

**Partial**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Partial	
<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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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

Path: biz/dbase/db2\_8.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/db2\_8.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\_25.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/IntuiDex22.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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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/TurboCalc35.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 "reqtools" library 2.x. Registered version comes with full

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C source (and has better support ;-)) (concept based on hwr-mail by Heiko W. Rupp)

Author: Andreas M. Kirchwitz  
Path: comm/mail/AmigaElm\_v8.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/tcp/AmiTCP41\_42pch.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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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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ProNET 1 Installs a network between 2 Amigas

ProNET is a hardware/software combination that installs a small network between two and NOT more Amigas. This can be used to exchange data from both Amiga's devices. The difference between ParNet, written by Matthew Dillon and others, and ProNET is that you can mount the other Amiga's devices as if they were present on this machine, that means you don't have to access the other 'DF0:' indirectly by using 'NET:df0/...' but you can mount it as e.g. 'DF2:' on this Amiga. The other device is emulated PERFECTLY, so that you won't notice that it exists on the other machine in fact - You can e.g. access a disk in the other 'DF0:' by it's name instead of having to use 'DF2:', then you can get full information about the status (% full etc.) - just like as it was a real device in your first Amiga.

Of course there are extra programs supplied known from ParNET, with which you can start commands on the other Amiga or just talk between them.

Full developer information is available for programmers that want to code extra tools using the pronet.device.

Author: Michael Krause.

Path: comm/net/pronet21.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/term\_030.lha

Readme

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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/term\_030.lha                      Readme

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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: dev/c/date.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: util/cli/magic.lha                          Readme

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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.\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.\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.\nMUI is an SASG (Standardized Amiga Shareware Group) product.

Author: Stefan Stuntz  
Path: dev/gui/mui23usr.lha                        Readme

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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, EQUR, 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/PhxAss420.lha

Readme

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PhxAss 4.14 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)

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- 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, EQUR, REG, OFFSET, XDEF, XREF, PUBLIC, ...
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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/PhxAss420.lha

Readme

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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\_03.lha      Readme

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VisualArts      2.1      A powerful GUI designer

Visual Arts 2.1 is a powerful GUI designer. Features includes: Menu and List manager, Object Master, Insert custom codes into any GadTools or GadTool Menu items, primitive drawing tools such as rectangle, circle and lines; supports AppWindow, MultiProcessing windows, and scrollable super bitmap window.

Add AREXX to any program, custom images, custom images for button, PopupMenu, get any IFF color map and use it in your program, color palette and over 40 custom patterns for fills. V2.1 now supports Context Sensitive layouts, console window, add speech to your applications, support WB3.x, extended gadget and more.

An intuitive interface unlike other GUIs, unlimited windows can be opened, supports PAL, NTSC, EURO, VGA, AGA screen modes, user preference, automatic history and time interval saving, user configurable source output such as Intuition, Handler, WB2.1, WB3.1 and many more features.

Author: Danny Y. Wong  
Path: dev/gui/VisualArts25.lha      Readme

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VisualArts      2.2      A powerful GUI designer

Visual Arts 2.2 is a powerful GUI builder. Features includes: Menu and List manager, Object Master, Insert custom codes into any GadTools or GadTool Menu items, primitive drawing tools such as rectangle, circle and lines; supports AppWindow, MultiProcessing windows, and scrollable super bitmap window.

Add ARexx to any program, custom images, custom images and/or icon images for boolean button, PopupMenu, get any IFF color map and use it in your program, color palette and over 40 custom patterns for fills. Supports Context Sensitive layouts, console window, serial handler, add speech to your applications, support WB3.x, extended gadget and more.

An intuitive interface unlike other GUIs, unlimited windows can be opened, supports PAL, NTSC, EURO, VGA, AGA screen modes, user preference, automatic history and time interval saving, user configurable source output such as Intuition, Handler, WB2.1, WB3.1 and many more features. Codes generated by Visual Arts can compile and run without adding a single line of code.

