs and/or the 'Rom Kernal Reference Manuals'.

Author: Christophe Beaumont  
Path: dev/asm/ofl\_12.lha                    Readme

=====

PhxAss 4.00 Highly optimizing macro assembler

PhxAss V4.xx is a highly optimizing macro assembler for Motorola's 680x0 CPUs, 6888x FPUs and 68851 MMU (of course, the 030, 040 and 060 MMUs are also supported). It requires OS2.04 (V37) as a minimum and does no longer support older operating systems! (Kick 1.x owners: Get PhxAss V3.97)

Most important features:

- o Fast: 15000-30000 lines per minute with standard Amigas, 50000-200000 with A4000/040.
- o Symbolic and Source Level Debugging.
- o Automatic generation of executables (if possible).
- o Small Code and Small Data support (also support for `__MERGED` sections).
- o Listing file, Cross Reference Listing, Equates file.
- o Complete floating point support: You can use complex floating point expressions, including float functions (sine, logarithm, square root, power, etc.), everywhere in your source, e.g. defining float EQUates or SETs.
- o Switches for nine different optimizations.
- o Locale symbols (xxx\$ and .xxx type).
- o Support for Motorola's old and new operand style (even in 68000 mode).
- o locale.library usage (english, german, polish).
- o Nearly all directives of the most popular assemblers like Seka, DevPac or AS (Aztec) are supported. Examples: INCBIN, INCDIR, CODE\_C, REPT, RS, RSRESET, EQU, REG, OFFSET, XDEF, XREF, PUBLIC, ...
- o Further development and support is guaranteed for years, because I'll \*never\* change my system (Amiga forever!).
- o Finally: Although Shareware, PhxAss is completely functional!

You will find four different versions of PhxAss in this distribution:

1. PhxAss: The standard 680x0,FPU,MMU macro assembler.
2. SmallPhxAss: This is a 68000-only version without floating point support.
3. FreePhxAss: This program is FREEWARE! It is intended for developers of PD-Compilers, who want to include PhxAss in their compiler package.
4. GigaPhxAss: Identical to PhxAss, but source codes are not limited to 65535 lines. Quite useful for assembling Reassembler outputs.

PhxAss is SHAREWARE. A registration will cost you 25 DM or 15\$. In return you will receive the latest update and the right to ask me for a new update whenever you want.

Author: Frank Wille

Path: dev/asm/PhxAss418.lha

Readme

=====

PhxAss 4.14 Highly optimizing macro assembler

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Author: Frank Wille

Path: dev/asm/PhxAss418.lha

Readme

=====

PoolWatch 1.01 Debug tool for pool-allocations (OS3.x)

PoolWatch is a debug tool for OS 3.0 and higher designed to watch and correct illegal allocation and freeing of memory that use the pool-functions provided in OS 3.0 and upwards. PoolWatch is necessary since Mungwall do not catch any illegal memory handling concerning pool-allocations.

PoolWatch is especially useful in combination with Enforcer, Mungwall (which will watch normal allocations that use AllocMem/FreeMem), SegTracker and FindHit (included in the Enforcer archive).

If SegTracker is running in the system when PoolWatch is started, PoolWatch will use the public SegTracker seglist tracking for identifying the hunk and offset into the executable doing illegal allocations.

You *\*need\** sushi to run PoolWatch. PoolWatch will use kprintf() to output text, and without sushi (or a terminal-program :) you will not be able to see the text. Future versions will probably support output

---

to stdio too.

Author: Magne Østlyngen

Path: dev/debug/PoolWatch1\_02.lha      Readme

## 1.2 Index of all Fish files this CD

=====

SNMA      1.97      680x0/6888x amiga macro assembler

SNMA is freeware conditional 680x0/688x macro assembler for the Amiga. It supports most common directives, generates Amiga object-files and/or executables. It is used mainly from the shell. Arexx port. AmigaOS 2.0+ only. AmigaGuide docs only. This is version 1.97.

New features:      - LINE DEBUG HUNK (for source code debugging)  
                  - Support for small data model references  
                  - Multilevel optimizing  
                  - Boolean operators  
                  - Some new directives  
                  - + bug fixes

Author: Samu Nuojuua

Path: dev/asm/snma\_1\_99.lha              Readme

=====

Textfield      2.0      Text entry BOOPSI gadget

The textfield class allows you create an area on your screen for text entry. The class supports a number of features including unlimited or limited text entry, specifying the font to use, specifying the colors for different parts (text, background, and lines), two types of borders (with option to invert the borders for a total of 4 types of borders) or no border, text left/center/right alignment, vertical centering, and many other options.

There are many new features, and several bugs fixed. Some of the new features include: word delete, line delete, Oberon support, faster scrolling, read-only mode, modified buffer flag, accept and reject characters, GA\_IntuiText, programmable cut/copy/paste/erase.

Author: Mark Thomas

Path: dev/gui/textfield.lha              Readme

=====

AM      1.0      Maintains users and groups in muFS

AM was written to support the muFS system operator's work by supplying an easy-to-use user interface based on MUI (Magic User Interface) by Stefan Stuntz.

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The following gives you a quick overview on AM's facilities:

- \* localized (currently English, German, Netherlands, Norwegian, Portuguese, and Swedish catalogs)
- \* needs and makes extensive use of MUI 2.0 ('muimaster.library' version 7+)
- \* supports the following operations on the muFS system files
  - create new users/groups
  - edit any characteristics of an existing user/group
  - delete users/groups
  - temporarily ban a user from the system
- \* automatically creates new \$HOME directories and installs default files there by executing a user supplied script
- \* checks \$HOME directories (not functional yet)
- \* searches muFS partitions for files with bad owner information and changes them

Author: Ingolf Koch

Path: misc/amag/AM9304\_2.lha                      Readme

=====

Find      2.3      A tool for searching disk partitions

Find is a tool for searching disk partitions and is particularly useful with the disk validator tool "Val" by the same author. It should work with any 512 byte block structured virtual or physical disk partition i.e. it should work with any device that allows you to do any CMD\_READ of 512 bytes at multiples of 512 byte Offsets - sequentially from any start block to any end block. Find by-passes the FileSystem running on the device and does direct I/O to the device itself.

Author: Andrew Kemmis

Path: disk/moni/Find\_2\_3.lha                      Readme

=====

ReOrg     3.1      A fast floppy/hard disk optimizer.

ReOrg is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High-Density drives. Includes program versions in English and German for use with Kickstart 2.04 only. In addition to optimizing a disk, ReOrg can also convert the filesystem of a disk during the optimization, e.g. from OFS to DC-FFS. Many new features since version 2.33 on disk 716.

Author: Holger Kruse

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Path: disk/optim/ReOrg3\_1.lha           Readme

=====

TSO\_II    2.04    Defragment floppy and hard disks.

TSO II can be used to optimize (defragment) floppy disks and hard disks in order to speed up directory and file accesses. Contains a German and an English version of the executable and a timer. Requires KickStart 2.04+.

Author: J. Heße

Path: disk/optim/TSO\_II\_V2\_2.lha       Readme

=====

Val       2.3     A disk partition validator (OFS or FFS)

A disk partition validator that only reads your disk (no writes to it). Should work with any 512 byte block structured virtual or physical disk partition which uses the Original File System (OFS) or Fast File System (FFS). Val will check out the disk and output error messages and warnings according to any problems it may find on the disk, with a reasonably concise message about what it thinks is wrong. Val will find errors that the standard Disk-Validator will ignore, such as a file header that points to more or less blocks than the filesize represents.

Author: Andrew Kemmis

Path: disk/moni/Val\_2\_3.lha           Readme

=====

CCC       0.2     Trash a large city with your monster

You guide a monster on its career of trashing a large city. Your objective; to destroy as much of the city as possible before your monster is destroyed by the military. The game is keyboard controlled for one player.

Author: Ronald F. Picardi

Path: game/misc/CCC.lha              Readme

=====

CCC       0.9     Destroy a large city with your monster

You guide a monster on its career of trashing a large city. Your objective; to destroy as much of the city as possible before your monster is destroyed by the military. The game is keyboard controlled for one player.  
Choice of monsters and different weapon types.  
This is an update from version 0.2 to 0.8

Author: Ronald F. Picardi

Path: game/misc/CCC.lha              Readme

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Chaos 5.3 Chess HAppening Organization System

Chaos is a program that manages single-player chess-tournaments using a font-adaptive full-Intuition-GUI created using MUI. This is an update to version 5.2.

