AminetPart

COLLABORATORS

	TITLE : AminetPart		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

AminetPart

1.1   BASIC language related

Click name to unpack, description to read the readme or get help

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File                Dir        Size Age Description
------------------- ---        ---- --- -----------
3DRace.lha          dev/basic   14K 262*Src. of 3D Cargame in bb2 by Mopz.
3DSolids.lha        dev/basic    4K 190*3DSolids - 3D Line Plotting System written  ←
    in Amig
3D_Snow.lha         dev/basic  596K 339*Render your own 3D snow and water anims
ABdemos.lha         dev/basic  148K 787*Amiga Basic demos.
ABF.lha             dev/basic   35K  53*[HACK] Modify on-the-fly the version
ace23.lha           dev/basic  673K 405*Amiga BASIC Compiler with Extras
ace235.lha          dev/basic  192K 384*Amiga BASIC Compiler with Extras v2.35
ace24dist.lha       dev/basic  1.4M 306*Amiga BASIC Compiler with Extras v2.4  ←
    distribution
aceag3.lha          dev/basic   73K 434*AmigaGuide docs for ACE v2.0
AceImage.lha        dev/basic   77K 254*A .lib for BOBs and images
acesource.lha       dev/basic    4K 196*A collection of Acesource
ACEupd240194.lha    dev/basic   93K 443*Update to ACE v2.0
ACE_2_0.lha         dev/basic  412K 444*Amiga BASIC Compiler with Extras
ACE_ByteRun.lha     dev/basic    3K 143*Fast ByteRun De/Compression for ACE Basic
ace_final.lha       dev/basic  2.1M 199*ACE BASIC compiler distribution plus source ←
    code u
ace_final_r2.lha    dev/basic  2.3M  64*ACE BASIC compiler distribution plus source ←
    code u
ace_ftp.lha         dev/basic  4.1M 171*ACE BASIC compiler FTP site files
ACE_Prgs.lha        dev/basic  715K 387*Misc. programs written with ACE Basic
ACE_ReqEd111.lha    dev/basic   63K 387*Requester/GUI Editor for ACE BASIC.
ACE_SubMod.lha      dev/basic   32K 387*Sub modules for ACE BASIC.
ACE_Tuning.lha      dev/basic   23K 300*OS2.0+; make ACE exe files faster
ActiveWindow.lha    dev/basic   12K  99*Sample code for auto activating window
AEP.lha             dev/basic   51K 254*The 'ACE Enhancer Project'
AFM2_Source.lha     dev/basic   10K 173*AFM2_01 Source Code for BB2
AFM_Source.lha      dev/basic   35K 189*AFM1.01 Blitz Basic Source Code
AGT_SGrabber.lha    dev/basic   32K 254*Amiga Game Tools - Shape Grabber V1.0
aide.lha            dev/basic   39K 270*V2.12, an IDE for ACE
AIDE.lha            dev/basic   74K 254*V2.13, an IDE for ACE
AIDEsrc.lha         dev/basic  348K 182*V2.13, ACE IDE (source)
algebra.lha         dev/basic    2K 190*Algebra and Geometry Program - AmigaBasic
```

```
AmiBas.lha          dev/basic    16K 795*Miscellaneous AmigaBASIC programs.
amiblitz2.26.lha    dev/basic   588K  13*New Blitzbasic2 Version with FPU etc (incl. ←
    German
AmigalibsII.lha     dev/basic   129K 208*AmigaLibs.res replacement for Blitz Basic 2
Amiga_Lib.lha       dev/basic     4K 142*BOOPSI Library for Blitz2
amigseq.lha         dev/basic     0K 190*Sequencial files - AmigaBasic
Amos2Blitz.lha      dev/basic    18K 202*V0.2b Convert Amos source structure to  ←
    Blitz
AmosBlitz_src.lha   dev/basic   125K 152*AMOS and BLITZ sources for some tools &  ←
    games
AntyDresiarz0s.lha  dev/basic   694K  53*AntyDresiarz Issue #0, Blitz2 source code
AntyDresiarz1s.lha  dev/basic   1.4M  53*AntyDresiarz Issue #1, Blitz2 source code
AntyDresiarz2s.lha  dev/basic   3.5M  53*AntyDresiarz Issue #2, Blitz2 source code
AntyDresiarz3s.lha  dev/basic   5.4M  53*AntyDresiarz Issue #3, Blitz2 source code
AntyDresiarz4s.lha  dev/basic   5.4M  53*AntyDresiarz Issue #4, Blitz2 source code
asldemo.lha         dev/basic     2K 245*How to use in Blitz2 ASL font and  ←
    Screenmode reque
ASLmultiSelect.lha  dev/basic     2K 153*ASL multi-select in Blitz
AST_HBRoutines.lha  dev/basic    16K  20*AmiSpaTra's Hisoft Basic routines v1.0
ASweeperSrc106.lha  dev/basic    24K  79*Source for AGA Workbench MineSweeper V1.06
A_SweeperSrc.lha    dev/basic    24K  79*Source for AGA Workbench MineSweeper V1.06
B2A.lha             dev/basic    42K 406*Converts AmigaBASIC into ASCII (OS2.0+!)
BallMasterSrc.lha   dev/basic    48K  82*Source for BallMaster V1.2
BasicBoing.lha      dev/basic     3K 765*AmigaBasic program for page flipping.