Author: Danny Y. Wong  
Path: dev/gui/VisualArts25.lha      Readme

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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.

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/AM95073a.lha                      Readme

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AmiCDROM 1.15 ISO-9660 standard CDROM filesystem

AmiCDROM is a CDROM disk filing system for the Commodore Amiga. It supports the ISO-9660 standard, the Rock Ridge Interchange Protocol and the Macintosh HFS format.

The CDROM drive is mounted as a DOS device (e.g. CD0:). You can access files and directories on a CDROM disk by the usual syntax, e.g. "type cd0:foo/readme.txt".

Author: Frank Munkert

Path: disk/cdrom/AmiCDROM\_1\_15.lha              Readme

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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

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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: util/misc/find361.lha                      Readme

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PlayCDDA    1.1      Play CD's over the Amiga's audio device

A program for owners of Toshiba 3401 CDROM drives. These drives are capable of transferring CD-DA (digital audio) data over the SCSI bus. PlayCDDA reads this data and reproduces the corresponding sounds on the Amiga's audio.device. PlayCDDA communicates with the user over a simple graphical interface.

Author: Frank Munkert  
Path: disk/cdrom/PlayCDDA1\_10P5.lha    Readme

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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  
Path: disk/optim/ReOrg.lha                      Readme

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AmigaFAQ    94.10.14      "Frequently Asked Questions" about Amiga

Lists some frequently asked questions and tries to give answers. Its intention is to help new users and to reduce the amount of news that most experienced users don't like to read anymore. Sections on Hardware, Software, Programming, Applications, Graphics and more. Formatted in plain ascii, AmigaGuide, DVI, html, and texinfo. Drawer also contains some useful text files on ftp sites, newgroups, hardware tips and one on the history of the amiga.

Author: Jochen Wiedmann  
Path: docs/misc/AmigaFAQ.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

=====

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

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Path: mods/s3m/chaos.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/itf175.lha                      Readme

=====

LazyMines      2.1      Minesweeper game

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/LazyMines31.lha                      Readme

=====

Minefield      1.0      A classic thinking game.

Based on the classic thinking game, Minefield features various sized squares ensuring that it looks good on Hi-res to Super-hi-res-laces screen modes. Other features include timer count up/down option, nice WB2.+ colour scheme, custom minefield and hall of fame history.

Author: Richard Bemrose

Path: comm/ambos/MineField.lha                      Readme

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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

=====

Zerberk 1.3 Arcade game like Berzerk.

A freeware arcade game like Berzerk, but with more features. Supports the 4 player adapter for the parallel port, uses soft stereo where possible, doesn't stop multitasking and saves highscores to disk.

Author: Matthias Bock

Path: game/shoot/zerberk14.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
- fontsensitiv
- 68020/881-version included

Author: Dirk Farin

Path: gfx/conv/gfxcon.lha           Readme

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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

## 1.2 Index of all Fish files this CD

=====

Morph     ??.?     160x200x6 302 frame anim - morphing objt

A 302 frame 160x200x6 raytraced animation of a rotating object that morphs between several different shapes, including cylinder, cone, and diamond.

Author: Bill Graham

Path: mods/xm/morph2.lha

Readme

=====

Morph2    ??.?     384x482x6 153 frame anim - morphing objt

A 153 frame 384x482x6 raytraced animation of a rotating box that morphs into a donut shape, blows apart into six orbiting balls, and then comes back together again as a rotating box, in a continuous loop.

Author: Bill Graham

Path: mods/xm/morph2.lha

Readme

=====

MP       1.03     ECS/AGA/OpalVision/PicassoII MPEG player

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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/conv/mp2iff24.lha                      Readme

=====

RDS      2.1      Single Image Random Dot Stereogram genr.

Single-Image-Random-Dot Stereogram generator. A random dot stereogram is a picture that looks like snow on a TV. By training your eye muscles to behave in a certain way, a 3-D image will magically appear. I do not know the specific optical properties that cause this to work. All I know is that it does.

