

CONTENTS

Fred Fish

COLLABORATORS

	<i>TITLE :</i> <i>CONTENTS</i>		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	CONTENTS	1
1.1	Recent Submissions	1
1.2	Index of subdirectory: biz	2
1.3	Index of subdirectory: comm	3
1.4	Index of subdirectory: dev	3
1.5	Index of subdirectory: disk	4
1.6	Index of subdirectory: game	4
1.7	Index of subdirectory: gfx	5
1.8	Index of subdirectory: hard	6
1.9	Index of subdirectory: misc	6
1.10	Index of subdirectory: mus	7
1.11	Index of subdirectory: pix	7
1.12	Index of subdirectory: text	9
1.13	Index of subdirectory: util	10
1.14	A new address database using MUI	12
1.15	A datafile manager	13
1.16	Very powerful programmable db with GUI	13
1.17	Database of alcoholic drinks	15
1.18	Full-featured easy-to-use database	16
1.19	Database with GadTool look	16
1.20	Flexible,fast, & easy flat file database	17
1.21	Database/Receiver controller for SWL	17
1.22	Database/Receiver controller for SWL	18
1.23	Interactive desktop video program.	18
1.24	1	18
1.25	Solves coordinate geometry problems	20
1.26	Mail-Reader (UUCP/Internet), v6 (6.24)	20
1.27	Monitor number of Messages in SMTPSpool	20
1.28	A POP 3 client for AmigaDOS.	21
1.29	A very small ANSI terminal program.	21

1.30	Fast, full-featured Terminal, XEM, XPR	21
1.31	Very nice terminal program.	22
1.32	Very powerful Debugger and Assembler.	23
1.33	Highly optimizing macro assembler	23
1.34	Update (V2.35) of Amiga BASIC compiler	24
1.35	Sends serial debug output to a console	24
1.36	Symbolic disassembler and debugger.	25
1.37	Replaces drip, WB-Displ., Cluster Source	26
1.38	Debug tool for pool-allocations (OS3.x)	26
1.39	Debugging device to monitor serial-IO	26
1.40	A powerful GUI designer	27
1.41	Interpreting, C-like language library	27
1.42	Create autodocs and/or texinfo from src	28
1.43	Bit tool; dec-hex-bin conv; calc	28
1.44	A GUI catalog editor/translator	29
1.45	Describes functions in libraries	29
1.46	AmigaDOS module linker	29
1.47	Disk monitor - for most block devices	30
1.48	SpaceTaxi clone for 25MHz+, 1m+ chip	31
1.49	Single player board game of strategy	31
1.50	Great Boulder dash clone	31
1.51	Try to put 16 color images back together	32
1.52	Creates custom dungeons for games	32
1.53	Multilevel graphic puzzle adventure.	32
1.54	2 player space war game in 53 systems.	33
1.55	Deduce the location of hidden	33
1.56	Very nice BlackJack & VideoPoker games	33
1.57	Multi-player draw poker game.	34
1.58	Multi-platform 3D solid object modeler	34
1.59	Image format converter for most formats	34
1.60	Image processing program	35
1.61	New, fast, intuitive image processor	37
1.62	New image processing application.	38
1.63	A comprehensive morphing package.	38
1.64	Amiga port of the popular unix displayer	39
1.65	Patches graphics.library for PAL/NTSC	40
1.66	Demo of a new fractal program	40
1.67	Creates random clouds in AGA resolutions	41
1.68	ImageFX 2.0 Source Developers Kit	41

1.69	A small morphing package	41
1.70	Icon viewer for directory utils and CLI	41
1.71	Communicates with X-10 coprocessors	42
1.72	Mouse Driver for LogiTech serial mice	42
1.73	Battery backed-up clock/cal project v2.0	42
1.74	Use 1.44Mb PC drives as Amiga HD drives	42
1.75	Q & A about Amiga 1200 hardware.	43
1.76	Reference guide to A4000 hardware.	43
1.77	A Modula-2 callable plot library.	43
1.78	Mathematical Formula Editor	44
1.79	Create, sort, print grocery lists	44
1.80	Changes look of various players	44
1.81	User/System friendly module player	45
1.82	727 frame 211x265x6 anim by Bill Graham.	45
1.83	An animation, with sound, by Bill Graham	45
1.84	An animation, with sound, by Bill Graham	45
1.85	202 frame 176x220x6 anim by Bill Graham.	45
1.86	202 frame 352x220x8 anim by Bill Graham.	46
1.87	Set of comics by Bill Graham	46
1.88	640x413x24 JPEG picture by Bill Graham	46
1.89	768x482x24 JPEG picture by Bill Graham	46
1.90	768x482x24 JPEG picture by Bill Graham	46
1.91	768x482x24 JPEG picture by Bill Graham	47
1.92	Stereo imagery - need 3D glasses to view	47
1.93	640x413x24 JPEG picture by Bill Graham	47
1.94	640x413x24 JPEG picture by Bill Graham	47
1.95	640x413x24 JPEG picture by Bill Graham	48
1.96	Three New Icons For Use With SABOT	48
1.97	"Rachel Monitor	48
1.98	"Volleyball Rachel	48
1.99	Picture of a shuttle and the NCC-1701D.	48
1.100	1024x768x24 JPEG rendering by F Maushart	49
1.101	1024x768x24 JPEG rendering by F Maushart	49
1.102	1024x768x24 JPEG rendering by F Maushart	49
1.103	1024x768x24 JPEG rendering by F Maushart	50
1.104	1024x768x24 JPEG rendering by F Maushart	50
1.105	1024x768x24 JPEG rendering by F Maushart	50
1.106	1024x768x24 JPEG rendering by F Maushart	51
1.107	1024x768x24 JPEG rendering by F Maushart	51

1.1081024x768x24 JPEG rendering by F Maushart	52
1.1091024x768x24 JPEG rendering by F Maushart	52
1.1101024x768x24 JPEG rendering by F Maushart	52
1.111724x566x24 JPEG rendering by G. Kuiper	53
1.1121024x768x24 JPEG rendering by F Maushart	53
1.1131024x768x24 JPEG rendering by F Maushart	54
1.1141024x768x24 JPEG rendering by F Maushart	54
1.1151024x768x24 JPEG rendering by F Maushart	54
1.1161024x768x24 JPEG rendering by F Maushart	55
1.1171024x768x24 JPEG rendering by F Maushart	55
1.1181024x768x24 JPEG rendering by F Maushart	55
1.1191024x768x24 JPEG rendering by F Maushart	56
1.1201024x768x24 JPEG rendering by F Maushart	56
1.1211024x768x24 JPEG rendering by F Maushart	57
1.122compiler error management	57
1.123A VERY nice shareware text editor	57
1.124GoldED macro collection	59
1.125Online bracket highlighting for GoldED	59
1.126Spell checking package for GoldED	59
1.127Splits ASCII text into several columns.	59
1.128Flexible character set conversion pkg	60
1.129Print util for inkjets (HP-compatible).	60
1.130Print PS files on non-PostScript printer	60
1.131Soft scroll text viewer with xpk-support	61
1.132Runs multiple programs from 1 icon	61
1.133Replace the System Beep for WB2 and WB3	61
1.134Unix directories for AmigaDOS	61
1.135Generates WARN (5) codes on qualifiers	62
1.136Changes Workbench pattern at each boot	63
1.137Removes entries from s:user-startup.	63
1.138Flip through screens via hotkeys.	63
1.139The ultimate commodity killer	63
1.140Launches applications from a ListView	64
1.141A nice reminder utility	64
1.142A multipurpose commodity	65
1.143Check type of file with	66
1.144Enhancements of AmigaDOS Commands	66
1.145Unix type Man command	66
1.146Sorts ASCII-Files, many features	67

1.147Fast replacement for AmigaDOS 'search'	67
1.148Convert base10 <-> base36 with MUI-GUI	67
1.149Datatype for viewing binary files in hex	68
1.150C datatype, highlights c/c++ keywords	68
1.151Changes selected icon images to defaults	68
1.152Datatype for Targa or TGA images	68
1.153Tron's PCX DataType 39.6	69
1.154Fast datatype for displaying GIF files.	69
1.155Lib to display localized error messages	70
1.156PostScript font engine	70
1.157Frontmost screen becomes def public scr	71
1.158Injects things into the input stream	71
1.159Use Amiga as an infrared remote	71
1.160UNIX like man/Xman command	72
1.161Powerful calculator	72
1.162Edit ToolTypes easily.	73
1.163Virtual memory for Amigas with MMU	73
1.164Monitor and control system activity	73
1.165A	73
1.166List of 425 programs that support ARexx.	74
1.167Tool to test/debug ARexx interfaces	74
1.168ARexx function lib for V37+ dos functs.	74
1.169Create ARexx intuition skeleton	75
1.170Small, fast shell with CFN and review.	75
1.171Application Launcher for WB2 and WB3	76
1.172Substitute Icon images and positions	76
1.173A magnifying program for the WorkBench.	77
1.174A powerful Multifunction Commodity	77
1.175Scales pictures into icons. os3.x only	78
1.176Controls windows via keyboard	79

Chapter 1

CONTENTS

1.1 Recent Submissions

R E C E N T S U B M I S S I O N S

This is the root directory of the file tree that contains material submitted since the last FreshFish CD-ROM. This file is automatically generated from the product info files in this tree.

There are three other files that are automatically generated, which are plain text versions of the same information contained in this file, as follows:

The INDEX file provides a quick overview which contains a one-line entry for each program, including the name of the program, version number, and short description.

The LOCATE file is the same as the INDEX file, except instead of having a short description, it includes the full path to the material you wish to locate.

The CONTENTS file contains detailed information about each program, including a longer description, author information, and location in the file tree.

Generally you would only need these files if you were accessing the information without the help of AmigaGuide.

This file tree is organized into several subdirectories. For an index of the files in any subdirectory, click on the appropriate name below:

biz

comm

dev

disk

game
gfx
hard
misc
mus
pix
text
util

1.2 Index of subdirectory: biz

For more information about a particular program, click on the name [↔](#)
field

below:

AddressBook
 0.32 A new address database using MUI

AFile
 4.01 A datafile manager

AmigaBase
 2.1 Very powerful programmable db with GUI

BarTender
 1.0 Database of alcoholic drinks

bBaseIII
 3.04 Full-featured easy-to-use database

db
 2.5 Database with GadTool look

DemoCoGo
 3.0 Solves coordinate geometry problems

QuickFile
 3.10 Flexible, fast, & easy flat file database

QuickTextDemo
 1.0 Interactive desktop video program.

SCAN8800
 2.43 Database/Receiver controller for SWL

SCAN8800
 2.53 Database/Receiver controller for SWL

VStationDemo
demo 1 Video editing control software.

1.3 Index of subdirectory: comm

For more information about a particular program, click on the name ↔
field

below:

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

AmiPOP
1.16 A POP 3 client for AmigaDOS.

HFT
38.557 A very small ANSI terminal program.

MailQueue
37.2 Monitor number of Messages in SMTPSpool

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

Term
4.3 Very nice terminal program.

1.4 Index of subdirectory: dev

For more information about a particular program, click on the name ↔
field

below:

ACE
2.35 Update (V2.35) of Amiga BASIC compiler

ADoc
1.02 Create autodocs and/or texinfo from src

BarflyDemo
1.18 Very powerful Debugger and Assembler.

BitOp
2.2 Bit tool; dec-hex-bin conv; calc

CatEdit
1.2b A GUI catalog editor/translator

DeCon

	2.1	Sends serial debug output to a console
DisectDemo	1.7	Symbolic disassembler and debugger.
FPL	11.5	Interpreting, C-like language library
MemWatcher	1.0	Replaces drip, WB-Displ., Cluster Source
OFL	1.2	Describes functions in libraries
PhxAss	4.14	Highly optimizing macro assembler
PhxLnk	4.15	AmigaDOS module linker
PoolWatch	1.01	Debug tool for pool-allocations (OS3.x)
SerLog	1.6	Debugging device to monitor serial-IO
VisualArts	2.2	A powerful GUI designer

1.5 Index of subdirectory: disk

For more information about a particular program, click on the name ↔
field

below:

DiskMon	3.1	Disk monitor - for most block devices
---------	-----	---------------------------------------

1.6 Index of subdirectory: game

For more information about a particular program, click on the name ↔
field

below:

AirTaxi	?.?	SpaceTaxi clone for 25MHz+, 1m+ chip
AntiMatter	2.1	Deduce the location of hidden "atoms".

