

## **CAM Index - Amigaguide Version**

<b>COLLABORATORS</b>
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## Chapter 1

# CAM Index - Amigaguide Version

### 1.1 Programming & Languages 1

CAM #13 Utilités de Programmation

BitCalc <Programmer's calculator>, FishDemo <animation> with source, MacPaint viewer, Asm68k assembler, BLITZ text viewer, NewZAP file/sector editor, ST Emulator, TEK 4010 emulator

Unpack

CAM #18 Utilités de Programmation

SmallTalk parser. Unix port - Sources and examples included.

Unpack

CAM #25 Programmes AmigaBasic

Amiga Calender <database>, Cribbage, 136Colours, Artillery, Address!, Blackjack, Chain Reaction, FlightSim, GoMoku, HyperTyper, Lander, Laser Strike, Money, Quadri, Slot, Spell-It, StateCaps, Synthesizer, Tic-Tac-Toe, try3d, VSide, WorldMap.

Unpack

CAM #32 Langages

Draco - a ready-to-go systems programming language, loosely based on C and Pascal, available for CP/M and Amiga. Includes examples, header & link libraries, full programming editor, and more.

Unpack

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## CAM #36 Programmes AmigaBasic

Blackjack, Piano

Unpack

## CAM #42 Utilités de Programmation

A68k assembler, Cross-assembler, DropShadow\_Sources, Era 1.5  
<date/time/calender util>, GOMF <error handler>, PopCLI 3  
<screenblanker & hotcli>, PrinterDriverGenerator 2.3

Unpack

## CAM #58 Programmes AmigaBasic

3D, Almazar, A-Maze, Amortize, Checkers, Classics, Collage, CrissCross,  
Enigma, Equation, Fractalmountain, Grids, IFFtoPAT, LabelPrint,  
LurkleyManor, MailTalk, MasterMind, MathGraphic, Pyramid, Solitaire,  
Space, Stars, StarTrek, WallPaper, Wheel of Fortune

Unpack

## CAM #77 Langages

Assembler, Logo, Postscript

Unpack

## CAM #89 Langages

Icon, Prolog, XLisp\_2.0

Unpack

## CAM #109 Langages

A68k, PD\_C

Unpack

## CAM #116 Langages

AdventureSys, PILOT, SmallTalk, ToolKit1, Web

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Unpack

CAM #122 Utilités de Programmation

Arp\_v1.1

Unpack

CAM #127 Utilités de Programmation

Anim, browsersrc, copper, C\_Robots, DragSample, Midi\_1.5

Unpack

CAM #160 Utilités de Programmation

am-pc, asctiny, BCPL, CMS, CrossReference, Extract\_Fonts, Fragit, gwPRINT, HandyIcon, less, ScreenX\_v2.2, silobj.doc, StructureBrowser\_v1.3, TextED

Unpack

CAM #164 Utilités de Programmation

Arch, Dme\_Arexx, Example\_ARexx, Flist\_etc, IPC, Make\_Arexx, McC\_v1.3\_ARexx, RefMacro\_ARexx, SpeechToy, startrek.rexx, TXedToSpeechToy, TXed\_ARexx, VariableInterface, WB\_ARexx\_v1.1

Unpack

CAM #171 Utilités de Programmation

BTree, DME\_v1.30, SupLib, PW\_v2.5.demo, travail

Unpack

CAM #182 Utilités de Programmation

APE, ARexxCron, Calls, CDecl\_v2.4, CShell\_v3.0a, Ls\_v2.1, PathDev, Stat\_v1.1

Unpack

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CAM #196 Utilités de Programmation

APP, DMake\_v1.0, Exception\_v0.6, Forth

Unpack

CAM #206 Utilités Programmation

C-Functions, Drive, Find, Flist\_v1.2, Grab\_Pointer, mklib, Munge\_v2.0, RamDev, RemLib, SetCPU\_v1.4

Unpack

CAM #213a&b Langages

A68k\_v2.4, Flex, LogRexx, Scheme, Sed, Sozobon-C, XCad\_DBase\_Format

Unpack disk A

Unpack disk B

CAM #215 Utilités Programmation

AmyLoad, DiffDir\_v1.0, ExecDis, FixFD, FTS, GlueMaker\_v1.0, NRO, Pipe\_v2.02

Unpack

CAM #216 Utilités Programmation

choose, EdLib\_v1.0, Guru, Iconify, IFFLib, KADevs, Mackie\_v1.13, Magus!, PdMake, REXXArpLib\_v2.1, SysCheck, Tail, UnDelete

Unpack

CAM #221 Langages

Draco\_v1.2

Unpack

CAM #224a&b Langages

a4th, SimCPM\_v2.3, Siod, ZapMap\_v1.3

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Unpack disk A

Unpack disk B

CAM #230 Utilités Programmation

AbortCommand, ArexxFunctionHost, BindNames, ConsoleMessageMonitor, DMake\_v1.0 (Release), FileIO\_II, FileMap, IffLib\_v16.1, PopCli\_IV, proc, QuickMenu, SimpleRequest, SPY, Xoper\_v1.3

Unpack

CAM #240 Utilités de Programmation

Arp\_v1.3, CC, FixIntuition, IntegratedCCompilerEnv, PickPacket\_v1.0, PopMenu, Tee\_v1.0, Xoper13Asm

Unpack

CAM #254a&b Langages

AMXLISP\_v2.0, PCQ

Unpack disk A

Unpack disk B

CAM #262 Utilités Programmation

ACResLib\_v1.1, ArpDoc\_v1.3, BlitLab\_v1.4, ciatimer, FastPort, IffLibrary\_v1.3, REXXMathLib\_v1.0>1.3, SpriteWizard\_v1.0

Unpack

CAM #277 Utilités Programmation

DisassembleLibrary, Fragit\_v2.0, GetSend, mb, PathMasterFileSelector, PatternLibrary, TestRH

Unpack

CAM #278 Utilités Programmation

File\_v1.0, GnuSed, ls\_v3.1, Password\_v1.21p, Patch\_v0.91,

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RegexLibrary\_v1.0, UuSharUtil

Unpack

CAM #283 Utilités Programmation

AmigaLibHost\_v0.9, C\_Interpreter, DMouse\_v1.20, MemWatchLibrary\_src,  
Park, ReSource\_v3.01\_Demo, RunBack\_v6.0, Scripit\_v1.01

Unpack

CAM #291 Utilités Programmation

ArexxInterfaceLibrary\_v.8, CcLib\_v1.2, DTM\_Host, ReportHost,  
RexxFunctionHostPack\_v1.2, ScreenShareLibrary\_v1.2, Scripit\_v1.20

Unpack

CAM #302 Utilités de Programmation

Arp\_Prog\_v1.3, dme\_v1.36, ILBMLib

Unpack

CAM #303 Langages

AssemTools, Icon\_v7.5

Unpack

CAM #310 Utilités de Programmation

ANice\_Day\_in\_The\_Maze, ColumnSet, debug\_v2.10, DevKit\_v1.2,  
Equates\_1.3, FMS, Icon2c\_v1.0, LCX.TXT, PDAux,  
rexxserdev.library\_v1.08, Rexx\_4th, SGFF

Unpack

CAM #317a&b Utilités de Programmation

RCS, SKSH\_v1.2

Unpack disk A

Unpack disk B

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CAM #324 Utilités de programmation

A68K\_v2.6, AmigaLibraryManager\_v1.0, ArexxInterfaceLibrary\_v1.0,  
BLITTER.c, ColorReq, CPrint\_v1.3, FarPrint\_v1.3, Gone,  
rexxserver.library\_v2.00, slide, Sweep, TAPriSKA

Unpack

CAM #326 Utilités de programmation

ARPTools, DateRequester, IntegrtdCComplerEnv\_v1.4, KFFT\_v1.1,  
MRARPFile, requester.library\_v1.3, screenclip\_v1.0, Txt2Exe

Unpack

CAM #332 Utilités de programmation

AmigaAsmPreprocessor\_v0.2, bind\_v1.2, DAsm\_v2.12, IPC\_nov89

Unpack

CAM #339 Utilités de programmation

3d\_Library\_src\_v1.0

This library represents an attempt to provide the Amiga community with a high speed, easy to use 3d display library for C programmers. The library uses the transformation matrix method, which is the fastest method I know to do 3d transformations while still providing relatively intuitive rotations. Integer arithmetic is used for speed. Additionally, the data is stored in a format that will make it easy to optimize the code in assembly language. I wrote the code for Aztec C, but I haven't converted anything to assembly language yet, so the current version should work with Lattice as well. I haven't tested it, but I don't believe I did anything that is compiler dependent. The library provides what I consider relatively high speed 3d displays. It can rotate and draw roughly 500 lines/second. Once I've converted the rotation code to optimized assembly, I expect the time required for the calculation portion of the display to be reduced by at least a factor of 4. With the Amiga's graphics coprocessor, filled polygons can be drawn almost (perhaps 70-80%) as fast as the lines. Since a number of the parameters used in the library are application specific, the 'library' is actually a C source file that you include in your program. This is done primarily for speed. If some of the parameters were variables rather than #defines, the library would run significantly slower. The code is relatively small, and it seems unlikely that more than one 3d application would be active at one time, so C source seems to me to be a reasonable way to go. If anyone has a better idea for

future versions, I'd love to hear it. Author: Steven Ludtke

#### DispMod\_v0.11

One of the series of ROBBS (Rexx Object Building Block System) modules by Larry Phillips. DispMod is a display module that only understands ARexx messages. It allows, under program control, the display of text and the acceptance of keyboard data. Version 0.11, includes source. Author: Larry Phillips

#### FReq

A general purpose file requester, which was designed to be easy to use and fast, with a built-in ARexx port allowing you to use it from ARexx scripts or applications with ARexx ports. Version 1.0, binary only. Author: Jeffrey D. Wahaus

#### KLib\_v1.0

'kd\_freq.library' is a standard Amiga library that has three functions: FReq(), Path() and PatMatch(). FReq() calls my file requester (FR) so that any program can use it. The FR is totally reentrant, and you can have multiple programs calling it simultaenously. Path() simply returns the full path to a file or directory. PatMatch() implements AmigaDOS style wildcard pattern matching. Binary only, author: Khalid Aldoseri

#### M2Lib

Modula-2 object code to Exec loadable library procedure. Include Modula source, Author: Tim Coffey

#### requester.library\_v1.5

The dissidents file requester library. This is version 1.5, Binary only. Author: Jeff Glatt, Dissidents Software

#### screenshare.library\_v1.21

A library and support programs that enable applications to open up windows on other applications' custom screens. For example, your editor may want to open a window on your terminal emulator's screen so you can compose a message while still being able to see the contents of the terminal's screen. Both applications must cooperate for the screen sharing to work. Version 1.21, includes source for interface portions. Author: Willy Langeveld

#### SerMod

Tthe first module implemented as part of ROBBS (Rexx Object Building Block System); SerMod, the serial module. Full source code will not be presented, but will be available on a Transactor disk. We will look at some of the code that illustrates the principles of the ARexx interface to this module, and show complete syntax for the commands it will recognize. Author: Larry Phillips

#### xspecs.library\_v0

Included here is an Amiga disk library of XSpecs functions, named xspecs.library (what else). Any programmer using a language which is able to access Amiga libraries now has available 24 different XSpecs functions which allow easy initialization of an XSpecs three dimensional view and easy drawing and sprite movement within this view. XSpecs library does all the hard work of vertical blank programming and of three dimensional projection into left eye and right eye views which are then switched in synchronization with the XSpecs lenses. XSpecs.library is freely distributable in the public domain. Included here is version 0. If there is enough interest, future versions will be developed to add additional functions and fix any bugs (what bugs). Binary only, author: Richard Horne

#### ZeroMung

Some programs currently available make use of the following condition in most Amiga computers: \*0 == 0L This dependence should be interpreted as a BUG. If a program, or a piece of hardware happens to put a non-zero value into location zero, odd things may begin to occur inside programs depending on this anomaly. Noticed symptoms include: - drastic slowing of program execution - improper execution of minor areas of a program - major inabilities to function properly. Binary only, author: John D. Gerlach, Jr.

#### Unpack

#### CAM #342a&b Utilités programmation

#### CC\_v2.0

Here it is: a Unix "cc"-like driver for Lattice C 5.X! I wrote this program because I got fed up with Lattice's "lc" driver program, especially when trying to convert makefiles (for MicroEMACS) to use lc instead of the universal "cc" type driver. NOTE: "tmskludge" is GONE! The program now requires Arp.library to run, but you should all have Arp anyway. It should be available almost anywhere. Besides the removal of tmskludge, new improvements include easier configurability (?), slightly more Unix-like syntax, base-relative code support, and more! The cc program is now "pure" so that it may be made resident. Binary only, author: Tyger Mohrtech Software

#### cpp

This is a copy of the Decus cpp, ported to the Amiga. This cpp is more powerful and complete than either of the built in cpp's in Manx or Lattice C. Includes source. Author: Martin Minow, Olaf Seibert

#### cshell\_v4.0

Shell provides a convenient AmigaDos alternative command interface. All its commands are internal and thus does not rely on the c: commands for any functionality. Major features include:

-command line editing

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- shell & Amigados search path support
- simple history
- redirection of any command
- piping
- aliases
- variables & variable handling (embedded variables)
- file name expansion via conventional wild carding ('?', '\*' and more)
- conditionals (if/else ect..)
- source files (w/ gotos and labels)
- many built in commands to speed things up

Include c source, authors: Carlo Borreo & Cesare Dieni

#### GnuGrep\_v1.5

The grep program from the GNU project. Replaces grep fgrep, egrep, and bmgrep. Currently does not expand Amiga style wildcards, so if you wish to scan multiple files you will need to use it with a shell that does this for you. This is version 1.5, an update to version 1.3. Includes source. Author: Many (see README file)

#### IChing

Ancient Chinese fortune telling program. Yin yang of one's destiny on any subject. The ancient technique uses yarrow sticks. Americanized version uses coins. This version uses a random number generator of my own design. It kind of defeats the use of this program if you use it every day but it's up to you. Think about a problem or situation you want to determine the out-come to and use this program to see the pre-destiny for that problem. Include c source, author: Christopher Paul Scott.