BasicProgs.lha      dev/basic   187K 805*A grab bag of untested BASIC programs.
BasicStrip.lha      dev/basic     7K 760*Convert other dialects to AmigaBASIC.
Basic_Utils.lha     dev/basic   148K 217*Basic tools and listings
bb2guide13.lha      dev/basic   119K 404*AmigaGuide to Blitz-Basic2 commands
BB2Icons.lha        dev/basic     2K 195*2x1 4 colour Blitz Icons
bb2muiex01.lha      dev/basic     1K 218*A Blitz2 simple MUI example for beginners.
BB2_DTPics.lha      dev/basic     9K 143*DataType Picture Functions v1.25 - For  ←
    Blitz Basic
BB2_DTSnds.lha      dev/basic     9K 143*DataType Sound Functions v1.25 - For Blitz  ←
    Basic 2
bc.lha              dev/basic    27K 369*Cheap 'command line' comp. for BB2
BDChunkyLib.lha     dev/basic     5K 218*V1.0 - Library for BlitzBasic
BDGfxLib.lha        dev/basic     2K 244*V1.3 - Library for BlitzBasic
BDGfxLib.lha        dev/basic     7K 227*V1.5 - Library for BlitzBasic
BFBBlitz.lha        dev/basic    94K 170*BFB Converted to Blitz, And EASY!!!
bgp.lha             dev/basic    19K 220*Blitz-Genetic-Programming Environment by  ←
    Christos
BGTCodeCreator.lha  dev/basic   192K 157*The Ultimate Blitz 2 GT Source Creator (  ←
    BETA v0.20
bin2data.lha        dev/basic    19K 191*V1.00 Convert file to Basic-DATAs
BitmapPrint.lha     dev/basic    16K  99*A routine for printing text to bitmaps
Blitz.I.lha         dev/basic    37K 178*Blitz Library Investigator
Blitz2Demo.lha      dev/basic   237K 453*Extended BASIC, demo version. V1.00
BlitzAndPieces.lha  dev/basic    12K 169*Some example Blitz Basic source (OS)
BlitzASMInclud.lha  dev/basic    24K 115*Use your favorite assembler to write Blitz2 ←
    Libs
BlitzBasic_211.lha  dev/basic   636K 345*Updated Demo Version of Blitz Basic 2.1
BlitzBoopsi.lha     dev/basic   119K 145*Boopsi examples for blitz
BlitzC2P.lha        dev/basic   574K 202*Chunky-to-planar for Blitz, +new stuff
BlitzCompEx001.lha  dev/basic    16K 179*Novice help (Blitz Compendiun EX001)
BlitzEnforcerG.lha  dev/basic     3K 208*A list of Blitz Basic Enforcer hits
BlitzEquates.lha    dev/basic    19K 268*Update to V3. Programme only.
BlitzEquatesV3.lha  dev/basic   283K 272*Puts equates into include file for Blitz
```

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BlitzFileID.lha     dev/basic    42K 186*File identification for Blitz Basic
blitzfix.lha        dev/basic    11K 168*[Blitz2] Fix for the 3rd parameter bug
blitzfix.lha        dev/basic    11K 160*[Blitz2] Fix for the 3rd parameter bug
blitzgtfix.lha      dev/basic    13K 117*Blitz2 fix for many Gadtools problems
blitzgtfix.lha      dev/basic    13K 113*Blitz2 fix for many Gadtools problems
blitzgtfix.lha      dev/basic    13K 101*Blitz2 fix for many Gadtools problems
blitzgtfix.lha      dev/basic    45K  86*Blitz2 fix for many Gadtools problems
blitzgtfix.lha      dev/basic    87K  23*Blitz2 fix for many Gadtools problems
blitzgtfix.lha      dev/basic    88K   4 Blitz2 fix for many Gadtools problems
BlitzGUIGen17a.lha  dev/basic   125K 287*Convert GadToolsBox gui's to Blitz Basic  ←
    source. V
BlitzGUIGen18.lha   dev/basic   137K 259*Convert GadToolsBox gui's to Blitz Basic  ←
    source. V
blitzguigen1_6.lha  dev/basic    86K 324*Convert GadToolsBox gui's to Blitz Basic  ←
    source. V
BlitzLibMan.lha     dev/basic    43K 188*Library manager for Blitz Basic.