CardGamesDlx	
1.1	Very nice BlackJack & VideoPoker games
DiamondCaves	
1.3	Great Boulder dash clone
DungeonMap	
2.2	Creates custom dungeons for games
KightsQuest	
?..?	Single player board game of strategy
PanicSociety	
1.1	Multilevel graphic puzzle adventure.
Puzzle	
1.3	Try to put 16 color images back together
SmokeEmPoker	
1.4.1	Multi-player draw poker game.
SSW	
1.38	2 player space war game in 53 systems.

1.7 Index of subdirectory: gfx

For more information about a particular program, click on the name [↔](#)
field

below:

AmigaToNTSC	
1.2	Patches graphics.library for PAL/NTSC
CloudsAGA	
2.0	Creates random clouds in AGA resolutions
GfxCon	
1.3	Image format converter for most formats
IconShow	
0.12B	Icon viewer for directory utils and CLI
ImageEngineer	
1.0	New image processing application.
ImageFX_SDK	
2.0	ImageFX 2.0 Source Developers Kit
ImageStudio	
2.0.0	Image processing program
IPRDemo	
1.0	New, fast, intuitive image processor

Irit	5.0	Multi-platform 3D solid object modeler
MandelTourDemo	3.0	Demo of a new fractal program
MiniMorph	1.1d	A small morphing package
TSMorph	3.2	A comprehensive morphing package.
xv	2.10	Amiga port of the popular unix displayer

1.8 Index of subdirectory: hard

For more information about a particular program, click on the name ↔
field

below:

A1200HW	1.0	Q & A about Amiga 1200 hardware.
A4000HW	2.0	Reference guide to A4000 hardware.
ARexX-10	?.?	Communicates with X-10 coprocessors
LogiMouse	1.05	Mouse Driver for LogiTech serial mice
MouseClock	2.0	Battery backed-up clock/cal project v2.0
PCDRV2AM	?.?	Use 1.44Mb PC drives as Amiga HD drives

1.9 Index of subdirectory: misc

For more information about a particular program, click on the name ↔
field

below:

FastPlot	1.00	A Modula-2 callable plot library.
Grocery	1.7	Create, sort, print grocery lists

MathScript
2.0 Mathematical Formula Editor

1.10 Index of subdirectory: mus

For more information about a particular program, click on the name ↔
field

below:

PowerPlayer
4.1 User/System friendly module player

PTPrefs
1.03 Changes look of various players

1.11 Index of subdirectory: pix

For more information about a particular program, click on the name ↔
field

below:

1701Dshuttle
Picture of a shuttle and the NCC-1701D.

24BitComix
?..? Set of comics by Bill Graham

BatWormSolo
?..? 640x413x24 JPEG picture by Bill Graham

BlueSeaDream
?..? 727 frame 211x265x6 anim by Bill Graham.

glas1
1024x768x24 JPEG rendering by F Maushart

glas2
1024x768x24 JPEG rendering by F Maushart

glas3
1024x768x24 JPEG rendering by F Maushart

GongAGA
?..? An animation, with sound, by Bill Graham

GongECS
?..? An animation, with sound, by Bill Graham

HandJiveHAM6

?.?	202 frame 176x220x6 anim by Bill Graham.
HandJiveHAM8	
?.?	202 frame 352x220x8 anim by Bill Graham.
image1	1024x768x24 JPEG rendering by F Maushart
light1	1024x768x24 JPEG rendering by F Maushart
light2	1024x768x24 JPEG rendering by F Maushart
light3	1024x768x24 JPEG rendering by F Maushart
light4	1024x768x24 JPEG rendering by F Maushart
Mamba	
?.?	768x482x24 JPEG picture by Bill Graham
metal1	1024x768x24 JPEG rendering by F Maushart
metal2	1024x768x24 JPEG rendering by F Maushart
metal3	1024x768x24 JPEG rendering by F Maushart
NCV10Years.readm	
	724x566x24 JPEG rendering by G. Kuiper
numb1	1024x768x24 JPEG rendering by F Maushart
numb2	1024x768x24 JPEG rendering by F Maushart
numb3	1024x768x24 JPEG rendering by F Maushart
PastaSalad	
?.?	768x482x24 JPEG picture by Bill Graham
psychic1	1024x768x24 JPEG rendering by F Maushart
psychic2	1024x768x24 JPEG rendering by F Maushart
RachelMonitor	
1.0	"Rachel Monitor" Rachel Picture
Sabot_Icons	

?.?	Three New Icons For Use With SABOT
SisBoomBa	
?.?	768x482x24 JPEG picture by Bill Graham
sorrow1	
	1024x768x24 JPEG rendering by F Maushart
sorrow2	
	1024x768x24 JPEG rendering by F Maushart
Stereo	
?.?	Stereo imagery - need 3D glasses to view
Tmonster1	
?.?	640x413x24 JPEG picture by Bill Graham
Tmonster2	
?.?	640x413x24 JPEG picture by Bill Graham
Tmonster3	
?.?	640x413x24 JPEG picture by Bill Graham
VolleyballRachel	
1.0	"Volleyball Rachel" Rachel Picture
water1	
	1024x768x24 JPEG rendering by F Maushart
water2	
	1024x768x24 JPEG rendering by F Maushart
water3	
	1024x768x24 JPEG rendering by F Maushart

1.12 Index of subdirectory: text

For more information about a particular program, click on the name [↔](#)
field

below:

Column	
1.23	Splits ASCII text into several columns.
CVT	
1.6	Flexible character set conversion pkg
DebugIT	
2.1	compiler error management
GoldED	
2.2.0	A VERY nice shareware text editor
Macro	

2.8	GoldED macro collection
Mirror	
1.3	Online bracket highlighting for GoldED
MiserPrint	
1.15	Print util for inkjets (HP-compatible).
MuchMore	
4.6	Soft scroll text viewer with xpk-support
PSPRT	
1.24	Print PS files on non-PostScript printer
Words	
2.2	Spell checking package for GoldED

1.13 Index of subdirectory: util

For more information about a particular program, click on the name ↩
field

below:

AppLauncher	
1.0	Application Launcher for WB2 and WB3
ARexxAppList	
1995.01.	List of 425 programs that support ARexx.
ARexxSupervisor	
1.20	Tool to test/debug ARexx interfaces
Artic	
1.7	A "Stacker-like" device based compressor
BeepAManiac	
0.7	Replace the System Beep for WB2 and WB3
Binary_dt	
39.11	Datatype for viewing binary files in hex
CFX	
5.570	Check type of file with "dir/list" cmd
C_dt	
39.5	C datatype, highlights c/c++ keywords
DefDTIcon	
1.7	Changes selected icon images to defaults
DosK	
1.0	Enhancements of AmigaDOS Commands
DosWedge	

2.13	Unix directories for AmigaDOS
ErrorMsg	
3.03	Lib to display localized error messages
FlipIt	
2.0	Flip through screens via hotkeys.
FlushCX	
2.01	The ultimate commodity killer
ForceIcon	
1.8	Substitute Icon images and positions
FrontPub	
1.1	Frontmost screen becomes def public scr
Glue_K	
1.0	Runs multiple programs from 1 icon
Injector	
2.32	Injects things into the input stream
IRMaster	
3.11	Use Amiga as an infrared remote
LazyBench	
1.20	Launches applications from a ListView
Lens	
1.2	A magnifying program for the WorkBench.
Man	
3.7	UNIX like man/Xman command
Man_Iske	
37.14	Unix type Man command
MCalc	
1.5	Powerful calculator
MCP	
1.02	A powerful Multifunction Commodity
MUIMegaNum	
1.0	Convert base10 <-> base36 with MUI-GUI
PeekQual	
?.?	Generates WARN (5) codes on qualifiers
Picticon	
1.1	Scales pictures into icons. os3.x only
RandomPic	
1.0	Changes Workbench pattern at each boot
Reminder	

6.0	A nice reminder utility
Retire	
1.0	Removes entries from s:user-startup.
RexxDosSupport	
2.3	ARexx function lib for V37+ dos functs.
RexxSkeleton	
2.4	Create ARexx intuition skeleton
Sort	
1.36	Sorts ASCII-Files, many features
SSearch	
1.4	Fast replacement for AmigaDOS 'search'
Targa_dt	
39.1	Datatype for Targa or TGA images
ToolType	
3.3	Edit ToolTypes easily.
TPD	
39.6	Tron's PCX DataType 39.6
Type1	
1.4	PostScript font engine
VMM	
3.0	Virtual memory for Amigas with MMU
WindowKey	
1.04	Controls windows via keyboard
Xoper	
2.5	Monitor and control system activity
Yak	
2.088	A multipurpose commodity
ZGIFDataType	
39.13	Fast datatype for displaying GIF files.
ZShell	
2.5	Small, fast shell with CFN and review.

1.14 A new address database using MUI

AddressBook 0.32 A new address database using MUI

Address-Book is yet another address utility. But it has some useful features:

- Address-Book is GIFTWARE (there are no limitations).
- Address-Book uses MUI (nice gui).
- Multi addresses for any entry (very useful for students).
- Multi phonenumbers for any address.
- Multi E-Mail's for any entry.
- Arexx Support via Server.
- etc.

Author: Joerg Krause

Path: biz/dbase/AddressBook/

1.15 A datafile manager

AFile 4.01 A datafile manager

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

Author: Denis Gounelle

Path: biz/dbase/AFile/

1.16 Very powerful programmable db with GUI

AmigaBase 2.1 Very powerful programmable db with GUI

AmigaBase is not a relational database with SQL interface or something like this. AmigaBase is a hierarchical programmable database. Nevertheless, or just because, AmigaBase is ideal for managing music cassettes, videos, addresses, etc. Complex applications like a finance manager with automatic printing of transfer forms and writing client accounts is no problem for AmigaBase, too.

A project consists of one or several records. A record is displayed by a rectangle with a colored border and a titlebar. The record name is displayed in the title bar. A record can be placed beside or within another one (hierarchy).

In records you can place variables which are used for data input and display.

Data is organized in datasets. For each record you can allocate any number of datasets (only limited by available memory).

Datasets can be ordered by several keys.

A filter allows the selection of some datasets.

A print menu allows printing of datasets.

With a search requester it is easy to find certain datasets.

AmigaBase offers two display modes: form and listing.

In form display all records are displayed in several windows. In each record exactly one dataset is shown.
In listing display all dataset of a specific record are displayed in a scrolling list in a window.

AmigaBase has two operating modes: working mode and installing mode. In working mode you can work with your project, input data, start programs, etc.

In installing mode you build your data structure. You can define new variables, change and delete them. Variables can be of the type BOOLEAN (boolean values), CHOICE (one item out of many items), INTEGER (integer values), REAL (floating point values), STRING (any text), DATE (date values), TIME (time values), or MEMO (unlimited multi line text). Additionally there is the program button type which is only used to start AmigaBase programs. Furthermore you can define, change and delete texts. Texts are only used for decoration in records.

You can also define, change and delete records and windows. You must give each variable, record and window a name. This name must begin with an uppercase letter followed by up to nine letters, digits or the character '_' . There are some reserved words that cannot be used for names.

A special feature of AmigaBase is the programming of it. For each variable (except MEMO variables) you can write a program which is called whenever you change the contents of this variable or press RETURN while the cursor is on the program button variable. If you want to have a view into programming AmigaBase I recommend that you have a look at the label print program of the cassette project (included in the distribution).

A complete description of all functions and abilities of AmigaBase is found in the user manual of AmigaBase. This document is available by registration only.

Import of datasets

For importing datasets there aren't any menu items. But with the use of an AmigaBase program you can write your own Import routine. First you have to load the import file into a MEMO variable (MEMOLOAD). Then you do a FOR loop and examine each line of the MEMO variable. Use LeftStr, MidStr, RightStr, Val, etc. to extract the data and assign it to the dataset variables. This looks awkward, but it is very flexible. The user manual contains a whole chapter about importing and exporting datasets.