Author: Ben Sutter  
Path: mods/xm/rds\_1.lha                      Readme

=====

TIFFView      1.14      Read-view-print TIFF,MACpaint,GIF,JPEG

A utility to read, view and print 'TIFF', 'MacPaint', 'GIF(87a & 89a)' & 'IFF', 'JPEG' or any image you have a 'DataType' for, and to write them back as 'TIFF', 'JPEG' or 'IFF' files.

TIFFView is the most complete TIFF, GIF and JPEG reader ever seen on the Amiga!

Author: Bert Wynants  
Path: gfx/show/TIFFView116.lha              Readme

=====

Transit      ?.?      160x200x6 127 frame anim - fly through

A 127 frame 160x200x6 raytraced animation of something like a ship flying through a wormhole. Shades of Deep Space 9 ...

Author: Bill Graham  
Path: mods/s3m/transit.lha                      Readme

=====

xv      2.10      Amiga port of the popular unix displayer

This is a port of an X11 program called Xv (v3.10) by John Bradley.

XV is a program that displays image files in GIF87, GIF89, JPEG, PBM/PGM/PPM, TIFF, PDS/VICAR Sun Rasterfile, and X11 Bitmap formats. XV runs on nearly ALL X displays: 1, 2, 4, 6, 8, 16, 24, and 32-bit, color, greyscale, and black/white.

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XV displays one image at a time in an output window, or on the root window. You can arbitrarily stretch or compress the window, and the picture will be rescaled to fit. You can rotate the picture in 90-degree steps. You can flip the picture vertically and horizontally. You can repeatedly 'crop' a picture (define a rectangular 'region-of-interest' and 'throw away' the rest). You can magnify any portion of the picture by any amount, up to the maximum size of your screen.

XV allows you click on the picture to determine pixel RGB values and x,y coordinates. You can perform arbitrary 'gamma correction' on the picture both in RGB space and HSV space. You can specify the maximum number of colors that XV should use, for some interesting visual effects. You can have the program produce a stippled version of the picture using black and white, or any other pair of colors.

XV can write images in a variety of formats, with many of the modifications you may have made to the picture saved as well. You can use XV to do format conversion. XV will also automatically uncompress compress-ed files, as well as read files from stdin.

Author: John Bradley, Amiga port by Terje Pedersen  
Path: gfx/edit/xv218.lha                      Readme

=====

bc     1.03     GNU arbitrary precision calculator lang.

A language that supports arbitrary precision numbers with interactive execution of statements. There are some similarities in the syntax to the C programming language.

A standard math library is available by command line option. If requested, the math library is defined before processing any files. bc starts by processing code from all the files listed on the command line in the order listed. After all files have been processed, bc reads from the standard input. All code is executed as it is read. (If a file contains a command to halt the processor, bc will never read from the standard input.)

This version of bc contains several extensions beyond traditional bc implementations and the POSIX draft standard. Command line options can cause these extensions to print a warning or to be rejected. This document describes the language accepted by this processor. Extensions will be identified as such.

Author: Philip A. Nelson  
Path: dev/basic/bc.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/gcc270c.lha Readme

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Author: Free Software Foundation  
Path: dev/gcc/gcc270c.lha Readme

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Author: Free Software Foundation  
Path: dev/gcc/gcc270c.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 uncompressing a `.Z` file, do not assume that the `.Z` file is correct simply because the standard `uncompress` does not complain. This generally means that the standard `uncompress` does not check its input, and happily generates garbage output. The SCO `compress -H` format (`lzh` compression method) does not include a CRC but also allows some consistency checks.

Files created by `zip` can be uncompressed by `gzip` only if they have a single member compressed with the 'deflation' method. This feature is only intended to help conversion of `tar.zip` files to the `tar.gz` format. To extract `zip` files with several members, use `unzip` instead of `gunzip`.

