

## New uploads in Aminet

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#1/1 Verfasst am: 09.03.2019 - 10:51 Titel: New uploads in Aminet

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Aminet is the largest legal collection of software for the Amiga.

Founded in 1992, it has become the first point of contact for users who are looking for software for the Amiga.

In general, the software is uploaded directly by its programmer. For your information, Aminet now stores approximately 30 GB of data.

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There are several [Mirrors](#)

Since our last report the following Aminet uploads have been added:

[tp.lha](#) - 1.5.4 - game/think - 518K - [Updated TetrisPro after 21 years!](#) - [\(readme\)](#)

[BattleSquadron-Demo\\_OS4.lha](#) - 1.13 (Updat... - game/demo - 8.3M - [BattleSquadron for OS 4 \(Demo, updated\)](#) - [\(readme\)](#)

[battlesquadron\\_demo\\_NG.lha](#) - Initial - game/demo - 10M - [BattleSquadron for MOS/OS4 \(orig. Demo\)](#) - [\(readme\)](#)

[DisplayInfo.lha](#) - 1.1 - util/moni - 133K - [Show info about available display modes](#) - [\(readme\)](#)

[ShellInternals.lha](#) - 1.0 - docs/misc - 15K - [Amiga Shell internal workings](#) - [\(readme\)](#)

[wet.lha](#) - 6.7 - util/wb - 1.9M - [Weather conditions on WB, Applcon, Docky](#) - [\(readme\)](#)

[wet\\_update.lha](#) - 6.7a - util/wb - 568K - [Wet weather info v6.7 patch](#) - [\(readme\)](#)

[DOSBox\\_AGA.lha](#) - 0.74.012 - misc/emu - 1.9M - [Amiga port of DOSBox v0.74](#) - [\(readme\)](#)

[DOSBox\\_RTG.lha](#) - 0.74.012 - misc/emu - 1.9M - [Amiga port of DOSBox v0.74](#) - [\(readme\)](#)

[Exult\\_AGA.lha](#) - 1.4.9.018 - game/role - 50M - [Amiga AGA port of Exult](#) - [\(readme\)](#)

[Exult\\_RTG.lha](#) - 1.4.9.018 - game/role - 50M - [Amiga RTG port of Exult](#) - [\(readme\)](#)

[MCE-OS4.lha](#) - 11.1 - game/edit - 2.7M - [Multi-game Character Editor](#) - [\(readme\)](#)

[MCE.lha](#) - 11.1 - game/edit - 2.3M - [Multi-game Character Editor](#) - [\(readme\)](#)

[modsurfer.lha](#) - 1.2 - game/misc - 260K - [3D rhythm game for your MOD collection](#) - [\(readme\)](#)

[AmiSpear\\_AGA.lha](#) - 1.30 - game/shoot - 3.7M - [Amiga port of Spear of Destiny](#) - [\(readme\)](#)

[AmiSpear\\_RTG.lha](#) - 1.30 - game/shoot - 3.7M - [Amiga port of Spear of Destiny](#) - [\(readme\)](#)

[Lightit.lha](#) - 2.0.087 - game/wb - 33K - [Light up this hexagonal-shaped board!](#) - [\(readme\)](#)

[Lights.lha](#) - 2.0.138 - game/wb - 33K - [Switch on the lights!](#) - [\(readme\)](#)

[MCE-MOS.lha](#) - 11.1 - game/edit - 2.5M - [Multi-game Character Editor](#) - [\(readme\)](#)

[TriLights.lha](#) - 2.0.058 - game/wb - 33K - [Light-up this triangular shaped board!](#) - [\(readme\)](#)

[X\\_Lights.lha](#) - 2.0.043 - game/wb - 32K - [Light-up this X-shaped board!](#) - [\(readme\)](#)

[01.lha](#) - 1.0.043 - game/wb - 30K - [Fill the game board with '0's and '1's](#) - [\(readme\)](#)

[AmiWolf\\_AGA.lha](#) - 1.30 - game/shoot - 3.8M - [Amiga port of Wolfenstein 3D](#) - [\(readme\)](#)

[AmiWolf\\_ECS.lha](#) - 1.30 - game/shoot - 3.8M - [Amiga port of Wolfenstein 3D](#) - [\(readme\)](#)

[AmiWolf\\_RTG.lha](#) - 1.30 - game/shoot - 3.8M - [Amiga port of Wolfenstein 3D](#) - [\(readme\)](#)

[Angliant.lha](#) - 1.0.040 - game/wb - 33K - [Move an X-shape by rotating angles](#) - [\(readme\)](#)

[Batonnade.lha](#) - 1.0.034 - game/wb - 31K - [Make series of sets of bars](#) - [\(readme\)](#)

[Beadit.lha](#) - 1.0.091 - game/wb - 36K - [Link all same type tiles!](#) - [\(readme\)](#)

[cHEXx.lha](#) - 1.0.055 - game/wb - 32K - [Link all tiles](#) - [\(readme\)](#)

