Partial

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Contents

Chapter 1

Partial

1.1   Index of all Fish files this CD

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Fresh Fish CD 6
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AmigaWorld    3.1    Database of information of all countries

A database program that contains information about every
country on Earth.  It enables you to have a look at the data
of one country, or to compare several ones.  Among other things
it displays location, capital, area, population, languages,
currency and the flag of each country.  Other features are
information on international organizations and map display.
AmigaWorld is very easy to handle, and you can choose between
English, German, French, Dutch, Italian, Swedish, Danish and
Finnish output. New features include map display and text information
about continents.

Author: Wolfgang Lug
Translators: Guido Alfani, Bo Arnholm, Olivier Bogros, David Gaussinel,
Ruud Hoekzema, Mika Leinonen, Yves Salingue and Casper Thomsen.
Path: biz/dbase/AmigaWorld.lha ()         Readme

==========

bBaseIII   3.01    Easily stores and retrieves information.

An easy to use, versatile, yet full featured database program.
Search or sort on any field, print mailing labels, (un)delete
records, mail merge, get reports in many formats, scramble files,
flag records, and more.  Fields are user-configurable, so bBase
can be used to keep track of addresses, tape or video collections,
recipe files, or anything else you can think of - one program does
it all!  This is V3.01, an update to V2.1.  The main improvement
is more fields.

Author: Robert Bromley
Path: biz/dbase/bBaseIII.lha ()         Readme

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DataMasterDEMO   1.01   Demo version of a powerful database prog

Data Master is a very powerful database program for an average user.
It should be usable on any Amiga and it's multi-tasking friendly.
This is the FreeWare version of this LicenceWare program and below is a
list of some features of the program.

   - 5 field types (string, integer, float, type (selection) and
     boolean)
   - maximum of 256 fields in one record
   - maximum of 99999 records in a database
   - maximum length of a string field 255 characters
   - there can be up to 256 alternative texts in a type field
   - sorting based on maximum of 8 fields
   - searching for a text string
   - searching for the specified record (filter)
   - possibility to make any kind of form, and print, save or show it
   - possibility to compare records graphically

Author: Teemu Sipilä
Path: biz/demo/DataMasterDEMO.lha ()   Readme

==========

db   2.2   Small and fast database program

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

A partial list of db's features include:
     o Dynamic memory handling. Number of records and fields only
       limited by free memory.
     o GadTool based, gives a standard look and feel.
     o Mouse and keyboard driven.
     o User definable fields and layout.
     o Multiple views of the same database.
     o Commodore's Clipboard for flexible interaction with other programs.
     o AppWindow –just drag and drop database icons on db to load.
     o Online MenuHelp –Press HELP key when selecting a menu item.
     o Font sensitivity.
     o ARexx
     o ASL requesters for flexible loads and saves.
     o Localized
     o Dial numbers using a modem
     o WB and Shell usage with Commodore's template parsing
     o Fast and flexible find function using AmigaDOS patterns.
     o Filter function.
     o Fast and flexible sort function. Multiple sort orders can be
       specified.
     o 'Export View' and two standard ASCII export features.
     o Automatic ASCII import (tab-separated ASCII)