BlitzList.lha       dev/basic   384K 238*Messages Posted To The Blitz List Dec 97
BlitzLSepOCt99.lha  dev/basic   625K 142*Messages Posted To The Blitz List Sep/Oct  ←
    99
BlitzLst-Jan98.lha  dev/basic   104K 233*Messages Posted To The Blitz List Jan 98
BlitzLstApr01.lha   dev/basic    43K  63*Blitz mailing list archives for April 2001
BlitzLstApr02.lha   dev/basic    64K  12 Blitz mailing list archives for April 2002
BlitzLstApr98.lha   dev/basic   459K 220*Messages Posted To The Blitz List Apr 98
BlitzLstARP99.lha   dev/basic   1.0M 159*Messages Posted To The Blitz List ARP 99
BlitzLstAug00.lha   dev/basic   194K  98*Blitz mailing list archives for August 2000
BlitzLstAug01.lha   dev/basic    72K  45*Blitz mailing list archives for August 2001
BlitzLstAUG98.lha   dev/basic   202K 203*Messages Posted To The Blitz List June 98
BlitzLstAUG99.lha   dev/basic   385K 151*Messages Posted To The Blitz List AUG 99
BlitzLstDec00.lha   dev/basic   253K  81*Blitz mailing list archives for December  ←
    2000
BlitzLstDec01.lha   dev/basic   361K  29*Blitz mailing list archives for December  ←
    2001
BlitzLstDEC98.lha   dev/basic   455K 186*Messages Posted To The Blitz List DEC 98
BlitzLstDEC99.lha   dev/basic   179K 133*Messages Posted To The Blitz List DEC 99
BlitzLstFeb00.lha   dev/basic   383K  84*Blitz mailing list archives for February  ←
    2000
BlitzLstFeb01.lha   dev/basic    27K  71*Blitz mailing list archives for February  ←
    2001
BlitzLstFeb02.lha   dev/basic   303K  20*Blitz mailing list archives for Febuary   ←
    2002
BlitzLstFeb98.lha   dev/basic   195K 230*Messages Posted To The Blitz List FEB 98
BlitzLstFeb99.lha   dev/basic   823K 178*Messages Posted To The Blitz List FEB 99
BlitzLstJan01.lha   dev/basic    61K  77*Blitz mailing list archives for January   ←
    2001
BlitzLstJan2k.lha   dev/basic   396K 129*Messages Posted To The Blitz List Jan 2K
BlitzlstJAN99.lha   dev/basic   425K 182*Messages Posted To The Blitz List DEC 98
BlitzLstJul00.lha   dev/basic    68K 102*Blitz mailing list archives for July 2000
BlitzLstJul01.lha   dev/basic    65K  49*Blitz mailing list archives for July 2001
BlitzLstJUL98.lha   dev/basic   1.0M 208*Messages Posted To The Blitz List July 98
BlitzLstJUL99.lha   dev/basic   563K 155*Messages Posted To The Blitz List July 99
BlitzLstJun00.lha   dev/basic   138K 107*Blitz mailing list archives for June 2000
BlitzLstJun01.lha   dev/basic    64K  55*Blitz mailing list archives for June 2001
BlitzLstJUN98.lha   dev/basic    93K 211*Messages Posted To The Blitz List June 98
BlitzLstJUN99.lha   dev/basic   613K 160*Messages Posted To The Blitz List Jun 99
BlitzLstMar00.lha   dev/basic   179K  84*Blitz mailing list archives for March 2000
BlitzLstMar01.lha   dev/basic    35K  67*Blitz mailing list archives for March 2001
BlitzLstMar02.lha   dev/basic   101K  13*Blitz mailing list archives for March 2002
```

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BlitzLstMar98.lha   dev/basic   476K 225*Messages Posted To The Blitz List Mar 98
BlitzLstMAR99.lha   dev/basic   738K 173*Messages Posted To The Blitz List Mar 99
BlitzLstMay00.lha   dev/basic   106K 107*Blitz mailing list archives for May 2000
BlitzLstMay01.lha   dev/basic   133K  57*Blitz mailing list archives for May 2001
BlitzLstMay02.lha   dev/basic    65K   6 Blitz mailing list archives for May 2002
BlitzLstMay98.lha   dev/basic   288K 217*Messages Posted To The Blitz List May 98
BlitzLstMay99.lha   dev/basic   871K 164*Messages Posted To The Blitz List May 99
BlitzLstNov00.lha   dev/basic   140K  84*Blitz mailing list archives for November  ←
   2000
BlitzLstNOV99.lha   dev/basic   323K 138*Messages Posted To The Blitz List NOV 99
BlitzLstNov_98.lha  dev/basic   468K 190*Messages Posted To The Blitz List NOV 98
BlitzLstOct00.lha   dev/basic    64K  87*Blitz mailing list archives for October  ←
   2000
BlitzLstOCT98.lha   dev/basic   504K 195*Messages Posted To The Blitz List OCT 98
BlitzLstSep00.lha   dev/basic   349K  93*Blitz mailing list archives for September  ←
   2000
BlitzLstSep01.lha   dev/basic    29K  41*Blitz mailing list archives for September  ←
   2001
BlitzLstSEP98.lha   dev/basic   269K 199*Messages Posted To The Blitz List SEP 98
BlitzMAP.lha        dev/basic    97K 256*Map Editor for Blitz Basic programmers. V1 ←
   .7
BlitzOS.lha         dev/basic    36K 208*How to use OS Functions with Blitz Basic 2
BlitzPlay.lha       dev/basic    93K 232*Example source for playing various music  ←
   formats i
blitzpr2.lha        dev/basic   259K 427*Second archive of programs collected from  ←
   blitz-li
blitzprogs.lha      dev/basic    34K 431*Programs mailed to blitz-list before  ←
   14.4.94
BlitzSource.lha     dev/basic    17K 221*Short programs for Blitz Basic 2
BlitzTips.lha       dev/basic    46K 256*Blitz Tips in AmigaGuide format
blitz_AprMay95.lha  dev/basic   146K 360*Blitz-list messages from 1.Apr 95 to 31.May ←
   95
Blitz_Bugs.lha      dev/basic    30K 352*Blitz Basic Bugs up to version 1.90
blitz_JanMar95.lha  dev/basic   141K 360*Blitz-list messages from 1.Jan 95 to 31.Mar ←
   95
blitz_JunAug95.lha  dev/basic   146K 360*Blitz-list messages from 1.Jun 95 to 31.Aug ←
   95
blitz_lettrs.lha    dev/basic    65K 431*Letters arrived to blitz-list before  ←
   14.4.94
blitz_list.lha      dev/basic   485K 409*Messages sent to blitz-list before  ←
   20.09.1994
blitz_tmap.lha      dev/basic    29K 211*Some texturemapping in Blitz Basic
Bref.lha            dev/basic    55K 581*A cross reference program for AmigaBASIC.  ←
   V2.0
btp-shad.lha        dev/basic    18K 229*Bb2 example of rt shadows in games.