New features V1.31 - V2.00

- o Full font sensitive
 - o OS 3.0 look
 - o Iconification of windows.
 - o Improved memory management
 - o Arexx port
-

- o Copy & paste
- o New variable type: CHOICE
- o MEMO variables with their own window
- o Improved text editor.
- o Enabled use of an external editor
- o Shortcuts for variables
- o Improved preferences settings (project dependent/independent)
- o Formats for date and floating point values.
- o Stack overflow handler and ctrl-c checking
- o Save & load of filter programs
- o Font attributes, background color and borders for all variable types.
- o New program types: PreNewDataset, PostNewDataset, PreDeleteDataset, PostDeleteDataset and Functions.
- o Many new functions and improvements for programming AmigaBase
- o Many bug fixes

New features V2.00 - V2.1

- o Danish and French catalog file.
- o New programming functions: Filename, Changes, ARexxPort, ChooseString, Now, StrCmp and ChoiceLabels.
- o Improvements for file requesters.
- o Many bug fixes and other improvements.

Example projects:

In the directory Data/Deutsch and Data/English you will find some example projects.

If you have created your own project and you think it should be distributed with AmigaBase then send it to me! I will have a look at it and maybe include it in the next distribution.

Author: Steffen Gutmann

Path: biz/dbase/AmigaBase/

1.17 Database of alcoholic drinks

BarTender 1.0 Database of alcoholic drinks

Includes a GUI frontend for a 1000 drink database. Searchable from a listview gadget or from a string gadget (best match). Lists the ingredients required, preparation instructions and will print to the printer if requested. The Database is in english, and includes all the old stand-bys as well as some weird one's. Your liver will thank you! (okay, maybe not).

Author: Mike Nelson

Path: biz/dbase/BarTender/

1.18 Full-featured easy-to-use database

bBaseIII 3.04 Full-featured easy-to-use database

bBaseIII is a full-featured, graphically interfaced, reasonably fast and, I think you will agree, quite an easy-to-use database program. Basically, it will sort, search for, display and print out stored information, but wait, there's more!
Refer to Section 1.2 - 'Feature Summary'.

Once a database has been loaded from disk, all modifications are done in computer memory, and will NOT be permanently saved until the database is saved to disk. This can be done using the menus, the function keys, or upon quitting.

Almost all functions of bBase may be accessed from the menus, and most also have keyboard equivalents. These are all described in Section 9 - 'SUMMARY OF KEYBOARD COMMANDS'.

What bBase is NOT, is an SBase competitor. bBase does not even WANT to be like SBase. The philosophy behind bBase was to create a simple, intuitive database program, easy to learn, yet packed with features.

It multi-tasks extremely well, as it does not burn up CPU time while not actually performing operations.

Author: Robert Bromley
Path: biz/dbase/bBaseIII/

1.19 Database with GadTool look

db 2.5 Database with GadTool look

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

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

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

A partial list of db's features include:

- o Dynamic memory handling. Number of records and fields only limited by free memory.
- o GadTool based. (Use fields of string, checkbox and cycle type)

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

Author: David Ekholm, Datadosen

Path: biz/dbase/db/

1.20 Flexible,fast, & easy flat file database

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/

1.21 Database/Receiver controller for SWL

SCAN8800 2.53 Database/Receiver controller for SWL

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

Author: Rainer Redweik

Path: biz/dbase/SCAN8800_OS_2/

1.22 Database/Receiver controller for SWL

SCAN8800 2.43 Database/Receiver controller for SWL

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

Author: Rainer Redweik

Path: biz/dbase/SCAN8800_WB_1.3/

1.23 Interactive desktop video program.

QuickTextDemo 1.0 Interactive desktop video program.

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

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

Author: Todd Sprague

Path: biz/demo/QuickTextDemo/

1.24 1

VStationDemo demo 1 Video editing control software.

This version of VStation Amiga Professional is provided to allow people to take a close look at the software before considering purchasing it. It doesn't save anything, edit performs are converted to previews, and various other features are disabled but for the most part the program is intact. This includes the toaster interface, serial communication, and pretty much everything needed to see how the

program works. Transport control, online help, loading data, edit previews, and many other functions operate the same way as the release version.

This is the third generation of edit control software written for the EditLink series of controllers. We now have support for over 100 vcrcs and camcorders using any combination Panasonic 5-pin, Sony Control-L, and RS-422 compatible interface. The software is a powerful combination of features that take full advantage of the most popular peripherals, providing a multitude of EDL tools, and an interface that makes the complex task of managing all this power as easy to learn as possible.

Some of the highlights of the system include:

A/B roll editing with full auto-assembly

- * Tape change prompts
- * Extensive Per-Event options
 - * Different mixes
 - * Personal Animation Recorder support
 - * ARexx commands, both initialization and GPI triggered

Full support for NewTek Video Toaster

- * Effect, Framestore, CG, and Background color stored for each event.
- * Freeze the last frame of the edit for X-roll edits.
- * Optionally disable sending Toaster commands for control by other software, such as T-Rexx macros.
- * Change framestore device for each event.

Support for SunRize SoundSwitch mixer.

Support for DPS TBC-IV and PAR.

Tapelogs with commented scene marks

- * Set edit points from scene marks.
- * Create marks by tapping to the beat
- * Scene list scrolls to track current location.

EDL Tools

- * Powerful event selector functions. Select by comment, tape ID, selected tracks, input source, and more.
- * Load project file into paste buffer
- * Save selected events as a project file
- * Cut or Copy events into paste buffer
- * Insert, Replace and Append with extensive options.
- * Replace just parts of events with the paste buffer events.
- * External plug-in operations.

And lots of other new features and refinements.

Author: Eric Cosky

Path: biz/demo/VStationDemo/

1.25 Solves coordinate geometry problems

DemoCoGo 3.0 Solves coordinate geometry problems

An engineering/surveying program to solve coordinate geometry problems for highway design, surveying, subdivision layouts and constuction. Needs 1/2 Meg. Demo Version 3.0 runs from CLI only and is freely distributable. Output to screen, with save and print disabled. Full version allows input and output in feet or meters. Manual, which includes sample problems, and full working version available from Author for small donation.

Author: D. R. Benson
Path: biz/misc/DemoCoGo3.0/

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

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

Author: Andreas M. Kirchwitz
Path: comm/mail/AmigaElm/

1.27 Monitor number of Messages in SMTPSpool

MailQueue 37.2 Monitor number of Messages in SMTPSpool

This is just a little program to use with the INetUtils for AmiTCP/AS225, especially for your SMTPSpool directory. The program will monitor all queued files within the SMTPSpool directory and display the number of messages in a small window, you may position somewhere on your Workbench. As soon as a message is queued/deleted, the information will be updated.

Author: Kai Iske
Path: comm/net/MailQueue/

1.28 A POP 3 client for AmigaDOS.

AmiPOP 1.16 A POP 3 client for AmigaDOS.

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

AmiPOP features:

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

Author: Scott Ellis

Path: comm/tcp/AmiPOP/

1.29 A very small ANSI terminal program.

HFT 38.557 A very small ANSI terminal program.

A wonderful ANSI terminal program. Main features are:

- Reliable ANSI terminal emulation
- Multiple simultaneous terminal windows/sessions
- Console support with cut & paste
- Opens on the default public screen
- Compatible with all serial.device clones; tested on serial, baudbandit, uw, and nullmodem devices
- Takes advantage of Workbench 2.04; 1.3 is not supported

Author: Herbert West

Path: comm/term/HFT/

1.30 Fast, full-featured Terminal, XEM, XPR

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

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

TeleTerm has the following main features:

XEM support

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

Author: Josh Farley

Path: comm/term/TeleTerm/

1.31 Very nice terminal program.

Term 4.3 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/

1.32 Very powerful Debugger and Assembler.

BarflyDemo 1.18 Very powerful Debugger and Assembler.

Very powerful Intuition controlled Source Level Debugger and an optimizing Assembler. The Debugger allows the parallel debugging of several tasks in unlimited windows. Has different windows for ASM/Copper-Disassembler, Memory, Source, Breakpoints, Watchpoints, Checksums and a lot of other functions. It supports SAS-C and GCC Sourcelevel Debugging and allows dynamic include structure support. Supports 68000-68040/6888x. The Assembler has multi-pass optimizing, precompiled includes, include/incbin cache, highlevel macros, smalldata and advanced hunk support. Supports 68000-68060/6888x.

Author: Ralph Schmidt
 Path: dev/asm/BarflyDemo/

1.33 Highly optimizing macro assembler

PhxAss 4.14 Highly optimizing macro assembler

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

Most important features:

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

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

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

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

Author: Frank Wille
Path: dev/asm/PhxAss/

1.34 Update (V2.35) of Amiga BASIC compiler

ACE 2.35 Update (V2.35) of Amiga BASIC compiler

ACE is a FreeWare Amiga BASIC compiler which, in conjunction with A68K and Blink produces standalone executables.

The language defines a large subset of AmigaBASIC but also has many features not found in the latter such as: turtle graphics, recursion, SUBs with return values, structures, arguments, include files, a better WAVE command which allows for large waveforms, external references, named constants and a variety of other commands and functions not found in AmigaBASIC.

New features in version 2.0 include: gadgets, three standard requester types, serial I/O and menus (with optional command-keys for menu items). New commands and functions for this version include EXIT FOR, PTAB, SPC, DEF FN, ON ERROR and ERR (these last two handle file and serial I/O at present). INPUT and PRINT can now be used transparently for all screen/window combinations.

All user-defined windows are now fully-configurable and may be used in conjunction with screens as per AmigaBASIC. Window close event trapping is also a new feature.

In addition to event trapping, ACE now supports WAITing for both menus and gadgets. Waiting is more operating-system-friendly than event trapping.

A simple graphical front-end (Integrated Development Environment) is also provided with the archive. This is written in ACE.

Author: David Benn
Path: dev/basic/ACE_Update/

1.35 Sends serial debug output to a console

DeCon 2.1 Sends serial debug output to a console

Many debugging utilities send their output to serial port using simple communication mechanism embedded in the `exec.library` -- the `RawPutChar` function. This simple utility patches that function, opens a window on the WB screen and redirects all to this window.

Author: Martin Mares

Path: `dev/debug/DeCon/`

1.36 Symbolic disassembler and debugger.

DisectDemo 1.7 Symbolic disassembler and debugger.

Disect is a very powerful combined disassembler/debugger program, which has been designed to be easy to use. Its power is achieved at the expense of memory: the minimum requirement is 1Mb; for larger projects, 2Mb will be required. The programmer neither encourages nor condones its use to assist in illegal duplication of copyright software. Disect can be used for two main purposes: development of software; and the gaining of knowledge (hacking can be very educational).

The debugger allows an executable file, a disk boot-block, a binary file, or an area of memory to be loaded and created as a Process. It is even possible to grab an existing memory-resident Process. A Process's instructions can be executed individually, or the Process can be activated, with or without breakpoints installed. System exceptions can be trapped before they crash the machine, and program symbols can be read from executable files.

The disassembler allows a loaded program to be commented, have blank lines inserted, and have its numbers and addresses replaced with constant or program symbols. All the symbols of Release 3 of the system include files are available to the disassembler. A program which has been dissected in this way can then be saved as two source files: a program file, and a support file. The support file will contain EQUs for all required constant symbols. System constant symbols can be EQUs (grouped by the SI file where they live), or alternatively the support file can INCLUDE all required SI files. Disect data files can be saved, to be reloaded later: 'hold on to your hacks'!

Disect requires Release 2 of the Amiga operating system; it also requires the ASL library, and GadTools library.

If you've paid your shareware fee then you'll have the full version. Otherwise, the copy you've got is (hopefully) only a demo. This has a few differences: you cannot disassemble to file; you cannot extract program symbols from executable files; auto trace mode is not available. In addition, you will not have all of the system symbol data files. If this is so, and since, as I don't doubt, you'll be impressed by this program, then don't hesitate in registering today, by sending your name and full address (and a cheque/postal order for

£20) to the address which you'll find at the end of this file. As well as receiving the full version, you'll also be entitled to technical support (by mail) if required. If you like this program, it's well worth the money... this will encourage further versions, which will only get even more powerful... imagine!