Author: David Ekholm

```
Path: biz/dbase/db2_4.lha ()            Readme
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1.2   Index of all Fish files this CD

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IntuiDex    1.0     Mailing list manager

Easy to use club membership database and mailing list manager.

Features:

    - 1000 records per database

    - Sort by six different fields:
        last name, first name, ZIP,
        member number, city, and
        expiration date

    - Print five different types of output:
        mailing labels, complete data list,
        phone lists, game stickers, and
        merge files for word processors

    - Uses Preferences printers

    - Dials phone automatically with Hayes compatible modems

    - On-line AmigaGuide help

    - Most data field names are configurable

    - Data is stored in ASCII files- export and import data from other
      database software!

Author: Jeffery C. May
Path: biz/dbase/IntuiDex_1_1.lha ()       Readme

==========

UPSey    1.01    Translates zip codes to UPS zones

UPSey will translate ZIP Codes to UPS Zones.  UPSey is a commodity that
is available to you from any program, just press the Control Alt and the
'u' keys at the same time.  UPSey requires a text file, called a 'database'
to operate.  One such database is provided.  If you send parcels from an
area other than San Diego, you will have to write an area-specific
database.  Complete instructions for writing the database are included in
the amigaguide documentation

Author: Will Bow, Colin Thompson
Path: biz/misc/UPSey.lha ()              Readme

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MUIAdt   1.3   Aminet frontend for AmigaDOS

GUI-based utility that allows you to connect to one of several Aminet
sites, browse the RECENT files, and download the files of interest.

Author: Jem Atahan
Path: comm/tcp/MUIAdt.lha ()   Readme

==========

GRn   2.1   GUI'ed UUCP, C News, and NNTP newreader.

GRn is Gadtools Read News, a Gadtools-based newsreader for the Amiga, running
Release 2.0 or above. Some special features are available on higher releases.

GRn supports locally stored news (via AmigaUUCP, C News, or NNTPxfer) and
NNTP in a variety of ways (AS225r2, AmiTCP 2.2 or above, DNet, AUW and direct
connection via serial.device or serial clone).

GRn 2.1 is an update to GRn 2.0. Several new features have been added, and
several bugs have been fixed. Refer to GRn.guide for detailed information on
operating GRn. The file INSTALL tells you how to install GRn (sorry, Installer
script didn't happen).

Significant changes between GRn 2.0 and GRn 2.1:

    New Features:

  + AmiTCP is now supported

  + AUW is now supported

  + ReplyPrefix configuration variable added

  + GRnSaveDir configuration variable added

  + MODEID=SCREENMODE argument added

  + When GRn opens a Custom Screen, it now sets AutoScroll.

  + New GRn icon

  + Use the system busy pointer on v39 and up

  + NOSCAN only applies to the scan at startup

  + Add From: header to all news and mail created
    (NOTE: this requires a fixed postnews for AmigaUUCP.)

  + LAST=SUBSCRIBELAST argument added

  + Keyboard shortcuts for the article list were added

  + UserShells are now supported for all external programs (this
    means they can be AmigaDOS scripts, AREXX programs, etc.)

  + eXtract command added

+ A Distribution header is no longer added by default, unless an
  article being replied to had one

  Bug Fixes:

+ serial.device input no longer busy-loops

+ NNTP articles are not retrieved a second time for Save, Print,
  Reply, Forward, etc.

+ You may now "Mark" an article as UNREAD, even when it is the
  only article in a newsgroup

+ GRn now works better with tin

+ Refresh of borders on v37 and v38 is complete

+ The proper detailpen is now used in the subscription window

+ Requestors are now draggable

+ Subject/From headers over 512 characters will no longer cause
  GRn to write over memory it does not own

+ No longer allow cancellation of arbitrary articles

+ Properly close socket.library if NNTP server connection failed.

+ Large fonts will not mess up the subscribe window any longer

+ The last article in a newsgroup may be marked as unread.

+ On v39 and above, mouse and keyboard movements are dealt with
  correctly, when both are used to adjust a listview.

+ "Followup-To: poster" is now honored

+ The HOSTNAME argument is no longer treated as a synonym for the
  NNTPSERVER argument.

Author: Michael B. Smith
Mike Schwartz
Path: comm/news/GRn_2_1a.lha ()   Readme

==========