#### make

Public domain make from mod.sources, Volume 7, number 91. It has been cleaned up, Manx'ified, and some new features added, by Steve Walton. Includes source. Author: "caret@fairlight.OZ"

#### Patch\_v1.0

Two independent ports of the very useful Unix utility "patch", which applies context diffs to text files to automatically update them. Includes source. Author: Larry Wall

#### RM

You wanted to delete a couple of files, and one tiny extra space crept in. The result -- "delete t: #?", was devastating. A week's work is gone. That's where rm comes in. Instead of immediately deleting the files, they will be moved to some trash directory. When you are sure everything is OK (after some minutes when everything has settled), you can empty it (at my place this automatically happens once a day -- files older than 24 hours are then erased). Include assembler sources, author: Martin J. Laubach

Yacc\_v1.0a

This is a port of Berkeley Yacc for the Amiga. This Yacc has been made as compatible as possible with the AT&T Yacc, and is completely public domain. Note that it is NOT the so-called Decus Yacc, which is/was simply a repackaging of the proprietary AT&T Yacc. Amiga version 1.0a, includes source. Author: Bob Corbett, Amiga port by Eric Green

Unpack disk A

Unpack disk B

CAM #351 Utilités programmation

AmigaMonitor\_v1.24

A machine code monitor/debugger program for the Amiga which is re-entrant and can be made resident. This is version 1.24, binary only. Author: Timo Rossi

cat

This program concatenates files specified on the command line and writes the result to standard output, which can then be redirected. Unlike the cat distributed with Aztec C, even the brand new 5.0 release, this cat calls smdir so it can do wildcard expansion. includes source. Author: Karl Lehenbauer

DocSplit\_v1.0

Split 1.3 autodoc files into individual subroutine files. One file is created for each subroutine. The file name is created by appending ".doc" to the subroutine name. This allows me to define an alias to view any subroutine man page. includes source. Author: Joel Swank

FAM\_v1.1

A File Access Manager for the Amiga that allows multiple ARexx programs to access a buffered version of a directory in a consistent and serialized manner. It buffers all the names, dates, sizes and so on, for quick access. This is version 1.1 and includes source. Author: Darren New

iff.library\_v1.6

Update to iff.library (V1.6). Now supports Aztec C V5.0. 100% compatible with V1.4 and below. Example programs included with source. Binary only. Author: Robert W. Albrecht

iff2c\_v0.30

Yet another IFF ILBM to C converter. Two unique features are the ability to generate comments representing the actual image, and the planepick computation. This is version 0.30 and includes source. Author: Gauthier Groult and Jean Michel Forgeas

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## MoveSSP

This program will move your supervisor state stack pointer to FAST RAM. It speeds up some applications for me. Using SetCPU, vbr, and this program will essentially move all that can be moved from slow mem to 32 bit FAST mem when you use an accelerator board. includes source.

Author: Roger Uzun

## ontrap

ontrap and related functions for Lattice C 5.04 This archive contains a compiler enhancement package that allows for a user defined trap (exception) handler to help avoid the GURU in the case of 'illegal instruction', 'address error', and the other MC68000 exceptions. This archive is an update to the previous releases. Author: John Pope

## ProcCheck\_v1.1

ProcCheck (PROCEDURE CHECK) is a PRE-COMPILER utility which scans through Modula 2 source code and attempts to pick out all the procedures that have been referenced. It then builds tables of:

- 1) Undeclared Procedures
- 2) Unused Procedures
- 3) Standard Identifiers Internal procedures and IMPORTed procedures

includes source. Author: David Czaya

## Samp

Documentation and interface library for an IFF FORM "SAMP", 16-bit sampled sound file format. This format allows more than one waveform per octave, and the lengths of different waveforms do not have to be factors of 2. Includes a utility to convert 8SVX files to SAMP format. Version 1.0, binary only. Author: Jeff Glatt

## xoper\_src\_v2.2

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. This is version 2.2, an update to version 2.0. Changes include mostly bug fixes and some minor enhancements. Assembly source only. Author: Werner Gunther

## Unpack

## CAM #357 Utilités de programmation

## AlertManager

This is a great little program that will intercept a guru, and let you

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know what program crashed! It will give you information about which task and program crashed and the reason you guru-ed. All in all, a very very handy utility! Author: Martin Laubach.

#### availmem\_v1.0

This little program that continuously displays the amount of free fast and chip memory, along with the total. It also displays the largest free block of each kind of memory, so you can keep an eye on fragmentation. included the source, Author: Dave Schreiber

#### FMutils

Three rexx utilities, adapted from other's code. Author: Steven D. Kapplin.

RExxRun: - calls Arp file requestor so you can select an executable or script (script bit must be set) and run it.

RExxPrint: - print files. If no file is supplied, then Arp file requestor pops up and you can select file for printing. You can change the program used for printing by altering RExxPrint.rexx to your liking.

RExxHelp: - like RExxPrint, calls the Arp file requestor so you can choose files for display. Uses your favorite text reader, which you can change in RExxHelp.rexx. When run RExxHelp defaults to a dir called DOCS: or DH1:, if DOCS: doesn't exist. You can change these defaults as well.

#### intuisup\_v1.15

A shared library which implements extensions to the Amiga operating system and graphical environment. Includes several example programs that make use of the library, including building a nifty file requester from the library's user interface routines. Version 1.15, binary only. Source available from author. Author: Gauthier Groult

#### ProgramSelector\_V2.5

A program that helps you assemble programs on a boot disk and start them in a user friendly way. Version 2.5, binary only. Author: Nico Francois

#### ProgUtils

Some miscellaneous programming utilities and examples. Includes source in assembly code. Author: Jorrit Tyberghein

#### ScreenZap\_v2.3

A utility that forcibly removes screens and windows from your system. Useful to get rid of zombie screens or windows that have been left around by aborted or buggy programs. This is version 2.3 and includes source. Author: Lars Clausen

#### Skel

A skeleton workbench application that makes writing workbench programs



easier. Provides routines for main, initialization and termination, gadget and menu handling, argument processing, help window, about requester, etc. Version 1, includes source. Author: Joel Swank

Unpack

CAM #364a&b Langages:

DICE\_v0.10

C compiler for the Amiga. This is a tantalizing preview to what will eventually be a commercial product. Only executable code for the compiler binaries has been distributed and the eventual product, when it comes out, will NOT be freely distributable. The library code is provided as is and is essentially in the public domain. The library code in the final product will probably not be pd. Author: Matthew Dillon

PCQ\_v1.1

A freely redistributable, self compiling, Pascal compiler for the Amiga. The only major feature of Pascal that is not implemented is sets. This is version 1.1c. It is much enhanced and about four times faster. Includes the compiler source and example programs. Author: Patrick Quaid

Unpack disk A

Unpack disk B

CAM #375 Utilités Programmation

ArexxEamples

Seven ARExx listings. bootck.rexx Checks floppies for viruses and saves a irregular block checkboot.rexx This function is one I use in my automatic checking and moving when I unwarpe a new file. All these functions combined allow me to just type fixdisk (drive) and it will check for a good boot block and modify the startup-sequence. In essence, it tells if the disk is bootable. If it doesn't have a startup-sequence, it asks if you want to de-install the disk. It will also verify that the boot block is a standard 1.2/1.3 boot block, and if not, gives the opportunity to save the questionable block and install a 1.2/1.3 boot block. This function also calls another function which gets the actual name of the disk. It only calls this function if you elect to save the non-standard bootblock for further study. irtree.rexx - lists all files in a directory, including subdirectories. gdname.rexx...Gets name of disk getdiskname.rexx This ARExx function gets the actual name of a disk. I use this along with my fixdisk program to automatically check a new unwarped disk for viruses, move ARP material to the volume, check and modify the startup-sequence on that disk and numerous other things. The main reason I need the actual name of the disk is that I save all

non-standard boot blocks, just in case I run across a new virus or something else of interest. Since some disknames have a space in them, I put quotes around the name to allow the real name to be saved. I have a special directory to save all my non-standard boot blocks in, and after I'm sure the ware runs with a standard boot block, I can delete the non-standard block after looking at it. kvirq.rexx - Checks all executablefiles in a directory, including subdirectories. for the IRQ virus, using KV from VirusX yes\_no.rexx This routine gets user keyboard input, but only returns yes or no Author:Ron Shaw

#### ARPTools\_v1.0

ARPTools is a group of small utility programs requiring ARP, the AmigaDOS Resource Project v1.3 (\*1) (the ASH shell with Conman(\*2) is not necessary but best suited to take full advantage of all the programs' possibilities). ARPTools contains both original programs by Fabio Rossetti and both reworked and/or enhanced versions of other PD programs. See the IMPORTANT file for details. ARPTools programs have been created to address some deficiencies of the ARP CLI environment, especially to exploit the potential offered by the non-named pipes facility of the ASH shell, but also to improve scripts and hard disk management. See the .man files in this distribution for the documentation of every ARPTools program. Every docs file in ARPTools assumes knowldege of ARP v1.3 Source docs also assume ARP programming knowldege. Full source is provided for all ARPTools programs: to recompile the source files Lattice C 5.0x (\*3) is required, along with the ARP programmer's include and object files.

Asn - Perform logical device and environment var assigns from a list file.  
Cwin - Resize the CLI window  
DeTab - Convert TABs into blanks.  
EnTab - Replace blanks with TABs whenever possible.  
For - Use wildcards with commands not supporting them.  
Head - Display the first lines of a file.  
L - Display files and directories in columns.  
Mr - Pager for piped files.  
Sf - Search files in volumes or directories.  
String - Display ASCII strings in a file.  
Tail - Display the last lines of a file.  
Tee - Create a T junction in a pipe.  
TReq - Toggle AmigaDOS requesters on and off  
Trunc - CR-LF conversion and simple formatting.  
Wc - Text statistics

#### CITAS\_v1.0

Ok all you assembler gurus out there. This program's for you. CITAS takes an ILBM file and converts it to assembler source for use in your own programs. If you're familiar with NGI, CITAS does basically the same thing, only without the gadgets, and the output is assembly source instead of 'C'. It also has a few nice features that NGI doesn't have. Binary only, author: John Enright

#### disklabel

This program is an answer to a lazy mans prayer. I hate to right disk

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labels every time I have to back up my hard disks. Some of the partitions already take about 15 disks to do it. So I began by writing a simple program to create disk labels for my backups. It was nice, but it still required that I write the information after each header on the label. Now, with the final version of this procedure, all I have to do is type in the drive or partition name, the number of disks in the backup set, which series of backups it is (I am a little paranoid, so I have two sets of backups I alternate), and the date the backup was done, which is usually the default system date that is supplied in the requester. This program uses arexx, and the rexxarplib v2.1. Author: Tom Pennington

#### DoRevision\_v1.0

This is a very simple tool to be used together with DClock. The purpose of DoRevision is to supply an easy way to keep track of changes and updates inside of 'C' program source codes. In fact it creates revision headers quite similar to the ones to be 'admired' at the top of every Amiga 'C' header file. This tool is used internally at MXM to help us to get 'through' each other's source codes. Include c source, author: Olaf 'Olsen' Barthel of MXM

#### HAM-E\_DEV\_PACKAGE

The files in this PACKAGE are all related to the Black Belt Systems HAM-E device. The '.c' files and 'my.lib' provide all a developer needs to completely understand how the HAM-E device is handled in either it's REG mode or it's HAM-E mode. It shows how to use the "magic cookie" and how to create palettes. It also shows how to handle interlace screens. The source code here is released to the public domain; we want you to use any part of it either directly or as an example for generating your own code. Compile and Link details are in hame.c at the top of the file. You'll find the C code commented well enough so that you can follow most anything in there that is worth following. No fancy techniques were used so that even beginning programmers would be able to understand what we are working for. Author: Ben Williams, Black Belt Systems - April 19th, 1990

#### IncrStorageManager\_v1.0

This set of modules constitutes a storage manager with garbage collection for Modula-2 programs. It is written in TDI Modula-2 for the Amiga, but should be easily portable to other implementations and architectures. It uses \*INCREMENTAL\* garbage collection. Most garbage collectors create and destroy items willy-nilly until storage is exhausted. Then they hold up all other processing while they copy all the in-use items down to one end of the storage space, thus freeing up the rest of the space for more items. In incremental garbage collection, a few items are copied every time a New() or Dispose() is done. This results in overhead which in total is larger than that of stop-and-copy methods, but which never causes the system to halt while collection is done. This is far more suitable for programs which require real-time response or close to it. Also, most storage managers begin with a statically sized storage space and allocate from that. This requires the user to guess before running a program that uses storage management how much storage is going to be needed. Guess too small, and the program aborts. Guess too large, and storage is wasted;

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other programs can't get space to run in. This storage manager frees the user from these considerations, and is a good system citizen in the bargain; it allocates storage in blocks of 1K granularity from the operating system, and suballocates from these. Whenever a block becomes unused, the manager returns it to the system. Author: Daniel B. Hankins

#### Keyboard

Enables access to RAWKEY events via Intuition. Author : Peter Graham Evans. Translation into Modula-2 of a program in the C language by Fabbian G. Dufoe

#### LF

This nifty little program will provide you with a complete listing of all C functions contained within specified files. Include c source, author: Jeff Bevis

#### libtos

This program takes two arguments, AMIGA.LIB, and an OUTPUT FILE, and systematically converts all references to the variables below from ABSOLUTE to A4-RELATIVE (Using Lattice's DATA-REL16 relocation info and symbol extensions). It converts absolute move's into an A4 relative move and a nop to take up the extra word which is now no longer used. Include c source.

#### m2make\_v1.02

Modula-2 make utility. M2Make will scan your M2 source code, checking for date synchronization of all files that your program IMPORT's. M2Make will then report which files need to be re-compiled, and can optionally re-compile them for you. Include Modula-2 source, author: Tim Coffey

#### MRARPFile\_v1.1

This package was written primarily because of one missing element in ARP: FGets. ARGH! ARPFFFT! It extends ARP by adding buffering to the basic file type (FileHandle) and defining a new type, named ARPFileHandle (hope this is OK with the ARP guys). Also, I've used the convention of embedding ARP (vs. Arp in MicroSmith's stuff) in all type and function names to (hopefully) avoid naming collisions. Include c source, author: Mark Rinfret

#### Unpack

#### CAM #377a&b ROM Kernel Reference Companion

#### RKMCompanion

A two disk set of material created by Commodore for use with the 1.3 revision of the Amiga ROM Kernel Reference Manual, Libraries and Devices, published by Addison-Wesley. Almost 300 files, including C

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source code examples and executables, have been packed into two lharc archives, one for each disk of the two disk set. These examples are not public domain, but may be used and distributed under the conditions specified in the copyrights. Author: Commodore Business Machines, Inc.

Unpack disk A

Unpack disk B

CAM #379a&b: Langages

p2c\_v1.13a

P2C is a tool for translating Pascal programs into C. It handles the following Pascal dialects: HP Pascal, Turbo/UCSD Pascal, DEC VAX Pascal, Oregon Software Pascal/2, Macintosh Programmer's Workshop Pascal, Sun/Berkeley Pascal. Modula-2 syntax is also supported. Most reasonable Pascal programs are converted into fully functional C which will compile and run with no further modifications. This is version 1.13 and includes source. Author: Dave Gillespie, Amiga port by G. R. (Fred) Walter

Unpack disk A

Unpack disk B

CAM #387a & b: Langages programming

AmigaXLisp\_v2.1

Amiga XLISP Version 2.1 (c) David Betz Amiga port by Glyn Thomas Gowing. Include partial C source (amiga specific routines).

