AminetPart

	COLLABORATORS		
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Chapter 1

AminetPart

1.1 BASIC language related

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NIB1_00.lha          dev/basic    22K  87*Use newicons.library thru Blitz EASILY!
NIB1_10.lha          dev/basic    29K  72*Full system for using NewIcons in Blitz
ObjManip.lha         dev/basic   207K 269*IFF Brushes, BlitzII shapes, AMOS Bobs+ ←
    Icons, .inf
OnlineTimer.lha      dev/basic    19K  57*Timer for serial port Carrier Detection
openurl_bb.lha       dev/basic    10K 107*Blitz BASIC files for openurl.library
OptmRemap.lha        dev/basic     4K 150*Optimized palette re-mapping code
orionircsrc.lha      dev/basic   346K  99*An Blitz Basic IRC Client SOURCE
OrpheusV1_0.lha      dev/basic    40K  83*AGA copper creator for BlitzBasic2
outline.lha          dev/basic    17K  93*Blitz2 example of using bullet.library
OutTakesSRC.lha      dev/basic    82K  51*BB2 source of a bad ass demo
PacketPointSrc.lha   dev/basic    28K  52*Source code for Packet-Point (BlitzBasic)
Painter.lha          dev/basic    68K 200*Paint program for Shapes (BB2)
PaletteRemap.lha     dev/basic     3K 151*Blitz Palette Re-map example
Play.lha             dev/basic    12K 158*An easy example how to play trackers in bb2
Player614BB2.lha     dev/basic     9K 147*Play Player61 modules in BB2
PlaySidDevBas.lha    dev/basic    37K  26*Using PlaySid library from HBasic
pmDevBas.lha         dev/basic   122K  26*Using PopUpMenu library from HBasic
polydraw.lha         dev/basic    27K 108*Polydraw - Make polygons in AmigaBASIC
PowerAGA.lha         dev/basic     6K  31*Power BASIC AGA 256 col 24 bit extension
PPCbwb111.lha        dev/basic   256K 151*Bywater BASIC interpreter 1.11, powerUP (TM ←
    )
Prefs2000.lha        dev/basic    19K  93*Cool preferences system for Blitz users!
pseudo3d.lha         dev/basic   382K 109*Pseudo-3d engine done in BlitzBasic2
Pupit.lha            dev/basic    27K 113*Use powerpacker library in Blitz
PureBasic.lha        dev/basic   695K  56*V1.20 - Brand new powerful programming ←
    langage. Su
PureBasic.lha        dev/basic   585K  48*V1.30 - Brand new powerful programming ←
    langage. Su
PureBasic.lha        dev/basic   710K  38*V1.40 - Brand new powerful programming ←
    langage. Su
PureBasic.lha        dev/basic   773K  22*V1.50 - Brand new powerful programming ←
    langage. Su
PureBasic.lha        dev/basic   572K  16*V1.60 - Brand new powerful programming ←
    langage. Su
PureBasicU1.40.lha   dev/basic   413K  40*V1.40 - Update file for PureBasic ←
    registered users
PureBasicU1.43.lha   dev/basic    74K  32*V1.43 - Update from 1.40 to 1.43 (For ←
    registered u
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PureBasic_Upd.lha   dev/basic   640K  22*V1.50 - Update for registered users (from  ←
    V1.xx to
PureBasic_Upd.lha   dev/basic   523K  16*V1.60 - Update for registered users (from  ←
    V1.xx to
QuickLib.lha        dev/basic     2K 153*A lib for Blitz Basic 2
QuickLib.lha        dev/basic     7K 148*The new version of the QuickLib (1.21)
RainCreator.lha     dev/basic    42K 206*A rainbow-Creator for BB2
ReadDirs.lha        dev/basic     1K 126*Blitz Directory Reading Example
REDHelpFix1.lha     dev/basic   176K  95*Adds missing descriptions to BB2 online  ←
    help
reorder.lha         dev/basic    24K 246*Sorts Amos or HiSoft programs.(v1.1)
RIBlitzLibs.lha     dev/basic    23K 341*v3.1 of the SUPERB Blitz2 libs
RIBlitzLibs.lha     dev/basic   234K 309*Latest version of RIBlitzLibs (bugfixed)
RI_MapEditor.lha    dev/basic    55K 341*A feature-packed map editor from RI
SampleStuff.lha     dev/basic     5K 108*Save samples Blitz function
SaveWave.lha        dev/basic     5K  74*Save sample to .wav file
ScrollText.lha      dev/basic    46K  17*Simple scrolling text routine
SDSTCPLib.lha       dev/basic    34K  24*SDS TCP/IP Library
ShapeConverter.lha  dev/basic    28K  66*A tool to convert IFF-images to shapes