CATSCrapLib104.lha  dev/basic     4K 265*The most useful extra commands for Blitz 2  ←
   ever!
CB_RandomFiles.lha  dev/basic    22K 300*OS2.0+; random file support for ACE
cca-source.lha      dev/basic   612K 189*Collision Course Alpha (source)
ChangeLibNum.lha    dev/basic     8K 243*Change Blitz library numbers (Source  ←
   included)
CIAs_in_Blitz.lha   dev/basic     9K 163*Example of using CIA interrupts in Blitz
CIATrkrLib.lha      dev/basic    45K   9 V1.055 of Protracker routine for Blitz2.
circleos.lha        dev/basic    45K 209*Workbench clone in Blitz2
clockita.lha        dev/basic    23K 184*Italian digital clock + source code
clockita.lha        dev/basic    23K 164*Italian digital clock + source code
clockita.lha        dev/basic    24K 134*Italian digital clock + source code
```

```
clockita.lha        dev/basic    49K 126*Italian clock with alarm + source code
clockita.lha        dev/basic    58K 120*Italian clock with alarm + source code
clockita.lha        dev/basic    60K 115*Italian clock with alarm + source code
clockita.lha        dev/basic    73K  86*Italian clock with alarm + source code
clockita.lha        dev/basic    66K  79*Italian clock+alarm+source code (bugfix)
clockita.lha        dev/basic    67K  72*Italian clock+alarm+source code (bugfix)
clockita.lha        dev/basic    74K  56*Italian clock+alarm+source code (bugfix)
clockita.lha        dev/basic    89K  53*Italian clock+alarm+source code (bugfix)
clockita.lha        dev/basic    84K  29*Italian clock+alarm+source code (bugfix)
cludgeted8.lha      dev/basic     3K 326*Cludge BB2's 'Ted' to use any font. BUM8  ←
   version o
CNKI.lha            dev/basic    34K 173*Converts a brush/animbrush to .CNK file
CodeConverter.lha   dev/basic    41K 315*Program to convert ASCII codes
Code_GalagaWar.lha  dev/basic   329K 168*Galaga Wars sourcecode (Space-Shooter,  ←
   Blitz Basic
Code_MechKonst.lha  dev/basic   462K 168*Mech-Konstruktor sourcecode (Blitz Basic  ←
   2.1)
Code_NuclearAs.lha  dev/basic   333K 168*Nuclear Assault sourcecode (Action, Blitz  ←
   Basic 2.
colorfnt.lha        dev/basic     2K 202*Blitz2 Colorfont palette example
const.lha           dev/basic    11K 329*Enum style, lists to constants
Crazy8.src.lha      dev/basic    32K 180*Blitz source for Crazy8's
Crazy8.src.lha      dev/basic    26K 166*Blitz source for Crazy8's
Crazy8_src.lha      dev/basic    17K 244*Complete Blitz Source for Crazy 8's game
Crazy_src.lha       dev/basic    17K 265*Blitz source for Crazy 8's card game
crcfuncs.lha        dev/basic     2K 206*CRC32 Functions for Blitz2
crcfuncs.lha        dev/basic     4K 183*[Blitz2] CRC32 calculation function
CrossFade.lha       dev/basic    58K 232*Blitz crossfading example
Cursor.lha          dev/basic   117K 399*Compiler for AmigaBASIC programs. V1.7
CyberShape.lha      dev/basic    50K 242*CyberShape converts .iff to Blitz.shape
dark.lha            dev/basic   128K 278*Html viewer in Blitz with sources
DBIncACE.lha        dev/basic     1K 156*DBPlayer includes for ACE Basic
dbplayLibBB2.lha    dev/basic    60K 170*Dbplayer library v2 - BB2 Include files UPD
dbview2_ace.lha     dev/basic    25K 281*DBase file access for ACE
dbview2_ace105.lha  dev/basic    28K 255*DBase file access for ACE
DebuggerV121.lha    dev/basic    75K 390*Updated debugger for BLitz v1.9+
DemoMaker.lha       dev/basic   241K 239*Make demos easily V0.41 beta
DemoMaker.lha       dev/basic   310K 197*DemoMaker Version 0.45
df_lib.lha          dev/basic     5K  29*Library for PureBasic
DLL.lha             dev/basic    42K  98*Dynamic Linked List Sources for Blitz
DoMethodBBLib.lha   dev/basic     9K 285*A library for bb2 to use DT and MUI! V1.1
doom4bb2.lha        dev/basic    41K 299*DOOMexperiment in BB2
DosElmoreLib22.lha  dev/basic     9K 368*Hideously enhanced new DOS library for  ←
   Blitz2 prog
dungen2src.lha      dev/basic   364K 278*DunGen 2.0 source code (Blitz 2.1)
DungeonEx_src.lha   dev/basic    39K 265*Blitz source for Dungeon Explorer game
EFMUILibSrc.lha     dev/basic    34K 241*EFMUILib sources
EFMUILibSrc.lha     dev/basic    36K 229*EFMUILib sources
elmorelib.lha       dev/basic     8K 437*Add new commands to Blitz BASIC 2.  Lib  ←
   #111
EraseV1_Src.lha     dev/basic    23K 297*Blitz Source code for Erase
fidbb2inc.lha       dev/basic    14K 186*FileID.library includes for Blitz2
flags.lha           dev/basic    37K 164*Helpful Commodity for Blitz Programmers