`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

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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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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 uncompressing a .Z file, do not assume that the .Z file is correct simply because the standard uncompress does not complain. This generally means that the standard uncompress does not check its input, and happily generates garbage output. The SCO compress -H format (lz compression method) does not include a CRC but also allows some consistency checks.

Files created by zip can be uncompressed by gzip only if they have a single member compressed with the 'deflation' method. This feature is only intended to help conversion of tar.zip files to the tar.gz



format. To extract zip files with several members, use unzip instead of gunzip.

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/gzipl24x2.lha                      Readme

=====

ispell      4.0      GNU spelling checker

Ispell is a program that helps you to correct typos in a file, and to find the correct spelling of words. When presented with a word that is not in the dictionary, ispell attempts to find near misses that might include the word you meant.

The best way to use ispell is with GNU EMACS. For documentation about this mode, see the info topic "ispell".

Ispell can also be used by itself, and in this case the most common usage is "ispell filename". If ispell finds a word that is not in the dictionary, it is printed at the top of the screen. Ispell then checks the dictionary for near misses \- words that differ only by a single letter, a missing or extra letter, or a pair of transposed letters. Any that are found are printed on the following lines, and finally, two lines of context containing the word are printed at the bottom of the screen. If your terminal can type in reverse video, the word itself is highlighted.

If you think the word is correct as it stands, you can type either "Space" to accept it this one time, "A" to accept it for the rest of this file, or "I" to accept it and put it in your private dictionary. If one of the near misses is the word you want, type the corresponding number. Finally, you can type "R" and you will be prompted for a replacement word. The string you type will be broken into words, and each one will also be checked. You can also type "?" for help.

---

If `ispell` is started with no arguments, it enters a loop reading words from the standard input, and printing messages about them on the standard output. You can use this mode to find the spelling of a problem word.

Author: Pace Willisson  
Path: util/gnu/ispell\_bi.lha                      Readme

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Author: Pace Willisson  
Path: util/gnu/ispell\_bi.lha                      Readme

=====

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

=====

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*` :

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- 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

=====

tar      1.11.2      GNU Tape Archiver

Tar collects files into an archive which is normally written to tape or other backup media. It can also be written to a normal file, and such files have become a common intersystem exchange mechanism.

Author: John Gilmore  
Path: util/arc/tar\_compress.lzh                  Readme

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Author: John Gilmore

Path: util/arc/tar\_compress.lzh Readme

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Author: John Gilmore

Path: util/arc/tar\_compress.lzh 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/CP5.lha Readme

=====

DSound 1.50 Play 8SVX samples off hard drive.

DSound is an 8SVX sound sample player that plays samples directly off a hard drive, without having to load an entire sample into memory first, making it possible to play samples of any length even under limited memory conditions. This version fixes some bugs and adds a display to the DSound window that shows the length of the sample and the amount played so far, both in minutes::seconds format.

Author: Dave Schreiber

Path: mus/play/DSound150.lha Readme

=====

JukeBox 2.83 GUI-based audio CDROM disk player

A program to play compact digital audio discs by emulating a graphical user interface similar to common CD players. Supports various vendor's SCSI-CDROM-player, CDTV and A570. It provides a command line oriented, fully programmable ARexx user interface, as well.

Author: Franz-Josef Reichert  
Path: disk/cdrom/JukeBox\_Ext.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

=====

PowerTracker     1.3b      Module replayer with 20+ formats.

Module-Replayer supporting more than 20 formats. A music player that goes back to the basics. It supports a wide range of music formats without the need for many external libraries and players. PowerTracker is a complete music player in one tidy package!

Author: Wai Hung Liu  
Path: mus/play/PowerTracker.lha          Readme

=====

SoundMachine     1.5      Loads,saves, & plays various sound files

Allows you to load, save, and play various sound file formats including RAW, IFF, VOC, and WAV. Two versions are included: one with an Intuition interface and a smaller CLI version. Very useful for those who frequent BBS's and have access to these type of sound files. New version supports stereo WAV, and 16-bit files and more configurability.