ShapeCr.lha         dev/basic    61K 172*A shape creator for bb2 (ITALIAN)
ShapeGen.lha        dev/basic    33K 202*New version including a Show-Shapes option  ←
    (V1.2)
ShapeGen_upd.lha    dev/basic    35K 146*A BlitzBasic2 shapes creator. Update from  ←
    v1.2 to
ShapesFix.lha       dev/basic    18K  15*Replacement for buggy shapes commands
ShpMkrSRC.lha       dev/basic     3K 350*Source for new ShapeMaker for Blitz BAAIC  ←
    2!
ShpShow.lha         dev/basic    16K 207*Shape viewer for BB2
shuttle.lha         dev/basic     0K 108*Shuttle - AmigaBasic
SocketFuncs.lha     dev/basic    12K  63*Fix Blitz problems with bsdsocket.library
SOpt.lha            dev/basic    72K 172*V2.28, *THE* SuperOptimizer for ACE
StatsFuncs.lha      dev/basic    41K  88*Big update, much easier to find stuff.
StatsFuncs.lha      dev/basic    47K  84*Even more Blitz statements & functions!
strcmp.lha          dev/basic     1K  50*[Blitz2] C style string compare functions
Stripper.lha        dev/basic    10K 152*Strips commands from Blitz's Deflibs etc
STRPortLib.lha      dev/basic     4K 130*New Hardware-commands for BlitzBasicII
SuperOptV1.lha      dev/basic    40K 259*ACE V2.35/2.37 compatible 'super' peephole  ←
    optimiz
SuperOptV1_42.lha   dev/basic    58K 230*ACE V2.35/2.37 compatible 'super' peephole  ←
    optimiz
SuperTED.lha        dev/basic    28K 267*SuperTED TextEditor For Blitz2 (WB2+)
SuperTED224.lha     dev/basic    33K 219*Fixed BUM10 version of the Blitz2 Editor
TagListLib11.lha    dev/basic     4K 232*Blitz 2 TagList library, v1.1, bugfixes
TCP_to_Blitz.lha    dev/basic   167K 195*Write AmiTCP applications with Blitz Basic  ←
    2
TCP_to_Blitz.lha    dev/basic   167K 167*Write AmiTCP applications with Blitz Basic  ←
    2 V1.1
TextView.lha        dev/basic     4K 126*Blitz Text reader in a window
tjernobyl.lha       dev/basic   1.2M 147*Tjernobyl - halfway game
tk_dpaint.lha       dev/basic   137K 112*Large paint program (bb2 source/executable)
tk_JumpAndFly.lha   dev/basic    37K 109*Jump'n Fly engine done in BlitzBasic2
Transparent.lha     dev/basic     2K  36*Invisible Window demo code
tritonblitz.lha     dev/basic    90K 192*Blitz2-Triton-conversion, better libs &  ←
    docs (ger/
tritonblitz_21.lha  dev/basic    47K 241*Makes it possible to use TRITON in Blitz2
ubbinstall.lha      dev/basic     3K  91*Fixed install script for Blitz 2 (from  ←
    Ultimate Bl
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ubbinstall.lha      dev/basic   10K  83*Fixed install script for Blitz 2 (from  ←
    Ultimate Bl
UDP_Chat.lha        dev/basic   68K 126*UDPfuncsV2.0 for Blitz-good for Net games
UDP_Chat.lha        dev/basic  114K  87*UDPfuncsV2.4 for Blitz-good for Net games
UDP_Chat.lha        dev/basic  120K  80*UDPfuncsV2.5 for Blitz-good for Net games
UDP_Chat.lha        dev/basic  172K  50*UDPfuncsV2.7 for Blitz-good for Net games
viewfsrc.lha        dev/basic   23K 109*Viewfonts 2 Blitz 2 source.
VS_Includes.lha     dev/basic   25K 325*VS Include files for Blitz2 (6/10/94)
VS_Includes.lha     dev/basic   26K 311*VS Include files for Blitz2 (16/1/95)
Watch2_0.lha        dev/basic   40K 172*Cool clock for your Workbench
winborder.lha       dev/basic    2K  71*Blitz2 Calculate window border sizes (VP)
XDat2Cat.lha        dev/basic   46K 158*V2.0 - Data2Catalog for Blitz
XprExample.lha      dev/basic    7K 321*How to use XPR libs from Blitz Basic
X_Dat2Cat.lha       dev/basic   32K 171*V1.0 - Data2Catalog for Blitz
Zbb2ClipBoard.lha   dev/basic    2K 168*Routines to read/write strings in clipboard ←
    using
Zbb2ShowHide_T.lha  dev/basic    2K 168*MUI Show/Hide example, rewritten using  ←
    Blitz2 TagL
ZClipBoard.lha      dev/basic    2K 167*Routines to read/write strings in clipboard ←
    using
Zoneed.lha          dev/basic   57K  32*Defines Zones for use with Blitz Basic Zone ←
    comman
ZShowHideTL.lha     dev/basic    2K 167*MUI Show/Hide example, rewritten using  ←
    Blitz2 TagL
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