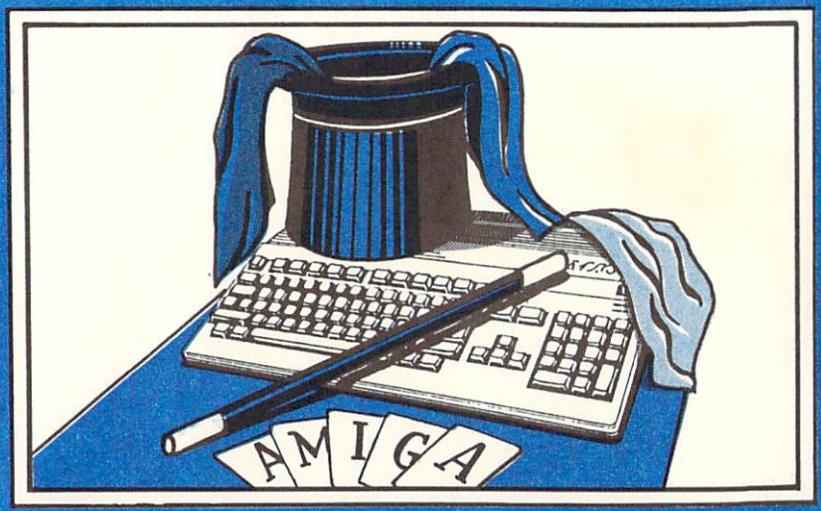
DISKETTE FOR THE BOOK

Amiga Tricks & Tips



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Program names:

Chapter 2
2.3 Startup-Sequences.....DIRECTORY
2.3.1_Printer-Spooler.....DIRECTORY
2.4 CLI_programming.....DIRECTORY

Chapter 3
3.2.1_Draw_modes.....DIRECTORY
3.2.2_Style.....DIRECTORY
3.2.3_Move.....DIRECTORY
3.2.4 FAST-GFX.Amiga.....DIRECTORY
3.2.5 BRUSH-TRANSFORMER...DIRECTORY
3.2.6 FLOOD+WindowManip...DIRECTORY
3.3 Fading.....DIRECTORY
3.4 3D Vector Graphics....DIRECTORY
3.5 Fonts.....DIRECTORY
3.6 PRINT.....DIRECTORY
3.7 Multi-INPUT.....DIRECTORY

Chapter 4
4.1 Alternatives.....DIRECTORY
4.2 Rubberbanding.....DIRECTORY
4.3 DualBitMap.....DIRECTORY

Chapter 5
5.1 SetComment. .....FILE
5.2 CheckFile.....FILE
5.3 Protect.....FILE
5.4 Rename.....FILE
5.5 GetDir.....FILE
5.6 GetTree.....FILE
5.7 Decode.....FILE
5.8 clibasic.....FILE

Chapter 6
6.1 FILE-ANALYZER.....DIRECTORY
6.2.1 BASIC-Checks.....DIRECTORY
6.3.1 DATA-GENERATOR.....DIRECTORY
6.3.2 CrossReference.....DIRECTORY
6.3.3 BlankLine.....DIRECTORY
6.3.4 REMarks.....DIRECTORY
6.3.5 Variables.....DIRECTORY
6.3.7 Modification.....DIRECTORY

Chapter 7
7.1.4 SetPrefs.....FILE

Chapter 8
8.2.6 IconAnalyzer.....FILE
8.3.3 Iconeditor.....FILE
mod. Icons.....DIRECTORY

Chapter 9
9.2.1A FileTestBASIC.....FILE
9.2.1B FileTestDOS.....FILE
9.1.2C Requester.....FILE
9.2.2 Input.rev.....FILE
9.3.2 Pulldowns.....FILE

Chapter 10
10.1.1 Types.....FILE
10.1.3 BenchDEF.....FILE
10.1.4 BenchTime.....FILE
10.1.5 BenchLength.....FILE
10.1.6 Benchlines.....FILE
10.1.7 BenchSub.....FILE
10.2 ShortLib.....FILE

Chapter 11
11.4 led shocker.....FILE

Chapter 12
12.1 diskmon.....FILE
12.2.2 Memhandler.....FILE

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