Term   4.0   Very nice terminal program.

A telecommuncations 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/term42Doc.lha ()   Readme

==========

SNMA   1.95   680x0/6888x amiga macro assembler

SNMA is a conditional 680x0/688x macro assembler for the Amiga. It
supports most common directives, generates Amiga object-files and
executables. It is used mainly from the shell. Arexx port.

New features: can produce executables (+ short reloc32)
    RS and FO directives
    + bug fixes

Author: Samu Nuojua
Path: dev/asm/snma_1_97.lha ()   Readme

==========

Cursor   1.7   Compiler for AmigaBASIC programs

A compiler for AmigaBASIC-programs. Includes a simple editor
which can control the compiler. Runs with Kickstart 1.2 or
later with 512K RAM. Binary only

Author: Jürgen Forster
Path: dev/basic/Cursor.lha ()   Readme

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Date   33.088   Library to help you calculate dates

A collection of routines for calculating dates.
I have included 52 routines like checking for a leap-year
or calculating the Easter-Sunday! Have a look at this :)
Requires ONLY an ANSI-C-Compiler or a C++ Compiler - this
means that you could use the C-Source on ALL (I hope)
computer-systems!!!

Author: Kai Hofmann
Path: dev/c/date.lha ()   Readme

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HCE   1.0   Integrated environment for Sozobon C

A new release of the HCC Sozobon C Compiler from AmigaLibDisk 508.
Now has a Text Editor front end which uses intuition menus and
gadtools gadgets. Can do common editor commands such as Cut/Copy/
Insert/Print/Find/Replace. Can also do basic file commands such as
Copy/Delete/Makedir/Assign/Rename. Can handle all processes required
to make an executable program. Can recompile itself and complete
source is provided. Includes, own version of Amiga.lib, Original HCC
C libraries with bug fixes and enhancements, standard include files,
documentation, and everything required to make your own C programs.

Author: HCE by Jason Petty
Based upon HCC 2.0 by Sozobon Limited, amiga port and improvements by
Detlef Wuerkner
Path: dev/c/HCE.lha ()   Readme

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AmigaE   3.0a   An Amiga specific E compiler

E is a powerful and flexible object oriented / procedural / unpure
functional higher programming language, mainly influenced by languages
such as C++, Ada, Lisp etc., and Amiga E a very fast compiler for it,
with features such as speed of >20000 lines/minute on a 7 Mhz amiga,
inline assembler and linker integrated into compiler, large set of
integrated functions, great module concept with v39 includes as
modules, flexible type-system, quoted expressions, immediate and typed
lists, low-level and object polymorphism, exception handling,
inheritance, data-hiding, methods, multiple return values, default
arguments, register allocation, fast memory management, unification,
LISP-Cells, and much much more...

Author: Wouter van Oortmerssen
Path: dev/e/amigae30a_fr.lha ()   Readme

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MUI   2.2   Create and maintain user interfaces.

MUI is an object oriented system to create and maintain graphical user
interfaces. From a programmers point of view, using MUI saves a lot of
time and makes life much easier. Thinking about complicated terms like
window resizing or font sensitivity is simply not neccesary.\n
On the other hand, users of MUI based applications have the ability to
customize nearly every pixel of a programs interface according to their
personal taste.\n
This distribution is interesting for both, users and programmers. Please
have a look at the supplied demo programs and at the documentation to
see what MUI has to offer.\n
MUI is an SASG (Standardized Amiga Shareware Group) product.

Author: Stefan Stuntz
Path: dev/e/mui23Edev.lha ()   Readme

==========

Amiga Turbo Modula-2   V1.0d   New compiler for use with all Amigas

This is a freely distributable demonstration version of a (PIM4) Modula-2
development system. Amiga Turbo Modula-2 consists of:

A compiler(M2C), a link utility(M2L), an error lister(M2E),
and a program builder(M2B).
Interface modules for V40 of the AmigaOS & corresponding linker library,
ANSI C standard library definitions as well as those from PIM.

The compiler reads source code in a single pass which means fast
compilation. Internally however it performs several passes over each
procedures statement sequence in order to generate fast and compact code.
Typically, generated code is 25% smaller & 75% faster than the ($200)
commercial Amiga Modula-2 compiler used for the initial bootstraps.