Author: Syd L Bolton, Legendary Design Technologies  
Path: mus/edit/SoundMachine.lha          Readme

### 1.3 Index of all Fish files this CD

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MagicIcons      ??      A set of icons for MagicWB.

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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/MagicIcons3.lha                      Readme

=====

MiserPrint      1.14      Print util for inkjets (HP-compatible).

MiserPrint is a print utility that puts up to 8 normal pages of text on one sheet of paper. You are able to save paper and time. MiserPrint uses the small built-in fonts (Courier and Letter Gothic) of the HP-Deskjet or compatible printers.

Author: Heinz-Guenter Boettger  
Path: text/print/MiserPrint1\_16.lha      Readme

=====

MiserPrint      1.15      Print util for inkjets (HP-compatible).

MiserPrint is a print utility that puts up to 8 normal pages of text on one sheet of paper. You are able to save paper and time. MiserPrint uses the small built-in fonts (Courier and Letter Gothic) of the HP-Deskjet or compatible printers.

Author: Heinz-Guenter Boettger  
Path: text/print/MiserPrint1\_16.lha      Readme

=====

PSPRT      1.24      Print PS files on non-PostScript printer

PSPRT-Handler allows you to print PostScript files on non-postscript capable printers using the "post.library" PostScript interpreter.

Author: Daniel Weber  
Path: text/print/psprt132.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\_61.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/csh547.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 other things.

I hope, that this version is mostly bug free.

Author: Fin Schuppenhauer

Path: util/cdity/cx23.lha                      Readme

=====

FlipIt    1.2      Flip through screens via hotkeys.

Commodity that lets you install hotkeys for flipping through screens. FlipIt lets you specify a hotkey to push the frontmost screen to the back, and a hotkey to bring the rearmost screen to the front. This is useful when using programs that do not have depth gadgets on their screens.

Author: Michael J Barsoom

Path: util/cdity/FlipIt21.lha                      Readme

=====

FlipIt    2.0      Flip through screens via hotkeys.

Commodity that lets you install hotkeys for flipping through screens. FlipIt lets you specify a hotkey to push the frontmost screen to the back, and a hotkey to bring the rearmost screen to the front. This is useful when using programs that do not have depth gadgets on their screens.

Author: Michael J Barsoom

Path: util/cdity/FlipIt21.lha                      Readme

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=====

Flush 1.2 Flushes unused libs, devices, and fonts

Flushes unused libraries, devices and fonts from RAM. Options include flush all, flush one type, report but don't flush, report which got flushed, and amount of memory regained. Runs from CLI, under AmigaDOS 2.04 or later.

Author: Gary Duncan

Path: mods/smpl/Flush.lha Readme

=====

FontPrefs 2.14 Font preferences clone

Alternative to the standard font preferences program.  
Font Sensitive.

Author: Martin Stengle

Path: util/sys/FontPrefs.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/GED313.lha Readme

=====

IFFMaster 1.3 Show IFF structure & chunk contents

IFF Master is a program that allows you to have a view inside the structure of IFF files. It is not yet another picture viewer or sound sample player,

but it displays the internal entities (chunks) of a file. For example, the headers of pictures (ILBM) or sound samples (8SVX) are displayed in clear, so you can directly read the size and depth of the image or the sampling rate.

Current features (V 1.3) include:

- MUI application
- localized GUI (with AmigaOS 2.1 or later)
- Extensive chunk type library (currently 37 form types, 234 known chunks, 60 of these with comprehensive structure description)
- Chunk contents are presented alternatively as structure, text or hexdump
- Bit fields and enumeration types are displayed in clear
- Fixed point values are printed in decimal (e.g. 8SVX.VHDR.Volume)
- Callback hooks for special attributes, e.g. the Mode-ID inside the CAMG chunk is de-referenced (e.g. "PAL: Hires").
- clipboard support
- chunk contents and partial FORMs can be saved
- AppWindow and AppIcon

Features new for V 1.3:

BUG prefs window: close gadget now functioning  
 BUG Cycle chain (TAB) now works in all windows  
 NEW new chunk types: IAND, IANM, DR2D, RGB8, RGBN, SPLT  
 NEW hex numbers get a user-chosen indicator, construction of hex dumps is now more than 3 times faster  
 NEW IFFs can be saved, even nested FORMs, e.g. images inside animations  
 NEW Implemented some editing capabilities (delete chunks)  
 NEW Preferences can be saved

Author: Kay Drangmeister  
 Path: util/misc/IFFMaster14.lha            Readme

=====

InfraRexx      1.4      Use Amiga as infrared remote controller.

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\_6b.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/LhA\_e138.run 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

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Vincent "fOX" Schöttke  
Path: util/wb/MCP105r.lha                      Readme

=====

Move        37.11        Unix type Move command

This is not just another Move command it features more: Recursive directory movements (including creation of destination dir), pattern support, and command line flags like those known from e.g. C:Rename...and many, many more

Author: Kai Iske  
Path: mods/pro/Move\_any\_m95.lha              Readme

=====

PicBoot     2.6        Displays picture during bootup

Have you removed all output in your 2.0+ startup, and only see a black screen during boot? Wouldn't it be nice to have a picture instead? A picture that disappeared when the Workbench screen opened?

If so, PicBoot is certainly a program for you. What it will do is to read any IFF file containing an ILBM picture - or a GIF file - and show that picture. As soon as the Workbench screen appears (or you press any mouse-button), the picture will go away.

Author: Magnus Holmgren  
Path: util/boot/PicBoot.lha                  Readme

=====

PowerSnap   2.2a        Commodity to cut and paste text

PowerSnap is a utility that allows you to use the mouse to mark characters anywhere on the screen and paste them somewhere else, like in the CLI or in a string gadget. PowerSnap will check what font is used in the window you snap from and will look for the position of the characters automatically. It recognizes all non proportional fonts of up to 24 pixels wide and of any height so this should cover most fonts used. Snapping and pasting text is done using the mouse, making PowerSnap fast and easy to use.

Author: Nico François  
Path: util/cdity/PowerSnap22a.lha          Readme

=====

PPrefs      2.0        Screenmode promotion utility

PPrefs is a screenmode promotion utility which allows you to promote every available screenmode of your system (including HAM and EHB modes) to another mode. You simply select a source and a destination mode and every program that wants to open a screen with the source mode, instead will open a screen with the destination mode. If you want that some very special

programs get their very special screenmode or don't get promoted at all, besides that "mode to mode" promotion, PPrefs supports task/screen specific promotion, as well..address

Author: Olaf Gschweng  
Path: util/boot/PPrefs202.lha                   Readme

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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

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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 say that you are using the program.

Author: Richard Ambridge  
Path: util/cdity/Remind1\_52.lha             Readme

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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.

Author: Oliver Rummeyer  
Path: util/dir/RO\_V104.lha                 Readme

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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/scout24.lha Readme

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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/SnoopDos30grm.lha Readme

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UnPacker 1.2 AppIcon util for extracting archives

UnPacker is an appicon utility for extracting archives from the WB. It automatically chooses the archiver to use by comparing the file suffix (e.g.. '.lha') with the program icon's tooltypes. Thus you can configure it to recognize every archive format you use.

Author: Erik Sagalara

Path: util/arc/UNPacker180.lha Readme

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UUxT 3.0b CLI/GUI-based UUEncoder/UUDecoder

UUxT is a full featured UUencode/decoder with the following features:

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- o File splitting when encoding for easy mailing/posting.
- o Batch decoding. (You can decode many files at once, as well as split files without joining them. UUxT also has wildcard support.)
- o Batch encoding. You can encode multiple files into one text file.
- o Automatically skips over mail headers and other junk that can end up in encoded files.
- o Ability to LhA compress files for you, and then uuencode the resulting compressed file, all in one step, thus saving you time. You can also decode and de-LhA in one step.

