AMIGA

Workbench

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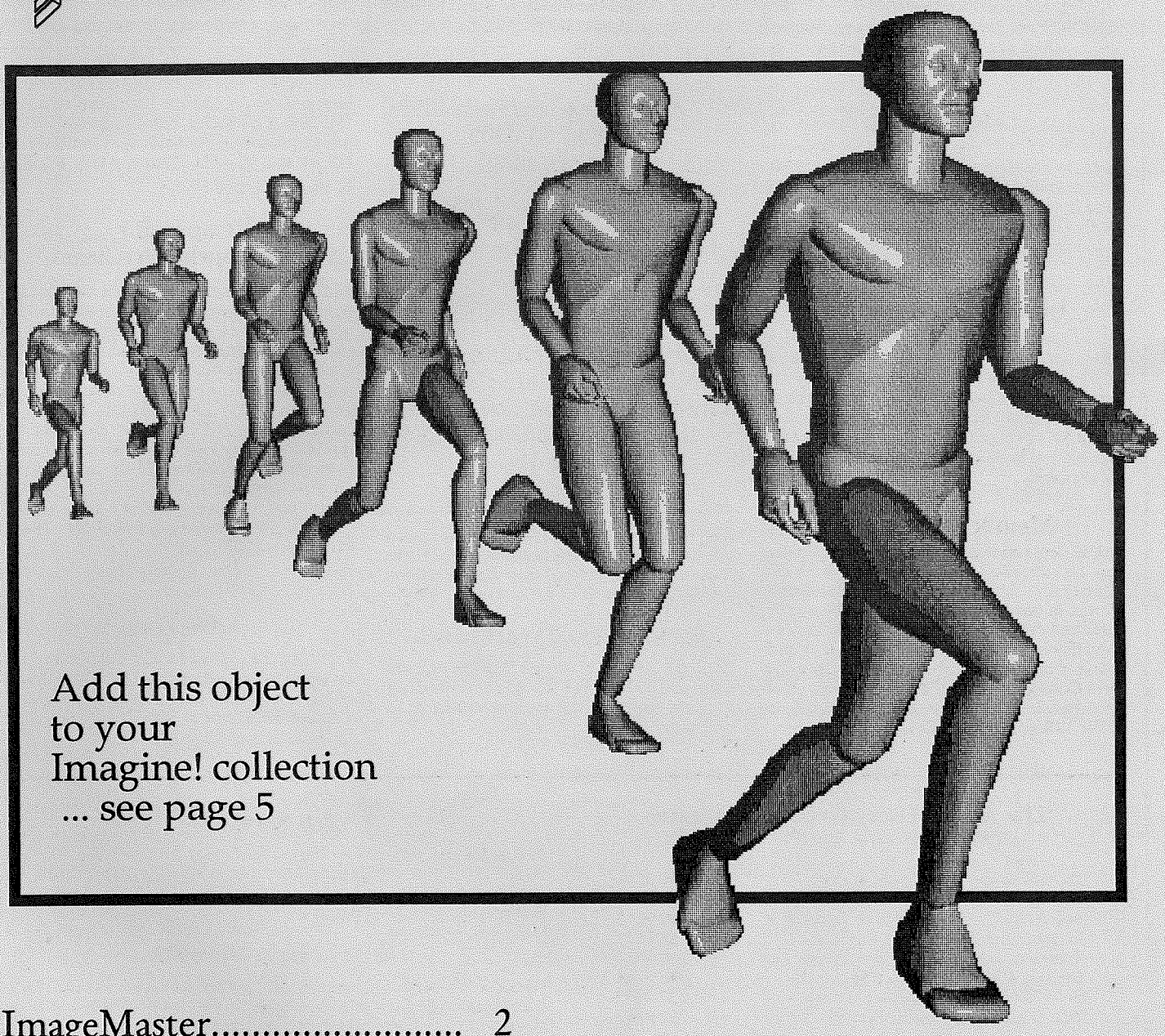
Journal of Amiga Users Group Inc., GPO Box 684E Melbourne 3001 Victoria Australia



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Number 80 **February 1993**

AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at:

527 1995

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Membership of the Amiga Users Group is available for an annual fee of $30. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for $30 to the address above.

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AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 10% discount on computer related books, as does McGills in Elizabeth Street. Another World computer shop in Coburg, MVB Croydon and Computer Magic Moonee Ponds offer good deals while Maxwells of Abbotsford offer 10% off RRP on all software.

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The AUG operates Bulletin Boards devoted to the Amiga. They can be accessed 24 hours a day on the numbers listed below : Parameters should be set to 8 data bits, 1 stop bit and no parity.

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CLUB EVENTS

For details of club events and meeting dates, check inside the back cover and the A.U.G. calendar on page 16.

An entry fee is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for $2 each including postage. Back issues are also available at meetings.

Workbench Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadline for articles is the first week of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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A.U.G. Help-Network

Here is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you want to help and have your name listed here please contact the Editor. They are not listed in any order or priority. Please **keep contacts to reasonable hours** (6 - 9 pm unless otherwise noted) and remember the basis of this service - they are volunteers.

Introduction to the Amiga / Prowrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga; A/C & AMOS Basics	Bill Jordan	- 417 3521
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Music, Audio Sampling, MIDI	Neil Rutledge	- 555 6870
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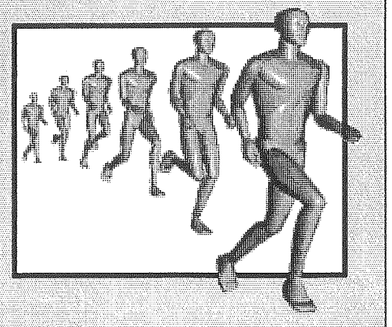
AMIGA *Workbench*

Number 80 February 1993



Cover illustration from CycleMan

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Epilogue

Due to work commitments I am leaving to live in Hobart and will no longer be able to participate as editor for the Amiga Workbench. I would like to take this opportunity to thank those people that have helped me in this task.

In particular I would like to thank Jim Berry. Jim is the person who has the responsibility of making Workbench look as great as it does. In addition he has given up some of his time for the managerial aspects of Workbench, making sure articles are edited on time and that in general the magazine does not fall behind schedule.

Lester McClure is another person that has been a great help with Workbench. In spite of Lester's retirement from the Workbench Committee he has still put a lot of effort into making sure things go right and appear on time. As ever, a fountain of knowledge when it comes to things Amiga or AUG.

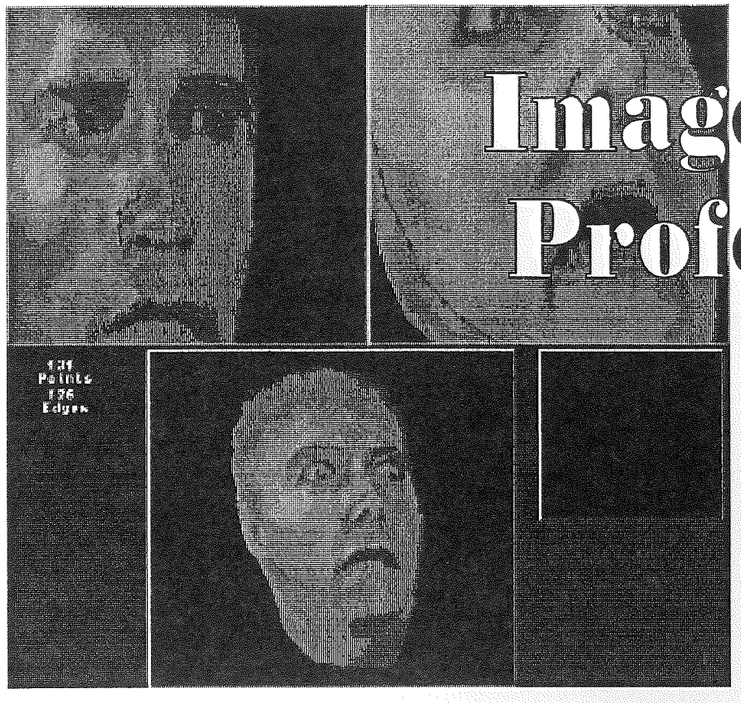
Nathan Mitchell is a person I have not actually met, though I'm sure most of you have seen and appreciated his artwork. Nathan seems to produce the most brilliant artwork in time spans that most of us would need to get our graphics programs running. I am sure that we will see more of Nathan's artwork in the future, either in Workbench or in professional publications.

Jeff Kirkland and Frank Lowe are both prolific writers who seem to have no time to commit to things not related to the Amiga. Both these people in addition to supplying a constant source of articles have other positions with AUG.

Unfortunately the editorial column does not allow enough space to list all the people I would like to have here. I would like to thank those mentioned, in addition to all the others who have written articles, allowing me to rend and para-phrase them into something that I felt was an improvement (not necessarily the case) for the time and effort that they have put into the attempt to make us better understand the Amiga and get more from it.

Eric

ImageMaster Professional



reviewed by Frank Lowe

HANG ON TO your socks folks, they're at it again. Just when you thought they had run out of ideas, you find they're creating more magic. Black Belt are the talent who brought you the Ham-E display device and Image Professional image processing software.

There have been rumours recently as to why the ***Ham-E*** device was removed from the market. The best being a non-disclosure agreement with ***Commodore***. During this time they have been busy updating ***Image Professional***. ***Image Master*** was written, allowing use of normal Amiga and Firecracker display modes. Although I personally use ***Image Professional, Image Master*** has the same enhancements.