Amiga Turbo Modula-2 is a new compiler developed for use with all Amigas.
Its most notable features are:

o Interface modules for V40 of the Amiga operating system.

o Sun Modula-2 like DEFINITION FOR C MODULE's allow access to
ANSI C standard library functions.

o Fast single pass compilation with extremely accurate error diagnostics.

o High quality code generation.
Code is typically 75% faster than code generated by the (ETH derived)
commercial compiler used for the initial bootstrap, the drystone
benchmark runs over twice as fast.

o Residentable code support (64K global variable limit).

o Includes a system builder (no messing about with makefiles).

o Low shareware fee, 25 pounds sterling or 40 US dollars.

Author: Amritpal Mann
Path: docs/rview/Amiga1200Surve.txt ()   Readme

==========

FlexCat   1.3   Creates catalogs & source to handle them

FlexCat is a tool to create catalogs and the source to handle them,
similar to CatComp, KitCat or MakeCat. The main advantage of FlexCat
is that you determine what source you want and what programming
language. This is done by using template files, so-called source
descriptions. Included are templates for Assembler, C, C++, E and
Oberon, Modula-2 and an example of using catalogs in OS2.0. Source,
french, german, italian, spanish and schwaebisch, catalogs and docs in
english, german and spanish are included.

Author: Jochen Wiedmann
Path: dev/misc/FlexCat1_5.lha ()   Readme

==========

MYSTRIP   1.0   Strip symbol/debug hunks from executable

This little program tries to strip all symbol and debug hunks from
an AmigaDOS EXECUTABLE. It DOES NOT WORK on gcc object (.o,.a) files !
As GCC adds many symbol (and debug) infos even to the AmigaDOS
executable and there ist actually no debugger around, that could use
these informations, it's probably a good idea to remove these infos.
They don't carry ANY information, the executable needs to be run.

Author: (null)
Path: dev/misc/MYSTRIP.lha ()   Readme

==========

Palette   1.01   Oberon-2 module to display palette

Palette displays a palette window on any screen. You just have to
supply a Screen-Pointer and Palette will adjust itself to the screen.
It is fontsensitiv and depthsensitiv. Incorporing of this module
will require only one command in your main program.

Author: Daniel Amor
Path: dev/obero/Palette.lha ()   Readme

==========

AmiCDROM   1.12   ISO-9660 standard CDROM filesystem

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

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

Author: Frank Munkert
Path: disk/cdrom/AmiCDROM_1_15.lha ()   Readme

==========

ManageCDPics   1.0   A program to manage all your pictures

A GUI-Based cataloger that allows you to create "picture-databases"
and easily view the pictures.

Author: Markus Hillenbrand
Path: disk/cdrom/ManageCDPics.lha ()   Readme

==========

Dfrags   3.12   Reports on FS errors and fragmentation

This utility will report on the file and bitmap fragmentation
plus will do a 100 % check on the file system. Currently, the
OFS and FFS are supported, not the caching and International
FS.
The Amiga Zone BBS (609)953-8159, the primary support BBS.

Author: Tony Preston
Path: disk/misc/Dfrags.lha ()   Readme

==========

RRIP   ?.?   Rock Ridge / System Use Sharing Protocol

The anxiously awaited new, 1.12 versions of the System Use Sharing Protocol
and the Rock Ridge Interchange Protocol are now available for review and
comment. The documents are available through anonymous ftp at ftp.ossi.com
in /pub.

The documents are available in both MS Word 6 format (*.doc) and Postscript
format (*.ps). Otherwise, the file names should be self-explanatory. The
files are called: rrip112.doc, rrip112.ps, susp112.doc, and susp112.ps.

If you have comments or constructive criticism of these new versions of the
specifications, please feel free to respond to cdfdf@ymi.com. We are trying
to get these documents to ballot as an IEEE standard soon, so we would
appreciate prompt response. We hope to review all the responses at the next
working group meeting on August 26, 1994, so any responses we gather by end
of business of August 24 will be considered at that meeting.

Author: Andrew Young
CDFSF WG Chair
President, Young Minds, Inc.
Path: docs/misc/RRIP.lha ()   Readme

==========

Atoms 2   1.34   New game of Atoms. Works with NTSC.

Written from scratch by a different author than the other atoms game
on Aminet. Works with NTSC screens, and is icon driven.
Additionally, there are 2 versions included:

   New_Atoms: The basic atoms game, only it looks better. (:

```
  Nuclear_Atoms:  Faster, but doesn't show the changes (except for
     explosions) until the beginning of the next turn.
```

Author: Jesse McClusky
Path: game/misc/Atoms3.lha ()   Readme

==========

AXlife   1.0   Amiga port of Xlife 2.0

AXlife is based on Xlife, the definitive life program, which runs
under the X-Windows graphical interface (which overlays UNIX). AXlife
incorporates an Amiga-specific interface, but the basic generation
code remains the same as in Xlife 2.0. AXlife can also read files
produced by Al Hensel's IBM PC program 'Life', which has a very
similar format. The most important feature of Xlife (and AXlife) is
that, unlike most life programs, it does not limit the pattern to the
size of the screen. Xlife does not think in terms of a rectangular
grid, but instead considers the pattern to be composed of 8x8 boxes
containing active life elements. This allows Xlife to cope with
arbitrarily large patterns (up to a maximum size of 2^{32} by 2^{32} (2^{32}
= 4,294,967,296)). AXlife comes with a large (219) library of example
patterns.

Author: David Kinder, Jon Bennett
Path: game/misc/axlife11.lha ()   Readme

==========

The Dungeons of Moria   1.2.0   Single player dungeon simulation.

The game of moria is a single player dungeon simulation.   A
player may choose from a number of races and classes when creat-
ing a character, and then 'run' that character over a period of
days, weeks, even months, attempting to win the game by defeating
the Balrog which lurks in the deeper levels.

The player will begin his adventure on the town level where he
may acquire supplies, weapons, armor, and magical devices by bar-
tering with various shop owners. After preparing for his adven-
ture, the player can descend into the dungeons of moria where
fantastic adventures await his coming!

Before beginning your first adventure, you should read this docu-
ment carefully.   The game of moria is a complicated game, and
will require a dedicated player to win.

Author: The original version of Moria was written in VMS/Pascal by
Robert Alan Koeneke, Jimmey Wayne Todd, Gary McAdoo, and
others at the University of Oklahoma.   This version was
written by Jim Wilson at the University of California,
Berkeley, and released with minor revisions by David Gra-
biner at Harvard University.
Path: mods/hje/the_tv.lha ()   Readme

==========

The Ice Princess   1.4   Non-graphical interactive fiction game

Demo version of an interactive novel. You are an 18 year old orphan
who meets the love of his life on Christmas Eve. A fairy-tale story
for both young and grown-up children. The improved parser now works
faster.

Author: Rüdiger Hanke
Path: mods/hje/the_tv.lha ()   Readme

==========

TimelessEmpire   1.4   Non-graphical interactive fiction game

Demo version of a classic fantasy interactive fiction game with an
excellent parser that comes close to Infocom quality. The game allows
you to control five characters with different abilities.

Author: Rüdiger Hanke
Path: game/role/TimelessEmpire.lha ()   Readme

==========

DynamiteWar   2.0   Tiny game for 2-5 players.

A tiny game for 2-5 players who fight against each other.
It is similar to the commercial Dynablaster or Bomberman,
except a 1-player mode is not available. On the other hand,
there are a great number of extras. To win the game, one
player has to disintegrate all other players by exploding
bombs.

Author: Andre Wiethoff
Path: game/shoot/DynamiteWar.lha ()   Readme

==========

UChess   2.89   Nicely done Amiga port of GNU chess

A powerful version of the program GnuChess version 4PL66 for the Amiga.
Plays a very strong game of chess. Code has been rewritten and data
structures reorganized for optimal efficiency on 32 bit 68020 and
better Amiga systems. Eval/search and clock enhancements from
original gnu port.

Fully multitasking, automatically detects and supports 640X480X256
color AGA mode machines, and does not at any time BUSY wait. Supports
a variety of standard features such as load, save, edit board,
autoplay, swap sides, force move, undo, time limits, hints, show
thinking, and a supervisor mode that will allow two humans to play
with the computer acting as a "supervisor".

Author: FSF
Roger Uzun (amiga port + many enhancements)
Path: game/board/UChess289.lha ()   Readme

==========

POVControl   1.0   Set POV parameters using GUI interface.

POV Control is a utility that can set the parameters of the Persistence Of
Vision 2.x raytracer from the POV Team, only by using an intuition
interface.

All the beginners to POV would appreciate it, because this kind of software
hasn't existed on the Amiga until now. For the intermediate users of POV
and for all the other, POV Control would certainly made them save time.

Author: Nicolas Mougel
Path: gfx/3d/POVControl.lha ()   Readme

==========

PSFonts   ?.?   14 type1 fonts for Imagine spline editor

Since the release of Imagine 2.9 last November, along with 3.0 a couple of
months ago, it has been a little difficult finding Type I Postscript fonts
that'll work in Imagine's Spline editor. The reasons for this are varied.

Typically, PS fonts in the Amiga domain have been processed with Gold
Disk's Font Manager or some other utility for use in DTP applications.
Also, these later versions of Imagine have been compiled on a PC and ported
to the Amiga. Some of the PS fonts have way too much detail and curves,
causing the Spline editor to return an error, or the object comes in as an
axis only.

So I set upon a quest of sorts, downloading Type I Postscript fonts from
various nets and BBSs, and seeing which ones would load into Imagine.
Naturally I cannot claim that the fonts in this archive represent the
majority available to the Amiga user (at least, I sure hope not!), but they
have all been tested and work just fine in 3.0, and presumably, 2.9.

They all are, to the best of my knowledge, in the public domain. You will
need to play with them a little, checking for duplicate points and coplanar
edges. But they do look very nice when rendered. These are the .pfb files
only, just put them in your PSFonts directory and you're ready to go
(rtfm). In any event, have fun, and keep on rendering!

Also included is a 16 color HiRes IFF of a rendered example of each of the
fonts.

Author: Unknown, submitted by Bill Graham
Path: gfx/3dobj/PSFonts.lha ()   Readme

==========

GIFKit   1.0   Visually crop, resize, flip, rotate GIFS

A GIF tool kit. Allows you to do visual crops, resizing, flips and
rotates of GIF images. The programs fits the images on a 640x400x2
screen so that even 1280x800 GIFs' can be manipulated without using
large amounts of chip ram.

Author: Milt Henderson

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Path: gfx/conv/GIFKit.lha ()              Readme
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```
MainActor    1.54    A modular animation package
```