UUxT also comes with UUxT-GUI 2.0, a full featured workbench interface for UUxT. UUxT-GUI 2.0 now supports all of UUxT 3.0's features including batch encoding, decoding, etc.

Author: Asher Feldman

Path: util/arc/uuxt31.lha

Readme

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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\_V3\_2.lha

Readme

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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\_V3\_2.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/vt2\_76.lha                      Readme

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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/vt2\_76.lha                      Readme

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WhatIs      3.5      Can detect file types

WhatIs.library can detect file types and is fully parametrable by an ascii file. You can describe file types and they will be recognized by the library. A few tools are also included.

Author: Sylvain Rougier  
Pierre Carrette  
Path: util/cli/WhatIs.lha                      Readme

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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: util/cdity/Yak210.lha                      Readme

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Yak      2.0B8      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: util/cdity/Yak210.lha                      Readme

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ZShell    2.2    Small, fast shell with CFN and review.

ZShell is a small (26K), fast and powerful SHELL with many (64) builtin commands. So it replaces most of the commands in the C: directory what effects in saving disk space and reducing disk accesses. There is no way around ZShell for those who do not have a harddisk or still have Kickstart 1.2/1.3 . But it is useful for those with a better Kickstart and/or harddisk, too, because for example it has powerful editing & history, filenamecompletion, review buffer and a lovely

LIST, DIR and INFO command (very sensible ones !). I tried to made usage similar to the AmigaDOS Shell for easy using.

Some of the features:

- \* Freeware, no payment required.
- \* Usage is similar (or better) to the standard AmigaDOS shell.
- \* Supports the standard housekeeping commands which are builtin, so no disk access is necessary.  
eg. list, dir, cd, rename, mkdir, delete, copy, path, info, type
- \* A total of 64 builtin commands.
- \* About 26K small (pure assembler code, source included).
- \* Starting from Workbench or CLI/Shell possible.
- \* Filenamecompletion by simply pressing TAB.
- \* Review-buffer to see what scrolled out of the window.
- \* Command line editing better than KS2.0 .
- \* Command and Function key aliasing.
- \* DIR and LIST both sort (by default) and show filesize.
- \* Simple 'MORE' type text viewer.
- \* Some commands and features for debugging system/programs.
- \* Online HELP function and AmigaGuide documentation with examples.
- \* Has a kind of Memory-Clock with alarm.
- \* Colourful output, can be reduced to one colour.

Author: Paul Hayter, Martin Gierich

Path: util/shell/ZShell.lha                      Readme

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ZShell      2.5      Small, fast shell with CFN and review.

ZShell is a small (31K), fast and powerful Shell with many (65) builtin commands. So it replaces most of the commands in the C: directory (like LIST, COPY etc.) what effects in saving disk space and reducing disk accesses. There is no way around ZShell for those who do not have a harddisk or still have Kickstart 1.2/1.3 .

Some of the features:

- \* Freeware, no payment required !
- \* Usage is similar (or better) to the standard AmigaDOS shell.
- \* Supports the standard housekeeping commands which are builtin, so no disk access is necessary.  
eg. list, dir, cd, assign, delete, copy, move, path, info, type
- \* A total of 65 builtin commands.
- \* About 31K small (pure assembler code, source included).
- \* Starting from Workbench (!) or CLI. No installation needed.
- \* File name completion by simply pressing TAB; shows all matches.
- \* Review buffer to see again what scrolled out of the window.
- \* Some commands and debugging features for programmers.
- \* Online Help function and AmigaGuide documentation with examples.
- \* Command line editing better than OS2.0/3.0 Shell.
- \* Support of OS2.0+ and OS3.0+ specific features.
- \* Wild cards and recursive processing.
- \* Real RUN and NEWCLI command that reenters ZShell quickly.
- \* DIR and LIST both sort (by default) and show file sizes.
- \* Application-Window/-Icon
- \* Can open window on own screen