Cursor

A 3-pass BASIC Compiler for BASIC programs written in AmigaBASIC, does not yet support all of the BASIC commands but is able to compile itself. This is version 1.0, includes source. Author: Jurgen Forster

MicroGnuEmacsRexx

Tom Rokicki's version of MicroGnuEmacs (mg) with ARexx support and also a revision of that version by John W. Lockhart. These may be useful for new ARexx owners who want to send messages to editors. The following is from Tom Rokicki's original README file:

"This is a version of mg with an ARexx port. Actually, there have been three major changes:

- \* Macros can now be bound to keys, and multiple macros can exist.
- \* The startup file format has changed, to allow the above to be done during startup.

\* An ARexx port has been added.

All of these changes are interdependent. I haven't added them to the source in a very clean way; there are no new #define's to turn the ARexx port on or off. In addition, there are some things missing. Nonetheless, because of the dem and I have seen for this, I am releasing it until I finish similar modifications to mg2a (which probably won't be for some time.) Also, the stuff may not compile with Lattice any more.

dice\_v2.02

DICE, Dillon's C complr (u need amiga.lib & includes)

DICE, Dillon's Integrated C Enviroment is a complete C compilation system except for the Amiga includes and Amiga.lib which you need to get from C.A.T.S. All stages are present, from editor to linker, all written by me. This should be considered shareware.

Unpack disk A

Unpack disk B

CAM #390: Utilités de programmation.

iff\_library\_v18.5

The iff.library is an easy to use Amiga library which gives you some powerful routines to deal with IFF files, especially ILBM files (pictures). It was fully written in Assembler and is only 2.6 KBytes long. It can handle any IFF files, including DPaint pictures with stencil, HAM and halfbrite pictures, ANIM files (with a trick), SoundFX instruments, and all other IFF files which are not nested. Binary only  
Author: CHRISTIAN A. WEBER

LibExample

Example fully working library for Aztec C. Author: Matthew Dillon.

mxm.library

An example Amiga shared library compiled with Aztec 'C' 5.0. This library contains basic support functions employed by programs such as KeyMacro or PrintHandler. In short: mxm.library is the standard MXM system support library. Version 34.14, includes source. Author: Olaf Barthel

ReqLibrary

Req.library adds user-friendliness to the Amiga's user interface. While all that intuition offers the programmer is a boring, inflexible, slow, painful requester, req.library allows fast & user-friendly requesters. Notice I said 'requesters', as they include a text requester (who's size is automatically figured from the body of text within), a colour requester (intelligent enough to correctly size it's

palette according to the depth of the screen), string and int requesters, and a file requester!!! Not to mention numerous gadget creation routines, and a real-time scroll routine. The nice thing about the gadget creation routines, is that they create fully re-entrant gadgets, so if you wish to run a routine over and over (for, say, a multi-window program), you may feel free. All you do is pass a buffer (the sizes required are defined in reqbase.i and reqbase.h) and they will fill it in. Binary only, author: Bruce Dawson and Colin Fox

#### RexxHostLibrary\_v34.12

This is a shared library package to simplify the ARexx host creation/management procedure. REXX-message parsing is also included making it possible to control ARexx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). This is version 34.12 which has been recompiled and made a lot shorter using Aztec 'C' 5.0, an update to version 1.6. Includes source. Author: Olaf Barthel

#### SampLibrary

An IFF sampled sound format designed for professional music use. It can be used for 16-bit samples, multiple waveforms, etc. Includes a SAMP reader/writer shared library, interface routines, and programming examples. Also includes a program to convert 8SVX to SAMP. Author: Dissidents Software

#### Unpack

#### CAM #397: Utilités Programmation

##### adlookup

This program is based on the GetAutoDoc command written by Peter Cherna for his DevKit. ADLookUp and its index generator ADBuildIndex. Includes C source, author: Christopher A. Wichura

##### AztecArp

An Arp package fixed to work with the 5.0 release of the Aztec 'C' compiler. The original Manx support files were incomplete, contained bugs preventing them from working properly and had the wrong linker format. Includes source. Author: Olaf Barthel

##### FD-BMap\_V1.0

FD convert program based on Carolyn (CBM) Scheppner's program "ConvertFD written completely in Assembler, Binary only, author: B.Mackey

##### IntuiFace\_v0.3

IntuiFace is a simple programmer's utility that lets you design screens and windows, and then it creates the defined system structures. It only makes the structures themselves, and does not make the support code needed to make a program. Binary only, author: Iain Bryson

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## PacketSupport

A link library, for use with Lattice C, providing a few functions to handle DOS packet postage. Includes source. Author: Oliver Wagner

## pattern

This is the stand-alone version of a pattern matching routine I wrote, originally for DiskSalv. It matches the full 1.3 AmigaDOS pattern language, not just the #? metacharacters handled by some of the pattern routines included with the various compilers on the market. And the actual pattern functions, CompilePattern() and MatchPattern(), compile to under 2k of object code. Author: Dave Haynie

## PPB\_v1.0

PPB is a Full-Featured Paint Program and Image Editor. Originally designed for my gadget programming needs, it is well suited for creating clip art and other graphics. For artists, you have the choice of painting in 4 different resolutions, with upto 32 color choices. For programmers, there are 3 choices of languages supported for creating source code, plus the ability for saving images as RAW data. Binary only, author: THOMAS C. DEVEAU

## SetCPU\_V1.60

SetCPU V1.6 by Dave Haynie. CPU ID, cache control, MMU tool. This is the latest SetCPU program, which modified cache parameters, identifies the CPU, FPU, and MMU in your system, and creates 32 bit ROM translations via MMU in MMU-equipped systems. This program is fully public domain, and includes all the Manx 3.6a source code as well as executable and documentation.

## DeviceDvrs.txt

AMIGA DEVICE DRIVER GUIDE author: Markus Wandel

## dynamem.c

dynamem() is the multidimensional analogue to malloc(). dynamem allocates a <number\_dimensions> dimensional array, whose dimensions are stored in a list starting at <dimensions>. Each array element is of size <element\_size>. <pointer> is a pointer with <number\_dimensions> levels of indirection to the memory area, on exiting the procedure this will point to the beginning of the array. author: Kevin Northover

## Unpack

CAM #406: Languages

## APP\_v2.00

APP is a preprocessor for the 68000 assembler that comes with Aztec C for the Amiga. It will probably work with other 68000 assemblers. It



works fine with 68020/68030 instructions, too. It can easily be adapted to other processor architectures as well. Version 2.0, released 4/28/90, incorporated changes by Brett Bourbin (Selgus Limited) involving input/output file handling and added the dbra looping construct. Karl made a backwards-compatible version of the new i/o file handling, converted to ANSI C, spruced up the docs, etc. Include C source, Author: Karl Lehenbauer

#### OPS5c

OPS5c is a compiler for the expert system language OPS5. The compiler takes OPS5 source code as input and creates a C source code file to be compiled to create an executable. Arbitrary C code may be linked with the executable and executed as a result of firing rules. The system's strong point is its speed and as a result it sometimes has large executables and large memory requirements. At least 1 Meg. of memory is suggested. Binaries only for compiler and run-time library. Version 1.08a. Requires a C compiler. Authors: Bernie J. Lofaso, Jr, Dan Miranker and Arun Chandra

#### dcc205.lzh

Dillon's Integrated C Environment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Also includes the editor, dne. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called).

VERS = Release Version  
DES = bug fixed / feature designator  
XB - major bug fixed in main compiler  
(use of routine in question could have caused a crash)  
B - minor bug fixed in main compiler  
F - feature added  
O - optimization added  
ADD - feature added or fixed that is standard C but was not previously implemented or working.  
XBL - major bug fixed to library  
BL - minor bug fixed to library  
FL - feature added to library  
OL - optimization added to library  
XBA - major bug fixed in support program (i.e. not DCC or sub programs)  
BA - minor bug fixed in support program  
FA - feature added to support program (or new support program)  
OA - optimization added to support program  
COMMENT = comment or bug, feature

#### 2.05

ADD prototypeing works properly now.  
BL gets would not return last line of file if last line did not terminate with a newline.  
BL fgets would not return last line of file if last line did not terminate with a newline. Also, fgets did not return a pointer to the base of the passed buffer for valid lines  
B compiler used to allow unbalanced parenthesis... this has been

fixed. i.e. return(10; reports an error as it should.  
 B bugs in the preprocessor fixed having to do with macro recursion

## 2.04

XBL strftime() did not \0 terminate the buffer in all cases  
 BA libtos() would not modify PotgoBase into the small-data model  
 B DC1 would generate lea An,An which is an illegal instruction.  
 This is caught and reported by DAS.  
 B DC1 would generate a move.0 (caught by assembler) when passing  
 an argument to a prototyped function using the array declaration form  
 instead of a pointer form, i.e. foo(char buf[], int y, ...);  
 O MULS/MULU optimizations added (long = short \* short)  
 O ptr - ptr operation: ASR now used when possible instead of a long  
 divide.  
 F linker now supports qualified hunks (e.g. CHIP ram hunks, etc...)  
 ADD partially implemented # (string-ize) and ## (token pasting)  
 operators in preprocessor. Fixed a macro bug in preprocessor (that  
 used to generate an error message).  
 BL [s/f]scanf() improperly included %\*<spec> objects in the returned  
 count. This has been fixed.  
 O More small optimizations added that now result in at least a 2-3%  
 improvement in code size. Among other things, moveq+swap used to  
 load large integer values when possible and clr.l -(sp) is used  
 instead of pea 0.W. XB WORKBENCH SUPPORT FIXED. Previously the exit  
 code would return the workbench message and then proceed to make  
 additional calls that could break the Forbid(), thus causing the  
 workbench to unload the segment before the code has completed  
 execution. \_WBMsg, if non-NULL, is now returned just after a Forbid()  
 and just before the final register restore/rts of the program.

## 2.03 Internal Intermediate Version

shareware, binary only. Author: Matthew Dillon

Unpack

CAM #418: Utilités programmation

BerkeleyYacc

Berkeley Yacc is an LALR(1) parser generator. Berkeley Yacc has been  
 made as compatible as possible with AT&T Yacc. Berkeley Yacc can  
 accept any input specification that conforms to the AT&T Yacc  
 documentation. Specifications that take advantage of undocumented  
 features of AT&T Yacc will probably be rejected.

ctoh\_v1.02

CTOH -- A C-language parser, and header file generator (Rev 1.02) The  
 CTOH utility was written to eliminate the need for maintaining separate  
 header files for each of your C sources. In the past it has been  
 necessary to keep separate track of all of your function prototypes in  
 a C header file. When the C source code was modified, and the header  
 file was forgotten strange and difficult to find bugs were introduced.

The CTOH utility was written to automate the process of creating a header file so that there would be no need to update the files by hand. Program source code which conforms to the new ANSI standards is automatically converted into noncode- generating prototypes and external declarations. Preprocessor commands are generally left alone or deleted. Pre-ANSI function declarations are not handled correctly. Author: Kevin Smathers

#### DR2D\_format

Specs. for the IFF-DR2D structured drawing file format supported by ProVector(TM), Saxon Publisher(TM), as well as Soft Logik, and other developers. The file now contains supplemental information on the formerly private PPRF chunk. This chunk contains project-specific information such as units, portrait/landscape, grid size, page size, etc. and is not "critical" to understanding a DR2D file.

#### DumpsAmigaLoadFiles

Display Amiga Load File plus overlays! This is a ARexx script which displays information about the format of executables. Author: Mikael Karlsson

#### GadgetSelect

GadgetSelect() - This is a gadget mutualexclude routine. Test prog and full source is included. Was written for the Lattice 5.04 compiler by Thomas C. DeVeau.

#### GraphicsPak

A set of functions for general graphics operations such as boxes/lines, blitting, and opening/closing the libraries. It is used by both of the PopMenu and ListWindow test programs. Includes source. Author: Paul Thomas Miller

#### ListWindowPackage

Gives simple initialization, handling, and freeing of Macintosh-like "list- windows." These are user-sizeable windows with a scrollable list of text strings, optionally sortable. The list can be scrolled with a scroll-bar, up and down arrows, arrow keys, or a SHIFT+key combination which searches for the first occurrence of the specified key. Source and a sample program included. Author: Paul Thomas Miller.

#### MenuC\_v0.7

MenuC is a Menu Compiler. It will take a VERY SIMPLE ascii file and create those very finger intensive MENU, ITEM (SUBITEM) and intuitext structures needed to create a complete working menu. Version 0.7 has some bug fixes and now produces output files in either 'C' or Assembler. By Bruce Mackey.

#### Muff\_v1.3a

Muff is a program which will automatically compile and link a list of file names that are given on a command line for Lattice C programs. If

you're sick and tired of using those command line options and compiling using separate phases in the compiler, get this program! Shareware by George Belicka and Hyperion Systems.