Features:

Available pairing modes are:

- Swiss pairing
- Round Robin (FIDE-System)
- Round Robin (Shift-System)

Available output (to printer, screen or file):

- List of players (short or long)
- Results
- Table (all players or special groups, juniors for example)
- Table of progress aor Cross Tables (all games of all rounds)
  - Internal ratings and German DWZ (close to USCF-rating or ELO)

Localizing (default language is english)

Limitations:

- Number of players limited by RAM (2 KBytes and additional 100 Bytes Stack per player suggested)

Enhanced possibilities:

- Setting games (Swiss pairing only)
- ARexx port
- User configurable menu (allows to execute ARexx scripts from the menu)

Author: Jochen Wiedmann

Path: game/board/Chaos\_bin.lha Readme

=====

ITF 1.60 Infocom data file interpreter

Amiga port of ITF4.01. ITF stands for "Infocom Task Force" There have been several ports of Infocom interpreters to the Amiga, but none of this program. The interpreter supports v1, v2, v3 (Zork1 to Stationfall), v4 (Trinity, Bureaucracy, etc.) and v5 (Sherlock, Beyond Zork etc.) games. This is more than any other freely distributable interpreter. With this interpreter you can play ALL the games in the LTOI2 package for the IBM PC, by copying the datafiles with CrossDOS or similar, then just running this interpreter. Binary only.

Author: InfoTaskForce, amiga port by David Kinder

Path: game/role/itf170.lha Readme

=====

LazyMines 2.1 Minesweeper game

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Another minesweeper-game for OS 2.0+.

New in version 2.1:

- Ten high scores for each difficulty level.
- Installation script for Commodore's Installer.

Special features:

- 3 difficulty levels.
- Font sensitive.
- Can open its window on any public screen.
- Saves High Scores.
- Opens even on an NTSC 640 x 200 display.
- Supports locale.library (English and Swedish supported).
- Lots of colors if you have version 3.0 or higher of the OS.
- Auto mark.
- Safe openings.
- Warnings.

Author: Lorens Younes.

Path: game/think/LazyMines30.lha          Readme

=====

PanicSociety    1.1    Multilevel graphic puzzle adventure.

Update to version 1.0

Hillery and her Liberals friends have taken total control of the world. You are one of some 10 million people left, scheduled for transferring to the country of your origin. But, someone has tampered with your environmental control causing you to awaken from a mind controlled state. Your objective, to learn all you can about Panic Society, escape from your prison, find master control, shut it down, and rebuild society. Panic Society uses the mouse and keyboard.

Author: Ronald F. Picardi

630 Bacon Rd.

Saginaw, MI 48609

Path: game/role/PanicSociety.lha          Readme

=====

Puzzle        1.3    Try to put 16 color images back together

This is a simple puzzle game. You have square pieces and you move them around to make the picture. It is all mouse driven. You can show the picture (remember to press the left mouse button to return to the puzzle) It is a simple program that doesn't keep track of whether you have completed the puzzle or not. Also, I never got around to putting in double buffering to get rid of the slight flashes. Oh well.

You can use any picture you want so long as it is 320x200 and 16 colors with the lower 4 colors being unused. The program will automatically set the lower four colors to:

color #	DPaint Color	ADPro Color
0	0,0,0	0,0,0
1	9,9,9	153,153,153
2	14,14,14	238,238,238
3	5,5,5	85,85,85

All the other colors can be anything you want.

Author: Brian Gragg

Path: game/wb/Puzzle.lha                      Readme

=====

VChess      3.1      Excellent chess game

A powerful fully functional (non crippled) shareware chess game completely written in Amiga Oberon. The program has a lot of features, is easy to use and doesn't need much memory (only 400K).

Author: Stefan Salewski

Path: game/board/VChess33.lha                      Readme

=====

Camouflage    ??      An Aerotoon by Eric Schwartz.

This was an interesting experiment in visual style, and looks very different from most of my other Aerotoons. This is due to the fact that much of the graphics for it were created in Deluxepaint, Scene Generator, and Sculpt 4D jr, with the Art Department as an intermediary between them and Moviesetter. I thought it was an interesting thing to try, but don't expect many more like it because it's almost too much work.

Author: Eric Schwartz

Path: mus/midi/camouflagel\_28.lha                      Readme

=====

GfxCon      1.1      Image format converter for most formats

Image format converter that can load and save most formats:

Load: ILBM, LBM, RGB8, RGBN, PCX, IMG, BMP, RLE4, RLE8,  
      GIF, TIFF, JPEG, RGB-Raw, Targa

Save: ILBM, PCX, GIF, JPEG, RGB-Raw, Postscript

Features:

- virtual memory built in (even with a plain 68000)
  - color-effects and simple transformations are possible
  - shows most information stored in images
  - has a nice GUI
  - fontsensitive
  - 68020/881-version included
-

Author: Dirk Farin  
Path: gfx/conv/gfxcon.lha                      Readme

=====

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- color-effects and simple transformations are possible
- shows most information stored in images
- has a nice GUI
- fontsensitiv
- 68020/881-version included

New:

V1.3 - HAM6 working again  
- TIFF-RGB images and bug fixes  
- improved virtual memory

V1.2 - HAM8  
- Targa-CLUT-images

Author: Dirk Farin  
Path: gfx/conv/gfxcon.lha                      Readme

=====

Iconian     1.98     Icon editor that supports OS3.0 funcs.

An icon editor with all the functions of IconEdit under OS3.0, plus more.  
Features: Support for sizable windows and custom fonts; Multiple undos;  
Appwindows; Custom magnification levels; Up to 256 colors; 3.x palette  
sharing; RGB color editing; Integer scaling of oversized brushes; Optional  
remapping of IFFs to screen colors; Can save 8 plane icons which stay  
"normal" regardless of screen depth; Full range of drawing tools including  
beveled boxes; Recolors 1.3 icons; Clipboard support; Extensive keyboard  
support; Ability to cut and paste brushes; Drawing with text, including  
selectable font and styles; 100% system supported, no external libraries  
required.

Author: Chad Randall  
Path: gfx/edit/Iconian2\_93.lha                      Readme

=====

MJ     1.3     Animated biological Evolution Simulator.

---

An animated biological Evolution Simulator based on natural selection of genetic characteristics. Uses two Screens: one for the animated ecosystem, the other for loads of real-time graphical statistics.

Depending on global parameters, will exhibit chaos, boom-bust cycles, damped oscillations, etc.. Has AREXX support.

Author: Laurence Vanhelsuwé

Path: game/think/mj\_tiles.lha                      Readme

=====

MiniMorph      1.1b      A small morphing package

A little morphing package written in assembler, based on VMorph Version 2 beta by Lee Wilkie (mainly for user interface). Now supports 16-256 shade greyscale images. Binary only, includes some sample images to work with.

Author: Philippe Banwarth

Path: gfx/misc/MiniMorph.lha                      Readme

=====

MiniMorph      1.1d      A small morphing package

MiniMorph is a program that will allow you to create smooth morphs/warps between two different images over a period of frames to create an animation. Actually it works only on greyscale pictures (16-256). It has been written 100% in assembler to be as fast as possible. For example morphing a 320\*256\*256 picture takes less than 9 seconds on a standard A1200.

Author: Philippe Banwarth

Path: gfx/misc/MiniMorph.lha                      Readme

=====

MP            1.03      ECS/AGA/OpalVision/PicassoII MPEG player

An MPEG player for ECS/AGA/OpalVision/PicassoII, It is derived from the UNIX/X11 MPEG decoder version 2.0 by the Berkeley Plateau Research Group. Many thanks to Lawrence A. Rowe, Ketan Patel and Brian Smith for publishing that decoder, without them I wouldn't even know how MPEG works. Requires an 020+, 2MB, OS2.04.

Author: Michael van Elst

Path: gfx/show/mp103.lha                      Readme

=====

Pulse        ?.?      160x100x6 252 frame anim - thorny sphere

A 252 frame 160x100x6 raytraced animation of a sphere with thorns, over a moving background. (Hey, let's see \*you\* come up with a better description!)

Author: Bill Graham

---

Path: mods/demo/Pulse.lha                      Readme

=====

ShowJPEG     1.5     A JPEG picture viewer for Picasso board.

A JPEG picture viewer for the Picasso board. Features include: As compatible to the jpeg-standard as software can be, Supports greyscaled pictures, Various speed/quality tradeoff settings, Fast, CLI or WB start, Can be aborted anytime (with Ctrl-C or Escape), Filerequester, Pattern matching, Nocrop option, and Backdrop-screen.

