# JAGUARIA GUARIA

Development

System



Atar 1196 Bor Sunnyvale, CA The information in this docum**entat**ion is © 1994 Atari Corporation, All Rights Reserved except where otherwise noted.

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The AR68 program creates object module archive library files that can be used with the ALN linker.

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The SIZE utility analyzes an executable program file or object module file and prints information about the sizes and load addresses of the various program segments, and optionally a list of the symbols defined within the file.

#### FILEFIX Utility

Breaks down an executable program file into separate files for the TEXT, DATA, and symbol table segments, and outputs a script file to load them into the Alpine Board.

STRIP Utility

Removes symbols from an executable program file

#### FGREP Utility

Fast General Regular Expression Parser. This program will search text files for a specified string pattern and tell you which files match or not.

#### LS Utility

This is a UNIX-style list-files utility which has some options the standard 'DIR' command does not.

#### MAKE Utility

This is a utility used to build your program files from your source code files by compiling only those files which have been changed since they were previously compiled.

#### **GULAM Shell**

The GULAM shell is a UNIX C-Shell clone for the Atari computer, which normally has no standard commandline shell.

#### 3DS2JAG Utility

The 3DS2JAG Utility converts AutoCAD 3D Studio objects into a format that can be used with the 3D Graphics libraries. (See the Libraries chapter.)

#### PARSE Utility

The PARSE utility converts standard MIDI files to work with the Jaguar Music Driver. (See the Libraries chapter.)

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