fontconv.lha        dev/basic     7K 254*Include an intuition font to a Blitz Basic  ←
   program
FontTags.lha        dev/basic     3K 233*Blitz Font requestor taglist example
fpulib.lha          dev/basic     1K 279*An fast FPU-Library for Blitz2
```

```
Frac.lha            dev/basic    58K 265*Blitz source - fractal pic generator
FramesTaker.lha     dev/basic    23K 290*Automatically creates BlitzII shapes files  ←
    from an
freegads.lha        dev/basic     1K 145*[Blitz2] Fix for Free GTList when using  ←
    VisualPref
gasp.lha            dev/basic    10K 220*Genetic Algorithm Sample Packer in Blitz
GetCDDB_src.lha     dev/basic    20K 133*Easy download of CD disc id files - source  ←
    code
GetScreenMode.lha   dev/basic     6K 326*Example code for screenmoderequester ( ←
    blitzbasic)
GFABasicFIX.lha     dev/basic    32K 235*Fix for GFABasic+Compiler works on OS3.x  ←
    and 060 C
GFA_CLI.lha         dev/basic     2K 106*CLI support for GFA-Basic
GFA_Enforcer.txt    dev/basic     2K 206*GFA-Basic Enforcer hits
GFA_Gadgets.lha     dev/basic    28K 186*Gadgets with GFA-Basic
GFA_Menus.lha       dev/basic    15K 186*Better GFA-Basic menus
GMODPlay1.lha       dev/basic    61K 269*Example source in Blitz Basic 2 to handle  ←
    GMODs.
Gorny3Dset.lha      dev/basic    41K 337*3D functions for BlitzBasic2 (.bb2 source)
GTBoxConv.lha       dev/basic    44K 325*GTBox Conv V4.50 MAJOR UPDATE!!!
GTCodeCreator.lha   dev/basic   182K 162*The Ultimate Blitz 2 GT Source Code creator ←
    (BETA
gtshape.lha         dev/basic     3K 174*Blitz2 - code for fixing GTShapes
gui2bb2.lha         dev/basic    36K 329*Convert GTB-datafiles into BB2-Source
guigfxDevBas.lha    dev/basic    10K  73*Using GuiGfx library from HBasic
GUIToolKit.lha      dev/basic   181K 235*Tool for creating GUI's in Blitz2 code
HB2Gads.lha         dev/basic   113K 259*GadTools Gadgets in HBasic2
hookfunc.lha        dev/basic     2K 205*Example of hook callback functions
hookfunc.lha        dev/basic     3K 187*Working example of hooks in Blitz2
hookfunc.lha        dev/basic     4K 143*[Blitz2] Working example of hooks
hookfunc.lha        dev/basic     5K 101*[Blitz2] Working example of hooks
HotShotsSRC.lha     dev/basic   403K 133*BB2 source code, unfinished, great game
hsb_amf_inc.lha     dev/basic    21K 186*AmigaMetaFormat - Includes for Hisoft/ ←
    MaxonBasic
hsb_cgx_inc.lha     dev/basic    36K 245*Cybergraphics-Includes for Hisoft/ ←
    MaxonBasic
hsb_dignet_inc.lha  dev/basic     4K 186*Dignet.library - Includes for Hisoft/ ←
    MaxonBasic
hsb_fid_inc.lha     dev/basic    51K 186*FileID.Library (V8) - Includes for Hisoft/ ←
    MaxonBas
hsb_gi1_inc.lha     dev/basic    84K 238*GI1-Includes (Dev-CD 1.1) for Hisoft/ ←
    MaxonBasic
hsb_gi1_inc.lha     dev/basic   122K 186*GI1-Includes for Hisoft/MaxonBasic
hsb_iconfuncs.lha   dev/basic    22K 151*Iconfunctions - Include for Hisoft/ ←
    MaxonBasic
hsb_ident_inc.lha   dev/basic    52K 186*Identify-Lib - Includes for Hisoft/ ←
    MaxonBasic
hsb_ident_inc.lha   dev/basic    84K 151*Identify-Lib - Includes for Hisoft/ ←
    MaxonBasic
hsb_miscsrc.lha     dev/basic   411K 238*Misc Sources/Includes for Hisoft/MaxonBasic
hsb_reqt_inc.lha    dev/basic    49K 245*ReqTools-Includes for Hisoft/MaxonBasic
hsb_selgc_inc.lha   dev/basic    20K 153*Select.gadget - Includes for Hisoft/ ←
    MaxonBasic
hsb_txf_inc.lha     dev/basic    58K 186*Textfield.gadget - Includes for Hisoft/ ←
    MaxonBasic
hsb_wbs_inc.lha     dev/basic    21K 245*WBStart-Includes for Hisoft/MaxonBasic
```

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IdentifyBB2.lha     dev/basic    42K 234*(V1.2) Using identify.library with Blitz  ←
    Basic 2
IdentifyDevBas.lha dev/basic      7K 155*Using Identify library from Basic
IFFsave.lha         dev/basic     3K 143*Correctly save an IFF/ILBM picture
IffScale.lha        dev/basic     2K 208*Blitz CLI pic scaling command
ImageDTInfo.lha     dev/basic    20K 139*Image Datatype Info 1.1
ImageDTInfo.lha     dev/basic    70K 113*Image Datatype Info 1.5 tool
ImageDTInfo.lha     dev/basic    71K 101*Image Datatype Info 1.51 tool
JMildred_ScrMd.lha dev/basic    147K  65*How to use Mildred+BBasic with AGA/RTG
JMildred_ScrMd.lha dev/basic    127K  10 How to use Mildred+BBasic with AGA/RTG
Kblzstr21b.lha      dev/basic    37K 311*An utilility to Assign Blitz Basic 2, and  ←
    more...
