

Aminetpart

COLLABORATORS

	<i>TITLE :</i> Aminetpart		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 23, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 Aminetpart	1
1.1 Files uploaded the month Nov 90, empty line = new day	1

Chapter 1

Aminetpart

1.1 Files uploaded the month Nov 90, empty line = new day

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

File	Dir	Size	Age	Description
MechFight.lha	game/role	235K	241*	Role playing fantasy type game. V1.0
MadBlanker.lha	util/blank	18K	241*	Cute screen blanker. V2.0
GnuAwk.lha	util/gnu	214K	241*	Port of GNU AWK to the Amiga. V2.10
GnuGrep.lha	util/gnu	128K	241*	Port of GNU grep/fgrep/egrep/bmgrep.
MoniDie.lha	game/gag	19K	241*	Cute little screen hack.
DCmd.lha V1.00	util/shell	13K	241*	Copies console IO to user specified file. ↔
PLW.lha	comm/misc	50K	242*	Monitor and record incoming calls. V3.0
Pcopy.lha .12	disk/misc	25K	242*	Intuition based disk copier with verify. V2 ↔
PokerDemo.lha	game/board	223K	242*	Demo versions of solitaire card games.
KawaiEditor.lha	mus/midi	81K	242*	Midi editor for Kawai K4 synthesizer. V1.0
PrintStudio.lha	text/print	89K	242*	Intuition based print utility. V1.25
HappySong.lha	mods/med	59K	242*	A song playable by MED.
Munk_Jams.lha	mods/funet	22K	242*	Module
xballs.lha	game/misc	262K	242*	Guide robots to dest
TobiasT1.lha	game/role	247K	242*	Space simulation by Tobias Richter
TobiasT2.lha	game/role	414K	242*	Space simulation by Tobias Richter
TobiasTDoc.lha	game/role	8K	242*	Space Simulation by Tobias Richter
CCLib.lha	dev/c	161K	244*	Standard C library as a shared lib. V3.0
TrackDisplay.lha	disk/misc	8K	244*	Monitor and display floppy track numbers

DriveWars.lha .0	game/shoot	105K	244*A	shoot'em up game, you against a virus. V1 ↔
SetCPU.lha .60	util/misc	62K	244*	Detect and modify 32 bit CPU parameters. V1 ↔
HunkFunk.lha	dev/moni	8K	244*	Disassemble any given AmigaDOS hunk file
Formatter.lha .7	disk/misc	32K	244*	Fast and user friendly floppy formatter. V2 ↔