Image Master was the first program for the Amiga with morphing in addition to many other processing functions. In comparison with other processing software for Amiga, ***Image Master*** is the best and will continue to be, if only because ***Black Belt*** listen to what users want and continually update the program. It is typical for them to release a new version or more every month, depending on features that have been added.

One of the best functions is the Personal Interface Environment, PIE for short. Used in conjunction with ***ARexx***, it is a powerful medium to interface between ***Image Master*** data and other devices or processing routines. Supported hardware include ***Impact Vision, Harlequin, FireCracker24*** and ***DMI Resolver*** boards, with ***OpalVision*** soon to join. Software and file formats include JPEG, RGB8/RGBN, Nasa JPL, PCX, GIF, RAW, PMBC, Targa, animation and effects formats. Version 9.17 added ***HotLinks*** capability allowing interaction between programs such as ***PageStream***. Publish, Subscribe, Update and GET Info are all selectable at the press of a key. The list of functions in ***Image Master*** is long, covering every possible process you can think of and all are selectable through buttons, menus, submenus and so on.

The most recent version of ***Image Master*** is 9.23 and there are plans for a total rewrite for version 10. Hopefully this will bring it into line with the ***Workbench 2.x/3.x*** style guidelines and add more new, exciting functions. The current interface style has not changed much since its first release, in late 1990.

MORPHING

There are two types of morphing, warp and transition. Transition is the one we have all seen before, showing the change from one thing to another. A warp morph however will take the shape of the secondary object and not the texture. That is to say the primary will be distorted or warped into the shape of the secondary. The secondary acts as a template for the destination points of the primary. You don't even need secondary when warping as you can distort the original any way you like.

The advent of ***Image Master*** 9.21, brought more enhancements to morphing, allowing faster morphs and adding edges to points. The number of points no longer restricted morph times and the addition of edges will keep points defining an area such as an eye, grouped and aligned. As can be seen in fig 1, there are four windows. The top two show primary and secondary ▶

images, the middle shows morph point sequence and current frame, and the last shows a thumb nail version of the previous rendered image. The actual image size generated is set up in 'Set Controls'. The larger the image the more time to it takes to generate, a small one is used for a test run.

The final image type is rendered as setup in the 'File I/O' area. This covers all normal Amiga modes, Ham-E modes, GIF, DCTV and the new AGA modes. Yes Image•Master is now fitted out to deal direct with machines fitted with the new AGA chip set and will save out in these new formats. The pictures like Ham-E pics look a bit weird if you're not using the right hardware.

Points are added to the left image and then moved in the right. If morphing faces, areas such as the eyes, nose, mouth are more important to setup, however you can add as may points as you feel necessary to accomplish what's required. Use of zoom gives accurate placement of points. Use the '> <' keys for zooming in or out and the arrow keys for panning.

Each set of points has a vector joining the to/from points. This shows the path used to calculate where the next morph point in an animation will be. This vector can be changed using 'Arc Vectors'. By selecting the vectors midpoint and dragging it the vector will curve such as a spline does. Points can be grouped by selecting 'Group Op'. This allows the groups' transition and velocity vectors to be altered from predefined curves. These curves are setup through 'Set Controls' and 'Set Vels'. The velocity curve allows under or over shooting as well as rate changes. This is because each control point represents a frame in the animation. The same occurs with the transition curve, setting how much of the final image appears during the animation. Again each control point is an animation frame. The transition curve for warp only is a straight line at zero. Further group options found in 'Motion Control' are 'Move+Size' and 'Move+Rotate'. Like the other group functions, once selected the mouse is used to draw around the points to make a closed loop, using the mouse buttons to finish off or move.

The motion morph function uses two sets of images and key frame morph points, as many as are needed to produce a moving morph. The two sets are selected from a file list, the morph points and edges are placed and saved and this is repeated for each key frame requiring changes not achieved by inbetweening. Morph points and edges are created by the computer for all other frames. Key frames are used to correct incorrect point movement as the computer assumes linear movement.

The best way to learn morphing is to buy the software and jump straight in. If you get ImageMaster, make sure it's the latest version (9.23). Or maybe try Morph plus. From what I hear it too is great at morphing.

BlackBelt are currently working on a driver to use OpalVision with ImageMaster. With the framegrabbing additions to this board you should be able to generate some hot stuff. Maybe we'll see some at the user meetings. ■

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ARMOURED VEHICLES trundle through battle scarred fields, desperately peering through thick artillery smoke for elusive infantry units and deadly anti-tank helicopters. All while attempting to obey half-baked and all-too-occasional orders from commanders who are slowly unravelling at their post. That commander can be you. Learn something about the 'New Lethality' of modern warfare!

reviewed by David & Lee Fong

As a real time wargame, the pace in Brigade Commander is occasionally overwhelming. Damage reports and changed unit status constantly flash up on screen, demanding immediate attention. Fortunately friendly units have a mind of their own. Units will often fire at targets being told to do so. However if needs be, specific enemy units can be given that little bit of extra 120mm Sabot attention. If there aren't sufficient M-1A1 Abrams tanks to soften up the target the commander can request indirect fire (ie. weapon cannot see target) from friendly artillery. More artillery fire is available from division assets and aeroplanes (e.g. F-15 Strike Eagle). However these support weapons only start firing after a delay and only if those planes are not flying a mission for somebody else! With so much to think about, it is perhaps fortunate that the duration of most scenarios is an hour or less.

The game is played on a colourful map covered with little hexagons. Each hexagon represents an area 500 meters across. Each screen can show a map twelve by eight kilometers large. Some maps are only as large as the screen, others are larger. Roads and rivers criss-cross a map sprinkled with towns, forests and minefields. If a battle is already underway, smoke and craters remind you of the grim business ahead. Enemy units are not always visible. Large, nearby vehicles are easiest to see. Units moving or firing are also seen more readily. Units in towns or woods are harder to see. Pictorial representations of units appear on screen. Tanks look like tanks and soldiers look like men with rifles.

Each unit is platoon size (thirty men or four vehicles) at full strength. More information, from night vision capability to whether a unit can swim across a river is just a few mouse clicks away. The whole game is mouse driven. Although a massive amount of information is available, it is usually only necessary to concentrate on the 'big picture' e.g. if a unit is seriously under strength or within range of the target.

In addition to shooting and scooting, some units can lay smoke or mines. Some (from horse drawn carts to Blackhawk helicopters) can carry other units to the action. Specialized engineer units can remove mines, block or clear roads, build or destroy forts and clear bridges. Other specialized unit types include self-propelled multiple rocket launchers, SAM batteries, anti-tank platoons and ammunition resupply trucks.

Battles are not so much about 'body counts' as they are about occupying places of importance. Fighting usually centres around these strategic positions, with a standard Amiga menu selection to show you where the important positions are.

Brigade Commander provides seven 'NATO vs. Warsaw Pact' and nineteen Gulf War battles. Apparently a post-apocalypse Red Dawn U.S.A. style scenario disk is available. If these scenarios are not enough, an editor allows you to edit and re-create battles.

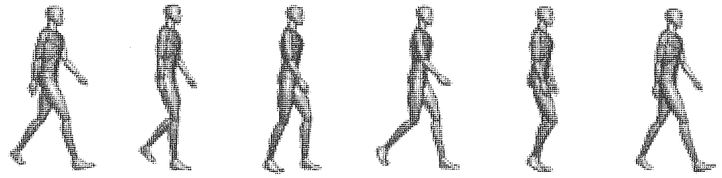
As always there are some negative points. Despite being multitasking and using a standard Amiga interface, Brigade Commander eventually crashes if you try to play a second time. This means the game must be reloaded each time you want to play a new game. In addition the computer opponent seems slightly stupid, although I've lost plenty of nail biting games. Maps larger than the screen almost 'flip' rather than scroll. It would be nice if a random scenario generator was provided. The file selector is painfully slow (with floppy drives). Divisional support artillery is virtually useless, they never hit the target except with smoke. This must be a programming mistake. The same units, if placed under direct brigade control work fine. Division air assets also work fine, although they often use a lot of their bombs on targets other than the one specified! (sounds like the way most people play flight sims. ed)

I like wargames where the player gives only broad non-specific orders, letting computer subordinates work out the details. Although Brigade Commander units will shoot on impulse, they do not move (e.g. retreat) by themselves. It is not possible to group several full-strength units together. Brigade Commander is a one player game only and in addition TTR, the company which markets Brigade Commander, apparently went broke a few months ago. Copies may be becoming increasingly thin on the ground!

I really like Brigade Commander. My brother, not a great wargame fan (he didn't like Halls of Montezuma, Panzer Strike or Red Lightning but does like Red Storm Rising) enjoyed Brigade Commander immensely. Fast paced action all taking place within an hour appeals to those of us in a hurry. It's nice to play a wargame where playing the Americans means it's almost impossible to lose. Before long you'll find the biggest danger in the Gulf scenarios is running out of ammunition! For a greater challenge, or if you're just feeling suicidal you can play the Iraqis. One of the most enjoyable bits of the game is pounding an enemy position with artillery, tanks and air strikes, then sending a Blackhawk airmobile assault team swooping to unload the troops and take over. Totally cool!

A few tips. Use smoke liberally when you have units charging across open terrain and never send in transport helicopters without first clearing the way with ground troops or Apaches if necessary.

Brigade Commander is available only on Amiga. Purchased from Maxwells at $70. Less with Amiga User Group discount!



CycleMan

reviewed by Frank Lowe

CycleMan comes from Tim Wilson of Anti-Gravity WorkShops. It is a fully articulated cycle object for use in Imagine.