MainActor is a modular animation package which is able to
create/edit/time/play animations (of any size) of the provided
animation modules. Modules included in this release :
IFF-Anim3/5/7/8/Brush/J, FLI, FLC, DL, AVI. You also have a great
number of functions for animation proccessing. MainActor is also able
to read and write Picture Modules : IFF, PCX, GIF, WB-ICON. You can
associate sound effects to every frame of your animations. Support
for the Picasso-II, Retina, Merlin and EGS cards is integrated.

```
Author: Markus Moenig
Path: gfx/edit/MainActor1_55.lha ()      Readme
```

==========

```
PaletteMerger    1.0    Merges two palettes together.
```

This utility merges two palette files together, useful especially for
large palettes (256 colors). You can easily merge two 128-color
palettes to one 256-color palette.

```
Author: Rüdiger Hanke
Path: gfx/misc/PaletteMerger.lha ()      Readme
```

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```
ZGIF_DRVR    1.0    Driver interface for the ZGIF GIF viewer
```

A driver interface for the ZGIF GIF image viewer. Can also
be used with FASTGIF, VIEWTEK, etc. Allows you to view up to 400
GIFs' with the click of a mouse button. Ideal for previewing
the hundreds of GIFs' that come on a CDROM. Binary only

```
Author: Milt Henderson
ZGif by Michael Zucchi
Path: gfx/show/ZGIF_DRVR.lha ()          Readme
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```
MathPlot    2.13    A function plotter with lin/log support
```

A function plotter with lin/log plot, a complete KS 2.0 interface,
and ARexx support. Needs Kickstart/WorkBench 2.0 and mtool.library
(included).

```
Author: Rüdiger Dreier
Path: misc/math/mathplot.lha ()          Readme
```

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```
cP    4.3    Data plotting program for 2D data
```

A data plotting program capable of plotting two dimensional data in both
linear or log space. The program runs from either the CLI or Workbench.
There is no limit to the number of points that the program can load except
the amount of ram on your system. There is also no limit to the number of
sets. cP creates a public screen, so you can open other applications on
its' screen. This version of cP also sports an AREXX interface for almost
any function.

Author: Chris Conger
Path: comm/tcp/cp3.lha ()   Readme

==========

MN3A   1.2   An antenna design program

An antenna design program used to calculate currents, impedance,
and fields of wire antennas. The wires may contain lumped-constant
loads. Environment may be free space or various groundtypes. SWR
may be plotted and the number of wires and segments is now limited
only by available RAM. Binary only.

Author: Jim Martin
Path: misc/sci/MN3A.lha ()   Readme

==========

SoundMachine   1.5   Loads,saves, & plays various sound files

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

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

==========

MPMaster   2.0   Transmit/Receive MIDI samples

A useful MIDI program that enables to transmit/receive samples via MIDI
between the Amiga and any MIDI device that supports the MIDI Sample Dump
Standard format (such the Yamaha SY85 synthesizer). It has a WorkBench
interface, can play samples and all settings of the sample can be modified
before transmission. Includes a diagram to build a very small MIDI
interface. Distributed in two languages: English and Spanish. Binary
only.