Author: D. M. Alderson
Path: dev/debug/DisectDemo/

1.37 Replaces drip, WB-Displ., Cluster Source

MemWatcher 1.0 Replaces drip, WB-Displ., Cluster Source

MemWatcher's purpose is to control memory loss and memory consumption of programs under development. Easy to use Workbench interface.

Author: Frank Brandau
Path: dev/debug/MemWatcher/

1.38 Debug tool for pool-allocations (OS3.x)

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/PoolWatch/

1.39 Debugging device to monitor serial-IO

SerLog 1.6 Debugging device to monitor serial-IO

serlog.device passes all IOExtSer requests to a "real" serial.device and writes the results to a file. You may configure the amount of information to be stored in the log. The log-file created by serlog.device contains a binary dump which can be formatted (i.e. transferred into a readable version) using the supplied formatter.

Note that serlog.device uses *significant* overhead over the underlying serial.device, resulting in very low baud-rates.

Author: Stefan Pröls

Path: dev/debug/SerLog/

1.40 A powerful GUI designer

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/VisualArts/

1.41 Interpreting, C-like language library

FPL 11.5 Interpreting, C-like language library

FPL is an interpreting script/macro language shared library, designed to be flexible and easy inserted in any code.

FPL is a complete script programming language *very* similar to C. If you are a software developer and plan to add any kind of macro/script control, consider the FPL alternative!

FPL library lets the software programmer define functions and variables that FPL should accept. The library will call a function in the software whenever any of these functions are used or variables are read in an FPL program.

FPL is portable to any modern operating system, and the package includes binaries for Amiga, OS/2 and Intel SVR4 UNIX. Source is included.

The language FPL includes features like:

- o Full ANSI C syntax statements with semicolon separations.
- o String, integer/long, char and short variables, including multidimensional arrays.
- o 100% ANSI C operator precedence and expression syntax/evaluation.
- o A subset of the ANSI C function declaration and prototyping syntax and concepts. The use of functions is exactly as C.
- o Fully recursive, fully re-entrant.
- o while, for, if, do, break, continue, else, int, exit, char, long, register, auto, volatile, typedef, const, switch and return are 100% ANSI C compatible. 'while' has been extended with an 'else' support and 'break' with a multi level break option.
- o A number of internal functions which include: strcmp, strncmp, strstr, atoi, strtol, strlen, abs, sprintf and the FPL specific substr, eval, ltostr and interpret!

Author: Daniel Stenberg

Path: dev/lang/FPL/

1.42 Create autodocs and/or texinfo from src

ADoc 1.02 Create autodocs and/or texinfo from src

The ADOC scanner creates Autodocs or Texinfo source from source code. It is an enhanced version of Bill Koesters 'Autodoc' program as of 21-Aug-89 which is part of Commodore's Native Developer Kit (NDK).

Author: Tobias Ferber

Path: dev/misc/ADoc/

1.43 Bit tool; dec-hex-bin conv; calc

BitOp 2.2 Bit tool; dec-hex-bin conv; calc

A tool for creating/editing bitmasks. Also converts dec-hex-bin. And can be used as a calculator. Performs AND, OR, EOR, ADD, SUB, MUL, DIV, NOT, NEG, and SL/SR on any one or two numbers.

Author: John Corigliano
Path: dev/misc/BitOp/

1.44 A GUI catalog editor/translator

CatEdit 1.2b A GUI catalog editor/translator

A GUI catalog editor/translator, allows you to translate localized programs. You can also remove errors in the translation of a program or even the Workbench. All you need to translate a program is a catalog file in a language that you understand.

Author: Rafael D'Halleweyn
Path: dev/misc/CatEdit/

1.45 Describes functions in libraries

OFL 1.2 Describes functions in libraries

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

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

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

Author: Christophe Beaumont
Path: dev/misc/OFL/

1.46 AmigaDOS module linker

PhxLnk 4.15 AmigaDOS module linker

PhxLnk supports all features of a standard Amiga-DOS linker (like BLink), except of overlay hunks and automatic link vectors (ALV).

Implemented functions:

- o Links object files and libraries (SAS/C extended libraries also)

- o Sections may be forced to Chip-memory
- o Small Code, Small Data
- o SAS/C-Blink Small Data compatibility available
- o '_MERGED' sections are recognized automatically (and coalesced like Small Data sections)
- o Symbolic and Source Level Debugging (PowerVisor compatibility included)
- o Debug blocks are removed on request
- o Deletes empty sections
- o Zero bytes at the end of a section are deleted and appear in the HUNK_HEADER block only
- o User may define absolute external symbols

PhxLnk is FREeware.

Author: Frank Wille

Path: dev/misc/PhxLnk/

1.47 Disk monitor - for most block devices

DiskMon 3.1 Disk monitor - for most block devices

Version 3.1 of DiskMonTools, a tool for Floppy-Disks, Harddisks and CDs.

Features:

- English and german AmigaGuide@ documentation.
- DiskMonitor:
 - Works with Floppy-Disks, Harddisks, CD-ROMs(*)
 - Ram-Disks (like RAD:, SD0, ...), etc.
 - Can display/edit Rigid-Disk-Blocks
 - Works with blocksizes > 512 bytes.
 - Search for ASCII and HEX data.
 - Displays all ASCII Codes (0-255).
 - Repairs Read/Write-Errors on Floppy-Disks.
- FileMonitor:
 - Works directly on disks (can edit files larger than the available memory) or in RAM(*) for faster searching and editing.
 - Search for ASCII and HEX data.
 - Displays all ASCII Codes (0-255).
- DiskOptimizer:
 - Optimizes a disk or partition for faster access.
 - Workbench mode for displaying Icons faster.
 - 2 modes, one for partitions that are mostly read, the other for partitions where often files are written.
 - Works with blocksizes > 512 bytes.
 - Displays the structure of the partition.
 - Works with all Amiga-FileSystems (DOS\0-DOS\5).
 - Works with OS 2.0 - OS 3.1 SoftLinks(*)
- Undelete:
 - Recovers deleted files.
- Speed(*):
 - Tests the read-performance of any drive.
- CD-Player(*):
 - Plays Audio-CDs.
- Works on Amigas with a 68000-CPU, DMT 3.0 needs 68020 or higher(*)

(*) new in Version 3.1

Includes both English and German documentation

Author: Jörg Strohmayr
Path: disk/moni/DiskMon/

1.48 SpaceTaxi clone for 25MHz+, 1m+ chip

AirTaxi ??.? SpaceTaxi clone for 25MHz+, 1m+ chip

AirTaxi is a SpaceTaxi clone for 1-5 players which uses a 4-joystick parallel adapter for players 4 and 5. A very entertaining, colorful and noisy game with multiple levels.

Author: David May
Path: game/2play/AirTaxi/

1.49 Single player board game of strategy

KightsQuest ??.? Single player board game of strategy

KnightsQuest is a one player game of strategy, in which you move around an 8x8 grid with a knight (chess piece), trying to land on all spaces. (Not an easy task!)

Author: David H. Loeser Jr.
Path: game/board/KnightsQuest/

1.50 Great Boulder dash clone

DiamondCaves 1.3 Great Boulder dash clone

Diamond Caves is a Boulder Dash clone with many advantages to previously released clones:

- programmed 100% using OS-routines
- supports different screenmodes (runs on gfx-boards!)
- comes with ready-to-run installer script
- 1 or 2 players (maybe even more in future releases)
- playfields from 10x10 to 100x100 squares
- loads of new features like conveyor belts, switches, and much more
- recording and replay of previously played games
- 25 tutorial-levels and 25 game-levels in the unregistered version
- great Intuition-based Leveleditor in the registered version

Author: Peter Elzner
Path: game/misc/DiamondCaves/

1.51 Try to put 16 color images back together

Puzzle 1.3 Try to put 16 color images back together

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

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

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

All the other colors can be anything you want.

Author: Brian Gragg

Path: game/misc/Puzzle/

1.52 Creates custom dungeons for games

DungeonMap 2.2 Creates custom dungeons for games

DungeonMap is intended to be used as an aid to Dungeon Masters (DM's) © TSR for creating dungeons for use in Advanced Dungeons & Dragons (AD&D) © TSR. But, you can use it for what ever you like.

The legend says "Door" and "Arch." But, these can be interpreted any way you please (E.g., Door's could be locked or secret doors, and Arch's could be open or unlocked doors). Just use your imagination. For the most part the program is self explanatory. I'll just cover some of the more subtle points and features.

Author: Bill Elliot

Path: game/role/DungeonMap/

1.53 Multilevel graphic puzzle adventure.

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/

1.54 2 player space war game in 53 systems.

SSW 1.38 2 player space war game in 53 systems.

Solar System Wars is a game similar to Space Wars, pitting two players against each other, in orbit around 0 to 4 stars. Choose from 53 different solar systems, or turn on the random system selector for a new challenge every round. A variety of weapons are available. Two or three button joysticks are strongly recommended, but not required. Both NTSC and PAL are supported. Binary only.

New in version 1.38:

- * Fixed bug that sometimes left torpedo pixels on the screen when a Cluster Pod popped.
- * Fixed glitch in joystick routines that made a Cloaked ship flicker if you tried Hyperspace at the same time.
- * Made the Disruptor more disruptive. When hit, a ship will accelerate with quad thrust while spinning.

Author: James Cleverdon
Path: game/shoot/SSW/

1.55 Deduce the location of hidden

AntiMatter 2.1 Deduce the location of hidden "atoms".

Amiga version of the '70s board game "Black Box". Features are: Intuition-based, stereo sound, animated pointer, supports all Amigas and OS versions 1.3+, well tested.

Author: Adam Levin-Delson
Path: game/think/AntiMatter/

1.56 Very nice BlackJack & VideoPoker games

CardGamesDlx 1.1 Very nice BlackJack & VideoPoker games

Two cardgames in one. BlackJack/VideoPoker. Fully compatible with REKO Cardsets! Includes 1 new AGA and 1 new ECS REKO cardset. Works on all OS2.1+ 680x0 ECS/AGA Amigas!

Author: Logic System Productions

Path: game/think/CardGamesDlx/

1.57 Multi-player draw poker game.

SmokeEmPoker 1.4.1 Multi-player draw poker game.

Play draw-poker against five opponents at once (not 'video' poker). Easy-to-use graphic interface, configurable preferences, multi-tasking and system-friendly. Version 1.4.1 adds stats graphing, key shortcuts, sound effects, bug fixes, and more prefs.

Requires WB 2.x or later, at least 2 megs of memory, WB overscan, speech requires Amiga speech software.

BeerWare by Dave O'Brien.

Author: Dave O'Brien (dave.obrien@sybase.com)

Path: game/think/SmokeEmPoker/

1.58 Multi-platform 3D solid object modeler

Irit 5.0 Multi-platform 3D solid object modeler

IRIT is a solid modeler developed for educational purposes. Although small, it is now powerful enough to create quite complex scenes.

IRIT started as a polygonal solid modeler and was originally developed on an IBM PC under MSDOS. Version 2.0 was also ported to X11 and version 3.0 to SGI 4D systems. Version 3.0 also includes quite a few free form curves and surfaces tools. See the UPDATE.NEW file for more detailed update information. In Version 4.0, the display devices were enhanced, freeform curves and surfaces have further support, functions can be defined, and numerous improvement and optimizations are added.

Author: Gershon Elber, Amiga port by Kriton Kyrimis

Path: gfx/3d/Irit/

1.59 Image format converter for most formats

GfxCon 1.3 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

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/

1.60 Image processing program

ImageStudio 2.0.0 Image processing program

ImageStudio is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. There are several commercial offerings available, however the casual user is paying a lot of money for many facilities and options they would probably never use.

Bitmap graphics, by their nature, usually require large amounts of RAM. One of the main objectives of ImageStudio was to reduce this burden by utilising virtual memory - most users have more spare hard disk space than spare RAM.

ImageStudio works with several buffers at any one time (dependant on how many levels of undo are specified), each of these buffers can hold either colour-mapped or 24-bit images.