OdinLibrary\_v1.11

Odin.library provides yet another way of interprocess-communication and multitasking support for the Amiga. The functions are inspired by Linda, an add-on language for C and other languages, which provides a simple and powerful support for IPC. Binary only, AUTHOR: Peter Oerbaek

rexxarplib\_v2.5

rexxarplib.library version 2.5. This release has a few enhancements and bug fixes, some documentation corrections, and some stuff related to AmigaDOS 2.0. New function: ShowTitle. The Area... functions are now quite different. For an example, see areatest.rexx. Binary only, author: W.G.J. Langeveld

smdir

Here is a modified version of the Manx smdir() function. This version buffers the entire directory list rather than rescanning the directory each time the function is called. I find the speedup very worthwhile. Author unknown

TrigMaster

Triangle solver, Include C sources, Author: D Lester

woodward

<WOODWARD> observes every action taken by the monitored program and reports back to you, J. Edgar Hoover, the name of each file opened and whether it is opened for reading or for writing. And it is smaller and easier to use than a cheap handgun purchased in memory of Jodie Foster!. Include C sources, author: Tom Rokicki

Unpack

CAM #419a&b: Utilités similaires Unix

Curses\_v1.00a

This package is mainly aimed at people who wish to port screen based UN\*X applications to the Amiga. I have written a brief documentation file but I assume that such people have access to full curses documentation. Author : Simon John Raybould

Flexx\_v2.3

Version 2.3 of Flexx, flex is a tool for generating scanners: programs which recognized lexical patterns in text. flex reads the given input files, or its standard input if no file names are given, for a

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description of a scanner to generate. The description is in the form of pairs of regular expressions and C code, called rules. flex generates as output a C source file, lex.yy.c, which defines a routine yylex(). This file is compiled and linked with the -lfl library to produce an executable. When the executable is run, it analyzes its input for occurrences of the regular expressions. Whenever it finds one, it executes the corresponding C code. Includes C sources, author: Vern Paxson

#### GNU\_Awk\_v2.10\_Beta

A port of GNU AWK (pattern scanning and processing language) Beta release 2.10 to the Amiga. Includes complete source. Author: Robert L. Pyron GrepWild Modification of GNU EGREP to allow wildcards in file names on command line. Based on GREP (Get Regular expression), which is required if you want to make further modifications or examine the source. Includes executable, doc file, and Lattice diff file. Author: Robert L. Pyron

#### mkproto

Here is mkproto, a program for generating prototype declarations for all functions appearing in a C source file. The input C code may be either K&R or ANSI C (i.e. it's OK if the functions are defined using prototypes). Unlike some of the sed-based scripts floating around, it correctly handles prototype promotion (e.g. the prototype for 'int foo() char x;...' is 'int foo(int x)'). Also, it should work OK on just about any computer, not just Unix-based ones (it's been tested under minix, Unix, and TOS). Includes C sources, Author: Eric R. Smith

#### pax\_v1.1

This is version 1.1 of Pax, a public domain archiving utility. Pax is an archiving utility that reads and writes tar and cpio formats, both the traditional ones and the extended formats specified in IEEE 1003.1. It handles multi-volume archives and automatically determines the format of an archive while reading it. Three user interfaces are supported: tar, cpio, and pax. The pax interface was designed by IEEE 1003.2 as a compromise in the chronic controversy over which of tar or cpio is best. Binary only, Author: Mark H. Colburn

#### TERMLIB

The following implementation of termlib is hereby placed in the public domain. It's not fancy, it doesn't include terminfo, but it's small and clean and is useful for porting termlib-based programs like Elvis to other platforms. I originally wrote it for CP/M under the BDS C compiler so it makes few assumptions about the environment. Author: Peter da Silva

Unpack disk A

Unpack disk B

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CAM #420: Utilités programmation

Example\_device

This is the source for a sample Exec device driver. It started with Commodore's driver and I then trimmed it to a more basic form and then filled it with every caveat and explanation I could find. Its value is as a teaching tool, with lots of discussion on what is going on in the code at various points. It also fixes a 3-4 bugs in the original driver. Author: Jeff Rush (Tau Productions)

gdostool

By using this tool you can set location zero to a 'problem' value before testing your code - this will hopefully make the release of programs with such 'mistakes' less common. Include asm sources, Author: J Davis

GetImage

An enhanced version of "gi". It now looks for the GRAB marker, in the brush file, instead of assuming that it is at a specific place, sets up the PlanePick value in the Image structure, and deletes any unused bit planes to save memory and disk space. Includes source. Author: Mike Farren, enhancements by Chuck Brand

kFloat\_v1.0

Faster floating point for JForth Professional. Speeds up the FFP math access routines quite a bit, and also fixes a bug or two. Author: Jerry Kallaus

makec\_v2.0

Well here's the latest incarnation of MakeC, the program that lets you easily create C source from IFF pictures, brushes, etc., without a lot of headaches, hassles, or coordinate typing. There are a lot of changes since the last version. Usage instructions and documentation from version 1.9 still apply (included below). Changes since version 1.9:

Bug Fixes (Ack!):

Color palette decoding routine was wrong. Somehow it still managed to come out close enough that I never really noticed. At any rate, colors are now displayed properly.

Problem with the top portion of the picture being displayed being hidden behind the screen's title bar has been repaired.

Problem with filename generation has been repaired. Thanks to Mike Seinz for pointing out and repairing this one.

Enhancements:

MakeC now supports direct display and manipulation of full overscan pictures.

Scrolling is still supported for larger-than-screen images.

MakeC's save/close/cancel window has been reworked to give it a look that is more at home under WorkBench 2.0. It now features simulated

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three-dimensional buttons that "push into" the screen when hit. MakeC's output now supports the "chip" keyword to force data into chip memory under some compilers. Check your compiler's documentation to see if you can use this or not. The feature can be turned on or off from the command line.

Include C sources, Author: Robert Kesterson

Note: This program will NOT work properly under WorkBench 1.3

#### MemRoutines

Some "plug-compatible" replacements for the Lattice C functions memcpy(), memcmp(), and memset(). Unlike the Lattice functions that deal with data one-byte at a time, these versions deal with longword chunks, which can improve performance of Amigas equipped with a 68020 or 68030. Includes source in assembly. Author: Robert Broughton

#### NamePorts

Adds a dummy name to every 'NoName' port in public ports list Little prg to patch unnamed ports, developed to use ENFORCER and WShell. Includes asm sources, Author: Christian Schneider

#### OdinLibrary\_v2.7

The main intention of this library is to provide easier and more elaborate support for multitasking in the Amiga. The functions were inspired by Linda, an extension-language to C and other languages, which provides a simple yet efficient multitasking/multiprocessing API. UPDATE for Release 2. A few bugs in Release 1 has been fixed, and seven new functions are added to support waiting for envelopes with a timeout, and for putting envelopes to message-ports. Two functions (namely CopyOut() and OutEmptyEnvelope()) have changed returntype, so it's now possible to check for memory allocation failure. The examples have been extended with philosophers.c, the famous dining philosophers program suggested by Dijkstra, and with draw.c a program that dynamically can create or destroy tasks for handling IDCMP messages and drawing graphics in multiple windows. Unfortunately my examples won't compile "as is" with PDC3.33 anymore, due to the difficulty of running PDC in only 1 MB, as well as other problems with this compiler. The gluecode should still work with PDC and Lattice, though. Finally, I would like to thank the creators of the following programs without which this library would not exist: GOMF, MetaScope (The Debugger) and A68K Binary only, AUTHOR: Peter Ørbæk

#### PopMenuPackage

A set of functions for the setting up, drawing, and handling of pop-up menus that are affixed to windows. Clicking on the menu box area will open up the full menu, with the list of menu items inside. Source and a sample program included. Author: Paul Thomas Miller

#### RexxutilLibraryB\_v33.159

Data sharing function host for ARexx (clipboard, environment, temporary files). This ARexx function host's goal in life is to provide several

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data sharing techniques to the language. This first pass provides clipboard read/write/query environment variable get/set/delete, and temporary files. This is not a final version, more features are planned. It seems to be bug free after about three weeks of testing... This library will operate under 1.3 or 2.0 (it requires iffparse.library which operates under both also). Author: David N. Junod

#### ScanIFF

Scans through an IFF file, identifying the elements. Faster than standard utility IFFCheck since it uses Seek, but does not do IFFCheck's detailed format checking. Intended for use as a "template" from which programmers can code their specific application. For example, an expanded version has been used to extract instrument data from music files. Includes source in assembler. Author: Jim Butterfield

#### SimpleRexx

An example and link library on how to do simple ARexx port in your application. Follows the new "standards" that are being developed for the Amiga. SimpleRexx source by Michael Sinz

#### snoopdos\_v1.0

SnoopDos monitors calls to several well-known AmigaDOS functions, including Open(), Lock(), Execute(), LoadSeg(), CurrentDir() and DeleteFile(). Whenever a program calls one of these functions, a message is displayed giving the parameters it used (i.e. the filename and filemode). This is particularly useful for seeing what libraries, devices, fonts and environment variables a program is trying to access, as well as discovering what special startup files it expects to have handy. As an added bonus, SnoopDos works fine under Workbench 2.0. Full source code in C & assembly is included. Author: Eddy Carroll

#### TheEnforcer\_v2.6a

MMU protection tool. Protects areas of illegal memory from reads/writes. Enforcer requires an MMU not otherwise in use. With very little system overhead, it sets up a page table marking non-memory and low memory as illegal. Violation reports are sent to the serial port (modem loopback works). Author: Bryce Nesbitt

#### TransparentExample

transparent DrawImage and blitter routines. This set of routines provides the programmer with a DrawImage that is capable of doing transparent images. Also contains the blitter magic to do transp. blits, like brushes in a paint package. Complete C source. Author: David N. Junod

#### winformat\_v1.0

WinForm is a program designed to make it easy to make text-input screens, directing the user of the software to the correct blank for input, etc. With this program, you can lay out your window with any

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text editor, save it as an ASCII file, and WinForm will create code making the prompts and blanks just as you laid them out. Includes Csources, Author: Larry ?

Unpack

CAM #432a&b: Utilités programmation

JoyLib

Both a linktime version and a shared library of Joystick routines featuring a technique which proves to be extremely fast on 68010 or higher processors, and still faster than most of the other routines on standard processors. Includes source for library in Assembler and the demonstration program in C. Author: Oliver Wagner

PPLib\_v34.1

A shared, runtime library to aid in the development of programs that need to decrunch files crunched with Power-Packer. Version 34.1 (release 1.1), binary only. Author: Nico François

ReqLibrary\_v2.2

A runtime, reentrant library designed to make it easier for programmers to use powerful, easy to use requesters, for communicating with users. Includes such functions as a color requester, file requester, message display requester and many functions to make the creation of gadgets for your own custom requesters easier. Binary only. Author: Colin Fox and Bruce Dawson

RexxArpLib\_v2.52

RexxArpLib.library version 2.52. This release was necessary to fix problems with AmigaDOS 2.0 shared screens. Binary only, autho: W.G.J. Langeveld

ToolLibrary\_v2.06

A shared library for the Amiga. Contains some mathematical (evaluation of strings) and Intuition (menus, requester) functions. Version 2.06, includes source. Author: Rudiger Dreier.

CClib.library\_V3.0

An implementation of the standard C runtime library, with a few extra goodies thrown in. Supports a large number of functions including stream I/O, low-level I/O, string, memory, linked list, sorting, time, process control and more. Version 3.0, includes source and several utility programs. Author: Robert W. Albrecht

EzLib

Ez.lib is a link time library which provides numerous calls to access many Intuition features without the normal hassle. There are single

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line calls to open any type of screen, window, or boolean gadget.  
Author: Dominic Giampaolo

Unpack disk A

Unpack disk B

CAM #439: Utilités Programmation

dcmd\_v1.0

DCMD is utility that monitors a CLI's console IO and copies it to a user specified file. The console IO is unaffected by this monitoring. Include C sources, author: Matthew Dillon

H2I

Translates C include files into assembler include files. Useful for programmers that use both C and assembler code in the same program. Helps to keep the structure definitions consistent. Version 1.1, shareware, binary only. Author: Goetz Mueller

HunkFunk

A program to "disassemble" any given AmigaDOS hunk file, which includes executables, linker libraries, linker object files, overlaid files, etc. Written as an exercise by the author to learn a few things about AmigaDOS hunk structures. Includes source. Author: Olaf Barthel

IntuitionEd\_v1.0

Intuition based utility that creates C source code for screen, window, border and text structures. IntuitionEd can also write the code for several functions required for the opening and closing of these structures. The code can then be compiled by either Manx and Lattice. Shareware donation to the author will receive an enhanced version capable of writing gadget structures as well Version 1.0, binary only, several samples included. Author: Niels Thorwirth

PrettyWindows\_v1.0

Three different C routines to add various borders inside of windows. Includes source and a demo. Author: Thom Robertson

Resident

A resident startup module for Aztec C. Version 1.0, includes source. Author: Olaf 'Olsen' Barthel

RexxIntuition

This is a ARexx function library that allows you to open windows/screens from an ARexx script, attach menus, gadgets, (file) requesters, load and save ILBM picture files, auto-requesters, print text and graphic dumps, and completely interact with the user in an intuition

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environment. Adds all of those Amiga features that ARexx lacks.  
Author: Jeff Glatt, Dissidents Software

#### RexxLib

A shared library that can be easily used by any C or assembly programmer to add an ARexx interface to his programs. Handles all of the messy details including message creation/deletion and error handling. Author: Jeff Glatt, Dissidents Software

#### Spy\_v1.0

A program that tracks calls to AmigaDOS and Exec functions, reporting them to the screen, along with their calling parameters and the results. Version 1.0, includes source. Author: Federico Giannici

#### Unpack

### CAM #446: Utilités programmation

#### avlsort

AVLSort was written to remedy several defects of the ARP Sort command. AVLSort places each line of text in an AVL tree, which has reasonable worst-case performance, even for large files. I have not made speed comparisons with AmigaDos Sort or with ARP Sort. This program can handle large files, up to available memory. There is no arbitrary limit on the number of lines in the file (I have seen a report that ARP Sort is limited to 32767 lines). The order of otherwise identical lines does not change in the output file. This can happen in ARP Sort when using the COLSTART and WIDTH switches. If you omit the From argument from Sort, it reads from its standard input, which allows it to be used in pipelines. Include C sources, author: Mark E. Mallett of Zinn Computer Company.

#### AztecArp

An Arp package fixed to work with the 5.0 release of the Aztec 'C' compiler. The original Manx support files were incomplete, contained bugs, and had the wrong linker format. This is an update version, fixing a couple of bugs and adding some new useful features. Includes source. Author: Olaf Barthel

#### ExtFuncProc

External Function Process. Allows execution of any library function from simple tasks even if these functions require a process environment. For experienced programmers only because there isn't any documentation written yet but only an example. ExtFuncProc is used by GMC. It runs under KS 2.0. Binary only. Author: Goetz Mueller

#### Merge

Merge is a utility for all you programmers out there that want to integrate data files with your executables. Merge even lets you chose

to put the data into chip memory. Binary only. Author: Kevin Kelm

parseargs

Argument parser routines utility port from UNIX Author: Eric Allman's modifications by Peter da Silva

Popen

sources which produce two versions of a "popen/pclose" pair for AmigaDos. The first, "popen.c" is implemented using the ARP AsyncRun() function and seems to run fine under either AmigaDos 1.3.2 or AmigaDos 2.0.2. The second, "popen2.c" is implemented using the new AmigaDos 2.0 CreateNewProc() and System() functions and works ONLY on AmigaDos 2.0.2. Both versions use the standard AmigaDos PIPE: device and use the process ID to ensure that the pipe name is unique. Also included is a program to link with either popen version for testing purposes and a couple of **\*\*real\*\*** simple programs to execute through the pipe to test the functionality. Author: Rick Schaeffer

Port2

Sample C program showing how to control a mouse connected to the second mouse/joystick port. Executable creates a second mouse pointer that is controlled by a mouse plugged into port 2. Version 1.0, includes source. Author: Olaf Barthel

PrintSpool\_library

A small print spooling shared library that provides an easy way to print graphics and text for any application. It can print ascii text of any length or dump any part or all of a rastport. Takes care of opening the printer.device and manages its own resources. Version 0.1, binary only, with source code examples. Author: Jeff Glatt, Dissidents Software

req.library\_v2.5

Req.library adds user-friendliness to the Amiga's user interface. While Intuition does supply requesters, they have certain limitations and are awkward to set up. We designed ours to be quick and easy to set up, as well as adding features. The text requester has PRINTF style formatting built in! There is a colour requester, a very powerful file requester, a string requester (allowing the user to enter a line of text), and an integer requester (allowing the user to enter an integer number). There are also low-level support routines, such as routines to create any of the Amiga's gadgets, as well as a real-time scroll routine. The nice thing about the gadget creation routines, is that they allow you to c Changes from req 2.4 to req 2.5

- It was pointed out to me that Showoffreq.c and reqglue.asm haven't been updated in a while, so here they are, updated.
- This version includes updates for both Lattice reqglue and Aztec reqglue. There are 4 reqglues -lreqgluenb.o
- for old Lattice or for Lattice compatible executables. the nb is for No Base relative addressing lreqglue.o
- for new Lattice. areqglue.o

- old 3.6x Aztec areqglue50d.o
- New 5.0d Aztec
- I've also included the .fd file with this release, so if you wish to produce a pragma file (or the equivalent), it's now easier.