Author: Antonio J. Pomar Rosselló
Path: mus/midi/MPMaster.lha ()   Readme

==========

JukeBox   2.83   GUI-based audio CDROM disk player

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

Author: Franz-Josef Reichert
Path: disk/cdrom/jukebox.lha ()   Readme

==========

SL9HSTPics   ?.?   19 jpeg's of SL9 impacts from Hubble ST

In Jul 1994, fragments of the Shoemaker-Levy 9 comet impacted on
Jupiter. Here are 19 high quality jpeg images of the results of those
collisions, as captured by the Hubble Space Telescope. Most images
also have text files that describe exactly what the image is.

Author: Hubble Space Telescope Comet Team
Path: pix/misc/SL9HSTPics.lha ()   Readme

==========

AppPP   1.1   AppIcon/GUI for crunch/decrunch with PP

A crunching program made to avoid loading Powerpacker or another utility
like that everytime you have one or several files to crunch or decrunch.
It has an AppIcon and a Gadtools graphical user interface which makes it
easy to configure and to use. Especially made to be used from WBStartUp.

Author: Patrick Burnand
Path: util/app/AppPP.lha ()   Readme

1.3   Index of all Fish files this CD

==========

BPTools   1.1   Some BridgePort tools for the Amiga side

A collection of BridgePort tools for use on the Amiga side. JDIR will
read JDISK directories. MAKEJD will create JDISKS. READJD and WRITEJD
will read and write to JDISKs'. READJD and WRITEJD are approximately
ten times faster than AREAD and AWRITE. Binary only.

Author: Milt Henderson
Path: util/cli/BPTools.lha ()   Readme

==========

DoIcon   1.0   Icon information and manipulation tool

DoIcon is yet another icon tool, but it's designed for quick shell-usage
and is perfect to use it together with DirOpus or any similar tool.
Features:
 - Displaying and manipulation of icon related values (eg. Tooltypes)

```
  - Converting icons to 8 bit-planes
    (For icons which are not displayed correctly on >8 color WBs)
  - Remapping icon colors (1.x style <-> 2.x/3.x style)
  - Recursively delete all ".info"-files (the old 1.x drawer-infos)
```

Author: Lars 'SFX' Eilebrecht
Path: util/cli/DoIcon12.lha ()   Readme

==========

MayFlower   ?.?   A collection of misc cli/script programs

A collection of miscellaneous cli and script file programs the author
has maintained over the years. All programs previously released have
had minor/major improvements done to them. Some programs will now work
with the SPAT script file when working with wild character matching, and
some programs will work in resident mode.

Author: Stephen D Childers
Path: util/cli/MayFlower.lha ()   Readme

==========

msplit   1.3   Utility to split large files

Utility to split large files into several smaller ones in order
to put them onto a floppy disk and recover the large file on
another system. Optimized for speed and memory usage. Including
executables for Amiga, MS-DOS, Sun Sparc, Convex, Vax-VMS,
Acorn Archimedes, DEC-Station(ULTRIX) and sourcecode in ANSI-C.

Author: Rene Tschirley
Path: util/cli/msplit.lha ()   Readme

==========

Sort   1.30   Sorts ASCII-Files, many features

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

Author: Rüdiger Werner
Path: util/cli/sort1_34.lha ()   Readme

==========

TimeGuardian   1.0   Package to start events at certain times

TimeGuardian is a program package with which you can easily start
events, that have to be done at certain times or dates on your
computer. You also can write log files to disk, where you can see when
your computer was switched on.

Author: Gerri Körner

Path: util/time/TimeGuardian.lha ()   Readme

==========

VMem   1.0   Virtual Memory system w/memory emulation

Release 1 VIRTUAL MEMORY SYSTEM for ALL Amigas with WB2 or
above (requires programs to be specially written for it,
though.) Incorporates "memory emulation" to allow chip mem
to act as FAST mem,etc. Includes a Preferences program in
Workbench 2+ style. Complete with programming header files,
AutoDocs(tm), and an example program with source. The rest
of the package is Binary only.