ImageStudio comes with a fully featured ARexx port, which allows the writing of macro scripts to automate repetative processes and also allows communication with other ARexx aware programs. Again, ARexx has the reputation of being "something pretty difficult", so we've simplified the use of ARexx in ImageStudio by allowing the user to create, edit and run scripts entirely within ImageStudio - ImageStudio even provides a blank template as a starting point for each new script.

List of features

=====

General:

- * Full 24-bit image buffers, with optimizations for colour-mapped (palette based) images.
- * Up to 100 levels of undo / redo.
- * User configurable virtual memory.
- * Fully featured, easy to use, ARexx interface.
- * User saveable preferences.
- * Operations applicable to the whole image or a selected region.
- * Up to 256 greyscale preview window (with optional dither).
- * Zoom on preview window.
- * Internal / external viewers (external for third party 24-bit graphics cards).
- * Loading / saving / manipulating of AGA image formats (e.g. 256 colours, HAM8) on non-AGA machines.
- * Max image size of 32000 x 32000 (limited to 250 x 250 in the unregistered version).
- * Copy / paste to / from the system clipboard.
- * Runs on all Workbench 2.04+ Amiga's - utilises AGA chipset if available.
- * Online AmigaGuide help, as well as ASCII, TeX '.dvi' and PostScript documentation.
- * Multi-level help error requesters.
- * Standard Workbench2 interface.
- * Public screen.
- * Requires no third party libraries or utilities.

Import:

- * IFF-ILBM formats (Standard palette based, HAM6, HAM8, extra halfbright, ILBM24)
- * BMP
- * GIF (conforming to GIF87a)
- * JPEG (conforming to JFIF standard)
- * PCX
- * Targa
- * Any installed Amiga datatype (with Workbench 2.1+)

Export:

- * IFF-ILBM formats (Standard palette based, HAM6, HAM8, extra halfbright, ILBM24)
- * BMP
- * EPS
- * JPEG (conforming to JFIF standard)
- * PCX
- * Targa

Colour Balance:

- * All operations are available to the R,G,B components separately.
- * Brightness (upto $\pm 100\%$)
- * Contrast (non to full)
- * Gamma (+ and -)

Convolution:

- * Many supplied convolution filters.
- * User definable convolutions, load and save to disk.

Effects:

- * Built in effects: Dynamic range expansion, FlipX, FlipY, RollX, RollY, Negative, Greyscale, Highlight, Shadow, Random, Pixelize,

Remove isolated pixels.

Scale:

- * Crop to selected region.
- * Increase / decrease scale by percentage or absolute image size.
- * Simple scale or colour averaged.

Colour reduction:

- * Increase colour mapped images to 24-bit.
- * Decrease number of colours in 24-bit or colour mapped images via Heckbert median cut algorithm.
- * Dithers available for colour reduction: None, Floyd-Steinberg, Burkes, Stucki, Sierra, Jarvis, Stevenson-Arce.

Palette:

- * Edit palette colours and ranges.
- * Save current palette.
- * Force palette onto current image, dithering if necessary (all dithers available).

Author: Andy Dean

Graham Dean

Path: gfx/conv/ImageStudio/

1.61 New, fast, intuitive image processor

IPRDemo 1.0 New, fast, intuitive image processor

IPR Demo Release is the demoverision of 'Image Processing Revelations', a NEW, FAST and INTUITIVE image processing package. With features not seen in any other image processor! Especially its fast operation and the easy intuitive way to control the image processing is IPR's major advantage. IPR Demo Release gives you the chance to look and feel IPR's smooth and intuitive operation.

- Supported fileformats of the Demo Release:
BMP, GIF, IFF, JPEG (only greyscale), TIFF, PCX, TARGA, Multipic (*)
(*) Special Amiga-libraries, allowing further loading of PBM, VLAB, YUVN, PGM, PPM, QRT, SunRaster, XIPaint, and others.
The full version of IPR also supports colour-JPEG and Datatypes.
 - Support for all amiga-chipsets (support for PAL, NTSC, DblPAL, DblNTSC, VGA, MULTISCAN and others)
 - Easy to master, intuitive, consistent interface.
 - Color-manipulations on one of (or a combination of) the red, green or blue components of the picture.
 - Color-manipulations on specified color-registers.
 - Real time color manipulation.
-

- Brightness, BroadCast, ColorFilter, ColorLimiter, Contrast, GammaCorrect, GrayScale, Intensity Range, Negative, Palette, Posterize, Solarize, Arc, Fisheye, Flip, Mirror, MultipleCopy, Rotate, Shear, Sinewave, Pixelize, Spotlight, Zoom, LineArt, Relief, ApplyPalette, ColorReduction, Palette optimization, RenderHAM, CropRectangle, Scale, and more!
- Each function has a built-in demo-mode, showing the user the possibilities of that function.
- Integrated viewer.

Author: Barnie Productions

Path: gfx/conv/IPRDemo/

1.62 New image processing application.

ImageEngineer 1.0 New image processing application.

Image Engineer is brand new freely distributable image processing application. Image Engineer can for tasks varying from converting images between different fileformats, rendering 24 bits down to standard Amiga screen modes and enhancing badly scanned images. What you can use it for is basically limited by what you can think off.

Features

~~~~~

- \* Coded in 100% 68020 Assembler
- \* Multiple image editing
- \* All processing is done in 8 bit grey or 24 bit colour
- \* Uses superview.library for loading and saving. superview.library currently supports IFF ILBM, IFF ACBM, PCX, SVO, GIF, BMP, FBM, C64 (Koala, Doodle), IMG, TIFF, Targa, WPG, SunRaster, Pictor, MacPaint, JPEG.
- \* ARexx support
- \* Can display images using superview.library. superview.library currently supports EGS and OpalVision (more in the works).
- \* Supports AGA where available.
- \* Can render and dither image to the standard Amiga screen modes, as well as HAM6 and HAM8.
- \* Image Composition
- \* User Convolves
- \* Image balance control, brightness, contrast, gamma.
- \* Extensive filtering control.
- \* It's Free! (The money you save on software you can spend on hardware ;-)

Author: Simon Edwards

Path: gfx/edit/ImageEngineer/

## 1.63 A comprehensive morphing package.

TSMorph 3.2 A comprehensive morphing package.

TSMorph is a set of morphing programs. It consists of three programs:\n