KeysDemo13.lha      dev/basic    40K 283*Copy Protection Demo
land.lha            dev/basic    62K 183*Generate isometric landscapes
LinePic.lha         dev/basic    38K 259*[Blitz2] An example to a GFX effect
LoadSample.lha      dev/basic     3K 153*Blitz Sample loading routines
LotanLibs.lha       dev/basic    92K 111*Brand new and powerful libs for Blitz2
lotocode.lha        dev/basic    11K 175*ACE source for LoTo98!
LucyPlayDevBas.lha dev/basic     56K 100*Using LucyPlay library from HBasic
lucyplayDevBas.lha dev/basic     57K  76*Using LucyPlay library from HBasic
manualcode.lha      dev/basic   323K 271*Manual Code From the Blitz Manual
Mapped.lha          dev/basic    95K 113*User friendly and flexible Map editor  ←
    program.
Marbles_Blitz.lha   dev/basic   326K 339*Real time 3D balls + 7 other files
MaVaTi_Blitz.lha    dev/basic   172K 302*Some intuition progs in Blitz Basic
MBPrefs.lha         dev/basic    18K  15*Xternal Prefs for MaxonBasic3 (HBC.opts)
MBPrefs.lha         dev/basic    20K  11 Xternal Prefs for MaxonBasic3 (HBC.opts)
mclk32BB.lha        dev/basic    14K 185*MemoryClock bar at the top of the screen
MEDFuncs.lha        dev/basic     5K 169*MEDFuncs - Functions for using the external ←
     MED li
messages.lha        dev/basic    14K 157*Blitz2 Example of using system message  ←
    ports
MethodBBLib.lha     dev/basic    15K 276*An OOP library for bb2 V1.3
MethodBBLib.lha     dev/basic    17K 259*An OOP library for bb2 V1.4
Mildred.lha         dev/basic   1.4M 179*Chunkygraphics library v1.38 for Blitz  ←
    Basic 2
Mildred.lha         dev/basic   1.8M 165*Chunkygraphics library v1.50 for Blitz  ←
    Basic 2
Mildred.lha         dev/basic   4.4M 125*Chunkygraphics library v1.51 for Blitz  ←
    Basic 2
MildredLib.lha      dev/basic   110K 125*Just the Mildred.lha v1.51 lib & docs
Monopoly.lha        dev/basic    42K 190*Monopoly written in AmigaBASIC
MUIBB2Lamp.lha      dev/basic     4K 166*Example of using Lamp.mcc in Blitz
MUICusReqV1_2.lha   dev/basic    11K 154*V1.2 of: A VERY nice Replacment for  ←
    MUIRequest.
multisel.lha        dev/basic    32K 175*Multiple select listviews in Blitz2
musicnotes.lha      dev/basic     1K  14*Calculate freq of notes in 10 octaves
Music_pref_src.lha dev/basic      7K 265*Blitz source for Music selector
nap.lha             dev/basic    52K 270*V2.02, a preprocessor especially for ACE
nap_src.lha         dev/basic    49K 216*V2.03, a preprocessor especially for ACE ( ←
    source)
NChangeLibnum.lha   dev/basic    21K 182*Choose and search libnums
NCSource.lha        dev/basic    19K 233*Source in BB2 of wAZiT, PlubZ & PIV120
NetstatSource.lha   dev/basic    38K 230*Blitz Source for The Essential UK Online ←
    Timer
NewChangeLibnu.lha dev/basic     20K 182*Choose and search libnums
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NewCommandSet.lha   dev/basic    41K 209*10 new Blitz Basic II libraries for hyper  ←
    fast and
NewCommandSet.lha   dev/basic   323K 169*NCS V1.80 - 21 new Blitz Basic II libs to  ←
    give it
NewCommandSet.lha   dev/basic   337K 163*NCS V1.90 - 24 new Blitz Basic II libs to  ←
    give it
NewFDConvert.lha    dev/basic    41K 182*Newer FDConvert for Blitz Basic
NewLibrarySet.lha   dev/basic    19K 210*6 new Blitz Basic II libraries for hyper  ←
    fast and
NewTED.lha          dev/basic    38K 348*Bug-fixed text editor for Blitz Basic 2
NIB1_00.lha         dev/basic    22K 169*Use newicons.library thru Blitz EASILY!