Author: Lee Braiden
Path: util/boot/VMem.lha ()   Readme

==========

InfraRexx   1.3   Use Amiga as infrared remote controller.

The InfraRexx software along with the InfraJoy hardware serve as an
ARexx-infrared interface, so your Amiga becomes a remote control
unit. Also, the other way around, you can control your Amiga using
a common infrared remote control unit.

Author: Leon Woestenberg
Jeroen Steenblik
Path: util/rexx/InfraRexx1_4.lha ()   Readme

==========

ZedREXX   1.0c   Easily add GUI to any REXX script.

ZedREXX provides users with the ability to quickly and easily build a
graphical user-interface into any of their REXX scripts. ZedREXX
syntax is structured, simple and easy to read. Common GUI techniques
are implemented in the command host instead of in the REXX script,
making the run- time speed and response time of a ZedREXX script
similiar to the same application written in C. This is an evaluation
copy of a commercial program, registration is required for continued
use.

Author: David N. Junod
Path: util/rexx/ZedREXX.lha ()   Readme

==========

AntiCicloVir   2.2a   Link/File/BB/Validator/Memory virus elim

A link virus detector and exterminator. Also detects other types of
viri.   This version recognizes: 180 Bootblock, 28 File, 15 Link,
7 Disk-Validator, 11 Trojans, and 14 Bombs. Automatically checks each
inserted disk for boot block and disk-validator viruses. Can scan all
files of a specified directory for known link viruses, and constantly
monitors memory and system vectors. Now public domain and includes
source in assembler.

```
Author: Matthias Gutt
Path: util/virus/AntiCicloVir.lha ()       Readme


==========

VT    2.67    A comprehensive virus utility package.

A very good virus checker, however all the documentation is in
German.

Author: Heiner Schneegold
Path: util/virus/vt270.lha ()            Readme


==========

DisplayMode    1.18    Screenmode preferences clone

Screenmode preferences clone, controlable via keys and is font sensitive.

Author: Martin Stengle
Path: util/wb/DisplayMode.lha ()        Readme


==========

MIA    1.2    Manipulates many icons at once

Mass Icon Alter (MIA) allows manipulation of many icons all at once.
It can change any of the following icon and file attributes:  Stack
size, date/time, comment, default tool, tool types (append or replace),
images, icon type, protection bits, and Workbench's default icons.
MIA runs as an Application Icon, Application MenuItem, normal graphical
user interface, or from an AmigaDOS shell.  Installer script and
AmigaGuide help manual are included.

Author: Boyd Edmondson
Path: util/wb/MIA.lha ()                 Readme


==========

PictIcon    0.8    Scales pictures into icons. os3.x only

Allows  pictures  to  be  dropped onto an appicon.  Will then load the
pictures using datatypes.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)

Uses  many  of  Iconian's  routines, so if you've seen Iconian, you'll
know what to expect.

New to version 0.8:

o  Allows error-diffusion dithering  with full control of type, level,
   and  amount.
o  Adds an AppItem to Workbench's tool menu.
o  Status window has percentage indicators below progress bar.
```

o   Better variety of sample icons.

Author: Chad Randall
Path: util/wb/Picticon0_96.lha ()   Readme

==========

PictureClock   39.72   Full-screen analog clock on top of a pic

PictureClock is a clock like the ones you see on TV between programs.
It takes any datatype-supported picture as a background and any
datatype- supported sound for a 'chime' sound every half hour.
Kickstart 3.0 (V39) or higher and datatypes.library V39 are required.

Author: Maarten ter Mors
Path: util/time/PictureClock.lha ()   Readme

==========

ScreenTool   1.0   Switch between screens using hotkeys.

On the MS-DOS´en you have the keyboard shortcut CTRL-TAB to cycle
between the applications, and the CTRL-ESC shortcut to view all
running applications in a requester.

With ScreenTool you have the MS-Windows CTRL-ESC function on your
Amiga. You get a requester with all available screens - so you have a
tool to handle comfortable all open screens.

ScreenTool is not a Commodity, because it is very small - and so it is
fast enough by starting from the disk. By activating with FKey you
can start a lot of tools with the keyboard, without using any
additional RAM.

So ScreenTool will save your CPU and RAM!

Author: Klaus Muckenhuber
Path: util/cdity/ScreenTool.lha ()   Readme