The manual is quite good and covers the aspects of using it within Imagine. Topics covered range through a quick tutorial, how to manipulate the object parts for correct movement, animations and brush wrapping. You normally don't get this much in an object from the public domain, which is why you must pay for this software. Considering all the marvelous things you can do with it using Imagine it is well worth it.

The package comes with 3 object files. These consist of a non cycled model, a running cycle and a walking cycle. Both moving models have fluid motion indicating how much work has gone into this excellent product. The cycle editor in Imagine is where you alter the cycle motion. The object has key frames where motion changes or needs to be fine tuned, the other frames are tweened to fill in between keyframes. The non cycled object is a standing model, so all your new cycles can be based on this one.

The objects' attributes are plain white, so it is up to you to setup the figure as required. All three objects are actually made up of grouped individual objects, giving the ability to use the cycle editor.

The software is available in Australia at a good price and is definitely worth having in your object collection, as well as your pictures and animations.

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Virtual Memory comes to the Amiga

by Frank Lowe

GIGAMEM, produced by BSC, will make your Amiga appear to have more RAM than it actually has. It does this by swapping to your hard disk blocks of mewmory which have not been used for a time. This frees memory for the currently running tasks, while the saved block can be recalled when it is next required.

In order to use this "virtual memory" your system must contain an MMU, or Memory Management Unit. Machines based on the 68030 (i.e. A3000) or 68040 (i.e. A4000) processor contain an MMU. An accelerated Amiga with a 68030 processor will also contain an MMU, unless the "EC" version of the 68030 chip is used. A 68020 accelerator is also suitable provided that the system also includes a separate MMU chip.

Up to 1 gigabyte of virtual memory can be assigned as either a file or a partition. It is recommended that a partition is used in preference to a file, as errors can occur when accessing the same partition for data and memory at the same time. All setting up is done through GigaMemPrefs program, where a virtual memory file is setup by selecting its size, buffer memory, and cache. Buffer memory can total to half of the available fast ram for best performance, as this is used as an intermediate between the hard drive and software using virtual memory. The cache is not required when using Workbench 2.x, as there is already a sufficient cache provided by DOS, but about 100 kbytes are required for a partition.

GigaMem will give access to virtual memory, only to those tasks which appear in its Program Database. There are already some pre-installed entries into the database such as, ADPro, AudioMaster, CygnusEd, DPaint, ProWrite, SA881 and Resource. A new program can be entered by dropping its icon into GigaMemPrefs or selecting it from a file list. New tasks can be added by selecting New Task then a file name, from the requester. Removing and entry is as simple as highlighting the program's name and selecting Remove. Selecting Information, views how much virtual memory is in use by the highlighted name and what is available, as well as current system ram .

Each program is setup as to how it will use its access to virtual memory. A selection from the options 'Normal memory first', 'Virtual memory first', 'Only virtual memory', and 'No virtual memory' can be made.

A program written to take advantage of virtual memory, should have the ability to have its use of Public memory switched on or off.

Speed is about the only problem. RAM memory access may be 80 nanoseconds or less, while hard disk access times, interface transfer rates and the size of Buffer memory and Cache Memory all restrict virtual memory speed. A nice feature of GigaMem is that virtual memory free is displayed on Workbench the same as chip and fast ram, for up to date memory status.

The manual covers all aspects of configuring to meet system needs and is fairly straightforward.

A big thanks to *Kaotic Koncepts* the distributors, for letting me preview this software. At AUG (Holmesglen) meetings, GigaMem is available from *Software Buyers Service*. At North West AUG (Essendon) meetings, it is available from *Another World* and *Northwest Electronics*. The price is about $139. ■

POSITIONS VACANT

For the last few months our Editor, Eric Fillisch has struggled with a job which really requires at least two people. That task will be even more difficult now that Eric has been promoted to a new job in Hobart.

If our magazine is to continue we need people for the following tasks-

Administrator -
organises pack'n'post parties, nags editors, assistant editors, layout editors and advertising managers to meet deadlines.

Editor and/or Assistant Editor (several positions) -
find, beg borrow or steal good material,
make it readable,
make it available to the layout editor in time to be made up into pages.

Can you spare a couple of hours per month to help with any of these jobs and save Workbench from oblivion? Our aim is to make these jobs as light as possible by spreading the load, so don't hold back for fear of being overlworked. Maybe you could be a Guest Editor for a single Issue?

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Getting to know AmigaDOS

by Jeff Kirkland

ONCE MORE the prolific Jeff Kirkland helps us discover the intricacies of AmigaDOS. This time we learn a bit more about the Assign and Alias commands in addition to the reasons we would want to try confuse Ami about who we are talking about.

Part 4

Upon booting the Amiga automatically assigns a series of system directories to the disk it was started from. These directories contain all of the CLI commands, device drivers and data files that AmigaDOS needs to operate.

Here's a list of the assignments:

SYS: Where all the system directories will be located.

C: CLI commands.

LIBS: AmigaDOS library files that control requesters etc.

L: Device-handlers.

DEVS: AmigaDOS device drivers (printer, serial port etc..)

S: Script files and often program configuration files.

T: Temporary files created by programs.

FONTS: All of the Fonts available to your system.

ENV: Temporary storage of system setup and environment files.

ENVARC: Permanent storage of system setup and environment files.

Because these are assignments they can re-assigned to other directories. How is this useful?

Some programs, such as word processors load a list of fonts when they start. This can take a bit of time if you have lots of different fonts in your FONTS: directory. To avoid this I have two directories for my fonts. The normal Fonts directory and another called MyFonts that contains fancy fonts that I don't use all that often. This means my word processor starts quickly but if I need any of the fifty or so extra fonts that I have, all I need to do is

```
ASSIGN FONTS: SYS:MyFonts
```

before I start my program. From then on MyFonts becomes the FONTS: directory. When I've finished with the program I assign FONTS: back to its usual place.

As another example, I have a non-autobooting hard drive on my Amiga 500 (hands up all those who remember the old A1060 Sidecars?). This means that I need to boot off floppy and then assign my entire system to the hard drive. By using the ASSIGN command I can assign each of the directories listed above to its equivalent on the Sidecar.

E.g.

```
ASSIGN SYS: DH0:Sys
ASSIGN C:   SYS:c
ASSIGN DEVS: SYS:Devs
ASSIGN .....
```

In the first line I assign SYS: to my system directory. All the other directories are sub-directories of this. SYS: is now DH0:Sys so

```
ASSIGN C: SYS:c
```

makes C: equal to DH0:Sys/c. Actually this isn't quite true. AmigaDOS will substitute the volume name for the device name. This means that my C: directory is actually HD:Sys/c (HD being the volume name of my hard drive). For single drive users this can be a real problem.

If your boot disk is called 'BOOT', all of your system directories will be assigned to that volume. Eg. C: will be assigned to BOOT:c. This is great as long as the disk remains in the drive but if you change disks and try DIR on the new disk for example, you will see a requester asking you to "Please insert volume BOOT in any drive". As you only have one drive, you have to remove the new disk, re-insert BOOT: run let AmigaDOS find the DIR command and then swap the disks back again. Not much fun if you're running a script that accesses a lot of CLI commands. Twenty disk swaps later and you've already promised to get yourself that second disk drive!

One solution available to Workbench 2.0 users is the ASSIGN PATH option. entering ASSIGN C: DF0:c PATH<CR> will prevent AmigaDOS from substituting the volume name for the pathname. This means that AmigaDOS will always look for C: on drive DF0: no matter what disk is in the drive. Workbench 1.3 users are hereby given permission to turn green with envy! Before we finish with ASSIGN here's a couple more quick hints:

```
ASSIGN <volume:> ""
```

assigns the name to the current directory

```
ASSIGN <volume:>
```

removes the assignment.

Another useful command is ALIAS. This command allows you to shorten long or complicated commands to something a little more memorable. We've seen that the LIST command can certainly get pretty complex so it's an ideal command to use with ALIAS.

If we needed to use the command

```
LIST FILES NODATES
```

quite often we can make life easier by using the command

```
ALIAS LFN "LIST FILES NODATES" <CR>
```

From now on whenever we type

```
LFN<CR>
```

at the CLI prompt ALIAS will substitute the

LIST FILES NODATES

command. If you're getting sick of typing in long path and command names you could try something like

```
ALIAS E "DH0:Utils/  TXED"<CR>
```

Now, whenever you type E at the command prompt AmigaDOS will run the program TXED.

