

**FreeLibs**

**COLLABORATORS**

	<i>TITLE :</i> FreeLibs		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 9, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## FreeLibs

### 1.1 Free Blitz Libraries V1.30

#### Official Blitz Library Numbers

This list has been took from the Blitz Library site on the Internet and complete/modified by myself.

Look at the '\*\*\*\* FREE \*\*\*\*' statement to show what numbers aren't allocated. There is few. Mail me to inform me of the change !

e-mail: [alphasnd@sdv.fr](mailto:alphasnd@sdv.fr)

Bye,

Fred, -> AlphaSOUND <-

```
; History
;
;
; 29/04/1999
;   Number 204 & 208 are allocated by Rob Hutchinson
```

```
;AMIGA LIBRARIES:
```

```
#intuitionlib      = 255
#graphicslib       = 254
#execlib           = 253
#doslib            = 252
#diskfontlib       = 251
#graphicslib2      = 250
#doslib2           = 249
#amigaguidelib     = 248
#asllib            = 247
#battclocklib      = 246
#batmemlib         = 245
#bulletlib         = 244
#cardreslib        = 243
#ciaalib           = 242
#ciablib           = 241
```

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```
#commoditieslib = 240
#datatypeslib = 239
#disklib = 238
#expansionlib = 237
#gadtoolslib = 236
#iconlib = 235
#iffparselib = 234
#keymaplib = 233
#layerslib = 232
#localelib = 231
#mathffplib = 230
#mathieeedoubbasl = 229
#mathieeedoubtran = 228
#mathieeesingbasl = 227
#mathieeesingtran = 226
#mathtranslib = 225
#misclib = 224
#potgolib = 223
#rexsyslib = 222
#utilitylib = 221
#wbllib = 220
#tritonlib = 219
#xprzlib = 218 ; * reserved
#ptreplylib = 217
#tedlib = 216
#lowlevel = 215
#stclib = 214
#nonvolatilelib = 213
#translatorlib = 212
#blitzlib = 211
#muimasterlib = 210
#muiclasslib = 209
#newiconlib = 208 ; Rob Hutchinson - NewIcon.library1
#rtgmasterlib = 207
#usergrouplib = 206
#socketlib = 205
#bfbplaymasterlib = 204 ; Rob Hutchinson - bfbplaymaster.library
= 203 ; **** FREE ****
#cdplayerlib = 202
#reqlib = 201 ; * fuzzy
= 200 ; **** FREE ****

;BASIC LIBRARIES:

= 199 ; **** FREE ****
= 198 ; **** FREE ****
= 197 ; **** FREE ****
= 196 ; **** FREE ****
#systemcallslib = 195
#utillib = 194
#environlib = 193
#mathtranslib = 192
#algebra1lib = 191
#gameiolib = 190
= 189 ; **** FREE ****
#drawing = 188 ; * NDrawing Library - NCS
#printlib = 187
```