Changes from req 2.3 to req 2.4

- Since Commodore saw fit to use our FileRequester name for their structure, I have to change it to 'struct ReqFileRequester{}';
- And just to forstall any further problems, I changed ScrollStruct to ReqScrollStruct.

Changes from req 2.2 to req 2.3

- It was found that the definition of ReqBase was as a \*Library, not as a \*ReqLib, which would preclude getting to the various handy pointers. This was fixed.
- Tune-ups have been made to the reqbase.? include files.

Authors: C.W. Fox and Bruce Dawson.

StdFile\_v2.0a

A module that can be linked with any Intuition based program to provide a standard file requestor similar to the one in AmigaDOS 2.0. Even if you use the standard requestor under 2.0, it is useful to have one available for use if you need to run on pre-2.0 systems. Includes source. Author: Jeff Lydiatt and Peter da Silva

Unpack

CAM #454: Utilités programmation.

APS\_v1.0

This is V1.0 of APS (Aztec\_C Power Steering), it fixes all known bugs in V0.9 and it also supports Manx C V5.0d. This one should work on any system, unlike V0.9 Sorry for the error on V0.9 which prevented proper operation on other systems than mine. Include CANDO sources, author: Sylvain Duford

Din\_v1.0

(Data INterface) The idea for this library came from Windows 3.0 and Mac System 7.0. These two operating systems have the capability to share data between two or more programs. I don't know how they implemented this feature, so I suspect my implementation will be quite different. With this library you can create an object and let other programs link to this object. For example, you could write an editor that has the capability to store text in a DinObject. A DTP program supporting the din.library can then show this text in a DTP specific way. When you change the text in the editor, the text will automatically be adjusted in the DTP program. You can also link graphical objects. For example, a brush in a drawing program can be an object used by the DTP program. When you change the brush, it will

also change in the DTP program. Author: J.Tyberghein

#### Exector

Exector is a program designed to locate and display some of the system structures that the operating system on the Amiga maintains and uses (specifically, the Exec structures). If you are learning to program on the Amiga or are interested in how it works and how it keeps track of everything (like tasks and memory and devic and a lot more), then Exector could be a valuable educational aid. Binary only, author: Doug McLean

fsi FSI has three purposes in life:

- 1) To aid beginning AmigaDOS users in learning and understanding how the Amiga's filing system works;
- 2) to allow experienced users to explore the devices in their system, revealing information for debugging or informational uses; and
- 3) to aid programmers in learning and understanding how they can 'smartly' interface their programs with AmigaDOS.

Include C sources, Author: Ray Lambert

#### gadssel

GadgetSelect Allows the automatic toggling of a list of gadgets. Include C sources, Author: Thomas C. DeVeau

#### Icon2C

A simple tool to turn any Workbench icon file into 'C' sourcecode, similar to the program of the same name by Carolyn Scheppner on fish number 56. This version has an arp interface and offers support for Kickstart 2.0 icons. Version 1.2, includes source. Author: Olaf Barthel Iff2Source\_v1.0 This utility converts IFF ILBM or ANIM files to C or machine language source. You can of course use this source in your own programs (with the intuition function DrawImage). Requires AmigaDOS 2.0 or later. Binary only Author: J.Tyberghein

#### RexxHostLib\_v36.14

This is a shared library package to simplify the ARexx host creation/management procedure. Rexx-message parsing is also included making it possible to control ARexx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). This is version 36.14, an update to version 34.12. Differences include a few bug fixes and new functions. Includes source. Author: Olaf Barthel

#### ShowGadgets

Use ShowGadgets to see how many gadgets there are in a window. Include C sources, Author: J.Tyberghein

#### SList\_v2.0

This very simple utility lists some common exec structures. You can

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list all tasks, libraries, devices, resources, interrupts and ports with SLIST. Binary only Author: J.Tyberghein StackWatch This is a little utility that monitors the stack usage of any process or task dynamically, reporting about 15 times per second. It will give you some useful information on setting stack sizes to make optimum use of your system. By James Locker.

Unpack

CAM #463: Utilités Programmation

ConMan\_v1.3e

Version 1.3e of ConMan, a replacement console handler. Changes include support for simple-refresh cut/paste consoles under AmigaDOS 2.0 and improved window sizing. Works under both 1.3 and 2.0.

Date\_routines

a number of modules of C source code for dealing with time, date, leap years, number of days between times, etc. Source only.

fifolib

FIFO.LIBRARY is a general fifo library implementation with the following features:

- \* named fifos
- \* support for writing to a fifo from a hardware exception
- \* multiple readers on a fifo supported, each get the same data stream
- \* efficient reading (no buffer copies on read)
- \* automatic or manual (via message passing) flow control

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Full master/slave support exists. Since FIFO: uses fifo.library, programs that require non-blocking IO capability can access one side of a FIFO: connection via the fifo.library instead of FIFO: author: Matthew Dillon

IPDevice\_&\_MANI

"IP:" is a handler that may be mounted in your system like any other AmigaDOS device, to provide you with both standard "pipe" type facilities and a number of features not available elsewhere. In particular, as a pipe, but unlike other pipes available for the Amiga, it has "unbuffered pass-through"; in other words when a writer process sends a packet it is immediately available to the reader. (The manual description of the 1.3 pipe claims that it also does this, but in fact it does not -- the reader gets no data until either the buffer is full or the writer closes its end of the pipe.) This feature makes it possible for processes to actually interact via these pipes: sending a command line, for example. will get an immediate response from the recipient. MANI This is a command that lets you "clone" the data being piped into one 'IP:' device channel, and distribute it in parallel to

several other channels. When invoked from the command line, it drops immediately into the background to run (no need for a 'RUN' command), handling data packets as they are supplied until it is terminated -- usually by the source channel being closed, although this may be inhibited if you so desire (in which case it will need a specific QUIT message to terminate). Author: Pete Goodeve

#### MenuC\_v0.8

MenuC NOW HAS GADGET SUPPORT. MenuC is a Menu/Gadget Compiler. It will take a VERY SIMPLE ascii file and create those finger intensive MENU, ITEM (SUBITEM), GADGET, BORDER, PROPINFO, STRINGINFO and IntuiText structures needed for a complete working menu and/or gadget. MenuC creates 'C' and 'ASM' source files. Gadgets created will have the WB2.0 raised look.

#### ModulaDefs

Implementation and Definition modules for the Amiga's Graphics, Intuition, and Math libraries, to be used with the Modula 2 compiler. Includes a source example of using the modules. Binary only for the rest of the distribution. Author: Jonas Green

#### mungwall\_v36.39

Mungwall munges memory and watches for illegal FreeMem's Mungwall is especially useful in combination with Enforcer.

#### PPLib\_v34.2

A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 34.2, an update to version 34.1, and fixes a relatively serious bug. Library binary only, source examples included. Author: Nico François

#### ReqAztec

An enhanced version of the interface to req.library for Aztec C 5.0. Includes source in assembly. Author: Pierre Carrette.

#### SemLibrary

SIMPLE TASK SEMAPHORE LIBRARY, author: Matthew Dillon

#### Unpack

#### CAM #466 Utilités programmation

#### A68kExamples

Twelve examples demonstrating the use of Charlie Gibbs A68K assembler. Over a quarter megabyte of assembly source code. Author: E. Lenz

#### AztecArp\_v1.9

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An Arp interface package fixed to work with Aztec 'C' version 5.0. This is version 1.9, an update version, and includes a number of bug fixes and a couple of new features (such as vsprintf/vfprintf/vprintf-like Arp routines and fixes for Kickstart 2.0). Includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

#### M2Utils

Various source modules for Benchmark Modula-2. Includes ColorReq, an interface to the Dissidents color.library; IFFLib, an interface to Christian Webers iff.library; and ARP, an interface to ARP V1.3. Author: Sascha Wildner

#### Unpack

#### CAM #474a&b Langages

##### ezasm\_v1.31

Combines parts of the "C" language with 68000 assembly, giving it the "feel" of a higher level language. Supports all 1.3 functions. Uses braces and "else" like "C". Resulting code is optimized as much as possible. Takes source file you create and outputs a .asm file. Includes example source and executable files. Version 1.3, binary only. Author: Joe Siebenmann

##### NorthC\_v1.2

A freely redistributable programming package containing all the programs required for developing in C. Based on the Sozobon Ltd C compiler, Charlie Gibb's assembler, the Software Distillery's linker, and portions from other sources. Steve has pulled everything together and added some enhancements in the process. This is version 1.2, an update to version 1.1. Changes include extra examples, many bug fixes, further documentation and some improvements. The environment is supplied compressed and unpacks to two disks. Partial source is included. Author: Steve Hawtin, Charlie Gibbs, Sozobon Ltd, The Software Distilary and many others.

##### BC-FORTRAN77\_v1.3C

BC-FORTRAN77 Version C is a part of an extensive development system. Vers.C is intended to provide, in a simple way, a compiler for programming courses. To meet this intent, this software runs almost identically on AMIGAs, ATARI STs and MS-DOS computers. Author: Andre Köstli

##### DICE\_v2.06.14

Dillon's Integrated C Enviroment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is

version 2.06.14, an update to version 2.02. Shareware, binary only.  
Author: Matthew Dillon

Unpack disk A

Unpack disk B

CAM #477 Utilités programmation

DeluxeChanger\_v1.0

Converts binary files to assembler, basic, or C source code data initialization statements. It is useful to add graphics or sound samples to programs as initialized data. Version 1.0, includes source in assembler. Author: Andreas Ropke

GadgetED\_v2.0

A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. Version 2.0, includes source. Author: Jan van den Baard

MemGuard\_v4

A program similar to MemWatch, which continually checks the low memory vector table for random trashing. Has been optimized and greatly enhanced to support the 68010, 68020, 68030, etc. microprocessors. Unlike MemWatch, MemGuard does not run as task in a dummy loop but rather as a low level interrupt routine which is capable of trapping memory trashing even before exec might know of it, and even while task switching is forbidden. Version IV, an update to version IIIa, binary only. Author: Ralf Thanner

PatchStarCompiler\_v1.0

A program to generate patches using a Pascal like language to describe what needs to be patched. This is version 1.0. Includes source in assembly. Author: Roger Fischlin

SBackup

Programmers utility to assist in maintaining old versions of source code. SBackup maintains 2-99 old versions in any location desired. Version 1.00e, binary only. Author: George Kerber

SnoopDos\_v1.2

A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 1.2. Version 1.2, 27th January 1991. The "deadlock when you quit SnoopDos" bug reared its ugly head again; it turns out that the V1.1 fix still left a very small window where deadlock could occur if you quit during heavy file activity.

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This time, I think it's really gone for good. Version 1.1, 30th October 1990. Minor update. Previously, SnoopDos would occasionally deadlock if you tried to remove it during heavy file activity. This has been fixed. Also, there was a small bug which appeared when programs set their current directory to the boot device (NULL lock). This has also been corrected. Includes source in C. Author: Eddy Carroll

SystemTracer\_v1.0

A tool to view and manipulate various AmigaDOS 1.2 and 1.3 system structures. Version 1.0, includes source. Author: Guido Burkard

Unpack

CAM #480 Utilités programmation

BuildScreen\_v2.0

Build-Screen is a window/screen server. When invoked (its file name is tbuildscreen), it runs as an independent program that will display screens and/or windows with menus and/or gadgets and communicate the results of user interaction by intertask communication;. Both an aRexx ;and a Pipe;; interface are supported. With a pipe, all communication goes from tbuildscreen to the external program via the pipe. With an arexx interface, communication can go both ways. Tbuildscreen is started with the name of a file that contains a text description of screens, windows, menus, etc. and optionally the name of a pipe: to use for communication. The text file can be thought of as a small program for building screens which is directly interpreted at run time by Build-Screen (there is no compile step). Some simple capabilities for looping and variables are implemented as well as a macro substitution capability. An arexx program can issue each of these through the arexx port ;(except for the loop and end loop statements). Binary only, author: Unknow

SmartField

SmartFields is a replacement for Intuition string gadgets. It allows you to incorporate into your Amiga C programs the powerful editing capabilities often found in mini-computers. Includes full C source and documentation. Author: Timm Martin.

tool.library\_v7.6

A shared library containing 45 useful functions for all kinds of programs. There are functions for ports, sorting, gadgets, memory, string, directory and file handling, etc. Version 7.6, includes source. Author: Jan van den Baard

Unpack

CAM #493 Utilités Programmation

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### Cburst\_dev

This is a rather extensive set of tools for programming MAST's ColorBurst. It includes documentation and source - in assembler - and can be used in developing your own programs.

### enforcer\_v2.6f

Enforcer uses the MMU to build a shroud of protection over anything that is not legal memory. Any empty holes in the address space are marked as illegal. Reads of the system ROMs are allowed, but not writes. With the exception of longword reads of location 4, the lowest 1K of memory is completely protected. When an illegal access is detected, the power LED will flash and a detailed message will be sent out the serial port. Binary only. Author: Bryce Nesbitt

### FifoDev\_v2

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 2, an update to previous version. Includes some source. Author: Matt Dillon

### ILBM\_Library\_v0.5

The ilbm reader/writer library 0.5 and examples. Also can be used for non-ILBM files. 100% compatible with original Electronic Arts code. Binary only. Author: Jeff Glatt

### LibTool

A utility that can quickly convert C or assembly code into an Amiga shared library. Also makes all support files including C and assembly include files, bmap files, Manx and Lattice pragmas, C glue stubs. Can also make a device. Binary only. Author: Jeff Glatt

### OnTrap

Ontrap and associated routines is a modification to the SAS/C programming environment. They add the ability for a process to handle stray exception interrupts such as divide by zero, illegal instruction and address error to name a few. The programmer can define a function to free RAM, close windows and screens before the program terminates. No GURU!!