Well, there's no space to start looking at the startup-sequences this month so I'll defer them until next time. See you then. ■

FISH DISK #757

CMDemo
A couple of nifty animation demos created with GVP's new stand-alone morphing package CineMorph(tm). CineMorph features the ability to warp single images, morph between two or more images, and even morph between moving sequences of images, with an easy-to-use interface. Extremely fast rendering times, and the ability to output to a variety of formats (including direct support for HAM-E, DCTV, and generating Op-5 ANIMs).
Author: Great Valley Products

FollowMouse
A pair of small blinking eyes following the mouse movements on the screen. Runs from both the WorkBench and CLI. Includes source in PASCAL.
Author: Kamran Karimi

PC
Printer Controller. Sends escape codes to the printer according to ANSI standards to aid using various capabilities of the printer. Intuition interface, runs from both the WorkBench and CLI. Includes source in assembly.
Author: Kamran Karimi

Uhr
A small configurable digital clock (Uhr is german for "clock"), that makes use of the FormatDate() function in WorkBench 2.1's locale.library. Requires at least Kickstart 2.04 and WorkBench 2.1. Includes source.
Author: Stefan Sticht

WBStart
WBStart is a package to emulate the WorkBench startup procedure, by loading a program, creating a process for it, and then sending it a WB startup message. Includes a handler process which does the starting of the processes for you and then waits for the startup reply messages. Version 1.2, an update to version 1.0 on disk number 572. Includes source.
Author: Stefan Becker

FISH DISK #758

BFormat
Formats disks that have media (or hard) errors on them and allocates them as used, making the rest of the disk usable. Similar to BBformat on disk #493, but apparently independantly authored. Supports FFS, OFS and most devices, including hard-drives. Version 4.0, includes source.
Author: T.A.Nery, R.W.Bowers, Bob Bush

GeoTime
A software "Geochron" that allows you to see the earth's shadow scroll across the world map or globe in real time, showing the earth's day/night state. This is version 1.2b, an update to version 1.0 on disk number 180. Runs under AmigaDOS 2.1 whereas earlier versions had some problems. Shareware, binary only.
Author: Mike Smithwick (Distant Suns, AmigaTrek)

MemMometer
A program that opens a narrow window and graphically displays your memory usage like a gauge. Warps mode will detect changes in regions of memory over time. Detected changes are categorized and displayed using color coded bands. This is version 2.40, an update to Version 2.20 on disk number 496. Can be used with AmigaDOS 1.2 to 3.0; does 32-bit memory addresses. New with version 2.4 is an ARexx port for menu functions. Includes source in C.
Author: Howard Hull

Mine
A new Modula-2 implementation of an old computer game. You have an N * N square with mines hidden in some fields. Your job is to mark them with a flag as fast as possible. High-score lists are supported. Version 1.6, an update to version
Author: Thomas Ansorge

NoChange
Saves some important system vectors at the start of execution and periodically checks them to see if they've changed. A universal virus finder. Runs from both WorkBench and CLI. Includes source in C.
Author: Kamran Karimi

SysInfo
A program which reports interesting information about the configuration of your machine, including some speed compar sons with other configurations, versions of the OS software, etc. Lots of new enhancements including information on devices, resources and ports, and graphical speed comparisons. This is version 3.01, an update to version 2.69 on disk 642. Binary only.
Author: Nic Wilson

WorldTime
A clock that can show you the time in any city in the world. The times are calculated automatically using data supplied by the user. Rewritten to take advantages of features available under Kickstart 2, and thus will not run under 1.2 or 1.3 anymore. A commodity that can be run from the workbench or CLI Version 2.1, an update to version 1.31 on disk number 583, binary only.
Author: Jonathan Potter

FISH DISK #759

ABackup
A powerful backup utility that may be used both for harddisk backup and for file archiving. Has a full Intuition interface (as well as a "batch" mode), can save/load file selections, handles HD disk, etc. Includes both a French and an English version. This is version 1.60, an update from version 1.31 on disk 706. Shareware, binary only.
Author: Denis Gounelle

AZap
A "new generation" binary editor able to edit files, memory, or devices like hard disks. It can open several windows at the same time, handle FFS/OFS file systems, and has a lot a functions (fill block, compute checksum, base conversion, etc.). Includes both a French and an English version. This is version 1.00, binary only.
Author: Denis Gounelle

BioRhythm
An intuition based easy-to-use program that shows your 3 basic BioRhythms plus the average-"rhythm". Take a look, dump it to your printer and make your plans for "when to do what". This is version 1.0, binary only, PAL version. Source available from author on request.
Author: Thomas Arnfeldt

CDTV-Player
A little utility for all those people, who'd like to play Audio-CD's, while multitasking on workbench. It's an emulation of CDTV's remote control, but is a little more sophisticated. Version 1.0ß, binary only.
Author: Danny Amor

ChemBalance
An ARexx script to balance unbalanced chemical equations. With ChemBalance in ram, enter "rx ram:ChemBalance" from a CLI or Shell window. A prompt should appear from which you can enter an unbalanced chemical equation for ChemBalance to try to balance. Version 1.0, requires ARexx.
Author: Patrick Reany

LSlabel
A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself. Features include variable linefeeds (in 1/216 inch steps) between 21 independent lines and freely configurable printer codes. Version 1.29, an update to version 1.12 on disk 586, binary only.
Author: Stefan Berendes

FISH DISK #760

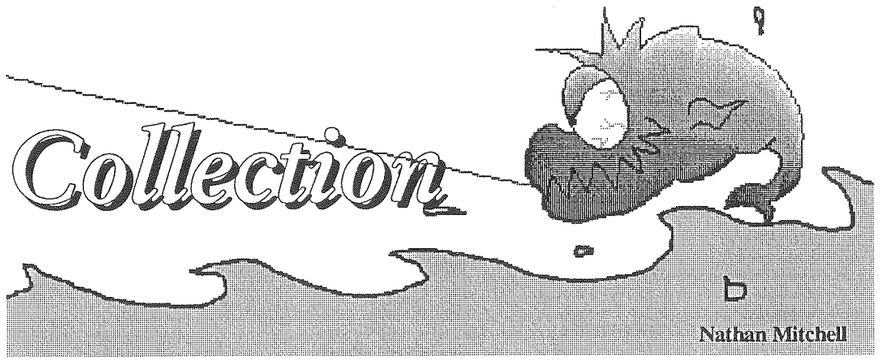
ARestaure
Permits you to restore accidentally deleted files. Works on all Amiga partitions (Floppy, Hard disk and RAD:). Intuition interface where user can select one of three different languages: English, French and German. Version 1.00, Binary only.
Author: Jean-Yves Proux

BootJob
The BootBlock Utility. Includes functions to store, install, view or execute any disk bootblock. Also, self-made bootblocks can be installed to disk. The most powerful function is to save any bootblock as an executable CLI-File. Now you can start any boot-util, viruschecker, game, or loader from the CLI. Also includes a drawer with 33 bootblocks from the BootX BootBlock-Library. BootJob requires Amiga OS2.0. Version 1.00, shareware, binary only.
Author: Michael Bialas

FIM
The Fast-Intro-Maker. Use this little IntroMaker to create your own Intros in a few minutes. Includes functions to insert selfmade IFF-Pictures, Color-Screentexts and more. Final created Intros will run on OS1.2/1.3/2.0 (WB/Cli). F.I.M. requires Amiga OS2.0. This is version 1.00, shareware, binary only.
Author: Michael Bialas

Fleuch
A little game with more than five extra large stages. The object is to pick up your cargo and climb safely to the next stage, without being shot or running into anything, (including your cargo!). Scrolling, shooting, some gravitation, similar to Thrust (C64). Binary only.
Author: Karsten Götze

JcGraphDemo
Demo version of a ShareWare Business grapher with an Intuition interface. JcGraph can show your data as bar, line, planes, stack, blocks, 2D and 3D, etc. Features realtime rotation



around X, Y, Z axis, on-line help, professional looking 2D and 3D graph output, and more. Can output EPS, 3D GEO, AegisDraw2000 and IFF ILBM format files. Demo version 1.100, an update to demo version 0.903 on disk 671. Binary only.
Author: Jean-Christophe Clément

Memmin
A little utility that will measure and continuously report the maximum amount of memory used by a program and the minimum level of memory remaining. Freeware, assembly source included.
Author: Chas A. Wyndham

P-Compress
A compression program that produces smaller files faster than any other current general-purpose cruncher, using LZH compression algorithms. Can handle single files, whole drawers, disks, or selected files or types of files within drawers and disks. Includes compression and decompression object files which can be linked to your own programs to allow them to access and output data in LZH format. Version 2.5, an update to version 2.3 on disk 650, now has the ability to recognize and recompress power-packer files. Freeware, binary only.
Author: Chas A. Wyndham, LZH code by Barthel/Krekel

S-Text
Turns texts into completely self-contained, self-displaying compressed files callable from Workbench or a CLI. S-Texts will save disk space and can be transferred from disk to disk without having to think about reader and decompression compatibility. Freeware, binary only.
Author: Chas A. Wyndham

FISH DISK #761

AztecErr
A Manx quickfix support program. If you use the quickfix option of AztecC version 5.xx, you can set CCEDIT to this program. It opens a window which displays all errors one after another. It also has an ARexx port and a gadtools user interface. Optionally uses the RexxHost.library (c) by MXM. Version 1.0, OS 2.xx only, freeware, binary only.
Author: Hans-Peter Guenther

Blitt
A graphic utility to help blitter-programmers with Minterms. Reads a standard IFF picture for experimentation and writes out any results if required. Version 1, binary only.
Author : Paul Juhasz

Installer
A replacement for the installer tool by Commodore. It's an interactive, user-friendly installer, that can perform a complete, sophisticated installation. GadTools user inter- face and the ability to save a preferences file and a lots of options. Step by step installation, ask, update, makedir, options, etc. Controlled by a simple script which contains the names, patterns and/or vars of the installation programs. OS 2.xx only, includes installation script for itself. Version 3.1, freeware, binary only.
Author : Hans-Peter Guenther

LE-NAG
LeverEdge NAG is a program to remind you of events before you miss them. Events can be scheduled to occur once or repeat daily, weekly, monthly or yearly. You can be alerted of the event in a number of ways from a screen flash to a message requester. Version 92.10.21, an update to version 92.05.02 on disk 683. Shareware, binary only.
Author : Craig M. Lever

MemWaste
Allocates all fast memory except a user specified number of bytes. Allocation is freeable with another call to MemWaste. Useful if you do not want to waste 32-Bit-RAM for your 1 MB RAD. Version 1.0, first release. Includes source in assembly.
Author : Thies Wellpott