Author: Roman Hiestand

Path: gfx/board/ShowJPEG16.lha                Readme

=====

Viewtek     2.1.378     Feature packed picture/animation viewer

A feature packed Picture/Animation Viewer. Shows most ILBM's (including 24-bit ILBM's), most Compuserve GIF format images, most JFIF format JPEG images and most ANIM Op-5 format animations, with support for different palettes for each frame. Supports SHAM, CTBL, and PCHG images, full support of ECS/AGA display modes (ie. show 256 color GIF's directly, show 800x600 HAM animations, etc.). Supports viewing contents of clipboard. Iconifies to a Workbench AppIcon. Includes versions for DCTV, EGS, IV-24, Firecracker, OpalVision, Retina, and Picasso

Author: Thomas Krehbiel

Path: gfx/show/ViewTEK21.lha                 Readme

=====

bison     1.22     GNU parser generator yacc replacement

Bison is a parser generator in the style of yacc (1). It should be upwardly compatible with input files designed for yacc. Input files should follow the yacc convention of ending in ".y". Unlike yacc, the generated files do not have fixed names, but instead use the prefix of the input file. For instance, a grammar description file named parse.y would produce the generated parser in a file named parse.tab.c, instead of yacc 's y.tab.c.

Author: Free Software Foundation

Path: util/gnu/bison\_1\_22.lha                Readme

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Author: Free Software Foundation  
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Author: Free Software Foundation  
Path: util/gnu/bison\_1\_22.lha                      Readme

=====

f2c      93.04.28      Fortran 77 to C translator

F2c converts Fortran 77 source code in files with names ending in '.f' or '.F' to C (or C++) source files in the current directory, with '.c' substituted for the final '.f' or '.F'. If no Fortran files are named, f2c reads Fortran from standard input and writes C on standard output. Filenames that end with '.p' or '.P' are taken to be prototype files, as produced by option '-P', and are read first.

Author: David Gay  
Stu Feldman  
Mark Maimone  
Norm Schryer  
Path: dev/lang/f2c\_bin.lha                      Readme

=====

f2c      93.04.28      Fortran 77 to C translator

F2c converts Fortran 77 source code in files with names ending in '.f' or '.F' to C (or C++) source files in the current directory, with '.c'

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Author: David Gay  
Stu Feldman  
Mark Maimone  
Norm Schryer  
Path: dev/lang/f2c\_bin.lha                      Readme

=====

f2c      93.04.28      Fortran 77 to C translator

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Author: David Gay  
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Author: David Gay  
Stu Feldman  
Mark Maimone  
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Path: dev/lang/f2c\_bin.lha                      Readme

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flex     2.4.7      Fast lexical analyzer generator

Flex is a tool for generating scanners, programs which recognized lexical patterns in text. Flex reads the given input files, or its standard input if no file names are given, for a description of a scanner to generate. The description is in the form of pairs of regular expressions and C code, called rules. Flex generates as output a C source file, `lex.yy.c`, which defines a routine `yylex()`. This file is compiled and linked with the `-lfl` library to produce an executable. When the executable is run, it analyzes its input for

occurrences of the regular expressions. Whenever it finds one, it executes the corresponding C code.

Author: Vern Paxson  
Van Jacobson  
Jef Poskanzer  
Path: util/gnu/flex\_2\_5\_1.lha           Readme

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`gawk`    2.15.6    Pattern scanning & processing.

Gawk is the GNU Project's implementation of the AWK programming language. It conforms to the definition of the language in the POSIX 1003.2 Command Language And Utilities Standard. This version in turn is based on the description 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`. Gawk also provides some GNU-specific extensions.

The command line consists of options to `gawk` itself, the AWK program text (if not supplied via the `-f` or `--file` options), and values to be made available in the ARGV and ARGV pre-defined AWK variables.

Author: Paul Rubin  
Jay Fenlason  
Path: util/gnu/gawk\_2\_15\_5.lha                      Readme

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Author: Paul Rubin  
Jay Fenlason  
Path: util/gnu/gawk\_2\_15\_5.lha                      Readme

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Author: Paul Rubin  
Jay Fenlason  
Path: util/gnu/gawk\_2\_15\_5.lha Readme

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gcc 2.3.3 GNU C/C++/Obj-C compilers

The GNU C, C++, and Objective C compilers. Includes all support for compiling C, C++ and Objective C, including a run-time library for Objective C.

Author: Free Software Foundation  
Path: dev/gcc/gcc263\_install.lha Readme

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Path: dev/gcc/gcc263\_install.lha       Readme

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Path: dev/gcc/gcc263\_install.lha       Readme

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Author: Free Software Foundation  
Path: dev/gcc/gcc263\_install.lha       Readme

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Author: Free Software Foundation  
Path: dev/gcc/gcc263\_install.lha       Readme

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gzip 1.2.4 GNU compressing/decompressing programs

Gzip reduces the size of the named files using Lempel-Ziv coding (LZ77). Whenever possible, each file is replaced by one with the extension .gz, while keeping the same ownership modes, access and modification times. (The default extension is -gz for VMS, z for MSDOS, OS/2 FAT, Windows NT FAT and Atari.) If no files are specified, or if a file name is "-", the standard input is compressed to the standard output. Gzip will only attempt to compress regular files. In particular, it will ignore symbolic links.

If the compressed file name is too long for its file system, gzip truncates it. Gzip attempts to truncate only the parts of the file name longer than 3 characters. (A part is delimited by dots.) If the name consists of small parts only, the longest parts are truncated. For example, if file names are limited to 14 characters, gzip.msdos.exe is compressed to gzi.msdx.exe.gz. Names are not truncated on systems which do not have a limit on file name length.

By default, gzip keeps the original file name and timestamp in the compressed file. These are used when decompressing the file with the -N option. This is useful when the compressed file name was truncated or when the time stamp was not preserved after a file transfer.

Compressed files can be restored to their original form using gzip -d or gunzip or zcat. If the original name saved in the compressed file is not suitable for its file system, a new name is constructed from the original one to make it legal.

gunzip takes a list of files on its command line and replaces each file whose name ends with .gz, -gz, .z, -z, \_z or .Z and which begins with the correct magic number with an uncompressed file without the original extension. gunzip also recognizes the special extensions ".tgz" and ".taz" as shorthands for .tar.gz and .tar.Z respectively. When compressing, gzip uses the .tgz extension if necessary instead of truncating a file with a .tar extension.

gunzip can currently decompress files created by gzip, zip, compress, compress -H or pack. The detection of the input format is automatic. When using the first two formats, gunzip checks a 32 bit CRC. For pack, gunzip checks the uncompressed length. The standard compress format was not designed to allow consistency checks. However gunzip is sometimes able to detect a bad .Z file. If you get an error when

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zcat is identical to gunzip -c. (On some systems, zcat may be installed as gzcat to preserve the original link to compress.) zcat uncompresses either a list of files on the command line or its standard input and writes the uncompressed data on standard output. zcat will uncompress files that have the correct magic number whether they have a .gz suffix or not.

Gzip uses the Lempel-Ziv algorithm used in zip and PKZIP. The amount of compression obtained depends on the size of the input and the distribution of common substrings. Typically, text such as source code or English is reduced by 60-70%. Compression is generally much better than that achieved by LZW (as used in compress), Huffman coding (as used in pack), or adaptive Huffman coding (compact).

Compression is always performed, even if the compressed file is slightly larger than the original. The worst case expansion is a few bytes for the gzip file header, plus 5 bytes every 32K block, or an expansion ratio of 0.015% for large files. Note that the actual number of used disk blocks almost never increases. gzip preserves the mode, ownership and timestamps of files when compressing or decompressing.

Author: Jean-loup Gailly  
Path: util/pack/gzip124x2.lha                      Readme

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Author: Jean-loup Gailly

Path: util/pack/gzip124x2.lha                      Readme

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Author: Jean-loup Gailly

Path: util/pack/gzip124x2.lha                      Readme

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Author: Jean-loup Gailly

Path: util/pack/gzip124x2.lha

Readme

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ixemul 40.4 Unix emulation environment, Amiga lib.

The ixemul.library provides a Unix emulation environment for the Amiga. This makes porting of typical Unix applications very easy, with almost no changes required to the Unix source code.

This archive contains several versions of the runtime dynamic library "ixemul.library" that is needed by Amiga binaries that have been compiled to use this environment. It also contains a couple of auxiliary programs, "ixconfig" and "ixtrace", for configuring the environment and for doing library tracing when the tracing version of the library is installed.

Author: Markus Wild

Path: dev/gcc/ixemul\_bin.lha Readme

=====

ixemul 40.4 Unix emulation environment, devel files.

The ixemul.library provides a Unix emulation environment for the Amiga. This makes porting of typical Unix applications very easy, with almost no changes required to the Unix source code.

This archive contains the include files, the C runtime startup modules, the link time library that interfaces to ixemul.library (libc.a), and the manual pages for the supported functions.

Author: Markus Wild

Path: dev/gcc/ixemul\_bin.lha Readme

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ixemul 40.4 Shared lib providing UNIX like environ.