NIB1_10.lha         dev/basic    29K 154*Full system for using NewIcons in Blitz
ObjManip.lha        dev/basic   207K 351*IFF Brushes, BlitzII shapes, AMOS Bobs+  ←
    Icons, .inf
OnlineTimer.lha     dev/basic    19K 138*Timer for serial port Carrier Detection
OpenURLDevBas.lha   dev/basic    41K   4 Using OpenURL library from HBasic
openurl_bb.lha      dev/basic    10K 189*Blitz BASIC files for openurl.library
OptmRemap.lha       dev/basic     4K 232*Optimized palette re-mapping code
orionircsrc.lha     dev/basic   346K 181*An Blitz Basic IRC Client SOURCE
OrpheusV1_0.lha     dev/basic    40K 165*AGA copper creator for BlitzBasic2
outline.lha         dev/basic    17K 175*Blitz2 example of using bullet.library
OutTakesSRC.lha     dev/basic    82K 133*BB2 source of a bad ass demo
PacketPointSrc.lha  dev/basic    28K 134*Source code for Packet-Point (BlitzBasic)
Painter.lha         dev/basic    68K 282*Paint program for Shapes (BB2)
PaletteRemap.lha    dev/basic     3K 233*Blitz Palette Re-map example
Play.lha            dev/basic    12K 240*An easy example how to play trackers in bb2
Player614BB2.lha    dev/basic     9K 229*Play Player61 modules in BB2
PlaySidDevBas.lha   dev/basic    37K 108*Using PlaySid library from HBasic
pmDevBas.lha        dev/basic   122K 108*Using PopUpMenu library from HBasic
pmDevBas.lha        dev/basic   112K  79*Using PopUpMenu library from HBasic
polydraw.lha        dev/basic    27K 190*Polydraw - Make polygons in AmigaBASIC
PowerAGA.lha        dev/basic     6K 113*Power BASIC AGA 256 col 24 bit extension
PPCbwb111.lha       dev/basic   256K 233*Bywater BASIC interpreter 1.11, powerUP (TM  ←
    )
Prefs2000.lha       dev/basic    19K 175*Cool preferences system for Blitz users!
pseudo3d.lha        dev/basic   382K 191*Pseudo-3d engine done in BlitzBasic2
Pupit.lha           dev/basic    27K 195*Use powerpacker library in Blitz
PureBasic.lha       dev/basic   695K 138*V1.20 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   585K 130*V1.30 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   710K 120*V1.40 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   773K 104*V1.50 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   572K  98*V1.60 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   557K  80*V2.00 - Brand new powerful programming  ←
    langage. Su
PureBasic.lha       dev/basic   560K  58*V2.32 - Brand new powerful programming  ←
    langage. Su
PureBasicU1.40.lha  dev/basic   413K 122*V1.40 - Update file for PureBasic  ←
    registered users
PureBasicU1.43.lha  dev/basic    74K 114*V1.43 - Update from 1.40 to 1.43 (For  ←
    registered u
PureBasicUpd.lha    dev/basic   496K  58*V2.32b - Update for registered users (from  ←
    any 2.x
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PureBasic_Upd.lha   dev/basic   640K 104*V1.50 - Update for registered users (from  ←
    V1.xx to
PureBasic_Upd.lha   dev/basic   523K  98*V1.60 - Update for registered users (from  ←
    V1.xx to
PureBasic_Upd2.lha  dev/basic   661K  59*V2.32 - Update for registered users (from  ←
    any vers
PureBas_Up2.00.lha  dev/basic   537K  80*V2.00 - Update for registered users (from  ←
    V1.xx to
QuickLib.lha        dev/basic     2K 235*A lib for Blitz Basic 2
QuickLib.lha        dev/basic     7K 230*The new version of the QuickLib (1.21)
RainCreator.lha     dev/basic    42K 288*A rainbow-Creator for BB2
ReadDirs.lha        dev/basic     1K 208*Blitz Directory Reading Example
REDHelpFix1.lha     dev/basic   176K 177*Adds missing descriptions to BB2 online  ←
    help
RenderDevBas.lha    dev/basic    11K  73*Using Render library from HBasic
reorder.lha         dev/basic    24K 328*Sorts Amos or HiSoft programs.(v1.1)
ReqAttDevBas.lha    dev/basic    27K   5 Using ReqAttack library from HBasic
RIBlitzLibs.lha     dev/basic    23K 422*v3.1 of the SUPERB Blitz2 libs
RIBlitzLibs.lha     dev/basic   234K 390*Latest version of RIBlitzLibs (bugfixed)
RI_MapEditor.lha    dev/basic    55K 422*A feature-packed map editor from RI
SampleStuff.lha     dev/basic     5K 190*Save samples Blitz function
SaveWave.lha        dev/basic     5K 156*Save sample to .wav file
ScrollText.lha      dev/basic    46K  99*Simple scrolling text routine
SDSTCPLib.lha       dev/basic    34K 106*SDS TCP/IP Library
ShapeConverter.lha  dev/basic    28K 148*A tool to convert IFF-images to shapes
ShapeCr.lha         dev/basic    61K 254*A shape creator for bb2 (ITALIAN)
ShapeGen.lha        dev/basic    33K 283*New version including a Show-Shapes option  ←
    (V1.2)
ShapeGen_upd.lha    dev/basic    35K 228*A BlitzBasic2 shapes creator. Update from  ←
    v1.2 to
ShapesFix.lha       dev/basic    18K  97*Replacement for buggy shapes commands
ShpMkrSRC.lha       dev/basic     3K 432*Source for new ShapeMaker for Blitz BAAIC  ←
    2!