PassWord
A little password program, not intended to give protection against professional hackers but more like keeping little sisters and/or friends from using your system without your permission. This is the first release version 0.1. OS 1.3 and 2.xx, freeware, binary only.
Author : Hans-Peter Guenther

RemLib
A little CLI tool that closes the specified libraries in a system-friendly way. Ability to specify multiple libraries with return status about the success of each one. Codesize about 2 KB. Version 1.2, OS 2.xx only, includes source in C. Public domain.
Author : Hans-Peter Guenther

SFragMem
Graphically shows memory fragmentation. The graphic display is sizeable. Also displays some other information of the exec memory header. Version 1.01, first release, requires OS 2.0. Includes source in C.
Author : Thies Wellpott

Struct-Saver
A utility to save the whole menu or gadget structure of a window as C-source code. Useful if you want to make a 2.0-tool running under 1.2/1.3, gadtools generates all necessary menu structures in memory, this tool saves them as source code. Version 1.20, first release, requires OS 2.0. Includes source in C.
Author : Thies Wellpott

FISH DISK #762

PlotMap
PlotMap is a tool like DrawMap from Bryan Brown that draws a map of the world's surface. PM uses the same map files as DrawMap 4.0/4.1 but has several improvements: much faster, runs on 512 KB machines with just one floppy, more configurable, zoom box from a box map, definable screen mode, abortable drawing. This version requires OS 2.04. Version 0.85, first release. Includes source in C.
Author : Thies Wellpott

FISH DISK #763

BCBMusic
This is the third set of original music in the BCBmusic series. This set includes the songs "Reactance", "DreamScape", and "Transition". Like the first two releases (on disks 428 and 538), these songs are self-playing with no additional player programs required. WB2.0 compatible, binary only.
Author : Brian C. Berg

InfoQ
A replacement for the CLI 'Info' command. Has the option to display devices or volumes or specified devices only. Displays the columns "Size" and "Used" in MBytes or KBytes instead of blocks. Requires AmigaOS 2.04. Version 1.0, includes source.
Author : Dieter Temme

MidiSyn
Monitor incoming MIDI messages. Displays a synthesizer on a PAL screen and redraws current state of all 61 keys at 50 frames per second. All interrupts turned off while running. Version 1.0, binary only.
Author : Marcus Ottosson

NoArgs
The Arguments Utility. Never again get weak-minded by typing those long Command lines including hundreds of Arguments/Parameters. With NoArgs you can create a new executable command that calls the original command and automatically passes it the arguments you specified, without having to execute any Batch/Script files. Requires Amiga OS2.0, version 1.00, binary only, shareware.
Author : Michael Bialas

ReadRefs
A tool that brings the ability of references file loadings to any editor that can call ARexx scripts or batch files. It does a fast searching and is compatible to the format of the DMe and autodoc refs files. Includes sample scripts for TurboText and DMe. Version 1.1, binary only, freeware. OS 2.xx only.
Author : Hans-Peter Guenther

Sirds
Generates & Prints 'Single Image Random Dot Stereograms'. These are 3D images viewed within a picture of seemingly random dots. Version 1.1, binary only.
Author : Ross Fuller

FISH DISK #764

AltKeyQ
A commodity that allows the user to input characters thru ASCII code by holding the left ALT key and typing in the code on the numeric keypad. (same as on PCs with MS-DOS). With AmigaOS 2.1 a localization takes place (currently German). Requires AmigaOS 2.04. Version 1.0, includes source.
Author : Dieter Temme

CLI-Tools
Some CLI-use only tools. Includes a file splitter, a cold reboot utility, a test-if-command-is-resident utility, a 50Hz time delayer, and a utility to calculate the "REAL" number of blocks used by a file. All include C or Assembly source.
Author : Thies Wellpott

Gambit_Terp
An interpreter for the full Scheme Programming Language which conforms to the IEEE/ISO and Revised Report standards. In addition, some code samples and tutorials are included. A companion disk, the Gambit Compiler can be found on disk number 765. It allows you to link in C code and build stand-alone native executables. It also contains complete

More Fish.....

sources for the interpreter and compiler. The interpreter is Freeware, and requires 1.5Mb to run. The compiler is shareware and requires about 3Mb and a hard disk for effective development.
Author : Marc Feeley, Amiga work and documents by Ken Dickey

FISH DISK #765

Gambit_Comp
A compiler for the full Scheme Programming Language which conforms to the IEEE/ISO and Revised Report standards. Contains complete sources for the compiler and an Interpreter. (Interpreter binaries can be found on disk #764). The compiler is shareware and requires about 3Mb and a hard disk for effective development. The interpreter is Freeware and requires about 1.5Mb to run.
Author : Marc Feeley, Amiga work and documents by Ken Dickey

FISH DISK #766

BBase2View
A Base-Viewer for Databases created with BBase2. Advantages are faster database processing, viewing and more. Includes a print option for single records. Requires Amiga OS2.0. Version 1.00, binary only, shareware.
Author : Michael Bialas

ISAM
A Server/Library. Even novice programmers can store/retrieve database records. Powerful, multi-"user", almost unlimited number/size of records/files. Different users may access same file, file/record locking (exclusive/shared), multiple keys/ file. Keys may: ascend/descend, overlap each other, have unique/repeatable values, be up to 499 bytes. Many record retrieval methods. Recover Index file if lost/corrupt. Deleted record space reclaimed. Small: server < 49K; Resident Library < 8K. AmigaDOS V1.2 and up, shareware, binary only. Version 1.01, contains examples w/source.
Author : Scott C. Jacobs.

MPE
A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L M2Make, M2Project, and M2LibLink. This is version 1.38, an update to version 1.31 on disk 732. Binary only.
Author : Marcel Timmermans

PPDO
PowerPackerDataOnly, a CLI/Shell tool which uses the powerpacker.library for (de)crunching data files. Many options available (crunching speed, speed up buffer size, etc.) Version 1.21, first release. Includes source in C.
Author : Thies Wellpott

Switcher
A set of utilities designed for Amiga owners who use a Hewlett-Packard LaserJet Series Printer and Pacific Data's PacificPage P.E cartridge. These utilities allow the user to leave the Postscript cartridge installed at all times, and switch easily between Postscript and PCL (standard HP) modes. Version 1.0, binary only.
Author : Thomas L. Applegate

FISH DISK #767

Addresser
Name, Address and phone number database in a window. Features include merge file creation for most popular Amiga word pro- cessors, envelope printing, user-defined address formats, support for the Amiga clipboard device, and much more. Version 2.0, an update to version 1.0 on disk #559. Binary only.
Author : Jeff Kelly

AntiCicloVir
A link virus detector that detects 25 different such viruses. Version 1.6a, containing a small but important bug fix to version 1.6 on disk 733. Shareware, binary only.
Author : Matthias Gutt

BackUP
A freely distributable, shareware hard drive backup program that features a custom Intuition interface, multi-floppy drive support, high-density drive support, incremental/full backups, on-the-fly compression using lh.library, optional verify, two types of backup logs and a restorable configuration. BackUP requires Workbench 2.0. Version 3.77, an update to version 3.5 on disk number 724, contains several features, some optimizations and a few bug fixes. Binary only.
Author : Felix R. Jeske

File
Examines given file(s) and takes an educated guess as to their type. File types looked for include:- fonts, icons, executables, objects, compressed, command scripts, C source, directories, iffs, LaTeX source, modula II source, shell commands and scripts, TeX source, dvi, uuencoded, yacc, zoo, lha(rc). Version 1.1, an update by Gary Duncan to Version 1.0 by Edwin Hoogerbeets disk number 231. Changes include looking for a few more types, improving its IQ slightly, and amending source to compile ANSI-C under SAS/C 6.0. Includes C-source.
Author : Edwin Hoogerbeets and Gary Duncan

TextRead
A fast but quite simple ascii reader, which was designed to replace More or PPMore. The text output is very fast, since the program writes directly into its screen memory. The program supports printing, different tabsizes, fonts and screen modes. The search routines use local.library, if present, so the case insensitive search works in Sweden too... Requires OS 2.04, ReqTools.library v37+ and PowerPacker.library v35+. (both included). Version 37.16, release 1.03. Freeware, binary only.
Author : Martin Blom

FISH DISK #768

Uedit
Part 1 of a three part distribution of the popular editor by the late Rick Stiles. Per Rick's wishes, the entire program, including source has been placed in the public domain so that it may continue to grow. This part contains the editor, config and support files, and lharc'd documentation. Parts 2 & 3 of the distribution may be found on disk numbers 769 and 770 respectively. Uedit is a completely customizable editor with a learn mode, a command language, menus, hypertext, online help, a teach mode, split windows, copy and paste, undo, spell- checking, many word-processing features and more. This is version 4.0, an update to version 3.0 on disk 622.
Author : Rick Stiles

FISH DISK #769

ALook
An IFF ILBM displayer with lots of features! Displays Anims, HAM, extra half-brite, overscan, low-res, hi-res, 'lace, etc. Runs from WorkBench or CLI, recursive wild-card selection, specifiable delays between displays, loop mode and more. Uses iff.library. Requires OS 2.0. Version 3.1, binary only.
Author : Trevor Andrews

CopperPrefs
An OS 2.0-style preferences editor that allows you to load, edit and save copperlists for your workbench. A little program will load your copperlist on startup and display it - exactly like IPrefs does. Includes some sample copperlists and the specification for a new IFF copperlist format. Requires OS 2.0+. Version 1.0, shareware, binary only.
Author : Stephan Fuhrmann

LoadSpy
A small System-Patch for the Dos.Library. It writes itself to the LoadSeg-Routine, displaying information about program names and load addresses from all files loaded with the LoadSeg routine. Requires OS2.0. Version 1.0, binary only.
Author : Michael Bialas