(by Markus Wild)

I always wanted a library, that would emulate as much as possible of a \*\*IX/BSD environment on the Amiga, so that programs (usually programming tools) written for \*\*IX/BSD could be ported in a quick and straight forward way to the Amiga. I guess the library accomplishes this goal fairly well.

What it is and what it isn't

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The design of the library was therefore guided towards \*\*IX/BSD compatibility, and \*not\* :

- o to be too conservative with resources
- o to be particularly conformant to Amiga habits. Thus if I had to decide whether I should make a function act more like an Amiga function or more like a \*\*IX/BSD one, I decided for the latter. As an example: \_cli\_parse() does wildcard expansion, and tries to apply more or less \*\*IX/BSD shell semantics to an argument line, it doesn't call ReadArgs().

The types used in my own source code are all from sys/types.h (except BPTR). I don't think capitalized identifiers should be used for typedef'd types. According to C-conventions, anything written in captials should

be `#undef'inable`, which typedefs aren't. Thus if you write contributions to be included into the official distribution of this library, code according to this. Use `'u_char'` and not `UBYTE`, etc. I don't care that this is against the Commodore coding standard, this is my code, and I decide what I like and what not.

- o to be particularly suited for inclusion into a shared library, although most things *are* shared now. What I'd really want for the Amiga is the concept of a dynamic linker.

On the other hand, it should be:

- o expandable. As an example, a file descriptor already can refer to 'real' files, directories, memory buffers treated as files. I plan to add sockets in some next release (Commodore: please get out some examples on how to use SANA-II stuff, so my sockets can be compatible!)
- o patchable. If you want some function to behave differently, you can `SetFunction()` it, and the rest of the library should use your new entry. NOTE: I used this only for major functions, that may reasonably change. I didn't call functions like `strcmp()`, `strlen()`, `bcopy()` that way for efficiency reasons (and my lazyness to change the whole string/ and other libraries;-))

This version doesn't particularly follow this goal very well, mostly `stdio` is still the original BSD code, and doesn't use `syscall()`...

Author: Markus M. Wild

Path: dev/gcc/ixemul\_bin.lha                      Readme

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patch      2.1      Apply diff files

Patch will take a patch file containing any of the four forms of difference listing produced by the `diff` program and apply those differences to an original file, producing a patched version. By default, the patched version is put in place of the original, with the original file backed up to another name.

Author: Larry Wall

Path: hard/misc/patch1230\_1.lha                      Readme

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patch      2.1      Apply diff files

Patch will take a patch file containing any of the four forms of difference listing produced by the `diff` program and apply those differences to an original file, producing a patched version. By default, the patched version is put in place of the original, with the original file backed up to another name.

Author: Larry Wall

Path: hard/misc/patch1230\_1.lha                      Readme

=====

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Author: Larry Wall  
Path: hard/misc/patch1230\_1.lha           Readme

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Author: Larry Wall  
Path: hard/misc/patch1230\_1.lha           Readme

=====

sed      2.05     GNU stream editor

Sed copies named files, or the standard input, to the standard output, edited according to a script of commands.

Author: Free Software Foundation  
Path: util/gnu/sed\_2\_05.lha            Readme

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Author: Free Software Foundation  
Path: util/gnu/sed\_2\_05.lha                      Readme

=====

LogiMouse      1.05      Mouse Driver for LogiTech serial mice

A mouse driver for LogiTech 'Mice' that use the 'MouseMan' protocol, eg the TrackMan trackball

(if you have a LogiTech Mouse that won't work with sermouse/optmouse or any of the other serial drivers around, then it prob. uses this protocol (maybe.. ;-) ))

Author: Simon Richardson  
Path: hard/drivr/LogiMouse1053.lha              Readme

=====

cP      4.3      Data plotting program for 2D data

A data plotting program capable of plotting two dimensional data in both linear or log space. The program runs from either the CLI or Workbench. There is no limit to the number of points that the program can load except the amount of ram on your system. There is also no limit to the number of sets. cP creates a public screen, so you can open other applications on its' screen. This version of cP also sports an AREXX interface for almost any function.

Author: Chris Conger  
Path: comm/tcp/cp4\_2\_1.lha                      Readme

=====

FastPlot      1.00      A Modula-2 callable plot library.

A fast Modula-2 plotting library which produces bar charts, linear, curved, scatter, logarithmic, and semi-log plots. Any number of plots can be shown on a custom screen with up to 32 colours. Automatic x- and y-axis labels, grids, local minima/maxima labelling, and an information box.

Author: Michael Griebling  
Path: misc/math/FastPlot.lha                      Readme

=====

MathScript    2.0      Mathematical Formula Editor

MathScript is a formula editor, which is used to integrate mathematical formulas into word processors or DTP programs. It has an extensive amount of mathematical and physical symbols and many control codes for creating fractions, roots, exponents... Although MathScript has no WYSIWYG, the look of a formula can be seen immediately by its new preview feature. It saves its formulas as graphics files which are then loaded into word processors. Available formats: EPS, Binary EPS, IFF, TIFF. Its AREXX port can automate this procedure (scripts for FinalWriter

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are included). It supports multiple languages: english, deutsch, francais, svenska, suomi

Author: Simon Ihmig

Path: misc/math/MathScript21.lha          Readme

=====

Verbes          1.2          French verb tutorial

Ensemble Verbes is a program to help students practise and master French verbs in the most common tenses of the language. The registered version of Ensemble Verbes features over 75 verbs, including -er, -ir, -re, reflexive and irregular conjugations; present, compound past, imperfect, future, conditional and subjunctive present tenses plus the present participle; and full online, context-sensitive help via AmigaGuide. This version of the program includes all the -er verbs and two of the tenses from the registered version.

Users can also obtain The French Student's Dictionary & Guide, a 150-page, 5500-entry French/English and English/French reference. Registered users can get this at a (very!) reduced cost.

Author: Peter Janes

Path: misc/edu/Verbes1\_4.lha          Readme

=====

DeliTracker      2.07          Flexible soundplayer for many formats

A highly flexible soundplayer which supports many sound formats. The replay routines for the common formats ProTracker, NoiseTracker, SoundTracker 15 and 31 inst. and StarTrekker without AM sounds, are built within DeliTracker. Additional players can be loaded from disk. DeliTracker is NOT a Sampler, Digitizer, MIDI sequencer nor a song editor. It is only meant to play music modules in a very comfortable way. Here are some reasons for using DeliTracker: System friendly and multitasks happily; Highly expandable due to modular concept; Allocates the sound channels; Supports xpkmaster.library for decrunching; Correct play speed in PAL/NTSC (uses timerdevice); Works well with serial.device; Modulelists; ARexx; PubScreen support; Hotkey (Commodity); Appwindow, modules can be played by simply dropping the module icon (or even a hole directory) into the mainwindow; Written in 100% Assembler. Binary only.

Author: Peter Kunath, Frank Riffel

Path: mus/play/DeliTracker214.lha          Readme

=====

MusicWeb          1.2          MIDI Processing - Graphic-diagram

An extensible, interactive, graphic-diagram environment for building configurations of elements to manipulate MIDI event streams. Modules with specific functions can be 'plugged together' by placing icons in a diagram and linking them in the desired configuration; paths may branch and join to



form a two-dimensional network. This is an early release, with a limited set of modules -- including an 8SVX 'instrument' -- intended for real-time performance.

Author: Pete Goodeve  
Path: mus/midi/MusicWeb.lha                      Readme

=====

PowerPlayer      4.1      User/System friendly module player

A very powerful, user friendly and system friendly module player. It can handle nearly all module-formats, can read powerpacked & xpk-packed modules and comes along with its own powerful cruncher that uses the lh.library. Has a simple to use userinterface and an ARExx port, has locale-support and a nice installer script for CBM's installer utility. Binary only.

Author: Stephan Fuhrmann  
Path: mus/play/PowerPlayer.lha                      Readme

=====

Apache      ??      Rendered picture of an Apache helicopter

This Apache alike helicopter was rendered on Real3D v2.48. Rendering time on A4000/040 was about 3.5 hours. Background picture was done on Vista Pro.

You may spread this picture freely, only if this info file is included.

Author: Henri Blåfield  
Path: pix/vehicl/Apache\_AH64.jpg                      Readme

=====

Butterfly      ??      Butterfly

A 3D Imagine trace of an electronic butterfly.

Author: Chris Short  
Path: pix/animal/butterfly.jpg                      Readme

=====

f1      ??      948x428x24 JPEG raytrace, formula 1 car

This is the formula one car I uploaded on january. I finished it !... I scanned the logos, mapped them on the car, and finally had pbs to render it. (some brushmaps disappeared, and were rendered only under a specific angle, and in the detail editor-quickrender...)