### PointerLib

A disk based shared library which provides programmers with easy access to custom pointers and a consistent user selected busy pointer. Includes source. Author: Luke Wood

### RegExpLib\_v1.0

Shared library that implements regular expression pattern matching. Version 1.0, binary only. Author: Stephen Moehle

#### SmallIFFParseLibrary

A standard amiga library that is an exact sub-set of the `iffparse.library`. The library is an EXACT sub-set in the sense that you can rename it to be `iffparse.library` and put it in your LIBS: directory and then let programs that normally requires the true `iffparse.library` use this imposture ;-). Include c sources, author: Michael Jansson

#### Unpack

#### CAM #499 Utilité programmation

#### ExecRexx

A program that turns an ARexx script into an executable which can be run from WorkBench or the CLI. Binary only. Author: Jeff Glatt

#### GamePortDeviceToolKit

A toolkit with link time and shared libraries that allow easy access to the GamePort device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham

#### InputDeviceToolKit

A toolkit with link time and shared libraries that allow easy access to the Input device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham

#### MinRexx

A simple ARexx interface which can be easily patched into almost any program. Includes as an example the freedraw program. Version 0.4. Includes source. Author: Tomas Rokicki

#### RexxIntuition\_rel2

An ARexx function library which allows ARexx scripts to open windows/screens, add menus, add proportional, boolean, and string gadgets, use requesters, load/save ILBM pictures, use a color requester, print text in various colors, sizes, and styles, draw colored lines and boxes, print text or graphics, etc. Binary only. Author: Jeff Glatt

#### RexxLib\_rel2

A shared library that can be used to easily add an ARexx implementation to any program in a memory efficient manner. Binary only. Author: Jeff Glatt

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## Rxgen\_v1.0

An ARexx library that allows you to call any function of almost any Amiga library from an ARexx program. Version 1.0, binary only.  
Author: Francois Rouaix

## Unpack

## CAM #502a&amp;b Langages

## DICE\_v2.06

Dillon's Integrated C Environment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.15 (2.06B), an update to version 2.06.14 on Shareware, binary only. Author: Matthew Dillon

## GNU\_DIFF\_v1.15

Version 1.15 has the following new features; please see below for details.

- L (+file-label) option
- u (+unified) option
- a and -m options for diff3

Most output styles can represent incomplete input lines. 'Text' is defined by ISO 8859. diff3 exit status 0 means success, 1 means overlaps, 2 means trouble. This version of diff provides all the features of BSD's diff. It has these additional features: An input file may end in a non-newline character. If so, its last line is called an incomplete line and is distinguished on output from a full line. In the default, -c, and -u output styles, an incomplete output line is followed by a diagnostic line that starts with \. With -n, an incomplete line is output without a trailing newline. Other output styles (-D, -e, -f) cannot represent an incomplete line, so they pretend that there was a newline, and -e and -f also print an error message. For example, suppose F and G are one-byte files that contain just 'f' and 'g', respectively. etc. written by Mike Haertel, David Hayes, Richard Stallman and Len Tower. Many bugs were fixed by Paul Eggert. The unified diff idea and format are from Wayne Davison.

## longpi

LONGPI is a program to calculate pi to any length, limited only by your computer's memory capacity. The program is run at the CLI using syntax longpi <#places>. An output file called ram:pi.out is created to collect the data, in addition to the CLI output on the screen. The program should work well with a mathcoprocessor. Include C source, author: Murphy Chesney

## cc

a unix-like compiler driver for amiga lattice-c (that also filters out stupid messages!). Now works with SAS/C as well. Include c source, author: Miles Bader Modified by: Starbound Computing - David Lowrey, programmer

#### PCQ\_v1.2

PCQ Pascal is a simple Pascal compiler for the Amiga personal computer. It is freely distributable, which means that I retain the copyright to the compiler, the runtime library, the source of the compiler and runtime library, as well as this documentation. Version 1.2 (April 18, 1991) Fixed strlen and CreateTask() to work with 32-bit memory.

Re-wrote the expression parsing and code generating routines completely. The routines now use registers much more effectively, and provide a good base for the separate peephole optimizer. Added Turbo Pascal features: you can now use type casts anywhere, even in address calculation. Thus you can now write something like Record Type(Pointer^).Field, which in version 1.1 was illegal. Changed the FOR statement significantly in order to make it more efficient, and more like Turbo. It boils down to two differences: OR loops no longer run a minimum of once (e.g. for i := 1 to 0 do .. will execute zero times), and the BY clause is gone. Added short circuit evaluations, automatic floating point conversions, Heap functions, Reset and Rewrite. You can now use any standard functions or operators in constant expressions. Changed the Read routines to comply with Standard Pascal and Turbo, in that any white space is skipped before reading integers and reals. It used to stop at EOLNs. Author: Patrick Quaid.

Unpack disk A

Unpack disk B

#### CAM #509 Programming

apm

Lloyd Zusman and Master Byte software's Arbitrary Precision Math Library has been "ported" to the Amiga (I say ported in quotes because I didn't do too much.) APL is a link time library with routines for handling simple math functions (+ - / \*) using numbers of arbitrary size (say integers with hundreds of digits). It is freely distributable as long as the license is followed (Gnu-style non-restricting restricting) Ported by: Sam Pigg

#### ATS\_v2.0

Icon & c++ programs for the solution of systems of differential equations. Programs by Dennis J. Darland for the generation of c++ programs to solve a specified system of differential equations using long Taylor series. Automatic plots may be obtained if you have Maple. Author: Dennis J. Darland

#### CShell\_v5.13

A csh like shell derived from Matt Dillon's shell, version 5.0. This

is an update to version 5.0 Changes include many bug fixes and, some new features, Includes source for 5.10 Author: M.Dillon, S.Drew, C.Borreo, C.Dieni

#### DES

A quick Amiga port of Phillip Karn's freely distrib. DES encryption utilities for Unix machines The original author Phil Karn, ported by Sam Pigg with some small mods.

#### ENVhandler

ENV-handler is an AmigaDOS handler that manages Environment variables in memory. A single file is maintained for permanent variable retention. Replace your ENV: directory with an ENV: device. Binary only, author: Mike Ruble

#### RexxArpLibLibrary\_v3.0

This version of rexxarplib makes use of a lot of AmigaDOS 2.0 features and has various bugs fixed and a few other enhancements. Yet, it is smaller than previous versions because it is now completely compiled using SAS/C version 5.10a. Binary only, author: W.G.J. Langeveld

#### RexxExtraLibrary\_v1.2

Rexxextra.library is an ARexx external function library. It's purpose is to extend the string manipulation and mathematical capabilities of ARexx by defining new functions. Binary only, author: Dale W. Thompson

#### Unpack

#### CAM #514a&b Utilités de programmation

#### PPB\_2.05

PPB is two things:

1. PPB is a Full-Featured Paint Program.
2. PPB is an Image Editor/GUI Design Tool.

The Features of PPB are:

1. A palette of 2 to 64 colors.
  2. 8 resolutions: 4 NTSC, 4 PAL.
  3. Source code generators for Images, Gadgets, Windows, and Screens.
  4. 3 Language choices: Assembler, C, and Basic.
  5. C source code is ANSI compatible.
  6. C source code is configurable for Lattice 5.04/SAS 5.10, or Other. Other includes most Publicly Distributable compilers and the Manx compiler.
  7. 2 Bitmaps enabling either a spare type 'screen', or editing 2 pic files simultaneously.
-



Binary only, Author: T.C. DeVea

sregexp.library\_v9.0

'sregexp.library' is a run time library of routines for doing wildcard pattern matching and wildcard path matching. It accepts a slight extension of the AmigaDOS wildcard syntax, including a not operator, and character sets. It has routines to test if a string matches a wildcard expression, and for scanning through all matches to a wildcarded AmigaDOS path. There are two nifty features to the path matching routines: '.../' means recursively scan all subdirectories, and may come anywhere in the path; and wildcards are allowed in the volume node part of the path! (DH?: would match all your hard drive partitions.) Include source, author: Jon Spencer

TplEdit\_v1.00\_alpha

A gadtools template editor. It is able to generate nearly standalone C source code. The program will only run under OS 2.0, Kickstart 37.73 or higher. This is version 1.00 Alpha. Includes source. Author: Matt Dillon

CITAS\_v2.0

Convert ILBM To Assembler Source. CITAS allows one to easily put graphics into his/her own programs. CITAS takes a standard IFF ILBM image file and converts it into either assembler or 'C' source code. Designed for blitter image control, all of the necessary labels are generated, along with color map information, mask generation, and other options. This is version 2.0, shareware, binary only. Author: Max Bithead

GadgetED\_v2.3

A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. Also comes with "PatchGE", a program for converting the original format of GadgetED binaries to be loadable by this and future versions. Version 2.3, an update to version 2.0, includes source. Author: Jan van den Baard

line+fill

Here's the line and polygon drawing routines. The best and the worst are here.... Compilation by Richard Jones

sind\_v3.03

SIND allows you to peek into the Amiga Operating System ("OS") and take snapshots of the current status. This is especially useful for programmers, who must make certain that their programs free all of the resources they utilize when the user exits. You can also analyze what a particular program is doing to the OS. Binary only, Author: Mike BERRO

ToolLib\_v8.1

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A shared library containing 45 useful functions for all kinds of programs. There are functions for ports, sorting, gadgets, memory, string, directory and file handling, etc. Version 8.1, an update to version 7.6, includes source. Author: Jan van den Baard

Unpack disk A

Unpack disk B

CAM #529a&b Langages

A68k\_v2.71

This is v2.71 of Charlie Gibbs' 680x0 assembler, A68k. The archive contains the source files, documentation, and executable. There is no linker included, see Blink in EZAsm\_v1.5, includes source in C. Author: Charlie Gibbs

BMake\_v1.1

BMake is a programming utility used to automate the process of recompiling multiple interdependent source files into an output file, called the goal. The rules for making the goal are explicitly stated in an input file called the Makefile, and implicitly determined from builtin inference rules. Normally, the Makefile for a goal is written so that the only thing that needs to be done to recompile newly modified source files is to run the Make program. includes source in C. Author: Ben Eng

Bref\_v2.0

A cross reference program for AmigaBASIC code. Generates a list of the BASIC code with lines sequentially numbered, plus a table showing all variables and labels used in the code, and the line numbers where they were used. This is version 2.0, an update to version 1.0. This is a major revision, including a new intuition interface. Includes source. Author: Dick Taylor

DICE\_v2.06.29

Dillon's Integrated C Enviroment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.29, an update to version 2.06.15. Includes bug fixes and experimental dynamic object module loading support. Shareware, binary only. Author: Matthew Dillon

EZAsm\_v1.5

Combines parts of "C" with 68000 assembly language. The resulting code is optimized as much as possible. Now bundled with A68k and Blink for a complete programming environment. New "c.lib" functions and more. This is version 1.5, an update to version 1.31. Includes example source and executable files. Binary only. Author: Joe Siebenmann

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offset

This little arexx program shows the offset of a function in its library, or vice versa. It can mix offsets and function names and show all functions with a certain string in them. It was inspired by a little utility called lvo. Author: E. Lundevall

## OMDS

SAS C 5.10a comes with a program called OMD, which is capable of disassembling object files created by the SAS C compiler. The only drawback is that OMD prepares a "worthless" pretty listing of the disassembly which is not suitable for use with an assembler. The process of converting the output of OMD to source code by hand is tedious and prone to human error, especially if a large number of files need to be converted. This program will assist greatly in the conversion process. includes source in C. Author: Mike Schwartz

## rexxview

RexxView is a CLI utility that monitors the REXX port. Information is listed to a file describing each message received by REXX. By Martin Kees

## Unpack disk A

## Unpack disk B

## CAM #534 Utilités de programmation

## AutoRev\_v1.1r

A little utility to make it easy to update program-headers ran from the CLI. Requires AmigaDos 2.0. This is Version 1.1r. Source included. Author: Jan van den Baard

## ENV-handler\_v2.5

The Environment Variable handler is an AmigaDOS handler that manages all variables in memory instead of in separate files on disk. The way that Commodore implemented environment variables requires you to create a separate directory somewhere on your disk and create files with the name of your variables. I always thought that this was STUPID and a waste of disk space. So I (finally) wrote ENV-handler to store all variables in a single file that you can specify in its MountList entry. When you Mount ENV: the handler will read this file (if it exists) and set up its own variable list. Each time a variable is updated, added, renamed, or deleted the file will be updated so that variables will become permanent until you delete them. CHANGES:

V2.5 05/21/91 - MWR - Adde support for sub-directories. cleaned up some code to make a little faster.

V2.0 05/04/91 - MWR - Re-coded in assembler to reduce size and increase speed. fixed a bug found when creating or writing to variables.

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V1.3 05/02/91 - MWR - Removed ' (temp)' tag on temporary variables. I decided it wasn't necessary.

V1.1 04/23/91 - MWR - Added support for temp variables. Stomped on bug found when using type.

V1.0 04/21/91 - MWR - New program. Binary only, Author: Mike Ruble

#### FifoLib\_v3.1

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.1, an update to version 2. Includes some source. Author: Matt Dillon

#### Ham\_e\_Library\_v3.0

HAM-E support libraries. The arc contains examples in C and BASIC for programmers; for users, these libraries are required to operate programs such as SpectaColor for the HAM-E, Progressive Peripherals "3-D Professional" ray tracer, and son on. Author: BlackBelt

#### NoFragLib

These routines are extracted and updated from my "tool.library" which is a shared library last released on FISH 475. I stopped developing this library because OS 2.0 has made it for 99% obsolete. The only routines usefull where the memory routines which are now in the "nofrag.library". The routines in the "nofrag.library" are NOT compatible with the ones from the "tool.library". Include source, Author: Jan van den Baard

#### SANA\_II

General release of the SANA-II, Standard Amiga Network Architecture (try 2), device driver specification. Author: Raymond S. Brand "Commodore-Amiga"

#### SetCCOPTS\_v1.0

Lets you easily deal with the MANX 'CCOPTS' environment variable. You can store settings to disk. Has a complete intuition interface. This is version 1.00, binary only. Author: Stephan Flother

#### sman\_v1.1

'Sman' is a manual type aid for looking up documentation on a subject It can search Amiga AutoDoc files, or scan DME.refs in particular, bu can also search the doc files for any other program you have. This is version 1.1, which fixes a rather serious bug in the first release that would cause it to overlook valid references. Include source. Author: Jon Spencer

#### sregex.library\_v1.1

'sregex.library' is a run time library of routines for doing wildcard pattern matching and wildcard path matching. It accepts a slight extension of the AmigaDOS wildcard syntax, including a not operator, and character sets. Include source, Author: Jon Spencer

#### vmalloc\_v1.2

Virtual Memory library V0.0 (The virtuosity is V0.0. The code is v1.2) by David Le Blanc Functions in this library are designed for efficient use of a large number of memory allocation within or without memory constraints

#### Unpack

#### CAM #541a&b Langages

#### bm2detach\_v1.02

BM2Detach allows Benchmark Modula-2 programs to run in the background (without using RUN). The process is detached from the CLI, but the CLI window remains open until the process exits. BM2Detach replaces your existing existing System.OBM at link time. (I don't recommend overwriting your original--there may be a time when you don't want your program to detach from the CLI.) complete source code, assembled binaries, docs Author: Avant-Garde Software and Leon Frenkel