MeMon
An intuition-based utility that allows you to monitor or change specific memory addresses. User may select byte, word, or long word alignment. Displays in binary, hex, and signed or unsigned decimal. Also useful for displaying ascii codes of various character key mappings and/or as a hex/binary/decimal converter. Version 1.0, binary only.
Author : David Ekholm

PowerPlayer
A very powerful, user and system friendly module player. It can handle nearly all module-formats, supports multiselect, has hotkeys, has ASL and ReqTools filerequesters, has an ARexx port, can read powerpacked modules and comes along with its own cruncher that uses the lh.library. Version 3.4, an update to version 3.0 on disk 704, freeware, binary only.
Author : Stephan Fuhrmann

Uedit
Part 2 of a three part distribution of the popular editor by the late Rick Stiles. Per Rick's wishes, the entire program, including source has been placed in the public domain so that it may continue to grow. This part contains lha archives of the source, the spell checker and dictionaries and the proportial version of the editor, UEP. Parts 1 & 3 of the distribution may be found on disk numbers 768 and 770 respectively. This is version 4.0, an update to version 3.0 on disk 622.
Author : Rick Stiles

FISH DISK #770

Uedit
Part 3 of a three part distribution of the popular editor by the late Rick Stiles. Per Rick's wishes, the entire program, including source has been placed in the public domain so that it may continue to grow. This part contains several lharc'd archives of third-party support files, configurations and utilities. Included are emulation configurations for VI, EDT and wordstar, a directory utility, hypertext utilities, help key utilities and much more. Parts 1 & 2 of the distribution may be found on disk numbers 768 and 769 respectively. This is version 4.0, an update to version 3.0 on disk 622.
Author : Rick Stiles

FISH DISK #771

AutoSave
A small program which calls an ARexx script at regular intervals, controlled through a Workbench window. Although intended to provide an "AutoSave" function for applications, the script can do anything. Includes C source, which demonstrates simple use of GadTools and the timer device. Requires Kickstart 2.0 or later.
Author : Michael Warner

BBBBS
Baud Bandit Bulletin Board System. Written entirely in ARexx using the commercial terminal program "BaudBandit". Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, number of users, files, messages, etc. are only limited by storage space, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others, all treated as read only, complete Email with binary mail and multiple forwarding, user statistics including messages written, files uploaded or downloaded, time, etc, plus much more. Works under Amiga OS 1.3 and greater, tested through 3.0. This is version 5.7, an update to version 5.5 on disk #729. Includes complete ARexx source.
Author : Richard Lee Stockton

PubChange
A commodity for AmigaDos 2.04. It isn't a public screen manager, but it is useful when used in conjunction with one. It is designed to make public screens easier to use. Whenever a new screen is brought to the front, this screen is examined. If it is a public screen, it is made into the default automatically without having to explicitly do it from within a public screen manager. Thus, the current default public screen is always the one which you have most recently brought to the front, and applications which use the default public screen will appear there. Version 1.0, binary only.
Author : Steve Koren

PKludge
A mode promotion commodity for AmigaDos 3.0. It allows any mode to be promoted to any other mode. Mode promotion keyed from the screen name or title, and resizing and moving screens during mode promotion. It is useful to 1) promote all screens to a single scan rate to avoid re-syncing on multisync monitors during screen flipping, 2) use 800x600 or higher resolutions with some applications which don't know how to open those screens but can otherwise handle bigger screen sizes, 3) use PAL:Productivity 640x400 mode instead of DblNTSC:High Res Lace mode, since the productivity mode tends to be more visible on some Amiga 4000s. Version 1.0, binary only.
Author : Steve Koren

NiceMove
Some different examples in C of MOUSEMOVE event handling during high CPU or DMA usage. Version 1.00, first release. Includes source and a sample program.
Author : Thies Wellpott

Sing
Sing will read a text file (actually ANY file) and try to "sing" the characters in it using internal simple waveforms in 4 voices. Binary only.
Author : Richard Lee Stockton

Sound
Sound sample player. Will play ANY file as sound. Understands IFF, stereo, and fibronicci compression. Can play direct from disk. Uses only 4k of chip ram. Effects include fade and grow. Works from CLI or WorkBench, all OS thru 3.0. Includes complete C source.
Author : Richard Lee Stockton

SourcOpt
A little assembly language source optimizer. While most assemblers have optimization, they optimize the compiled code. One disadvantage of this however, is when debugging code thru a disassembler or monitor, the code you see differs from that you have written because of the optimization. By optimizing the source first, you can eliminate some of these differences. Version 1.0, binary only, CLI usage only.
Author : Alexander Fritsch

FISH DISK #772

VMB
Demo version of VIDEO MUSIC BOX, a program designed to provide an easy to learn and use facility that non-musicians or beginning musicians can use to compose original background music for their Amiga multimedia productions. No prior music compositional knowledge is required to generate basic musical styles from pre-arranged music pattern templates and chord progressions. Individuals having increased musical backgrounds can use the many included editors to define new chord-types, "revoice" chords, create new chord progressions, perform basic sequence editing, and create additional pattern templates. Supports both MIDI Format 0 and IFF SMUS music file formats for compatibility with all multimedia authoring programs. Version 1.6, second major upgrade to version 1.0 on disk number 660. This new version is AmigaDOS 2 compatible, allows unlimited pattern generation in a single sequence, has improved musical dynamics, and expanded MIDI. Requires 1 Meg.
Author : D.T. Strohbeen

FISH DISK #773

Detache
A very small and simple utility that will detache a file from the file system. Note that this is completely different from deleting a file. In particular, Detache works even if the file system did not restart properly because of a failed validation. This happens rather frequently if the Amiga crashes during a write on a hard disk partition: you get the dreaded "checksum error on block xxx" requester, and no writes are allowed to the partition. If you know the name of the guilty file (the file the faulty block belongs to) you can simply detache it, and the file system will be happy to restart. Requires OS2.04, binary only.
Author : Sebastiano Vigna

Enforcer
A tool to monitor illegal memory access for 68020/68851, 68030, and 68040 CPUs. This is a completely new Enforcer from the original idea by Bryce Nesbitt. It contains many new and wonderful features and options and no longer contains any exceptions for specific software. Enforcer can now also be used with CPU or SetCPU FASTROM or most any other MMU-Kickstart-Mapping tool. Major new output options such as local output, stdout, and parallel port. Highly optimized to be as fast as possible. This is version 37.26, containing a bug fix to version 37.25 on disk number 754. Requires V37 of the OS or better and an MMU.
Author : Michael Sinz

Ls
An update based wholly but loosely to the version 3.1 of Ls on disk number 236 by Justin McCormick. Includes many enhancements and bug fixes. Ls is a popular, UNIX style directory lister. This version features intelligent columnar listing, versatile sort options, UNIX-style pattern matching, recursive subdirectory listing, customized output formatting and much more! Version 4.7ljr, requires at least OS 2.04, includes source.
Author : Loren J. Rittle.

NewPop
An upgrade to the original "POPCLI" by John Toebes. Features include a hotkey CLI (of course!), instant or timed screen blanking, a discreet informative backdrop window in the titlebar region of the WorkBench screen that gives the date, a rough indication of CPU usage and SCSI disk I/O and available memory. Also includes a runtime configuration file. Version 4.0, includes source.
Author : Loren J. Rittle

Quest
General purpose interactive AREXX question/answer routine that includes a very funny script ("HackerTest") to rate your "computerese" and hacker ability. Quest can be used for any similiar type question-answer script. The original hackertest was created by Felix Lee, John Hayes and Angela Thomas in September 1989.
Author : Erik Lundevall

REXXProgs
Some good, well-commented, examples of REXX programming. Includes Palette.rexx, an ARexx tutorial on using the rexxarplib.library to open a window (in this case a color palette) on any public screen and send messages to another ARexx process. ShoList.rexx, displays system lists (libraries, ports, tasks, etc.) and Sz.rexx, Displays alphabetically sorted directory with filesizes. CLI only.
Author : Richard Lee Stockton

Wangle
Very addictive "sliding-block" single player strategy game. The object is to group four smaller squares of the same color together in such a way as to form a larger square. Once started in a direction, blocks slide until they hit another block, a wall, or in some cases, fall through the floor! Includes 50 levels and a level editor. Binary only.
Author : Peter Händel

FISH DISK #774

ExtraCmds
A small set of AmigaDOS commands, chiefly inspired by UNIX, written to augment the collection distributed as part of the System Software Release 2.04 (V37) and will not run under older releases. This is the first public release consisting of the commands Common, Concat, Count, DirTree, Head, Lower, Split, Tee, TimeCom, and Unique. Source code and manual pages in both Danish and English are included.
Author : Torsten Poulin

HuntWindows
Starting with 2.0 you can make screens bigger than the visual size of your monitor. On a double-size workbench, catching windows like requesters etc. can be quite annoying at times. This little utility hangs itself on the Vertical Blank inter- rupt to find out which window is being activated and moves the screen to show the window in full view. Version 1.4, includes source in assembler.
Author : Jörg Bublath

ISpell
An "Amigatized" port of a Unix version of a freely distributable interactive spelling checker. Two major modes of operation: Original Interactive Mode to allow a user to spell check and correct a text document and ARexx Server Mode that allows the end user to hook ISpell up to text editors and other things that need a spell checking service. Regular expression lookup of word patterns is also possible in ARexx Server Mode. Includes Arexx macros for GUISpell (included), CygnusEd, Mg, TurboText, GNU emacs, VLT and WShell. Version 3.3LJR, an update to the version on disk #191. Requires AmigaDOS 2.04 or later. Includes source.
Author : Many! Current version by Loren J. Rittle