[Flechino.lha](#) - 1.0.025 - game/wb - 30K - [Move all the arrows on the game board!](#) - [\(readme\)](#)

[Geodesik.lha](#) - 1.0.071 - game/wb - 33K - [Grow crystals so they are all same size](#) - [\(readme\)](#)

[Hexarrow.lha](#) - 1.0.032 - game/wb - 31K - [Move all arrows toward the exit](#) - [\(readme\)](#)

[Imito.lha](#) - 1.0.034 - game/wb - 33K - [Match various background patterns](#) - [\(readme\)](#)

[InstallerGenSP.lha](#) - 1.5.0 - util/misc - 32K - [InstallerGen 1.5 spanish catalog & guide](#) - [\(readme\)](#)

[Interferium.lha](#) - 1.0.098 - game/wb - 33K - [Connect all tiles of the same type!](#) - [\(readme\)](#)

[IsoGate.lha](#) - 1.0.064 - game/wb - 33K - [Move gates so 'X' can go to the exit](#) - [\(readme\)](#)

[Ixo.lha](#) - 1.0.081 - game/wb - 34K - [Align 8 bars of same colour...](#) - [\(readme\)](#)

[Ixtly.lha](#) - 1.0.033 - game/wb - 30K - [Place 64 shapes on the board](#) - [\(readme\)](#)

[JackTrap.lha](#) - 1.0.033 - game/wb - 31K - [Move the Jack out of the trap](#) - [\(readme\)](#)

[Konnex.lha](#) - 1.0.029 - game/wb - 32K - [Connect all tiles!](#) - [\(readme\)](#)

[MCC TextInput.lha](#) - 29.5 - dev/mui - 81K - [TextInput custom class for MUI](#) - [\(readme\)](#)  
[Neutrix.lha](#) - 1.0.058 - game/wb - 33K - [Make some tiles fall down...](#) - [\(readme\)](#)  
[Obliks.lha](#) - 1.0.073 - game/wb - 33K - [Place mirrors to reflect rays](#) - [\(readme\)](#)  
[Quador.lha](#) - 1.0.066 - game/wb - 34K - [Line-up-same-type-tiles-game w/ a twist](#) - [\(readme\)](#)  
[Squarrow.lha](#) - 1.0.017 - game/wb - 31K - [Move all arrows toward the exit](#) - [\(readme\)](#)  
[Sunmaze.lha](#) - 1.0.068 - game/wb - 32K - [Play with the sun's ray!](#) - [\(readme\)](#)  
[Ti Coune.lha](#) - 1.0.030 - game/wb - 31K - [Help Ti Coune get to the exit](#) - [\(readme\)](#)  
[Triangwa.lha](#) - 1.0.056 - game/wb - 33K - [Move some triangles...](#) - [\(readme\)](#)  
[TriOtit.lha](#) - 1.0.053 - game/wb - 32K - [Move a coloured bar to the exit](#) - [\(readme\)](#)  
[Vetex.lha](#) - 1.0.068 - game/wb - 33K - [Move two 'X' shapes on the same tile](#) - [\(readme\)](#)  
[Webly.lha](#) - 1.0.079 - game/wb - 32K - [Link all tiles!](#) - [\(readme\)](#)  
[Xaround.lha](#) - 1.0.050 - game/wb - 33K - [Fill all squares surrounded by links](#) - [\(readme\)](#)  
[Xphere.lha](#) - 1.0.090 - game/wb - 35K - [Move a coloured sphere to the exit](#) - [\(readme\)](#)  
[Zeeconn.lha](#) - 1.0.056 - game/wb - 33K - [Link together as many tiles as possible](#) - [\(readme\)](#)  
[concalc.zip](#) - 1.0 - misc/math - 28K - [Calculator for coders](#) - [\(readme\)](#)  
[Coulisso.lha](#) - 1.0.088 - game/wb - 34K - [Remove bars by moving 'em together](#) - [\(readme\)](#)  
[Inconnect.lha](#) - 1.0.062 - game/wb - 33K - [Link identical tiles together](#) - [\(readme\)](#)  
[exutil\\_68k.lha](#) - 1.1 - util/wb - 1.3M - [Batch renames picture files by Exif date](#) - [\(readme\)](#)  
[exutil\\_AROS.lha](#) - 1.1 - util/wb - 1.4M - [Batch renames picture files by Exif date](#) - [\(readme\)](#)  
[exutil\\_MOS.lha](#) - 1.1 - util/wb - 1.3M - [Batch renames picture files by Exif date](#) - [\(readme\)](#)  
[exutil\\_OS4.lha](#) - 1.1 - util/wb - 1.7M - [Batch renames picture files by Exif date](#) - [\(readme\)](#)  
[Puzzle2.lha](#) - 2.7 - game/think - 1.0M - [Game-WB based on the classic game of 15](#) - [\(readme\)](#)

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