I know, this year, the Williams-Renault has changed. But finding, scanning and redrawing the logos is boring and long. (as I don't own a scanner, I have to use a mac or a PC) Any suggestion, notes, or any object to exchange, e-mail me.

---

My configuration:

A4000/040 14MB/340+120MB HD Imagine2.9 (waiting for 3.0)  
and ... 3D computer grafx addicted !!!

Author: Stanis HUMEZ

Path: pix/vehicl/F104\_Starfight.jpg    Readme

=====

MagicIcons    ??    A set of icons for MagicWB.

Standard icons are just so booring... After installing MagicWB I disliked my old icons even more and I started to fiddle around with the existing material to produce something more in line with the new 'magic' look of my system. And this is the result. Nothing really original, since I just took a set of MagicWB icons, another set of my old icons and stir-fried them using Deluxe Paint.

Author: Thomas Baetzler

Path: pix/mwb/MagicIcons.lha                    Readme

=====

Stereo    ??    Stereo imagery - need 3D glasses to view

You'll need to aquire some of those cheap red/blue 3D glasses to properly view these pics and anims. They are commonly available at comic book stores, novelty shops, etc. All of this stereo material will run on an ECS machine. It just so happens that this method of anaglyphic (red/blue) stereo imagery works best with a 32 color lo res interlaced display, tho best results are obtained with a flicker free monitor. Enjoy!.....Bill Graham

Author: Bill Graham

Path: pix/bill/Stereo.lha                    Readme

=====

Column    1.23    Splits ASCII text into several columns.

Column splits any textfile into multiple columns (a new file for each column), for instance to import database export files into DTP programs. It generates new files, one for each column and does not change the original file. With this way of import you have the possibility to format each column in a different style.

Author: Ralf Gruner

Path: text/misc/Column.lha                    Readme

=====

GoldED    2.2.0    A VERY nice shareware text editor

The basic design goals of this editor were to make it as user friendly as possible. And make it as fast as possible. A lot of attention has been put to the general look & feel, performance considerations and full support of the Amiga OS. The whole design is based on OS2.x/3.x, a fast CPU, sufficient RAM and a hard disk. The makers of GoldED neither cared much about memory

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consumption nor did they pay attention to OS1.3 compatibility since this would have meant to make concessions to speed or general handling.

- o OS3.x look & functions AppWindows more
- o multi-task-design for best performance
- o Folding of paragraphes (unlimited nesting available)
- o undo & redo
- o Menus fully customizable (easy-to-use requesters)
- o ARexx port - approx. 420 commands/options
- o QuickReference capability (includes, sources, ...)
- o APC (TM): Automatic phrase completion, based on dictionary
- o shifting (two speeds)
- o Smooth display, fast scrolling
- o HotKey support
- o unlimited number of windows
- o open files are listed in the menu
- o Formatter (aligned, block, centered)
- o automatic indention (left margin)
- o SmartIndention (code dependant, e.g. after 'if')
- o AutoBackup (any interval, any backup path)
- o MenuHelp (AmigaGuide)
- o localized (English/German so far)
- o right-to-left input mode available
- o printer control (linefeed/spacing/style)
- o Multiselect of files (e.g. join files together)
- o direct XPK support: (de)crunching
- o ASCII character selection window
- o flexible GUI handling: any display mode, font
- o protection bits support, file comment support
- o clipboard support (snapping): Cut & paste
- o load and save position of open windows AutoDesktop
- o FastLoad mode
- o AutoCase (TM) correction (based on user's dictionary)
- o automatic parenthesis check available
- o QuickFunc jump table display for many prog. languages
- o insertion of columns , removal of columns
- o user friendly (about 25 requesters)
- o fixed/regular/dynamic TABs; solid/tranparent TABs
- o character set remap (e.g. Amiga to MS-DOS)
- o four speeds of scrolling
- o quick starter ED
- o startup macro
- o powerful macro recording
- o templates
- o global search across file boundaries
- o file hunter (extract file name under cursor, search file)
- o online spellchecker
- o user defined gadgets
- o search/replace history
- o asynchronous printing
- o icon dock
- o preview display mode
- o search and replace functions support wildcards
- o and many more ...

Author: Dietmar Eilert

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Path: text/edit/GoldED310.lha                      Readme

## 1.4 Index of all Fish files this CD

=====

Mirror      1.3      Online bracket highlighting for GoldED

Mirror is a GoldED add-on providing online bracket highlighting while the user is typing. Several bracket types are recognized.

Author: Dietmar Eilert

Path: text/edit/Mirror15.lha                      Readme

=====

AIBB        6.5        GUI-based CPU performance tester

AIBB is a system performance analysis tool designed with built-in tests for exercising CPU, FPU, and graphics portions of system performance. Comparisons to 4 different machines can be displayed, with a default of the A600, A1200, A3000/25, and A4000/040 contained within AIBB. The option to create and/or load data files from other systems for comparison is also included within the program.

Author: LaMonte Koop

Path: util/moni/AIBB\_65.lha                      Readme

=====

ARexxAppList      1994.10.11      List of 421 programs that support ARexx.

The ARexx Application List. A list (plain text) of approximately 421 Amiga programs that support ARexx, with brief descriptions of their capabilities. Updates are posted in the USENET newsgroup comp.sys.amiga.applications.

Author: Daniel J Barrett

Path: util/rexx/ARexxAppList.lzh                      Readme

=====

ARexxAppList      1995.01.30      List of 425 programs that support ARexx.

The ARexx Application List. A list (plain text) of approximately 425 Amiga programs that support ARexx, with brief descriptions of their capabilities. Updates are posted in the USENET newsgroup comp.sys.amiga.applications.

Author: Daniel J Barrett

Path: util/rexx/ARexxAppList.lzh                      Readme

=====

Arq        1.83        A "Requestor Improver" (understated!)

Replaces the standard system requesters with nice animated

---

requesters which you can also attach different sounds to.  
Also includes "upd" a small sound sample player daemon.

Author: Martin Laubach  
Graphics by Peter Wlcek  
upd by Jonas Petersson  
Path: dev/e/arq\_module.lha                      Readme

=====

BootUte     1.2     Enable older software on A1200/A4000

Enables more older software work on the Amiga 1200 and 4000 series,  
it is also useful for users with accelerators.

Author: Paul Toyne  
Path: util/misc/BootUte\_v2\_4.lha              Readme

=====

CPUload     1.08     Very fast Xload type monitor

Shows system load graphically, in a small window

Author: Thomas Radtke  
Path: util/moni/CPUload\_JS.lha              Readme

=====

Csh        5.39     Replacement for the shell, like UN\*X 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.

Author: Andreas M. Kirchwitz  
Urban Dominik Mueller  
C Borreo  
Steve Drew  
Matt Dillon  
Path: util/shell/csh543mberndt.lha        Readme

=====

CX        1.3     replacement of the "Exchange" program

CX is a replacement of the original "Exchange" program from the  
Workbench. I wrote it, because I need a program with the ability  
of removing all commodities in the system. And I always wanted to  
write a commodity.

One of my goals was to be compatible in the using to the original  
program, but also offer new methods of executing actions. You can  
select all buttons and gadgets by pressing a key on your keyboard,  
use the cursor keys to move around in the list of commodities and

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other things.

I hope, that this version is mostly bug free.

Author: Fin Schuppenhauer

Path: util/cdity/cx22.lha                      Readme

=====

DMS      1.11      A popular disk archiver

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.

Author: SDS Software

Path: util/arc/dms111.run                      Readme

=====

DosK      1.0      Enhancements of AmigaDOS Commands

A DosK is an enhancement to the Amiga Dos system. It does not replace Amiga Dos but rather improves it. While Amiga Dos has improved over the years it still uses the same interface. This interface is the typed line that scrolls past the screen and requires a great knowledge of the options available with each Amiga Dos Command. DosK allows you to use Amiga Dos commands without typing, in most cases, and very little in others. DosK will never scroll past the screen since it supplies a scroll bar which will allow you to scroll back up and see what slid past you. Now you can also print any text screen without having to use a dump program and it is done by using one of the menus that are now at the top of your screen along with bookmarks and many other goodies.

Author: Kenneth J. McCormick

Path: util/sys/DosK.lha                      Readme

=====

FDB      1.3      Quickly locate files/dirs with database.

UDB generates a database of your files at different places, e.g. your hardisks, CD-ROMs, network machines, ...

FDB is able to scan this database to find dirs/files very fast.

LDB lists a database.