SetAslDim
A very small and simple 2.04-only utility which lets you set the position and dimensions that the ASL file, font and screen mode requesters will assume as default. It obtains this result by SetFunction()ing the AllocAslRequest() call of the asl.library. Binary only, CLI usage only.
Author : Sebastiano Vigna

SetSystem
A very small and simple 2.04-only utility which forces the SYS_UserShell tag on each System() call. This means that every application will use your user shell (e.g. Bill Hawes's WShell) instead of the system shell. Binary only, CLI usage only.
Author : Sebastiano Vigna

FISH DISK #775

ICoons
A spline based object modeller which can be used to generate objects in TTDDD format. TTDDD files can be converted to lots of different object formats by using the T3DLIB shareware package by Glenn Lewis. Line mode and Flat mode solid rendering as well as Gouraud and Phong shading. Requires a machine with a floating-point co-processor. Version 1.0, includes source.
Author : Helge E. Rasmussen

FISH DISK #776

CopDis
An oldie but goodie I found while poking around the net. CopDis is a copper list disassembler that can be run from the CLI or linked with and run directly from an application pro-

gram.This is version 34.1, an update to version 0.0a on disk number 261. The code has been cleaned up, some bugs fixed and the ECS instructions added. Includes source.
Author : Karl Lehenbauer, enhanced by Sebastiano Vigna

JEd

Yet another programmer's editor. Lots of features, including: total customization, a powerful programming language, multi- file/multi-view editing, number of windows is only limited by memory, clipboard support (cut/paste on any unit), any window can have any (non-proportional) font, an Arexx interface, and more. Version 2.05, (apparently unrelated to the version of Jed on disk 297). Requires OS2.0 or later, includes source.
Author : John Harper

XDME

Version 1.54 of Matt's text editor. XDME is a "not-so-simple" WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, FAST scrolling, title-line statistics, multiple windows, and ability to iconify windows. This new version has some bug fixes, many new commands and several other new enhancements. Update to version 1.45 on disk number 530, includes source.
Author : Matt Dillon, Enhanced by Aaron Digulla

WFile

Small but useful tool to interchange ASCII files between different operating systems. Converts foreign symbols and adapts linefeed codes. Can also be used to expand tabs to multiple spaces or vice versa. It has built-in templates for interchange between Amiga, MS-DOS, OS/2 and UNIX systems. Profiles can be used for common adaptions. The new version contains new templates and the memory management system has been revised and optimized. Version 1.32, an update to version 1.11 on disk 536. Includes source in C.
Author : Joerg Fenin

FISH DISK #777

AGAtest

Two little programs for the (lucky) owners of AGA machines that show all 2^24 colors on an AGA HAM8 screen without ever changing the 64 base color registers. Includes source.
Author : Loren J. Rittle

Chemesthetics

Chemesthetics uses the calotte model to draw molecules. It has an Intuition user interface, can save pictures as IFF files and has many example files. The new version lets you raise the task priority for the painting process to get the results faster, shadow and reflection color can now be set to your desires, quicktrans.library is used for even faster painting. Versions for a math coprocessor and utilities to convert data files from Molec3D and to DKBTrace are included. This is version 2.14, an update to version 2.10 on disk #574. Includes source in C.
Author : Joerg Fenin

Who is this Fred Fish character anyway?

For a start, yes , he is a real person and the Amiga community owes him a lot for his efforts. In the early years of the Amiga (1985/86) Fred began collecting examples of Amiga programs, documentation etc and assembled them into volumes, releasing one or two disks at a time. This grew and now 800 disks are available with 10 to 20 new disks released each month. Other collections of freely distributable software exist, but the Fred Fish library remains the standard for Amiga distribution. His collection has also been released on CDROM for use with CDTV.

IncRev

A small program for a makefile or an lmkfile to update a program's revision number after each successful compile process. This is version 1.10, an update to version 1.03 on disk number 536. Includes source in C.
Author : Joerg Fenin

Sizer

A small and pure shell utility that gives the size in bytes, blocks, and the total occupied by a directory, device or 'assign'. Accepts multiple arguments. Version 0.36, an update to version 0.20 on disk 741. Now handles control-C and gives more accurate results. French and English docs. Binary only.
Author : Gérard Cornu.

FISH DISK #778

DungeonMap

A little tool that creates maps of dungeons and towns which can be used by a Dungeon Master (DM's) for use in a Dungeons & Dragons (D&D) game. These maps can be saved, edited, and printed. This is version 1.1, an update to version 1.0 on disk number 603, binary only.
Author : Bill Elliot

EgoMouse

A little hack that makes the mouse pointer turn towards the direction you move your mouse. A popular program on the Macintosh. Version 1.0, binary only.
Author : B.J Lehahn, Pointer designed by F. Küster

Kurve

Kurve is yet another function plotting tool which provides a very fast and easy way of plotting and analysing mathematical functions. The integrated function compiler makes this plotter to be the fastest one you've ever seen. Version 2.001, compatible with Kickstart 2.0 and 3.0beta. Includes source in C.
Author : Henning Rink

MultiReq

A FileRequester library, but it's not simply another file requester library, cause it's the first really multitasking file requester (as far as I know) and above this it also has a great number of other features, that make MultiReq superior to other file requesters. Written entirely in assembler to be small and fast. Version 1.20, binary only, shareware.
Author : Andreas Krebs

OmtiFroh

A very small "mini-hack" that allows Enforcer to be used with some specific SCSI controllers that don't bind an AutoConfig node into the ExpansionList. Enforcer registers the accesses to the hardware at 0xee0000 as 'hits'. This little gem will create the AutoConfig node for you. Includes source.
Author : Henning Schmiedehausen

FISH DISK #779

AAP_AAC

Animation playback and convert programs. (AAP and AAC). AAP can show IFF ILBM pictures, show IFF ANIM_5 and IFF_ANIM_7 animations. It can show (long) sequences of animations and/or pictures using a script file and can operate from memory (preload) and/or disk. AAC converts between the supported anim filetypes and/or sequences of pictures. AAP version 1.2, AAC version 1.1. Includes source and a small sample sequence mix of pictures/animation from script file.
Author : Wolfgang Hofer

Plasma

A Plasma Cloud Generator for V39 AGA machines only. This program will generate Fractal Images called Plasma Clouds, using the AGA 256 color modes with full use of the 24 bit palette. Includes source.
Author : Roger Uzun

RDBInfo

Reads the RigidDiskBlock of the unit and device given as arguments, then displays the most interesting parts. Version 0.17, Binary only.
Author : Gérard Cornu

SANA

The official Commodore developer information package for the SANA-II Network Device Drivers. Includes the SANA-II spec, readme files, SANA-II drivers for Commodore's A2065 (Ethernet) and A2060 (ARCNET) boards, docs and includes, and some examples. Release version 1.4, update to version on disk number 673.
Author : Commodore-Amiga Networking Group

VPortPatch

A very small 2.04-only utility that patches the graphics.lib- rary function MakeVPort() in such a way to avoid an annoying bug that keeps multipalette pictures from being correctly scrolled (multipalette pictures contain the new PCHG chunk which specifies line-by-line palette changes; hundreds of colors can be displayed even in hi-res with multitasking and full system compatibility). Includes source.
Author : Sebastiano Vigna

FISH DISK #780

ABackup

A powerful backup utility, that may be used both for hard disk backup and for file archiving. Has a full Intuition interface, a "batch" mode, can save/load file selection, handle HD floppies, etc... This is a *MAJOR* update, with support for XPK library, child task for disk write, error recovering when writing to a disk and more. Include both French and English versions. This is version 2.00, an update from version 1.60 on disk 759. Shareware, binary only.
Author : Denis Gounelle.

MEM

A little memory game where the object is to remember the face of a "thief" you are shown for a variable length of time depending on the level. You are then presented with a screen in which you have to "recreate" the face using various selections for eyes, eyebrows, nose and mouth. Version 1.0, binary only.
Author : Jason Truong

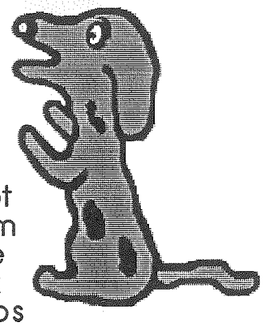
NickPrefs

An enhancement to IPrefs that manages three new preferences, WBPicture allows you to display any IFF picture in the main Workbench window, supplanting the original (and boring ;-)) WBPattern. BusyPointer lets you edit the clock pointer used by programs when they are busy. You may create an animated pointer. Floppy provides the ability to mess with the public fields of trackdisk, that is, the TDPF_NOCLICK flag, step delay and the like. Requires OS2.0, binary only.
Author : Nicola Salmoria

RachelRaccoon

A set of hand-drawn "Eric-Schwartz-animation-style" pictures of a new cartoon character. The pictures are overscanned hi- res-interlace (704x480) and are provided in 16-color, 8-color, and 4-color flavors so you can use them for Workbench backdrop pictures. The colors are arranged so that at least on Workbench 2.x you will have standard looking titlebars.
Author : Leslie Dietz

Rexx and the Amiga



ARexx is a script based, interpreted, Language used to communicate between two or more programs, or to automate a procedure within a program on the Amiga. This lets you easily accomplish repetitious, complex, or not so complex functions, by executing the ARexx script from within a program or via a shell. ARexx scripts can be converted to standalone programs with the ARexx compiler. Arexx comes standard with Amiga Dos 2.04/2.1/3.0. With 1.3, ARexx needs to be purchased as a separate program.