#### M2Pascal

A simple Modula-2 to Pascal translator. You can write simple programs on your Amiga using one of the available Modula-2 compilers, and then use this translator to generate Pascal source for export to other systems with Pascal compilers. Version 1.0, includes source in Modula-2. Author: Greg Mumm

#### MCAsm

Assembler 68000. Binary only, Author: LT liljetoft

#### OakLisp

A straight port of the OAKLISP system to the Amiga. OAKLISP is a Scheme-like LISP with an object-oriented base. An R3RS Scheme environment is included in the package. Source is included. Author: Kevin Lang, Barak Pearlmutter, ported by Mike Meyer

#### PCQ\_v1.2b

An update to PCQ 1.2. This is only a partial distribution and includes just the compiler main pass, the documentation, and a ReadMe file. You need the distribution from disk 1.2 to use this material. This update is version 1.2b. Author: Patrick Quaid

#### Synworks

A graphics oriented environment for design, training and test of neural

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networks. The enclosed version is public domain and supports only three network models. Not all options are available but this version provides the most important features to allow users to decide if neural networks are an appropriate solution for their problems. Binary only.  
Author: Michael Kaiser

Unpack disk A

Unpack disk B

CAM #545a&b Utilités de programmation

bezier\_v0.0001

Bezier Curve Fitting Routine for XY data pairs

HitMe

HitMe is a utility that, in conjunction with Enforcer, greatly eases the search for offending code that caused Enforcer "hits". This software is copyrighted by SAS Institute

IncRev\_v1.03rel3

A small program for a makefile or an lmkfile, to update revision numbers after each successful compile process. This is version 1.03, includes source in C. Author: Joerg Fenin / Metalworx

PowerVisor\_v1.0

This is PowerVisor, a powerful machinelanguage level debugger for the serious Amiga programmer. Include source, AREXX support, 1.3/2.0 comp.  
author: Jorrit Tyberghein

BMake\_v1.4

A GNU Make subset. Includes pattern rules, conditionals, "include", function calls, etc. This is Version 1.4, with source. Author: Ben Eng

Convert\_v1.1

Converts an object file to a C source which can be inserted with '#include' in your own programs. Version 1.0, includes source.  
Author: Frank Enderle

Fmon\_v1.8

A multi purpose tool for hacking around in your Amiga, repairing disks, tracing/debugging programs and other useful things. Includes assembler, disassembler, absolute loader, raw disk access routines and much more. Contains PAL and NTSC version. Can be made resident.  
Version 1.8, includes source. Author: Michael Schroeder

RexxHS

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ARexx host article (and executable) written by Eric Giguere to be published in AmigaWorld Tech Journal but dropped at the last minute. LOTS of good stuff here!

#### SerLib\_v3.0

A shared library providing easy access to any serial device. Allows both synchronous and asynchronous access to the port. With support code for Lattice, Manx and Oberon. Includes examples in both C and Oberon (with source) and docs in ASCII, DVI, and PostScript. Shareware. Author: Garry Glendown, Oberon-interface by Frank Schummertz

#### SimSmart\_v2.10

SIMSMART is a general-purpose utility that prints the program source code of almost any language, so that (for example) the keywords are emboldened and underlined, and the comments are italicized. These features are adjustable by the user, to suit individual taste. Tabbing is also adjustable. Output to printer, screen, or file. Author: D. A. Simon

#### SRFFT

An implementation of integer real fft computation source code.

#### T3E

Converts any text file to an executable. The resulting program will only have a minimum of bytes appended (94 bytes for hunk structure and display-program). The text file is not limited by the size. Freeware, with source in C. Author: Garry Glendown

#### TrackDOS\_v1.08

A program that allows easy transfer of data between DOS, memory and trackdisk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and trackdisk.device means data stored on a disk not accessible with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. This is version 1.08, an update to 1.04. Binary only. Author: Nic Wilson

#### Unpack disk A

#### Unpack disk B

#### CAM #549a&b Languages

#### HCC\_v1.1

Amiga port of Sozobon, Limited's C Compiler, version 2.0. Can completely compile itself, supports 32 bit ints, and optimizer can

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'registerize' variables. Includes compiler, optimizer, tool for creating interface code for Amiga system calls, startup code, C library, include files, and library routines that work with Motorola FFP format. Uses assembler A68k, linker BLink, and provided run-time shared C library CCLib.library. Includes source. Author: Sozobon, Limited. Amiga port, bug fixes and enhancements by Detlef Wuerkner

M2P\_v1.0

Modula-2 Preprocessor. Author: Dennis Brueni

CHIP8

CHIP8 is a programming language popularised by the RCA COSMAC VIP, DREAM 6800, and ETI-660 hobby computers. It is one step up from machine code (actual hex codes), yet allows the creation of some very simple, very small games. Version 1.1, includes assembly source and some demo games. Author: Paul Hayter

EdinburghStandardML

SML is an interpreter for Edinburgh Standard ML, a functional language with higher order functions, polymorphic typing, abstract data types and much more features. `_Short_` documentation included. SML was ported to Amiga by Fred Bayer runs on any Amiga from 500-3000 and needs 1MByte contiguous RAM. Optimized version for 68020/030/881/882 included.

Kamin

Various interpreters from the book "Programming Languages, An Interpreter-Based Approach", by Samuel N. Kamin. This distribution includes lisp, apl, scheme, sasl, clu, prolog, and smalltalk interpreters, automatically translated from Pascal to C using p2c. Includes C and Pascal source. Author: Samuel Kamin

Unpack disk A

Unpack disk B

CAM #567a&b Langages et utilités de programmation

BMake\_v1.5

A GNU Make subset. Includes pattern rules, conditionals, "include", function calls, etc. with source. This is Version 1.5, update to version 1.4. Author: Ben Eng

DICE\_v2.06.37

Dillon's Integrated C Enviroment. A C frontend, preprocessor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.37, an update to version 2.06.21. Includes bug fixes and



experimental dynamic object module loading support. Shareware, binary only. Author: Matthew Dillon

#### EasyExpress\_v1.0

A compiler tool for the users of Charlie Gibbs' A68k assembler and The Software Distillery's BLink. EasyExpress does the same job better than your batch file and is much easier to change for current use. If you use many object files, EasyExpress can make your life much easier. You can do almost everything via mouse and just watch how easily the compilation of your program happens. Binary only. Author: Juha Lindfors

#### csH\_v5.16

Replacement for the Amiga shell, similar to UN\*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, \$( ), statement blocks, high speed, plus much more. This is version 5.16, an update to version 5.15. Includes source. Author: U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon

#### CWeb\_v2.0

A programming tool that allows you to program top down, by splitting your program into many small, and understandable modules which ctangle tangles into a compiler understandable file. By apply cweave to the program you can produce a pretty-printed listing for processing with TeX. This is version 2.0, includes source. Author: Donald Knuth, Silvio Levy, port by Carsten Steger

#### TI\_COOLcpp

Texas Instruments is working on a C++ class library called COOL which uses templates a lot. Unfortunately, there aren't many C++ compilers available that can handle templates. So the folks at TI decided to do a C preprocessor that would allow the usage of templates. This is the TI COOL cpp. I have ported this cpp to the Amiga! So all you C++ programmers longing for templates can have them now! I'll upload the cpp to ab20 if there's interest. The cpp is especially useful with Comeau C++ 2.1, that does not come with a C preprocessor. SAS/C's preprocessor can not handle arbitrary C++ code, because it does some syntactic checking while preprocessing. Author: Per Bojsen

Unpack disk A

Unpack disk B

CAM #568a&b Utilités de programmation

#### APIG\_v1.1

An ARexx external function library similar to REXXArpLib. The

APIG.LIBRARY provides the ARexx programmer with access to most of the resident Graphic, Intuition, and Layer library functions. This library allows one to create the underlying data structures that are used by the Graphic/Intuition library functions. These data structures are then used with other library functions to create custom INTUITION screens and windows. Version: 1.1, binary only. Author: Ronnie E. Kelly

compress.library\_v1.0

CompLib.lha contains my new general-purpose data compression library, for use by other programs for fast, efficient compression and decompression of ANYTHING. So, programmers, try it out and tell me what you think. Author: Bryan Ford

MemMan

MemMan is a short assembly language module which allows your application to be called whenever there is a memory shortage during an AllocMem() call. This allows your application to free up any memory it can do without so another program can use the memory. Resident libraries and devices use a similarsystem to automatically unload them if the system runs out of memory. Author: Bryan Ford

OwnDevUnit.library

OwnDevUnit.library a shared library with a well defined set of routines, making a terminal program aware of the extended locking mechanisms required by programs such as Getty. Term programs could be started directly, instead of the user having to use LockSerial. An added benefit is that term programs that allow the user to switch the serial device/unit on the fly would be able to properly handle extended locking, instead of requiring the user to quit the term program and re-run it with a new device/unit specification given to LockSerial. Author: Christopher A. Wichura

RexxRMF\_v1.1

An ARexx external function library which provides keyed file access using AVL trees. With this library one can index data files for fast search/retrieval of data records. The record management functions allow for variable length keys, variable length records, variable number of fields per record, multiple indices on a single file, duplicate or unique keys, passing of record data directly to/from ARexx variables, etc. This is version 1.1, binary only. Author: Ronnie E. Kelly

PowerSource\_v3.0

A program for creating and editing intuition gadgets and menus. Previously known as GadgetED. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. This is version 3.0, includes source. Author: Jan van den Baard

powervisor\_v1.10

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a new version of PowerVisor: A lot of bugs are fixed A new feature to check the maximum stack usage for a task or process PowerVisor uses menus if you have AmigaDOS 2.0 (I use gadtools for the menus) You can use any font for the screen, the menus and the stringgadget (I even tried the new compugraphics fonts, PowerVisor looks BIG in LetterGothic size 300 :-)) :-)) :-)) The window system is enhanced Many little changes to make life easier for people trying to figure out how PowerVisor works :-)) A big installation script to make installing PowerVisor easy If reqtools.library (author Nico Francois) is available, PowerVisor will use this library for requesters (At this moment reqtools library is NOT distributed with PowerVisor but Nico is working on a version ready to be distributed) In my opinion reqtools.library offers the best requesters (file requesters, font requesters, palette requesters and others) currently available on the Amiga Some other new features

Unpack disk A

Unpack disk B

CAM #581a&b Utilités de programmation

AmigaMail\_Sep90@Sep91

A collection of source code listings from the first eight issues of Amiga Mail Volume II, published by the Commodore Amiga Technical Support group (CATS), from Sept 1990 to Nov 1991. Lots of very useful examples. Author: Various

BinToHunk\_v1.0

A utility to convert a raw data file (text, bitmapped image, etc.) into an Amiga Hunk format object file that can be linked using Blink. This is version 1.0, includes C source. Author: Ray Burr

genmake\_v1.03

GenMake v1.03 is a handy utility that will create a single target makefile from your existing C source. This is not another make program, it is a "MakeMake"-type program

GetKeyMap

GetKeyMap contains a header file, c source code, and object modular (compiled under SAS/C 5.10a). This function is used to obtains the current keymap into a structure supplied to the function. You can then modify the contents of that structure and use the new keymap in any way that you wish. I use it in the StringInfo structure of gadgets and set the type parameters for the keys to KCF\_NOP. In this way I can mask out all keys that I do not want entered in the gadget.

IntuitionSupLibrary\_v2.0

A shared library with support routines for using texts, borders, gadgets, menus, and more. Version 2.0, includes source to library and test programs. Author: Torsten Jurgeleit

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## M2Midi\_v1.03

A Modula-2 interface to Bill Barton's v2.0 "midi.library". This is version 1.03. Includes source in Modula-2. Author: J|rgen Zimmermann

## MemMan\_v2.0

MemMan is a short assembly language module which allows your application to be called whenever there is a memory shortage during an AllocMem() call. This allows your application to free up any memory it can do without so another program can use the memory. Resident libraries and devices use a similar system to automatically unload them if the system runs out of memory. by Bryan Ford

## MMU\_EXPERT\_v1.30

The MMU expert is the first in a series of MMU tools from RELOG. MMUx will from now on be upgraded step by step. The basic features of the current version are

- find the translation (logical-to-physical) for an address
- display attributes associated with the translation
- display information concerning the translation table such as addresses of descriptors responsible for translation levels, indexes, masks, block sizes encountered
- scan fake translation tables for own experimenting
- notify errors in translation tables WRITTEN BY F.BÜRGEL

## MoveSuperStuff

This thing moves the vector table and resets the VBR (68010 or up) and it copies the system stack into fast memory. I assume (on a 500 or .5 meg chip 2000) that the system stack is at \$C7E800 already (use ShowMSS to verify this.) Since \$C00000 mem is slow fastmem, this does not lead to any performance gain. improved version of the improved version.

## PpackerLibrary\_v35.256

A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 35.255, an update to version 34.2. Includes source. Author: Nico Francois

## ReqLibrary\_v1.01

A Modula-2 interface to Colin Fox's and Bruce Dawson's "req.library" v2.5. This is version 1.01. Includes source in Modula-2. Author: J|rgen Zimmermann

## ReqTools\_v1.0a

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 1.0a, includes source. Author: Nico Francois

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## SANA\_II\_7-9-91

This distribution contains the SANA-II Network Device Driver Specification, version of November 7, 1991, for final comment and approval. This means that no additional changes are expected and that only compelling objections will keep this version of the spec from becoming final on January 1, 1991.

## SCUSIinquirepage

InquirePage inquires for info about devices on the SCSI bus and prints the info out. You can also inquire data pages other than 0 (assuming the device supports them). Basically a cute hack. By Matt Dillon

## skeleton

Example code by Christian E. Hopps demonstrating how to create a skeleton class for building BOOPSI classes.

## Steal\_v1.1

A program that grabs parts out of a display. It is used to grab parts from Intuition's structures, such as gadgets, menus, and screens. Version 1.1, includes source. Author: Rick van Rein

## STreplayLibrary\_v33.801

"STReplay.Library" is a shared library which allows to load and play Soundtracker-Modules even from high level languages like Basic or C without any special effort. v33.801 was modified by myself to accept mods crunched with PowerPacker, and optionally play songs only once. by Jonathan Potter

## Unpack disk A

## Unpack disk B

## CAM #594a&amp;b Utilités de programmation

## CrossFade

Interesting screen hack that smoothly crossfades between screens. Includes source. Author: Dallas J. Hodgson

## Dautostart

The DAUTOSTART program and associated utilities is a system designed to allow completely modular booting for your Amiga. Specifically, the idea is for nothing in the SYS: directory hierarchy to depend on various programs installed on your system. This includes getting rid of absolute path specifications in your S:SHELL-STARTUP. The basic idea is to bundle the installation scripts along with the things being installed and have the scripts (that set up assignments, path elements, and run programs in the background on boot) automatically found by the

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DAUTOSTART program. Moving, modifying, deleting, or adding PD & commercial software to your system becomes trivial and also allows you to 'plug-and-play' without having to modify your S:USER-STARTUP. Include c source, author: Matt Dillon

#### Gwin\_v2.0

This is version 2.0 of GWIN restructured as an AMIGA shared library. GWIN or Graphics WINDOW is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One-line calls give you a custom screen (ten types available), menu items, requestors, text, circles, polygons, etc. GWIN is a two-dimensional floating point graphics system with conversion between world and screen coordinates. GWIN includes built-in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory. Examples include line/bar graph program, SPICE 2G.6 graphics post-processor, and others. Extensive documentation is included. This is an update to version 1.1. Author: Howard C. Anderson.