Based on the same databases of FindDB, UpdatedB

V2.1 © 1989 - 1992 by Larry Phillips & Martin Stepler,  
but enhanced:

- multi databases
  - amiga style pattern
  - amiga template arguments
  - more commands
-

Changes to 1.3:

- bugs corrected
- udb: new option "AV=AvoidPaths", define paths, which are not scanned
- new program 'ldb' to list a database
- documentation: .guide & .doc
- german documentation
- fdb: 'DB=DataBase/K' can contain a pattern to select several databases

Author: Klaus Melchior

Path: util/cli/fdb2.lha Readme

=====

FMath 40.4 Replacement for the math libraries

This set of libraries is a replacement for the original libraries by Commodore. They are written in highly optimized assembler code using the 68881/68882 FPU chips and the 68040 FPU directly without any emulation or compatibility overhead. So they are much faster, much smaller, and still 100% compatible.

Author: Martin Berndt

Path: util/libs/FMath406.lha Readme

=====

GED 1.1 programmer's editor

GoldED is a text editor for programmers. Suggested hardware: OS3.1, 68030, 2MB RAM, HD. Features: fast scrolling, folding, project management, DICE-C compiler frontend, ARexx port (380+ commands), asynchronous printing, flexible GUI: any mode, any font, user defined menus, user-defined gadgets, preview mode, keymap editor. OS3.1 support (AppWindows, MenuHelp, HotKey), localized, ASCII character selection table, character set remap (e.g MS-DOS to Amiga), APC (automatic phrase completion), AutoCase (automatic case correction), smart indention after user-defined keywords, QuickFunc scanner (displays a table of all functions defined in your source code; language-independant), includes & AutoDocs reference function, file hunter, global search across file boundaries, macro recording, formatter, QuickStarter, AutoBackup facility, XPK-support, clipboard support, online spell checker, icon dock based on Stefan Becker's ToolManager. Additional tools: PCL (Laser/DeskJet) printing utility HiSpeed, Recover (recovers text buffers after reboot), compiler frontend GUIMake and more. English, German & French documentation provided as AmigaGuide files. v1.0, commercial demo, binary only. Authors: Dietmar Eilert (GoldED), Rico Krasowski (GUIMake) and others.

Author: Dietmar Eilert

Path: text/edit/GED\_Syntaxers.lha Readme

=====

InfraRexx 1.4 Use Amiga as infrared remote controller.

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The InfraRexx software along with the InfraJoy hardware serve as an ARexx-infrared interface, so your Amiga becomes a remote control unit. Also, the other way around, you can control your Amiga using a common infrared remote control unit.

Author: Leon Woestenberg  
Jeroen Steenblik  
Path: util/rexx/InfraRexx1\_6a.lha      Readme

=====

Injector      2.00      Insert input events as if typed from kbd

A hotkey-invoked commodity, wholly configurable, that enables you to inject all sorts of things as if they were typed on the keyboard. Totally rewritten since versions 1.x. Has a nice prefs program, full localization and ARexx support. Binary only.

Author: Frédéric DELACROIX  
Path: util/misc/Injector.lha              Readme

=====

Injector      2.32      Injects things into the input stream

Those of you who already know Injector will have to read on, as the program was entirely rewritten since version 1.x, and lots of things have changed.

Injector is a hotkey-invoked commodity whose purpose is to inject things into the InputEvent stream (that is to say as if typed on keyboard). It is wholly configurable with a nice preferences program, has ARexx facilities and lots of features.

However, the icon facility has been removed, this will be the job of a more fonctionnal commodity (yet to be written:-).

To make this work, Injector has its own language, made of keywords, with or without arguments enclosed in parentheses. You will have to read the references sections for further informations.

Author: Frederic Delacroix  
Path: util/misc/Injector.lha              Readme

=====

IRMaster      2.6      Replace IR remote controls with Amiga.

Software/hardware project to control devices with an infra-red remote control (tv set, cd player etc.) with the amiga. Using the IR-editor you can build a remote control and learn the IR commands. The projects are launched by the IR-runner. That means you can control e.g. your tv set from the Workbench.

Author: Jürgen Frank  
Michael Watzl  
Path: util/misc/irmaster330.lha          Readme



=====

IRMaster 3.11 Use Amiga as an infrared remote

The IR-Master project consists of two software components and a control hardware which is connected to the joystickport. With this equipment you can control almost every device which is supplied with an IR remote.

Author: Jürgen Frank  
Michael Watzl  
Path: util/misc/irmaster330.lha Readme

=====

JPEGDataType 39.1 Datatype to convert jpegs to 8 bit data.

Converts jpegs to 8 bit data for multiview and other programs. It's SLOW and memory hungry, but does quite a reasonable job.

Author: Steve Goddard  
Path: util/dtype/JpegDataType.lha Readme

=====

LhA 1.38 A fast LhArc compatible archiver

A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more.

Author: Stefan Boberg  
Path: util/arc/lhal50r.run Readme

=====

Man 1.11a Unix type Man command

This is a simple MAN command, known from UNIX systems. The advantage is, that it recognizes .guide files to be AmigaGuide© documents. MAN then uses a different viewer in order to display the AmigaGuide© document. Furthermore MAN recognizes TeX-DVI files as well, using a different viewer to display them. You may configure MAN using environment variables.

Author: Kai Iske  
Path: util/misc/man3801.lha Readme

=====

Man 3.7 UNIX like man/Xman command

---

A program to handle docs and hypertexts. They can be called easily by shell or by wb. Font-sensitive gui to control features. Appwindow to add texts/guides. Realized as a commodity. Binary only.

Author: Markus Hillenbrand

Path: util/misc/man3801.lha

Readme

=====

MCP 1.02 A powerful Multifunction Commodity

MCP (Master Control Program) is a powerful Multifunction commodity with the following features:

- Mouse-Speeder
- Drive-NoClick
- SetDRI pens
- AssignWedge
- automatic Screen-activation
- AppChange
- NoTopaz
- Screen-Blanker (supports SwazBlanker)
- Screen-Dimmer
- MousePointer Blanker
- Alert-History
- full Windowmoving
- QuietTD
- CrunchPatch
- DosWildstar (\* instead of #?)
- 16 Color Pointer
- complex Promotor
- PatchRGB32
- New Workbenchtitle
- LibSearch / FontSearch
- Formatprotection
- ToolAlias
- AssignPrefs
- Borderblank
- NoGuru
- little RTPatch
- WorkbenchTitle activate
- CopyMemQuicker
- No Chipmem option
- No Capslock
- CacheFont
- ToolType Enhancer
- many Hotkey Functions
- MUI Prefs-Program
- Coded in 100% Assembler
- uses Reqtools.library

Author: Stefan "zerocom" Sommerfeld

Michael "Oxygene" Knoke

Vincent "FOX" Schöttke

Path: util/wb/MCP104.lha

Readme

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MemMinister 1.1 monitors your memory-usage

MemMinister is a small tool, giving you information about the amount of free memory at your system. It shows you independant values for chipmemory and fastmemory, and of course even the total amount of free memory. MemMinister also offers features like a snap-funktion, monitoring the memory-usage since the time you snapped the values, and a flush-gadget, offering you an easy way to flush your memory from all currently not used libraries, fonts, devices and more. It is small, simple to use and very CPU-economical!

Author: Marcus Ohlstrom

Path: util/wb/MemMinister12.lha           Readme

=====

MidMoose 1.0B Maps a key to the middle mouse button.

Maps a specified key press ( defaults to f10 ) to the middle mouse button. So users without a 3 button mouse can use features normally not available to them. Works with DirWork (got no other programs to test it on)

Author: Lee Kindness

Path: util/mouse/MidMoose.lha           Readme

=====

PackIt 1.18a CLI frontend for PowerPacker + wildcards

PackIt is a CLI only program to replace the crunch and decrunch commands that came with PowerPacker (Copyright Nico Francois). PackIt features: 1) Single command for crunching and decrunching 2) Automatic crunching or decrunching of data files depending on whether it is allready crunched or not. 3) Files can be encrypted, and passwords can be entered on the command line or via a requester. 4) Will not crunch executables, unless told to do so. Note: PackIt will only crunch the executables as a data files you will not be able to run them. 5) Automatic replacement of source file unless a destination is given. 6) Directories can be specified as a destination, in that case files will be crunched/decrunched into that dir. 7) Allows use of wildcards to crunch/decrunch whole directories. 8) Automatic adding and removing of .pp suffixes from data files. 9) Icon files will not be crunched unless you want them to. 10) Default options can now be stored in ENV:PackIt

Author: Michael J Barsoom

Path: util/pack/PackIt119.lha           Readme

=====

PeekQual ?? Generates WARN (5) codes on qualifiers

The reason for this program to be is that I recently had trouble in finding which of the programs launched in my user-startup was sometimes crashing the system. I wrote a special version of the user-startup that asked before running all programs, and thought it would be great to have a program allowing to switch the files automatically when a key was hit.