```
TSMorph          Edit the Morph parameters\nTSMorph-render  Generate the morphed images\nTSMorph-prefs   Preferences editor\n
```

TSMorph is used to create a parameter file which is used by TSMorph-render to produce the morphed images. Run times can be about 3 seconds per frame for a 150x150 image on a 28Mhz 68040.\n

TSMorph-render can be used to either morph one (or a series of) image(s) to another in a set number of frames with a number of control points, or just distort one (or a series of) image(s) with control points. When TSMorph is run without parameters it will display an ASL file requester for a file created by TSMorph, it will then create the images, displaying a Progress Requester on the default public (or named) screen allowing the process to be interrupted and/or stopped.\n

ARexx scripts are run before and after each image is processed. These allow the changing of movement and colour to be controlled along with the ability to only generate some frames, and also post image processing (e.g. to change to a non-24-bit format and build an animation).\n

TSMorph is used to generate the parameter file. When run it displays an Information Window on a public screen. This allows the input of the file names to morph between, the number of frames, the start frame, the output file names, and the type of morph (single or dual images) to be changed.\n

It also allows the editing of control points on the images. The images are displayed on a public screen in resizeable, scrollable windows.\n

When the images are displayed control points can be edited in various modes. These modes allow the addition, deletion, linking and unlinking of the control points.\n

Context sensitive help is displayed using amigaguide (if available). The 'Help' key can be pressed in the gadgets, over the gadgets, on menus or anytime a window is active.\n

Author: Topicsave Limited  
Path: gfx/edit/TSMorph/

## 1.64 Amiga port of the popular unix displayer

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.

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/xv/

## 1.65 Patches graphics.library for PAL/NTSC

AmigaToNTSC 1.2 Patches graphics.library for PAL/NTSC

AmigaToNTSC patches graphics.library so it will think you have an NTSC Amiga. AmigaToPAL will patch it to think you have a PAL Amiga. Custom screens will open in the mode selected.

Author: Nico Francois  
Path: gfx/fract/MandelTour/AmigaToNTSC/

## 1.66 Demo of a new fractal program

MandelTourDemo 3.0 Demo of a new fractal program

Demo version of a new Mandelbrot explorer with two original features: (1) it keeps memory of all the pictures that have been saved so as to make easier a systematic exploration of the Mandelbrot Set, with various facilities for navigating in the graphic library formed by these pictures (2) it has sophisticated routines for picture rendering, far better than what can be achieved with the usual cyclic coloring of its competitors. MandelTour uses fixed point arithmetic routine from 32 bits to 128 bits. Possibility of complex animations.

Author: France Festival Distribution

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Path: gfx/fract/MandelTour/

## 1.67 Creates random clouds in AGA resolutions

CloudsAGA 2.0 Creates random clouds in AGA resolutions

This program creates randomly clouds which you might use in your paint program, as a texture in a ray tracing program or as a background for your workbench. Uses all AGA-resolutions. Supports now sizes 1024x1024 and 2048x2048.

Author: Daniel Amor

Path: gfx/misc/CloudsAGA/

## 1.68 ImageFX 2.0 Source Developers Kit

ImageFX\_SDK 2.0 ImageFX 2.0 Source Developers Kit

This developers kit will allow most Amiga programs to develop modules for nearly any part of the ImageFX 2.0 system.

Author: Nova Design, Inc.

Path: gfx/misc/ImageFX\_SDK/

## 1.69 A small morphing package

MiniMorph 1.1d A small morphing package

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

Author: Philippe Banwarth

Path: gfx/misc/MiniMorph/

## 1.70 Icon viewer for directory utils and CLI

IconShow 0.12B Icon viewer for directory utils and CLI

This program allows you to view and test icons. It can be used from CLI or any configurable directory utility (Directory Opus, DiskMaster, MegaD and many others).

Author: Per-Olof Yliniemi

Path: gfx/show/IconShow/

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## 1.71 Communicates with X-10 coprocessors

ARexX-10    ??    Communicates with X-10 coprocessors

This is a program for communicating with the X-10 coprocessor being sold by Marrick Limited. It provides an ARexx hub through which any number of other programs may communicate with the interface.

Author: Lyle Hazelwood  
Path: hard/drivr/ARexX-10/

## 1.72 Mouse Driver for LogiTech serial mice

LogiMouse    1.05    Mouse Driver for LogiTech serial mice

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

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

Author: Simon Richardson  
Path: hard/drivr/LogiMouse/

## 1.73 Battery backed-up clock/cal project v2.0

MouseClock    2.0    Battery backed-up clock/cal project v2.0

Hardware project of a low cost, very small external battery backed up clock calendar for all Amigas (especially for A1200, A500, A600). It is connected to the mouse port #2. Shareware, includes source.

Changes from v1.22 to v2.0:

- Added pcb layout (registering).
- Added MagicWB icons for the program.
- Revised docs and shareware drawings (now completely redrawn and printed with a 360 DPI inkjet printer)
- Now it may be mounted internally in the rear opening under the disk-drive of the A1200.
- It may also use a not rechargeable battery.
- Added the possibility to order the clock chip.

Author: Adriano De Minicis  
Path: hard/hack/MouseClock/

## 1.74 Use 1.44Mb PC drives as Amiga HD drives

PCDRV2AM    ??    Use 1.44Mb PC drives as Amiga HD drives

PCDRV2AM is a package describing how the author made a DD (880 kb) floppy drive and a HD (880/1760 kb) floppy drive using a 3.5 inch PC 1.44 Mb floppy drive. It consists of three files:

- PCDRV2AM.IFF picture with the schemes.
- PCDRV2AM.DOC text describing how to do it.
- DRIVEID program to check the identification of the drive in the amiga.

The drives are completely compatible with the standard amiga (HD/DD) floppy drives. There is no need for drivers if you use kickstart 2.x and higher.

Author: Dick Diederik  
Path: hard/hack/PCDRV2AM/

## 1.75 Q & A about Amiga 1200 hardware.

A1200HW    1.0    Q & A about Amiga 1200 hardware.

This is a text file that attempts to answer the most common hardware questions about the Amiga 1200 simply and concisely. Which is not to say that it succeeds... 8-)

Author: Warren Block  
Path: hard/misc/A1200HW/

## 1.76 Reference guide to A4000 hardware.

A4000HW    2.0    Reference guide to A4000 hardware.

This file is a reference to various tips, problems, repairs, and other information on the Amiga 4000 and common boards and peripherals.

Author: Warren Block  
Path: hard/misc/A4000HW/

## 1.77 A Modula-2 callable plot library.

FastPlot    1.00    A Modula-2 callable plot library.

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

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Author: Michael Griebling  
Path: misc/math/FastPlot/

## 1.78 Mathematical Formula Editor

MathScript 2.0 Mathematical Formula Editor

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

Author: Simon Ihmig  
Path: misc/math/MathScript/

## 1.79 Create, sort, print grocery lists

Grocery 1.7 Create, sort, print grocery lists

Grocery will allow you to put together grocery lists and have them sorted by aisle of the store. Then you can print it and speed up your shopping trip. It holds data for foods found as well as your favorite meals.

Author: Brian Gragg  
Path: misc/misc/Grocery/

## 1.80 Changes look of various players

PTPrefs 1.03 Changes look of various players

This little tool lets to change the pictur,pointer and font of most Protrackers,Soundtrackers,Noisetrackers,Startrekkers,...

It converts the stuff that your trackers uses to standart IFF pictures,which can then be edited by your favourite painting program. If the pictures fits your personal taste,you can put them back into the tracker.The next time you start that program,it will use that stuff that you have patched in.

Author: MNT  
Path: mus/misc/PT\_Prefs/

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## 1.81 User/System friendly module player

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/

## 1.82 727 frame 211x265x6 anim by Bill Graham.

BlueSeaDream ?? 727 frame 211x265x6 anim by Bill Graham.

A 727 frame 211x265x6 animation by Bill Graham.

Author: Bill Graham

Path: pix/anim/BlueSeaDream

## 1.83 An animation, with sound, by Bill Graham

GongAGA ?? An animation, with sound, by Bill Graham

An animation, with sound, by Bill Graham

Author: Bill Graham

Path: pix/anim/GongAGA.diff

## 1.84 An animation, with sound, by Bill Graham

GongECS ?? An animation, with sound, by Bill Graham

An animation, with sound, by Bill Graham

Author: Bill Graham

Path: pix/anim/GongECS.diff

## 1.85 202 frame 176x220x6 anim by Bill Graham.

HandJiveHAM6 ?? 202 frame 176x220x6 anim by Bill Graham.

A 202 frame 176x220x6 animation by Bill Graham.

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Author: Bill Graham  
Path: pix/anim/HandJiveHAM6

### **1.86 202 frame 352x220x8 anim by Bill Graham.**

HandJiveHAM8    ??.?    202 frame 352x220x8 anim by Bill Graham.

A 202 frame 352x220x8 animation by Bill Graham.

Author: Bill Graham  
Path: pix/anim/HandJiveHAM8

### **1.87 Set of comics by Bill Graham**

24BitComix    ??.?    Set of comics by Bill Graham

Set of comics by Bill Graham

Author: Bill Graham  
Path: pix/bill/24BitComix/

### **1.88 640x413x24 JPEG picture by Bill Graham**

BatWormSolo    ??.?    640x413x24 JPEG picture by Bill Graham

A 640x413x24 JPEG picture of a "Bat Worm", by Bill Graham.

Author: Bill Graham  
Path: pix/bill/BatwormSolo.jpg

### **1.89 768x482x24 JPEG picture by Bill Graham**

Mamba    ??.?    768x482x24 JPEG picture by Bill Graham

A 768x482x24 JPEG picture by Bill Graham.

Author: Bill Graham  
Path: pix/bill/Mamba.jpg

### **1.90 768x482x24 JPEG picture by Bill Graham**

PastaSalad    ??.?    768x482x24 JPEG picture by Bill Graham

A 768x482x24 JPEG picture by Bill Graham.

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Author: Bill Graham  
Path: pix/bill/PastaSalad.jpg

### 1.91 768x482x24 JPEG picture by Bill Graham

SisBoomBa     ?..?     768x482x24 JPEG picture by Bill Graham

A 768x482x24 JPEG picture of a "tongue monster cheerleading section" by Bill Graham.

Author: Bill Graham  
Path: pix/bill/SisBoomBa.jpg

### 1.92 Stereo imagery - need 3D glasses to view

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

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

Author: Bill Graham  
Path: pix/bill/Stereo/

### 1.93 640x413x24 JPEG picture by Bill Graham

Tmonster1     ?..?     640x413x24 JPEG picture by Bill Graham

A 640x413x24 JPEG picture of a "tongue monster".

Author: Bill Graham  
Path: pix/bill/Tmonster1.jpg

### 1.94 640x413x24 JPEG picture by Bill Graham

Tmonster2     ?..?     640x413x24 JPEG picture by Bill Graham

A 640x413x24 JPEG picture of a "tongue monster".

Author: Bill Graham  
Path: pix/bill/Tmonster2.jpg

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## 1.95 640x413x24 JPEG picture by Bill Graham

Tmonster3     ??.?     640x413x24 JPEG picture by Bill Graham

A 640x413x24 JPEG picture of two "tongue monsters" doing a "high-five".

Author: Bill Graham

Path: pix/bill/Tmonster3.jpg

## 1.96 Three New Icons For Use With SABOT

Sabot\_Icons     ??.?     Three New Icons For Use With SABOT

Three new icons for use with the mail-notifying program, SABOT

Author: David Voy

Path: pix/icon/Sabot\_Icons/

## 1.97 "Rachel Monitor

RachelMonitor     1.0     "Rachel Monitor" Rachel Picture

A 16 colour IFF picture of "Rachel Raccoon" painting handball court lines on the inside of a gutted IBM monitor. Handball anyone?

Author: Les Dietz

Path: pix/misc/RachelMonitor/

## 1.98 "Volleyball Rachel

VolleyballRachel.16.iff     1.0     "Volleyball Rachel" Rachel Picture

A 16 colour IFF picture of "Rachel Raccoon" spiking a poor defenseless volleyball

Author: Les Dietz

Path: pix/misc/VolleyBallRach/

## 1.99 Picture of a shuttle and the NCC-1701D.

1701Dshuttle     Picture of a shuttle and the NCC-1701D.

This picture of the Shuttle of the NCC-1701D was rendered on my A4000/40 25MHz in 199 Min. I found the models of the Shuttle and the NCC-1701D somewhere in the net thanx to the authors.

Author: Markus Lamers

Path: pix/trace/1701Dshuttle.jpg

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## 1.100 1024x768x24 JPEG rendering by F Maushart

glas1 1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

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I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart

Path: pix/trace/glas1.jpg

## 1.101 1024x768x24 JPEG rendering by F Maushart

glas2 1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".

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Author: Florian Maushart

Path: pix/trace/glas2.jpg

## 1.102 1024x768x24 JPEG rendering by F Maushart

glas3 1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".

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Author: Florian Maushart  
Path: pix/trace/glas3.jpg

### 1.103 1024x768x24 JPEG rendering by F Maushart

image1            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :  
At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".  
I showed these pictures a few people during the last months and they liked them so much, that they persuaded me to share them with more people. I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart  
Path: pix/trace/image1.jpg

### 1.104 1024x768x24 JPEG rendering by F Maushart

light1            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :  
At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".  
I showed these pictures a few people during the last months and they liked them so much, that they persuaded me to share them with more people. I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart  
Path: pix/trace/light1.jpg

### 1.105 1024x768x24 JPEG rendering by F Maushart

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light2            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".

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Author: Florian Maushart

Path: pix/trace/light2.jpg

### **1.106 1024x768x24 JPEG rendering by F Maushart**

light3            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".

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Author: Florian Maushart

Path: pix/trace/light3.jpg

### **1.107 1024x768x24 JPEG rendering by F Maushart**

light4            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".

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out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart  
Path: pix/trace/light4.jpg

### **1.108 1024x768x24 JPEG rendering by F Maushart**

metall 1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :  
At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".  
I showed these pictures a few people during the last months and they liked them so much, that they persuaded me to share them with more people. I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart  
Path: pix/trace/metall.jpg

### **1.109 1024x768x24 JPEG rendering by F Maushart**

metal2 1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :  
At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".  
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Author: Florian Maushart  
Path: pix/trace/metal2.jpg

### **1.110 1024x768x24 JPEG rendering by F Maushart**

metal3            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".

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Author: Florian Maushart

Path: pix/trace/metal3.jpg

### **1.111 724x566x24 JPEG rendering by G. Kuiper**

NCV10Years.readme            724x566x24 JPEG rendering by G. Kuiper

This picture was my entry for the competition to celebrate the 10th anniversary of the Noordelijke Computer Vereniging (Northern Computer Union) in Appingedam, The Netherlands. It didn't win any prizes, but I think it's good enough to place it on AmiNet, so everyone can see it.

Author: G. H. Kuiper

Path: pix/trace/NCV10Years.jpg

### **1.112 1024x768x24 JPEG rendering by F Maushart**

numbl            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".

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I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart

Path: pix/trace/numbl.jpg

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### 1.113 1024x768x24 JPEG rendering by F Maushart

numb2            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".

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I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florina Maushart

Path: pix/trace/numb2.jpg

### 1.114 1024x768x24 JPEG rendering by F Maushart

numb3            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

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I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart

Path: pix/trace/numb3.jpg

### 1.115 1024x768x24 JPEG rendering by F Maushart

psychic1        1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

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I showed these pictures a few people during the last months and they liked them so much, that they persuaded me to share them with more people.

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I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart  
Path: pix/trace/psychic1.jpg

### 1.116 1024x768x24 JPEG rendering by F Maushart

psychic2            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :  
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I know, the pictures are not really as nice, but I hope that someone out there like it too, and will enjoy watching them. If you want to, you can email me your opinion directly through: <mafl0011@fh-karlsruhe.de>. I appreciate every response I get.

Author: Florian Maushart  
Path: pix/trace/psychic2.jpg

### 1.117 1024x768x24 JPEG rendering by F Maushart

sorrow1            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :  
At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".  
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Author: Florian Maushart  
Path: pix/trace/sorrow1.jpg

### 1.118 1024x768x24 JPEG rendering by F Maushart

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sorrow2            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

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Author: Florian Maushart

Path: pix/trace/sorrow2.jpg

### 1.119 1024x768x24 JPEG rendering by F Maushart

water1            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

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Author: Florian Maushart

Path: pix/trace/water1.jpg

### 1.120 1024x768x24 JPEG rendering by F Maushart

water2            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :

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Author: Florian Maushart  
Path: pix/trace/water2.jpg

## 1.121 1024x768x24 JPEG rendering by F Maushart

water3            1024x768x24 JPEG rendering by F Maushart

To give an idea, what this is all about ... :  
At first, this is only the work of an amateur. I'm doing this kind of raytrace-pictures as a hobby of mine. The word "computer art" for this, perhaps promises way to much. I only choose this word, because it's all done with a "computer" and it's totally strange, bizar and the pictures are showing nothing real, so I called this "art".  
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Author: Florian Maushart  
Path: pix/trace/water3.jpg

## 1.122 compiler error management

DebugIT    2.1    compiler error management

DebugIT is a small compiler error management system for the editor GoldED and the SAS/C compiler. Errors of the last compiler pass are listed in a window.

Author: Dietmar Eilert  
Path: text/edit/DebugIT/

## 1.123 A VERY nice shareware text editor

GoldED    2.2.0    A VERY nice shareware text editor

The basic design goals of this editor were to make it as user friendly as possible. And make it as fast as possible. A lot of attention has been put to the general look & feel, performance considerations and full support of the Amiga OS. The whole design is based on OS2.x/3.x, a fast CPU, sufficient RAM and a hard disk. The makers of GoldED neither cared much about memory consumption nor did they pay attention to OS1.3 compatibility since this would have meant to make concessions to speed or general handling.

- o OS3.x look & functions AppWindows more

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

Author: Dietmar Eilert  
Path: text/edit/GoldED/

---

## 1.124 GoldED macro collection

Macro 2.8 GoldED macro collection

A collection of AReXX macros related to GoldED: TeX support, SAS/C macros, uuencode, DevKit macros and many more. Contributions by Francois Helsen, Lieven Lema, Tattoo Mabonzo, Krzysztof P. Jasiutowicz, Oliver Clouth, Richard Bemrose, Fin Schuppenhauer, BURGHARD Eric, Rico Krasowski, Wolfgang Küting, Oliver Clouth, Markus Zahn, Leu Simon GRIS, René Laederach and Stefan Schor.

Author: various authors

Path: text/edit/Macro/

## 1.125 Online bracket highlighting for GoldED

Mirror 1.3 Online bracket highlighting for GoldED

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

Author: Dietmar Eilert

Path: text/edit/Mirror/

## 1.126 Spell checking package for GoldED

Words 2.2 Spell checking package for GoldED

Words is a ready-to-use spell checking package for the editor GoldED. German dictionaries, a spell checker (ISpell) and a GoldED API interface (SpellIT) are included.

Author: Heinz Knutzen (dictionaries)

Martin Schulz (dictionaries)

Loren J. Rittle (ISpell)

Dietmar Eilert (SpellIT)

Path: text/edit/Words/

## 1.127 Splits ASCII text into several columns.

Column 1.23 Splits ASCII text into several columns.

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

Author: Ralf Gruner  
Path: text/misc/Column/

## 1.128 Flexible character set conversion pkg

CVT 1.6 Flexible character set conversion pkg

CV is a highly configurable conversion utility, the heart of which is CVT -- a tool which reads conversion rules from a scriptfile. Included are scripts like