ShpShow.lha         dev/basic    16K 289*Shape viewer for BB2
shuttle.lha         dev/basic     0K 190*Shuttle - AmigaBasic
SocketFuncs.lha     dev/basic    12K 145*Fix Blitz problems with bsdsocket.library
SOpt.lha            dev/basic    72K 254*V2.28, *THE* SuperOptimizer for ACE
StatsFuncs.lha      dev/basic    41K 170*Big update, much easier to find stuff.
StatsFuncs.lha      dev/basic    47K 166*Even more Blitz statements & functions!
strcmp.lha          dev/basic     1K 132*[Blitz2] C style string compare functions
Stripper.lha        dev/basic    10K 234*Strips commands from Blitz's Deflibs etc
STRPortLib.lha      dev/basic     4K 211*New Hardware-commands for BlitzBasicII
STRPortLib.lha      dev/basic     5K  70*STRPortLib V1.2  BB2 hardware commands
SuperOptV1.lha      dev/basic    40K 341*ACE V2.35/2.37 compatible 'super' peephole  ←
    optimiz
SuperOptV1_42.lha   dev/basic    58K 312*ACE V2.35/2.37 compatible 'super' peephole  ←
    optimiz
SuperTED.lha        dev/basic    28K 349*SuperTED TextEditor For Blitz2 (WB2+)
SuperTED224.lha     dev/basic    33K 301*Fixed BUM10 version of the Blitz2 Editor
TagListLib11.lha    dev/basic     4K 314*Blitz 2 TagList library, v1.1, bugfixes
TCP_to_Blitz.lha    dev/basic   167K 277*Write AmiTCP applications with Blitz Basic  ←
    2
TCP_to_Blitz.lha    dev/basic   167K 249*Write AmiTCP applications with Blitz Basic  ←
    2 V1.1
TextView.lha        dev/basic     4K 208*Blitz Text reader in a window
tjernobyl.lha       dev/basic   1.2M 229*Tjernobyl - halfway game
tk_dpaint.lha       dev/basic   137K 194*Large paint program (bb2 source/executable)
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tk_JumpAndFly.lha    dev/basic    37K 191*Jump'n Fly engine done in BlitzBasic2
Transparent.lha      dev/basic     2K 118*Invisible Window demo code
tritonblitz.lha      dev/basic    90K 273*Blitz2-Triton-conversion, better libs &  ←
    docs (ger/
tritonblitz_21.lha   dev/basic    47K 323*Makes it possible to use TRITON in Blitz2
ubbinstall.lha       dev/basic     3K 172*Fixed install script for Blitz 2 (from  ←
    Ultimate Bl
ubbinstall.lha       dev/basic    10K 164*Fixed install script for Blitz 2 (from  ←
    Ultimate Bl
UDP_Chat.lha         dev/basic    68K 208*UDPfuncsV2.0 for Blitz-good for Net games
UDP_Chat.lha         dev/basic   114K 169*UDPfuncsV2.4 for Blitz-good for Net games
UDP_Chat.lha         dev/basic   120K 162*UDPfuncsV2.5 for Blitz-good for Net games
UDP_Chat.lha         dev/basic   172K 132*UDPfuncsV2.7 for Blitz-good for Net games
viewfsrc.lha         dev/basic    23K 191*Viewfonts 2 Blitz 2 source.
VS_Includes.lha      dev/basic    25K 407*VS Include files for Blitz2 (6/10/94)
VS_Includes.lha      dev/basic    26K 393*VS Include files for Blitz2 (16/1/95)
Watch2_0.lha         dev/basic    40K 254*Cool clock for your Workbench
winborder.lha        dev/basic     2K 153*Blitz2 Calculate window border sizes (VP)
XDat2Cat.lha         dev/basic    46K 240*V2.0 - Data2Catalog for Blitz
XprExample.lha       dev/basic     7K 403*How to use XPR libs from Blitz Basic
XvsDevBas.lha        dev/basic    52K   7 Using XVS library from HBasic
X_Dat2Cat.lha        dev/basic    32K 252*V1.0 - Data2Catalog for Blitz
Zbb2ClipBoard.lha    dev/basic     2K 250*Routines to read/write strings in clipboard ←
    using
Zbb2ShowHide_T.lha   dev/basic     2K 250*MUI Show/Hide example, rewritten using  ←
    Blitz2 TagL
ZClipBoard.lha       dev/basic     2K 249*Routines to read/write strings in clipboard ←
    using
Zoneed.lha           dev/basic    57K 114*Defines Zones for use with Blitz Basic Zone ←
    comman
ZShowHideTL.lha      dev/basic     2K 249*MUI Show/Hide example, rewritten using  ←
    Blitz2 TagL
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