The best candidates for those keys were of course the qualifiers, since they do

not interfere with the output window. Moreover, there is a new (V36) function in the input.device that would make it easy to test: PeekQualifier(). So here is this program, which does not even require a window to be opened to work. The program fits in one disk block, and is pure, meaning it can be made resident.

To use PeekQual, you must have kickstart 2.04 or higher. It will only work from CLI, the template is as follows:

```
PeekQual ONQUAL,OFFQUAL
```

Each of the arguments, ONQUAL and OFFQUAL, should be a word made of the following letters (I've tried to respect this rule: lower case for left keys, and upper case for right ones):

```
s: left Shift
S: right Shift
c: Control
C: Caps lock
a: left Alt
A: right Alt
g: left amiGa
G: right amiGa
b: left mouse Button
B: right mouse Button
m: Middle mouse button
```

The program does the following: it PeekQualifier()s and then tests the result: if all keys given in the ONQUAL argument are pressed and all keys given in the OFFQUAL argument are NOT be pressed, then the program returns WARN (5), else it returns OK (0). The result can then be tested with the IF WARN command in a script file. All qualifiers given neither in ONQUAL nor in OFFQUAL are ignored.

Example, in your startup-sequence:

```
PeekQual CSs
IF WARN
  Execute S:User-Startup.Debug
ELSE
  Execute S:User-Startup
ENDIF
```

```
Author: Frederic Delacroix
Path: util/boot/PeekQual.lha          Readme
```

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```
Picticon 0.96 Scales pictures into icons. os3.x only
```

Allows pictures to be dropped onto an appicon. Will then load the pictures using datatypes.library and scale them into icons.

Many options to customize how the scaled picture icons will look. Allows frames/backgrounds and size text (built in fonts, tho)

Features:

- o Files may be passed by dropping them onto an appicon, selecting an

- apptool item, shift-selection, or via a CLI interface.
- o Dithering (one type, error-diffusion)
- o Remaps to current Workbench palette
- o Both fractional and integer scaling
- o User defined icon size
- o Allows templates for both tooltypes and/or background underlay
- o User defined appicon image
- o Ability to place picture dimension text onto icon
- o Preserves aspect of pictures with aspect information
- o User defined screen aspect. (for non-lace or s-hires users)
- o HAM-6/HAM-8 support
- o Datatype loader/scaler module is available for registered E 3.0 users. (no source)
- o NewIcons support (optional)
- o WhatIs support (optional)
- o Multiple filenames and/or wildcards from the CLI interface

Author: Chad Randall

Path: util/wb/Picticon1\_4.lha                      Readme

=====

Picticon    1.1       Scales pictures into icons. os3.x only

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#### Features:

- o Files may be passed by dropping them onto an appicon, selecting an apptool item, shift-selection, or via a CLI interface.
- o Dithering (one type, error-diffusion)
- o Remaps to current Workbench palette
- o Both fractional and integer scaling
- o User defined icon size
- o Allows templates for both tooltypes and/or background underlay
- o User defined appicon image
- o Ability to place picture dimension text onto icon
- o Preserves aspect of pictures that contain aspect information
- o User defined screen aspect. (for non-lace or s-hires users)
- o HAM-6/HAM-8 support for both reading and rendering
- o Datatype loader/scaler module is available for registered E 3.0 users. (no source)
- o NewIcons support (optional, not included)
- o WhatIs support (optional, not included)
- o Multiple filenames and/or wildcards from the CLI interface

Author: Chad Randall

Path: util/wb/Picticon1\_4.lha                      Readme

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PolyEd    1.242       User-friendly, powerfull text editor

PolyEd is one of the most user friendly text editors for the Amiga.

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It is kept small and easy, but has all the features.

PolyEd has all features, needed to edit texts, but no other features, like clocks, memory displays, calculators ...

As the Amiga has a great multitasking operating system, it is, in my opinion unnecessary to put all those things into one single program, but better to set up one's desired environment by some different programs (which can be further improved by arexx).

In other words, if you need a calculator, parallel to PolyEd, why not run the one from the 'utilities' drawer or one from the public domain pool.

Via the arexx-port, centering, formating and functions you can think of, can be added to PolyEd too.

Author: Robert Brandner  
Path: text/edit/polyed2.lha                      Readme

=====

PS      1.36      Lists info about tasks and processes

Lists information about all tasks and processes currently in the system.

Author: Trevor Andrews  
Path: mus/play/PS3M311.lha                      Readme

=====

RandomPic      1.0      Changes Workbench pattern at each boot

This utility can change the Workbench backdrop picture (pattern) randomly at each boot

Author: Pierre-Yves Guignard  
Path: util/boot/RandomPic.lha                      Readme

=====

Remind      1.41      Reminds you of important dates.

Calender programs are plentiful for the Amiga, you can always find another program sitting on a board which tells you what you are doing today. However I feel none of the programs I have tried actually are useful and easy to read.

The good thing about remind is that it contains all the information in one window, including what you need to do today, what you need to do within several days, and what you have to do for the rest of the year. The user interface has been remarked on by several people for its clarity.

Its compact, completely configurable (well nearly), and its free. Completely and utterly free, all I ask is that you send me some e-mail to

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say that you are using the program.

Author: Richard Ambridge

Path: util/cdity/Remind1\_5.lha           Readme

=====

ReqChange     3.5     Makes system use Reqtools requesters

ReqChange is a program that patches Intuition, ASL, ARP and REQ to use the ReqTools requesters instead. It also adds a couple of extra features, like an AssignWedge, the possibility to send ARexx-commands when a patched requester appears, and several options to configure how the patches should behave.

Author: Magnus Holmgren

Path: util/boot/ReqChange3\_6.lha       Readme

=====

Request       2.03     A sophisticated replacement for ASK

Request opens an rtEZRequest() of the reqtools.library with user text and gadgets. Designed for use in script files. A (very :-) sophisticated replacement for ask.

Author: Stefan Sticht, Goncalves A. Georges

Path: comm/ambos/Request.lha           Readme

=====

Retire        1.0     Removes entries from s:user-startup.

Retire removes entries of applications from the s:user-startup file without using ←  
the installer.

It is useful in shell scripts to uninstall applications.

Retire removes the lines from BEGIN to END of the application entry and following ←  
empty lines if any.

Author: Ralf Gruner

Path: util/boot/Retire.lha            Readme

=====

RO            0.81     A MUI-Based FileManager

RO is a new Intuition-controlled, fully user-configurable file manager for OS 2.04 and newer. RO's mighty features will assist and help you on your daily work with your Amiga. With RO there is no need to learn those cryptic shell commands, because you have the complete power of your Amiga in one hand.

Due to the usage of MUI you are able to configure the look and feel of this tool as you like it. MUI is the Magic User Interface developed by Stefan Stuntz which should be installed on every Amiga. It is an object oriented system to create and maintain graphical user interfaces. Users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste.

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Author: Oliver Rummeyer  
Path: util/dir/RO\_V103.lha                      Readme

=====

Scout      1.3      Tool to monitor computer system.

A tool that allows you to monitor your computer system. It displays many different things - like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc. - and you can perform some certain actions on them.

For example you can freeze tasks, close windows and screens, release semaphores or remove locks, ports and interrupts.

An implemented ARexx interface makes you these actions available, too.

Author: Andreas Gelhausen  
Path: util/moni/scout23.lha                      Readme

=====

Shrub      1.4      Creates dir listings in a "tree" format.

So what the hell is Shrub you ask? A database of all available plants in the UK - No. A nifty program that helps you maintain the temperatures that plant seeds need to germinate - I don't think so. Shrub creates directory listings in a "tree" format.

If you have used the "Tree" command of MSDOS then you'll know what I'm on about. Otherwise here goes an explanation : You select a drawer, every file within this drawer is displayed in a list, if there are other drawers in this directory then they too will have their contents displayed, and so on. The output in the list is formatted so that it is easy to understand. Eg:

```
File1
File2
Dir1
  File1.1
  Dir1.1
    File1.1.1
  File1.2
File3
File4
```

Author: Lee Kindness  
Path: util/wb/shrub\_114.lha                      Readme

## 1.5 Index of all Fish files this CD

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SkoEd      1.14      A Programmer's Editor Revisited.

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Well, when I got my Amiga I found that there were no editors around that I really liked. Some were good and did quite a lot but they were not me. So I wrote SkoEd which is in many ways my personal preference. SkoEd is by no means the begin and end all of Editors; there are a number of areas which need improving. It is however at a stage that I feel can be released to the Amiga community.

## FEATURES

Here is a list of what SkoEd can do.

- Remaps keystrokes to commands.
- Customisable.
- Multiple Files.
- Multiple Views of files.
- Clones the WorkBench Screen and WorkBench Screen text font.
- Set own Screen and Font.
- Reads, Writes and Converts IBM format files.
- A FAST Find/Replace.
- Column Blocks.
- Clipboard support.
- AutoSave after time limit expires.
- Folding.
- Match {([])}.
- Count number of braces {} in a file.
- Word Completion. (I like this one :-)
- Zoom/Explode of Views.
- Memory file to remember files previously loaded and cursor location.
- Unlimited Marks to allow you to go instantly to a marked location.
- Undelete n Deletes. (n is settable)
- Iconify.
- Script file bit is handled correctly (and is settable).
- AREXX
- User Configurable Gadget Strip
- And other, less obvious functions.

Here are the areas I wish to improve.

- A full macro language. (although with Arexx do I need this?)
- A full Undo as opposed to Undelete (and Redo).
- Repeat command.
- Allow user to create own menu strips.

Author: David McPaul

Path: text/edit/SkoEd116.lha

Readme

=====

SMenu 1.0 Powerful and fast-working screenselector

SMenu is a screenselector with several nice features.

- o It is a Commodity.
  - o It works fast, because the list of screens can be accessed with a simple mouseclick or a hotkey.
  - o The configuration is done in a GUI.
  - o Full keyboard support.
-

- o It is possible to define a hotkey for each screen.
- o ARexx support.

Author: Jon Anders Haugum

Path: util/cdity/SMenu11.lha                      Readme

=====

SnoopDos      3.0      System and application monitor

SnoopDos

SnoopDos is a utility that allows you to monitor a variety of system operations carried out by programs on your Amiga. This includes what files a program is trying to open, what fonts, libraries, devices and environment variables it is looking for, and so on.

This is very useful if you are trying to figure out why a certain application won't work properly. Usually, it's because the application can't find a certain configuration file, library or device.

This version has many new features not present in version 1.7. Among the most important are a full GUI, support for many new functions, support for monitoring programs compiled with GNU C, and a packet debugger for programmers.

Author: Eddy Carroll

Path: util/moni/snoopdos30\_IT.lha              Readme

=====

SSearch      1.3      Fast replacement for AmigaDOS 'search'

Does nearly the same thing as the AmigaDOS's search command but faster. Example: searching for "foobar" in the C= Autodocs (plus some other Autodocs, 82 files, 1937 KBytes) requires 73 seconds with search and 15 seconds with ssearch on the author's machine (A3000/030-25). SSearch has two additional features compared to search: you can search case sensitive, which is even faster than case insensitive, and you can switch off printing of file names.

Author: Stefan Sticht

Path: util/cli/SSearch.lha                      Readme

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Author: Stefan Sticht

Path: util/cli/SSearch.lha                      Readme

=====

SwazInfo 1.4 Replaces WorkBench information window

SwazInfo replaces WorkBench's icon information window while still retaining all the information and options and providing several enhancements. Features added in addition to normal Workbench information are: AppWindow, support for MultiuserFileSystem, configurable window font, commodities support, and ARexx support.

Author: David Swasbrook

Path: util/wb/SwazInfo18b.lha Readme

=====

Usage 1.06 Extended "du" (disk usage) type command

Similar to the UNIX "du" (disk usage) command, this program has more options, mainly the ability to make comparisons and return WARN if the given amount has been exceeded. Supports wildcards.

Author: Janne Kiiskilä

Path: comm/mebbs/usage03.lha Readme

=====

VMM 2.1 Virtual memory for Amigas w/68030/68040

VMM implements a virtual memory manager for Amigas with a 68040 or 68030 processor. A nice GUI to enter all parameters and to disable certain tasks and load files from using virtual memory is also provided.

V2.1 fixes various bugs in V2.0a. It also includes a write buffer for pages going out to disk, making VMM a lot faster. Paging to a file has also been speeded up significantly.

Author: Martin Apel

Path: util/misc/VMM\_Spanish.lha Readme

=====

VMM 3.0 Virtual memory for Amigas with MMU

VMM implements a virtual memory manager for Amigas with a 68040, 68030 or 68020+68851 processor. A localized user interface to enter all parameters and to disable certain tasks and load files from using virtual memory is also provided. For the user interface MUI 2.3 is needed.

V3.0 includes the ability to swap out program code, memory tracking, better MMU support, an ARexx port and some other new features.

Author: Martin Apel

Path: util/misc/VMM\_Spanish.lha Readme

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=====

VT 2.68 A comprehensive virus utility package.

A very good virus checker, however all the documentation is in German.

Author: Heiner Schneegold

Path: util/virus/vt274.lha Readme

=====

VT 2.70 A comprehensive virus utility package.

A very good virus checker, however all the documentation is in German.

Author: Heiner Schneegold

Path: util/virus/vt274.lha Readme

=====

WindowKey 1.04 Controls windows via keyboard

WindowKey is yet another input helper program. The job of those programs is well known: they activate, bring to front, push to back, zoom, etc... any window or screen (in the Intuition sense of the word) on user request.

Lots of programs exist that do that, including Commodores' FKey provided on the workbench disk, but none of them had a user interface as powerful and were as flexible as WindowKey. The interface for WindowKey was directly reproduced from that of my other program Injector. The reason why I chose to make two different programs instead of including the features of WindowKey in Injector is that you can use either program without the other, which sounds quite normal since their jobs are completely different (this is one reproach to other input helper programs which tend to do everything and end up doing nothing).

Another reason to the existence of WindowKey is the possibility to control Intuition only from the keyboard, instead of having to hunt for a mouse hidden under a pile of paper when wanting to change the active window.

To make this work, WindowKey has its own language, made of keywords, with or without arguments enclosed in parentheses. You will have to read the references sections for further informations.

Author: Frederic Delacroix

Path: util/wb/WindowKey.lha Readme

=====

xpkHFMN 1.16 A dynamic Huffman xpk compression lib.

A dynamic Huffman xpk compression library, a rewrite of xpkHUFF.library. It's 100% 68000 and pc-relative & reentrant, and it's FAST, and when I say fast, I mean REALLY fast. It is not a replacement for HUFF but a further library called HFMN because the algorithm used is not 100% identical to the

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one of HUFF, therefore the HFMN data will not decrunch with HUFF and vice versa.

Author: Martin Hauner  
Path: util/pack/xpkHFMN\_136.lha           Readme

=====

Yak     1.60     A multipurpose commodity

Yet Another Kommodity. Features a sunmouse that only activates when the mouse stops, KeyActivate windows, click windows to front or back, cycle screens with mouse, mouse and screen blanking, close/zip/shrink/enlarge windows with programmable hotkeys and a lot of other configurable hotkeys. Fully localized English language builtin and provided catalogs for Dutch, French, German, Italian and Swedish. Documentation in English, French, German and Italian. Includes installer scripts and C source.

Author: Gaël Marziou  
Martin W. Scott  
Path: pix/vehicl/yak\_38.jpg            Readme

=====

Yak     2.088    A multipurpose commodity

Yak stands for "Yet Another Kommodity" and is a mouse/window manipulation program along the same lines as DMouse, MightyMouse etc.

Yak has the following features:

- o AutoPoint (sunmouse) that only activates when mouse stops can also specify which screens to include/exclude. (Compatible with popup-menu type programs)
- o AutoPop windows (bring them to front) when they're auto-activated;
- o KeyActivate windows (when key pressed);
- o Activate windows when menu button pressed;
- o Click windows to front or back; may also specify which screens/windows to include/exclude.
- o Cycle screens with mouse;
- o Mouse and Screen blanking (hotkey blanking too);
- o Extensible hotkey system (like FKey's) with actions to:
  - Execute a CLI Command or an ARexx script;
  - Insert text (with embedded hotkeys);
  - Insert date (in custom format if locale present);
  - Close/Zip/Shrink/Enlarge windows;

Move/Cycle screens and windows;  
Activate Workbench;  
Blank display;  
Pop up a palette on front screen (needs reqtools);  
Menu shortcut

- o KeyClick with adjustable volume;
- o No Click option (for drives).
- o Wildstar option (like StarBurst) lets you use '\*' as wildcard.
- o Optional on-screen AppIcon to bring up preferences window.

Look familiar? It's a combination of the AutoPoint, ClickToFront, Blanker and IHelp/FKey standard commodities (on the Extras disk) with a hint of KCommodity and DMouse thrown in.

Fully localized when running OS 2.1 or more!

And it's quite small!

Author: Gaël Marziou

Philippe Bastiani

Path: pix/vehicl/yak\_38.jpg

Readme

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