```
Amiga <-> DOS
      <-> Mac
      <-> TeX    and many, many more
```

These scriptfiles are well documented and human readable!

There also is the frontend CSC -- the charset compiler. CSC generates CVT scripts from a charset description script of the source and destination charset.

Author: Tobias Ferber  
Path: text/misc/CVT/

## 1.129 Print util for inkjets (HP-compatible).

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/MiserPrint/

## 1.130 Print PS files on non-PostScript printer

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/PSPRT/

---

### 1.131 Soft scroll text viewer with xpk-support

MuchMore 4.6 Soft scroll text viewer with xpk-support

A soft scrolling text viewer. Can run in a window on a public screen or on his own screen. Display mode can be choosen with ASL screen mode requester. Supports ANSI, pipes, xpk, locale. Includes 7 catalogs.

Author: Fridtjof Siebert  
Christian Stiens  
Path: text/show/MuchMore/

### 1.132 Runs multiple programs from 1 icon

Glue\_K 1.0 Runs multiple programs from 1 icon

Glue\_K is a program that will make an icon that will run up to 13 programs from anywhere on your hard drive or floppy, when it is clicked.

Author: Kenneth J. McCormick  
Path: util/batch/GLUEKV10/

### 1.133 Replace the System Beep for WB2 and WB3

BeepAManiac 0.7 Replace the System Beep for WB2 and WB3

First there was DisplayBeep that alerts the user by flash the screen, then came DisplayBeep with sound extension that alerts the user with a beep or sampled sound and/or flash the screen. Now comes BeepAManiac, a small Commodity that patches the standard Intuition DisplayBeep function.

BeepAManiac lets you play infinite number of sounds. Each time the DisplayBeep is called, BeepAManiac plays a random sound. This is much more pleasant to listen then the same old standard boring sound.

BeepAManiac is very small and uses very little memory. You can configure BeepAManiac to use from 8K to 128K size sampled sounds. BeepAManiac can also play two simultaneous sounds at the same time if the DisplayBeep is call twice in the row.

Author: Danny Y. Wong  
Path: util/boot/BeepAManiac/

### 1.134 Unix directories for AmigaDOS

DosWedge 2.13 Unix directories for AmigaDOS

Patches into several functions is dos.library to make AmigaDOS

---

a more Unix like environment. You are able to use `.. ~` and `~username` just like under unix. Also optionally you may use `/dev` for `dev:.`

Author: David Swasbrook  
Path: util/boot/DosWedge/

## 1.135 Generates WARN (5) codes on qualifiers

PeekQual ?? Generates WARN (5) codes on qualifiers

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

The best candidates for those keys were of course the qualifiers, since they do not interfere with the output window. Moreover, there is a new (V36) function in the input.device that would make it easy to test: `PeekQualifier()`. So here is this program, which does not even require a window to be opened to work. The program fits in one disk block, and is pure, meaning it can be made resident.

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

```
PeekQual ONQUAL,OFFQUAL
```

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

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

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

Example, in your startup-sequence:

```
PeekQual CSs
IF WARN
```

```
Execute S:User-Startup.Debug
ELSE
Execute S:User-Startup
ENDIF
```

Author: Frederic Delacroix  
Path: util/boot/PeekQual/

### 1.136 Changes Workbench pattern at each boot

RandomPic 1.0 Changes Workbench pattern at each boot

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

Author: Pierre-Yves Guignard  
Path: util/boot/RandomPic/

### 1.137 Removes entries from s:user-startup.

Retire 1.0 Removes entries from s:user-startup.

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

It is useful in shell scripts to uninstall applications.

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

Author: Ralf Gruner  
Path: util/boot/Retire/

### 1.138 Flip through screens via hotkeys.

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/FlipIt/

### 1.139 The ultimate commodity killer

---

FlushCX 2.01 The ultimate commodity killer

FlushCX is a useful tool which terminates all active commodities and that way some memory is gained. This can be pretty necessary e.g. on an A1200 without extra memory. Contains both a CLI-only version and a WB-only version.

Author: Jan Stötzer

Path: util/cdity/FlushCX/

## 1.140 Launches applications from a ListView

LazyBench 1.20 Launches applications from a ListView

LazyBench is the perfect solution for lazy people with a hard disk crammed full of goodies, which are too difficult to reach because they are buried away in drawers inside drawers, inside drawers, inside drawers... LazyBench installs as a Commodity and quietly waits in the background. From then on, you can use its hot key to pop up its window and effortlessly launch your favourite applications (Tools or Projects) from a ListView.

LazyBench is 100% OS compliant and has been extensively tested with tools like Enforcer and Mungwall, has a real font adaptative GUI with a dynamic layout engine, supports Locale, virtual and public screens, third parties graphics boards, and is fully userconfigurable.

Usually these features come at a price, in terms of executable size, performance, or both, but not in this case: LazyBench is just 16472 bytes long, works well even with a plain 68000 CPU, and doesn't need any custom libraries, handlers or devices that aren't already a part of the Amiga's operating system.

Author: Werther 'Mircko' Pirani

Path: util/cdity/LazyBench/

## 1.141 A nice reminder utility

Reminder 6.0 A nice reminder utility

Reminder keeps an eye on a list of messages and commands, which the user (you) wants to be shown and/or executed at a specific time or time intervals. Any or all of the timeparameters can be wildcards. Once every minute the list is checked, and if a match between the systemclock and a time specification is found a window will pop up, and the message(s) will be shown and/or the command(s) will be executed.

Because Reminder is supposed to run as a backgroundprocess, it is designed to be memory efficient and use as little CPU time as possible. Should you however be the owner of an unexpanded A500, or for any other

reason NOT want the program to run continuous, it is possible to make it show all messages for today at once, and then die (when using this option no commands will be executed).

Author: Ebbe Holleris Petersen  
Path: util/cdity/Reminder/

## 1.142 A multipurpose commodity

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/Yak/

### 1.143 Check type of file with

CFX 5.570 Check type of file with "dir/list" cmd

The Amiga caters for many varied programs, and these programs use their own data types. CFX (Crunched File eXaminer) contains a huge database of known filetypes and can deduce a file's "type" very quickly, in a fashion like the AmigDOS "list" or "dir" commands. Contains options to check for types like "executable", "not executable", "crunched", "graphics", "sounds" etc.

Author: Bob Rye  
Marcus Mroczkowski  
Path: util/cli/CFX/

### 1.144 Enhancements of AmigaDOS Commands

DosK 1.0 Enhancements of AmigaDOS Commands

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

Author: Kenneth J. McCormick  
Path: util/cli/DosK/

### 1.145 Unix type Man command

---

Man\_Iske 37.14 Unix type Man command

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

Author: Kai Iske

Path: util/cli/Man\_Iske/

### 1.146 Sorts ASCII-Files, many features

Sort 1.36 Sorts ASCII-Files, many features

A cli-based text file sort utility. Includes options for: Ascending/descending sort; Limiting sort to a range of lines; Case-sensitivity; Delete empty lines; Delete multiple occurrences of same line; Overwrite input file; Sort and write file in reverse order of input; Join files and sort. Includes both English and German binaries.

Author: Rüdiger Werner

Path: util/cli/Sort/

### 1.147 Fast replacement for AmigaDOS 'search'

SSearch 1.4 Fast replacement for AmigaDOS 'search'

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

Author: Stefan Sticht

Path: util/cli/SSearch/

### 1.148 Convert base10 <-> base36 with MUI-GUI

MUIMegaNum 1.0 Convert base10 <-> base36 with MUI-GUI

Converts decimal numbers (base10) to/from hexatridecimal numbers (base36), also called "Meganums". Both english and german docs are included. Written for the graphical BBS-protocol "RIP", which uses

---

Meganums for transmitting coordinates.  
etc.

Author: Volker Voigt  
Path: util/conv/MuiMegaNum/

### 1.149 Datatype for viewing binary files in hex

Binary\_dt 39.11 Datatype for viewing binary files in hex

This is a binary data type for using in MultiView or similar programs!  
The datatype loads any binary file and displays it in a hex format!

Author: Stefan Ruppert  
Path: util/dtype/Binary\_dt/

### 1.150 C datatype, highlights c/c++ keywords

C\_dt 39.5 C datatype, highlights c/c++ keywords

This is a C Source data type for using in MultiView or similar programs.  
It displays different parts of a C Source in different style and color,  
like comments, keywords, basic types and cpp keywords! This goes all  
through a prefs file. If you design a nice preference file, please  
submit it to the author, so that anyone can use it!

Author: Stefan Ruppert  
Path: util/dtype/C\_dt/

### 1.151 Changes selected icon images to defaults

DefDTIcon 1.7 Changes selected icon images to defaults

This very useful utility installs itself to the Workbench  
Tools menu. Any file selected via it will have its icon  
images changed to the default for its datatype. Includes  
many standard icons.

Author: Lee Kindness  
Path: util/dtype/DefDTIcon/

### 1.152 Datatype for Targa or TGA images

Targa\_dt 39.1 Datatype for Targa or TGA images

A datatype used for showing Targa image files.

---

New features:

- Added 15,16 bit support
- Added support for 8,15,16 and 32 bit colourmaps and for pictures without a colourmap
- Added support for interleaved pictures
- Added support for right to left pictures
- Fixed small problem with 15,16,24 and 32 bit pictures, that also have a colourmap
- Swapped some colours in the HAM palette, to give the pointer (almost) the standard Workbench colours

Author: Arthur Pijpers

Path: util/dtype/Targa\_dt/

### 1.153 Tron's PCX DataType 39.6

TPD 39.6 Tron's PCX DataType 39.6

This datatype enables your system to read PCX files. PCX is an image file format invented by the programmers of the program "PaintBrush" and one of the most common image formats on MS-DOS computers. With this datatype you will be able to display such PCX files with "MultiView" or load them as patterns or pictures with "WBPattern".

Author: Matthias Scheler

Path: util/dtype/TPD/

### 1.154 Fast datatype for displaying GIF files.

ZGIFDataType 39.13 Fast datatype for displaying GIF files.

A very fast GIF Datatype

Main features:

- o SPEED. Try it, after using this you wont want to be without it!
- o Supports most gifs (only some esoteric, and mostly unused features of the GIF8?a standard have been ignored)
- o Uses async file reading for greater performance - on an A1200 will load a picture the same speed off of floppy as off of hard drive!
- o 100% Assembly language, very optimised.
- o Custom chunky to planar conversion, that is reasonably fast (a version using WritePixelLine8() runs about 50% the speed of this version)
- o Now works with all 68000 series CPU's (i hope)
- o Its FREE! (this is of course the best bit)

Main limitations: (hey, its not perfect after all)

- o OM\_WRITE BOOPSI method not yet implemented. Expect this in a future

release.

- o Only decodes pictures with a global colour table. Most gif loaders do the same, and most writers write them.
- o Ignores any local colour tables (but still decodes picture). Could lead to a bad palette.

Author: Michael Zucchi

Path: util/dtype/ZGIFDataType/

## 1.155 Lib to display localized error messages

ErrorMsg 3.03 Lib to display localized error messages

All developers know how boring it is to include in their programs messages telling the user what went wrong on an error. This is a long and tiresome task for the programmer, who would prefer to do more interesting things.

Moreover, including error messages in the executable often dramatically increases the size of the files, and these messages are often in english only. So the idea of a shared library that would provide all localized error messages the system could deliver was born. This is exactly what `errmsg.library` is. It includes a function to simply get a pointer on the message to display, and functions to display it. As of V2.0, `errmsg.library` has a query function which enables it to be called from ARExx programs.

In `errmsg.library`, error messages are identified by a system/subsystem id (to be able to from know who the message is) and the Code itself. Most of the functions provide tags to alter the behaviour of the library. Check the autodoc file for more information.

Author: Frederic Delacroix

Path: util/libs/ErrorMsg/

## 1.156 PostScript font engine

Type1 1.4 PostScript font engine

Postscript Type1 fonts on the Amiga - (at last!)

The files in this distribution implement a Postscript Type1 font engine for the Amiga. It is designed as a shared library that does for type1 fonts what 'bullet.library' does for compugraphic fonts. In addition, a program 'tlmanager' is included, which is required to install, remove, and preview type1 fonts. Includes 68000 and 68030+882 versions.

Author: Amish S. Dave

Path: util/libs/Type1/

---

## 1.157 Frontmost screen becomes def public scr

FrontPub 1.1 Frontmost screen becomes def public scr

FrontPub is a small utility that automatically declares the frontmost screen to be the default public screen provided the frontmost is actually a public screen. Together with the global public screen mode 'SHANGHAI' enabled all windows that normally open on the workbench screen will now open on the new default public screen. (Because FrontPub would not be very useful with a disabled 'SHANGHAI'-mode, it will be switched on at program start). It uses a verticalblank-interrupt server to monitor Intuition's frontscreen. All other accesses and (possible) changes are done by the main program. Currently FrontPub does not support any arguments.

Features:

- is a commodity, so it can be disabled/enabled/ended at any time
- exits if CTRL-C was received
- amount of needed cpu-time is negligible
- pure, can be made resident (not very useful though)

Author: Gunther Nikl

Path: util/misc/FrontPub/

## 1.158 Injects things into the input stream

Injector 2.32 Injects things into the input stream

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

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

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

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

Author: Frederic Delacroix

Path: util/misc/Injector/

## 1.159 Use Amiga as an infrared remote

IRMaster 3.11 Use Amiga as an infrared remote

The IR-Master project consists of two software components and a control hardware which is connected to the joystickport.

---

With this equipment you can control almost every device which is supplied with an IR remote.

Author: Jürgen Frank  
Michael Watzl  
Path: util/misc/IRMaster/

## 1.160 UNIX like man/Xman command

Man 3.7 UNIX like man/Xman command

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

Author: Markus Hillenbrand  
Path: util/misc/Man/

## 1.161 Powerful calculator

MCalc 1.5 Powerful calculator

MUIProCalc is a MUI-based calculator much like Jimmy Yang's Calc 3.0. It still lacks the plotter, but it offers a quite flexible history facility for inserting previously entered expressions. Different output formats offered and plenty of functions the user may choose from. Furthermore the look of the calculator may be customized. ARexx Port for ease of calculating from within an editor. Some functions are able to return TeX compatible output. Results or inputs may be copied to the Clipboard.

MUIProCalc comes with a fancy GUI you may configure to your needs. Function gadgets may be flipped through using pages so that they don't eat up too much of space. MUIProCalc supports an input/output history you may configure so that you may re-insert previously entered expressions/results. History entries may be copied to a userdefinable clipboard unit. It features various display/output bases such as decimal, hexadecimal, octal, and binary and of course calculation sizes ranging from 8 Bit to 32 Bit width. Angles may be displayed as radians, degrees, or grads. MUIProCalc offers an ARexx port you may use to calc expressions externally. These commands are able to return TeX compatible output such as `"1\cdot 10^{-5}"`. It comes with two example scripts for use with CED Pro.

Author: Kai Iske  
Path: util/misc/MCalc/

---

## 1.162 Edit ToolTypes easily.

ToolType 3.3 Edit ToolTypes easily.

A program to make it easier to edit tooltypes in icons. ToolType will read the tooltypes from an icon file and let you use your favorite text editor to change or add to the tooltypes. ToolType can be run from shell, Workbench, or set up as an appicon. Includes an option to sort the tooltypes alphabetically.

Author: Michael J Barsoom  
Path: util/misc/ToolType/

## 1.163 Virtual memory for Amigas with MMU

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/

## 1.164 Monitor and control system activity

Xoper 2.5 Monitor and control system activity

Very comprehensive program to monitor and control system activity. Monitor cpu, memory usage, ports, interrupts, devices. Close windows, screens, show loaded fonts or last Guru code number. Clean up memory, flush unused libraries, devices, fonts. etc. and a whole bunch more! Spawns its own process. A very handy background task to have loaded.

Author: Werner Gunther  
Path: util/moni/Xoper/

## 1.165 A

Artic 1.7 A "Stacker-like" device based compressor

Artic is a device based compressor, like Stacker on the PCs or CopressDisk.Device or DiskExpander.., but with some different features that make it easier, more practical and faster to use:

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- \* FAST compression, VERY FAST decompression.
- \* ability to use the external compression libraries XPK plus two internal methods.
- \* no need to compress a whole partition.
- \* user-friendly program to handle operations, that can use MUI.
- \* files are stored as FILES not as Tracks.
- \* both compressed and uncompressed files are handled.
- \* more features can be found in Artic.guide

Author: Alessandro Garoli

Path: util/pack/Artic/

### **1.166 List of 425 programs that support ARexx.**

ARexxAppList 1995.01.30 List of 425 programs that support ARexx.

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

Author: Daniel J Barrett

Path: util/rexx/ARexxAppList/

### **1.167 Tool to test/debug ARexx interfaces**

ARexxSupervisor 1.20 Tool to test/debug ARexx interfaces

ARexxSupervisor is mainly a tool for the developers of you who want to integrate and properly test/debug ARexx interfaces in their programs.

ARexxSupervisor provides a means of mouse-controlling the data that is sent to a valid ARexx port. Be careful however, it is easy to make destructive actions or provoke deadlocks or gurus.

Author: F.DELACROIX

Path: util/rexx/ARexxSupervisor/

### **1.168 ARexx function lib for V37+ dos functs.**

RexxDosSupport 2.3 ARexx function lib for V37+ dos functs.

ARexx function library for accessing Dos V37+ functions.

- ReadArgs()

- GetVar(), SetVar(), DeleteVar()
- ParsePattern(), MatchPattern() - even case-insensitive
- Fault()

V2.1 implements some more functions:

- Delete(), Rename(), MakeDir()
- SetComment(), SetProtection()

Author: hartmut Goebel

Path: util/rexx/RexxDosSupport/

## 1.169 Create ARexx intuition skeleton

RexxSkeleton 2.4 Create ARexx intuition skeleton

This program could save you many hours of programming and makes ARexx intuition related to your scripts real fun - just press one or two buttons and a full ARexx intuition skeleton is ready by your hand.

Rexx Window Skeleton is dedicated to RexxArpLib.library 3.3 by W.G.J. Langeveld - which gives a nice ARexx intuition interface that looks like OS2/3 and works like c intuition programming.

This program intuition is made as clear & clean as possible with only one window - I like a nice clean layout - Isn't frustrating with all these programs with lots of windows.

Author: Kåre Johansson

Path: util/rexx/RexxSkeleton/

## 1.170 Small, fast shell with CFN and review.

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 filesizes.
- \* Application-Window/-Icon
- \* Can open window on own screen
- \* 100% script compatibility
- \* Can create and show Hard- and Softlinks.

Author: Paul Hayter, Martin Gierich

Path: util/shell/ZShell/

## 1.171 Application Launcher for WB2 and WB3

AppLauncher 1.0 Application Launcher for WB2 and WB3

AppLauncher is an AppWindow, AppIcon and AppMenu application that lets you quickly launch your favorite applications via the Tool Menu, Launch Palette or remotely using ARexx commands. AppLauncher is incredibly easy to use because of the intuitive user interface and flexibility.

Application can be launched using the or by using the Workbench Tool menu or ARexx. Any Tools or Projects can be launched by simply drag and drop and double clicking the icon.

AppLauncher supports the standard Workbench icons, NewIcons, and MagicWB icons.

Unlimited number of preferences can be used with AppLauncher. You can load a new preference dynamically.

AppLauncher can run on any platform with Workbench 2.0 or higher installed and 512K of RAM.

Author: Danny Y. Wong

Path: util/wb/AppLauncher/

## 1.172 Substitute Icon images and positions

ForceIcon 1.8 Substitute Icon images and positions

ForceIcon is an utility mainly for users of CDROM drives or users of networking software capable of sharing devices and icons. Since one can not snapshot the position of a volume's icon (on read only media), nor replace it by a user-defined one, I wrote this utility. ForceIcon allows you to set the position of a disk's icon and/or replace it by a different image/icon which doesn't have to be a disk.info file. All types of ".info" files may be selected.

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Special features include inheritance of device specific settings, specifying the root drawer's size/position and display flags/modes. ForceIcon may even change the look and position of AppIcons.

Author: Kai Iske

Path: util/wb/ForceIcon/

### 1.173 A magnifying program for the WorkBench.

Lens 1.2 A magnifying program for the WorkBench.

Lens is a magnifying program for the workbench (and other screens). To run Lens from the workbench just click on its icon. From a CLI, just type the name of the program (i.e. "Run Lens"). There is nothing to install.

What Lens does is read the display graphics in a rectangle centered about the mouse pointer and magnify it to the dimensions you specify. Lens will allow you to zoom in and out. Here is a list of the features Lens has:

- Displays the current magnification and mouse coordinates in the title bar.
- Independent zooming in/out of X and Y dimensions.
- Adjustable sampling rate (number of times to update per minute).
- Displays axes (crosshairs) to indicate the mouse position (if desired).
- Allows you to freeze the lens view when the lens window is inactive.
- Has the ability to jump from one screen to another.
- Also allows you to specify just about any screen to open on initially.

Author: John Cowgill

Path: util/wb/Lens/

### 1.174 A powerful Multifunction Commodity

MCP 1.02 A powerful Multifunction Commodity

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

- Mouse-Speeder
  - Drive-NoClick
  - SetDRI pens
  - AssignWedge
  - automatic Screen-activation
  - AppChange
  - NoTopaz
  - Screen-Blanker (supports SwazBlanker)
  - Screen-Dimmer
  - MousePointer Blanker
  - Alert-History
  - full Windowmoving
  - QuietTD
  - CrunchPatch
  - DosWildstar (\* instead of #?)
-

- 16 Color Pointer
- complex Promotor
- PatchRGB32
- New WorkbenchTitle
- LibSearch / FontSearch
- Formatprotection
- ToolAlias
- AssignPrefs
- Borderblank
- NoGuru
- little RTPatch
- WorkbenchTitle activate
- CopyMemQuicker
- No Chipmem option
- No Capslock
- CacheFont
- ToolType Enhancer
- many Hotkey Functions
- MUI Prefs-Program
- Coded in 100% Assembler
- uses Reqtools.library

Author: Stefan "zerocom" Sommerfeld  
 Michael "Oxygene" Knoke  
 Vincent "fOX" Schöttke  
 Path: util/wb/MCP/

## 1.175 Scales pictures into icons. os3.x only

Picticon 1.1 Scales pictures into icons. os3.x only

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

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

### Features:

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

Author: Chad Randall  
Path: util/wb/Picticon/

## 1.176 Controls windows via keyboard

WindowKey 1.04 Controls windows via keyboard

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

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

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

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

Author: Frederic Delacroix  
Path: util/wb/WindowKey/

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