#### imake

Imake is used to generate Makefiles from a template, a set of cpp macro functions, and a per-directory input file called an Imakefile. This allows machine dependencies (such as compiler options, alternate command names, and special make rules) to be kept separate from the descriptions of the various items to be built. AmigaDOS port of imake by Per Bojsen

#### IOPack\_v1.04

The IOPack library of routines are a set of routines to be used by the person first starting out programming in 68000 Assembly Language. The routines simplify input and output for this programmer. This Amiga version was written for the Amiga Assembler DevPac. Other versions for CAPE and ADAPT and maybe even A68k will follow shortly. By Mark Thomas.

#### IP\_Interface\_example

VBar provides a complete example of how to create a Public Interface Module for our image processing software. Includes docs, source code (in SAS C) and linkable object modules that provide progress bar and message capabilities. Source code is well commented and the docs are quite clear. Allows user to interactively specify region to affect - nice example! Author: Black Belt.

#### maker\_v0.1

This program allows you to design Amiga input windows with a click and point interface. The objects within the windows are for the most part Gadtools gadgets. For an example, run maker and open the 'test.data' file using the Open option under the Project menu. Include c source, author: John Champion

#### MMUx\_v3.2

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Freely distributable CLI tool. Analyzes MMU translations and tables of any complexity. Binary only, author: F. Bürgel

#### Precognition\_rell

Precognition is an interface builder program for Intuition that allows you to create attractive, 3D-style interfaces like Workbench 2.0, but under AmigaDos 1.3! You use Precognition as if it were a structured drawing or paint program, i.e. simply drag the desired gadgets on to the window, size and move them using the mouse. When you're done, Precognition writes the C code to generate that window. Unlike other Amiga interface-building programs, Precognition not only writes the declarations for the gadgets, but also writes the code for opening and closing the window, and the event loop itself. (For any non-trivial interface, the event loop is usually the hardest part to write.) Precognition is also a set of programming utilities for use with Intuition that make manipulating gadgets easier. The code generated by the Precognition Interface builder relies heavily on the Precognition utilities. FOR ADVANCED AMIGA PROGRAMMERS: Unlike Intuition, Precognition is not a separate process on the Amiga. It is merely a collection of functions which manipulate gadgets and windows. i.e. it's designed to extend Intuition, not replace it. Binary only, author: Lee Willis

#### rand\_v6

Newest (probably final) rev of new random number generator. Now only 500 bytes and faster, more efficient. Complete with Doc file. Try it, and if you're interested in Random Number generators, you definitely need it. Based on new method developed in 1990, 1991. Binary only, author: Daniel Wolf

#### Shell\_Hacks

Hacks for 2.04 Shell. Pipe, History, and Recorder. These are three hacks for use with 2.04. Pipe provides command line piping (using the queue-handler). History allows load/save/list of shell history. And recorder saves shell I/O to a file of your choice. These are not Commodore supported; I was able to get permission to post them since they didn't make it into 2.04. I plan to fix reported bugs, though :-)

Binary only, author: Andy Finkel

#### SnoopDos\_v1.4

Monitors AmigaDOS function calls. SnoopDos will tell you about all attempts to load libraries, devices and fonts. It will also tell you if a program looks for a specific file (for example in S:) or a specific disk volume or directory. This can be very useful when you're playing with new software which may require certain fonts or other support files. Version 1.4, 21 October 1991.

Very minor update -- fixed the -z option so that it doesn't crash the system if you accidentally leave a space between the 'z' and the filename. Instead, it works as you would expect.

Include c source, author: Eddy Carroll

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## Spy\_v0.32

The SPY system allows one to monitor the overall CPU usage and the CPU times consumed by various tasks and processes running on the Amiga.  
Include:

Spy 0.32 - a monitoring program which links itself into the task switching vectors of Exec library and maintains its own structures for task information storage

DSD 1.20 - a graphic display of CPU load with some numeric information about Amiga uptime and CPU load

Report 1.25 - a CLI utility for listing all tasks and processes in the system and showing their CPU usage information

Binary only, author: Jukka Marin

## SSSpeed\_v0.53t

Supervisor Software Benchmark program. SSSpeed is designed to measure the system performance under normal conditions. That is, it uses the default task priority and does not disable any interrupts. All other tasks and processes are allowed to run as usually. Binary only, author: Jukka Marin

## VectorLibrary\_v1.66

VectorLibrary is a library of 3d vector function, include examples in Basic, C and assembler, German documentation only. Author: Alexander Lippert

Unpack disk A

Unpack disk B

## CAM #603a,b&amp;c Langages

## GCC\_&amp;\_G++\_v1.40-920127

Version 1.40 of both, gcc and g++. Ported by Markus M. Wild

## IXEmulLibrary\_v920202

A library, that would emulate as much as possible of a \*\*IX/BSD environment on the Amiga, so that programs (usually programming tools) written for \*\*IX/BSD could be ported quick and easy to the Amiga.  
Author: Markus M. Wild

Unpack disk A

Unpack disk B

Unpack disk C

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CAM #608a&b Utilités de programmation

AzMake\_v1.1

A work environment for Aztec C. You can compile, assemble, link, print, etc. your programs by clicking a gadget. Typing in the Shell is out. Version 1.1, shareware, binary only. Author: Christian Friedel

AmigaInterfaceBuilder

Hi. This was a project I did in about two weeks in '91. It was never finished, but it is successful in some things such as the menu construction. The reason for releasing this is so others have gadtools example source, and perhaps someone might want to finish it? I sortuv ran out of steam... and AIB sat in a drawer hidden away. The source code is real poor because this was just a learning experience and I added things as I went along. Really, the only thing yet to be done (other than generating source) is to generate gadtools in the window. I tried a purely gadtools driven interface for AIB which worked great for windows and menus, but because gadtools are so rigid, it was hard to think of a flexible enough interface. Ill leave it to you. Include source, author: Doug Dyer

ARoff

A complete and powerful program for text formatting, much inspired by the "nroff" utility on UNIX systems. This is version 1.12. Includes source, and documentation in both English and French. Author: Denis GOUNELLE

ConLibrary\_v2.00

A run time reentrant library, developed with the purpose of making life easier for application programmers. It contains functions to format and display text, accept keys/messages, strings, or numbers, and to handle cursor and screen control, among other things. Version 2.00, includes source in asm. Author: Bjorn Reese

EZAsm\_v1.6

Combines parts of "C" with 68000 assembly language. Produces highly optimized code. Supports all 2.0 functions and more. Comes bundled with A68k and Blink, for a complete programming environment. This is version 1.6. Includes example source and executable files. Binary only. Author: Joe Siebenmann

FifoLib\_v3.4

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that

require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.4, an update to version 3.1. Includes some source. Author: Matt Dillon

#### GMC\_v9.11

A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is version 9.11, an update to version 9.8, with some new features and some bug fixes. Shareware, binary only. Author: Goetz Mueller

#### icalc\_v1.1a

An expression calculator with many powerful features, including user-defined functions and variables, many built-in functions, script files, and special looping constructs. Handles expressions involving both real AND complex numbers. This is version 1.1a, with a major bug-fix and some small enhancements. Source (in C and Yacc) is included. Should work on all Amigas. Author: Martin Scott

#### JM\_v1.0

JM (Job Manager) is a tool which extends the AmigaDos multitasking environment. It can act in a passive, reporting mode:

- \* JM can monitor CPU use, and report the total CPU time and CPU% for each task in the system. This is actual CPU time, accurate to 1/60 sec, not a guess based on task switching counts.
- \* JM can monitor and report the invocation time of each task.
- \* JM can monitor and report the system load average, time since boot, used CPU time, idle CPU time, the # of tasks started and finished, and idle CPU percentage.

It can also play an active roll:

- \* JM can allocate CPU cycles in any ratio to multiple CPU bound processes, something not before possible on the Amiga.
- \* JM can assign default priorities to tasks as they start.
- \* JM can log task activity to a disk file for later use.

Last but not least, JM has very little impact on the system itself -no low priority "CPU muncher" tasks are started, unlike some CPU usage monitor programs. JM requires AmigaDos 2.04 or later. 68000/20 and 68030/40 versions are included. Author: Steve Koren

#### MICE\_v1.2

My Image Code Editor. MICE generates source code from standard IFF pictures. Can generate either assembly or C source. Version 1.2, binary only. Author: Pierre-Louis Mangeard

## MSIP

This program is based on Xoper V2.2 by Werner Gunther. It will only run under Kickstart V37 and MUST have an 68020 or greater processor. New commands have been added, some routines have been rewritten and some have been disabled. I decided to change the name to MSIP to avoid any confusion with Xoper V2.3 and any later versions that may arise.

Author: Martin Ozolins

## Reqtools\_v1.0c

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 1.0c, an update to version 1.0a. Includes source. Author: Nico Francois

## Shadow\_v4.3

Includes shadow.library, ppihc.library, and several example programs including a class browser. Also included is more than 160k of Documentation! SHADOW is a concurrent-object-oriented addition to AmigaDOS. Its principle design goal is to help standardize an extensible environment paradigm. It takes advantage of some of the better AmigaDOS facilities (shared memory system, IPC ports, and fast context switching) by internally managing much of the inter-task communications, resource tracking, and resource allocation. Package includes many other nicities, like semaphored, non-recursive AVL Trees (implemented in, ick, assembly), hashed lookup of string constants, and other neat stuff. Shadow requires 2.0 of AmigaDOS! Author: David C. Navas

## SPHINX\_v2.5y

SPHINX is a replacement for/complement to the CON: and NEWCON: devices. It is what I believe NEWCON should have been, although NEWCON could not be like SPHINX and remain compatible with CON:. Author: Nicolas Dade

## TestOS\_v2.0

This is a little tool for all those, who haven't got an OS2.04 ROM. It tests for OS2.x and OS1.x and starts the one or the other. Author: Andreas Bobak

## TplEdit\_v2.00B

A gadtools template editor that is able to generate standalone C source code and does generate its own surface. This is version 2.00 beta, an update to 1.00. Requires Amiga-DOS 2.0. Includes source. Author: Matt Dillon, enhancements by Koessi

## Unpack disk A

## Unpack disk B

## CAM #610a,b&amp;c Langages

## csh\_v5.19

A replacement for the standard Amiga shell. Quite similar to its UNIX equivalent, but not script compatible. Has 100+ built in commands and 80+ built in functions, file name completion, file type recognition and a very powerful scripting language. NEW FEATURES - Blanks allowed in redirection, e.g. dir > tmpfile - Setenv can handle arbitrary long files - All known bugs fixed Include source, german et française documentation. author: U. Dominik Mueller (plus many others)

## gcc\_v2.0-920229

This archive contains two independant parts, one consists of the binaries for the GNU C compiler V2.0. The other part consists of new versions for my shared C library and the link level counterparts. Author: Markus Wild

Unpack disk A

Unpack disk B

Unpack disk C

## CAM #612a&amp;b Utilités programmation

## ANSI\_v1.0

A small CLI utility to convert C source between ANSI and Kernighan and Ritchie function definition formats. Also allows generation of prototypes. No Amiga extensions and should be portable. Version 1.0, includes C source. Author: Andrew Martin, SciTech Software

## Bovs\_v1.0

Bovs (pronounced "boffs") is an overlay system designed to replace the standard overlay system supplied with SAS/C. It acts as both overlay supervisor and startup code. It provides many powerful features that the standard SAS/C startup code and overlay supervisor don't provide. It is intended especially for large applications which need flexible and efficient use of memory. It is used in my Shareware music player, MultiPlayer. Include source in assembler, author: Bryan Ford

## DCconvert\_v1.1

DCconvert converts any binary file on the Amiga to a 68000 assembly dump file. Each line will contain 16 bytes worth of data (except at the very end of the file), and will be as "compressed" as possible (unless the user has specified otherwise on the command line). This means that DCconvert will make a file about 10-20% smaller than what most other Binary->Assembly converters do, and the file is still easily referenced (multiply the linenumber with 16 to get the byte offset).

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Binary only, author: Arthur Hagen

#### IAS\_Library

A library IAS.library that handles fixed point arithmetic, also included are the source, include file (assembler), and semantics document. By C Eales

#### Intuisup\_v3.0

A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 3.0, an update to version 2.0. Author: Torsten Jurgeleit

#### NCode\_v1.2

A fast MC68000/10/20/30 conditional macro assembler for the Amiga. Supports both the old and the new Motorola syntax for operands and allows you to put standard parameters in an argument file. NCode can be used for any of the four CPU's and will check whether your code matches the specified target CPU. Version 1.2, binary only. Author: Edgar Visser

#### PicPak\_v1.3c

A package of general purpose picture loading and manipulation functions, including IFF ILBM loading, ViewPort color control (including fades and color cycling), and frames. Will also load and display SHAM images. Version 1.3c, includes source. Author: Paul Miller

#### PowerVisor\_v1.13

This is an update to PV V1.10 beta. Many bugs have been fixed and some new features are added. A powerful machine language level debugger for the serious Amiga programmer. Include source, AREXX support, 1.3/2.0 comp. author: Jorrit Tyberghein

#### RxilShell

A set of routines to form an additional layer between the programmer and ARExx. Rxil\_shell sits on top of rxil and contains a few changes and bug fixes to the rxil routines. Using these routines, adding ARExx support to a program becomes completely trivial. Version 1.0, includes C source. Author: Andrew Martin, SciTech Software

#### Shadow\_v4.6

SHADOW is a concurrent-object-oriented addition to AmigaDOS. Its principle design goal is to help standardize an extensible environment paradigm. It takes advantage of some of the better AmigaDOS facilities (shared memory system, IPC ports, and fast context switching) by internally managing much of the inter-task communications, resource tracking, and resource allocation. Package includes many other nicities, like semaphored, non-recursive AVLTrees (implemented in, ick, assembly), hashed lookup of string constants, and other neat stuff.

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V4.6 is an update to V4.3 which had problems with 68000 machines. The examples should no longer bomb under 1.3 as well -- although SHADOW does require 2.0. Author: David C. Navas

Shine

Shine is a multitasking sinus-wave generator. If you need a nice sinus curve for your demo/intro/game, shine is the right program for you! Binary only, author: Malone of Neutron Dance

VectorLibDocEng>CAM594

English documentation for Vector library on CAM 594.

Unpack disk A

Unpack disk B

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