A working knowledge of ARexx is the next logical step in understanding Amiga Dos, which will let you get the most out of software currently running on your system.

Rexx Course

A Rexx class has been organized to run on two consecutive Saturdays of 13th and 20th of March, at the Essendon Community Centre. (Refer to Workbench of NWAUG meeting location). Starting time will be 10am and will for for about 3hrs. A cost of $15 is being charged to cover room hire and refreshments, covering both days. Any money not used will be put into general club funds. The classes will be given by Michael Tanzer, a Rexx/ARexx expert and Amiga user. If you would like to attend the class please get in contact with Frank Lowe, either at the NWAUG or AUG meetings and leave your name, contact number and $15. Or you could post via the NWAUG post office box. Please put your name down as soon as you can, so numbers can be finalized.

Frank Lowe
Ass. Coordinator NWAUG

PUBLIC DOMAIN SOFTWARE ORDER FORM

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Address:		
	Postcode:	

AMIGA Calendar

Tuesday	Feb 16	Art SIG Meeting
Sunday	Feb 21	Holmesglen Meeting
Monday	Feb 22	NWAUG Meeting
Friday	Mar 5	Deadline for Copy, April **Workbench**
Saturday	Mar 6	Moorabbin Art Expo
Tuesday	Mar 9	SEAUG Meeting
Tuesday	Mar 16	Art SIG Meeting
Sunday	Mar 21	Holmesglen Meeting
Monday	Mar 22	NWAUG Meeting
Sunday	Mar 28	Amiga Expo 93 Malvern Town Hall
Friday	Apr 2	Deadline for Copy, May **Workbench**

Holmesglen AUG meetings are held on the the third Sunday of each month at 2.00 p.m. Doors open at 1.00 p.m. The venue is the Conference centre at Holmesglen T.A.F.E. College on the corner of Warrigal Road and Batesford Road, Holmesglen (Melways Map 69 reference F1).

North West AUG meetings are held every second Monday from 7.30 p.m. on the first floor of the Essendon community Centre, corner of Mt.Alexander Road and Pascoe Vale Road, Essendon (Melways Map 28 reference J7).

South East AUG meetings are held on the 2nd Tuesday of each month from 7.00 p.m. in the Cheltenham Hall, corner of Nepean Highway and Charman Road, Cheltenham (Melways Map 86 reference H1).

Art SIG meetings are held on the 3rd Tuesday of each month (N.B. this is NOT always the Tuesday following the Holmesglen meeting!! The venue may vary, so check the Art SIG report in this issue for the location of the next meeting.

If you are arranging (or know of any) forthcoming meetings, demonstrations, lectures or other events that would interest readers, please let us have the details so that we can publicise them here. Country members unable to attend Metropolitan meetings are encouraged to use this calendar for local events.

Moorabbin Art Expo

We have an opportunity to be involved in the above, at the Moorabbin Town Hall from 6th to 11th March, 1993, 10.30a.m to 5.00 p.m. and 6.30 to 9.00 p.m.

We need

(a) Two or more computers
(b) Slideshows, picture files, animations etc.
(c) Hard copy for wall displays
(d) suitable Videos
(e) MOST IMPORTANTLY, volunteers for a roster to man the Stall.

If you can assist in any capacity, please telephone Norm Christian on 798 6552

ERRATA!

January Disk issue

Because of a display problem, the pictures which were originally in the Workbench_1993:Articles/Pictures drawer were moved at the last moment, leaving that drawer empty. The Pictures drawer is now in the root directory, consequently the relative instructions in the article "DPaint Colour Cycling" are incorrect.

For "Workbench_1993:Articles/Pictures/End Result.iff" please read "Workbench_1993:Pictures/End Result.brush".

Reminder

Membership Survey

If you have not yet completed the Membership Survey form sent out last month please do so and return to AUG by February 25th

Still vacant!

Anyone reading the Music SIG report in the December edition of Workbench would know that the position of Music SIG Co-ordinator was made vacant by the resignation of Norm Christian. As there has been no replacement for Norm, there is currently no Music SIG. Anyone wishing to take on this position should contact Norm Christian - 798 6552

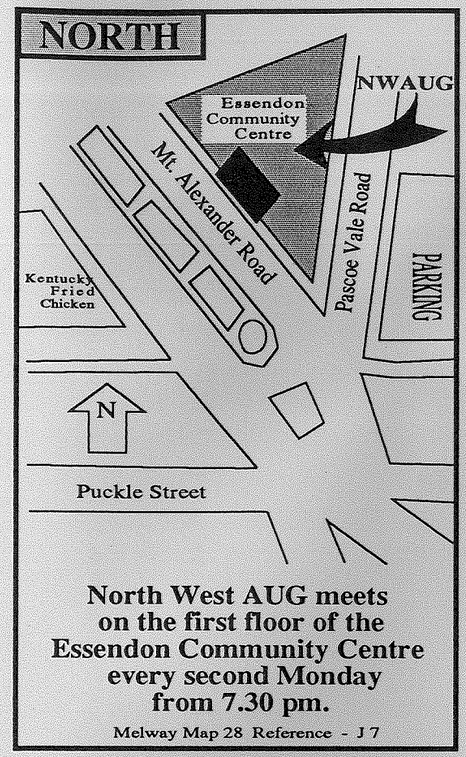
Newly Vacated.

If you have managed to read this far into the Workbench magazine, then you would doubtless know that the editor (me) is moving to Tasmania.

Due to problems associated with the distances involved it will mean that either Workbench gets a new editor, or the members get no Workbench.

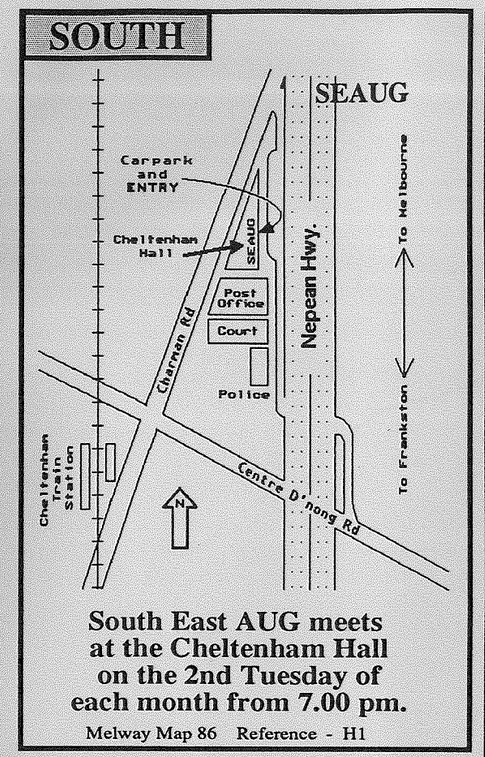
For further information please contact Jim Berry or Lester McClure

Where To Find Us...



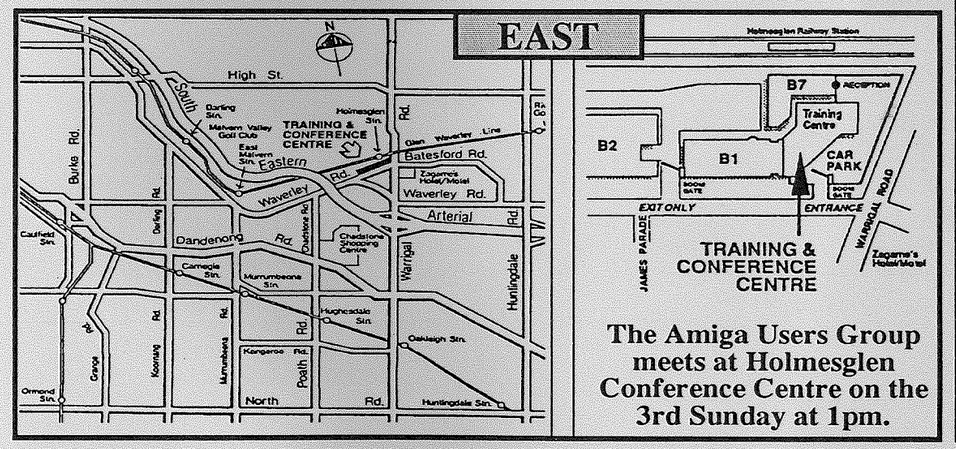
North West AUG meets on the first floor of the Essendon Community Centre every second Monday from 7.30 pm.

Melway Map 28 Reference - J 7



South East AUG meets at the Cheltenham Hall on the 2nd Tuesday of each month from 7.00 pm.

Melway Map 86 Reference - H1



The Amiga Users Group meets at Holmesglen Conference Centre on the 3rd Sunday at 1pm.

APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.

Membership Is $30 per year.

Send your cheque to: Amiga Users Group Inc., PO Box 684E, Melbourne 3001

Details on this side are optional

Surname: _____

First Name: _____

Address: _____

_____ Postcode: _____

Phone Number _____ STD Code: _____

Where did you hear about AUG: _____

Signed: _____ Date: _____

Year of birth: _____ Which Model Amiga _____

Occupation: _____

Interests: _____

Which group do you attend Mostly _____
eg., Holmesglen , NWAUG, SEAUG.

If admitted as a member, I agree to abide by the rules of the Association for the time being in force

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent

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AUG Members *SPECIAL NOTICE*

Please check your membership expiry date on the address label. If your membership is due for renewal soon, prompt payment would be appreciated. A renewal form is inside the back cover.

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