```
#editlib           = 186
#stringfunclib    = 185
#bitmap           = 184 ; * NBitmap Library - NCS
#picture          = 183 ; * NPicture Library - NCS
                 = 182 ; **** FREE ****
#menulib          = 181 ; * NMenu Library - NCS
#memacclib        = 180
#gadtoolslib      = 179 ; * NGadTools Library - NCS
#xpplib           = 178 ; * NXPk Library - NCS
#asllib           = 177 ; * NAsl Library - NCS
#c2plib           = 176 ; * NC2P Library - NCS
#chunkylib        = 175 ; * NChunky Library - NCS
#doslib           = 174 ; * Ndos Library - NCS (Partially written)
                 = 173 ; **** FREE ****
                 = 172 ; **** FREE ****
                 = 171 ; **** FREE ****
#font             = 170 ; * NFont Library - NCS
#screen           = 169 ; * NScreen Library - NCS
#window           = 168 ; * NWindow Library - NCS
#misc             = 167 ; * Misc Library - NCS
#string           = 168 ; * String Library - NCS
#memory           = 167 ; * Memory Library - NCS
#inputoutputlib   = 164
#clipboard        = 163 ; * Clipboard Library - NCS
#iffiolib         = 162
#ilbmifflib      = 161
#bitmaplib        = 160
#wbstartup        = 159 ; * WbStartup Library - NCS
#screenslib       = 158
#fadelib          = 157
#palettelib       = 156
#app              = 155 ; * App Library - NCS
#shapeslib         = 154
#commodity        = 153 ; * Commodity Library - NCS
#freqlib          = 152
                 = 151 ; **** FREE ****
#blitlib          = 150
#taglist          = 149 ; * NTagList Library - NCS
#qblitlib         = 148
                 = 147 ; **** FREE ****
#bblitlib         = 146
#os               = 145 ; * OS Library - NCS
#blitzcoplib      = 144
#displaylib       = 143 ;new Aug 28th (bum5)
#fontlib          = 142
#mygadtoolslib    = 141 ;new Aug 28th (bum5)
#gadgetslib       = 140
#palette          = 139 ; * Palette Library - NCS
#windowslib       = 138
#locale           = 137 ; * Locale Library - NCS
#menuslib         = 136
                 = 135 ; **** FREE ****
#intuifontlib     = 134
                 = 133 ; **** FREE ****
#brexxlib         = 132
                 = 131 ; **** FREE ****
#rawkeylib        = 130
```

```
= 129 ; **** FREE ****
#linklistlib = 128
= 127 ; **** FREE ****
= 126 ; **** FREE ****
= 125 ; **** FREE ****
#fileiolib = 124
= 123 ; **** FREE ****
#stencilib = 122
#evallib = 121
#vallib = 120
#sis2dlib = 119
#shapetrixlib = 118
#blitzoslib = 117
#audiolib = 116
= 115 ; **** FREE ****
#iffmakelib = 114
= 113 ; **** FREE ****
#spriteslib = 112
#elmoreinclib = 111 ; Rich Elmore Libraries
#sortlib = 110
#elmoredoslib = 109 ; Rich Elmore Libraries
#mouselib = 108
#elmoresyslib = 107 ; Rich Elmore Libraries
#cliargslib = 106
#elmoremathlib = 105 ; Rich Elmore Libraries
#collslib = 104
#elmorehardwareli = 103 ; Rich Elmore Libraries
#fadelib = 102 ; ??? Already have a number (157) ???
#elmorefuncslib = 101 ; Rich Elmore Libraries
#scrolllib = 100
= 99 ; **** FREE ****
#blitzkeyslib = 98
#ctrlclib = 97 ; NEW
#trackerlib = 96
= 95 ; **** FREE ****
#animlib = 94
#rifnslib = 93 ;*** NEW FROM RED WHEN EXCITED ***
#arexplib = 92
#ritrackdisklib = 91 ;*** NEW FROM RED WHEN EXCITED ***
#seriallib = 90
#ricommoditieslib = 89 ;*** NEW FROM RED WHEN EXCITED ***
#speaklib = 88
#renderlib = 87 ;* reserved **** ??? ****
#lib3d = 86 ;* reserved **** ??? ****
#obj3dlib = 84 ;* reserved **** ??? ****
= 83 ; **** FREE ****
#medlib = 82
= 81 ; **** FREE ****
#myasllib = 80 ;new Aug 28th (bum5)
#rirqlib = 79 ;*** NEW FROM RED WHEN EXCITED ***
#datelib = 78
#copperchunkylib = 77
#banklib = 76
#riamosfunclib = 75 ;*** NEW FROM RED WHEN EXCITED ***
#romuluscrunchlib = 74
#ripacklib = 73 ;*** NEW FROM RED WHEN EXCITED ***
#chunkylib = 72
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```
#cplib = 71
#romulusprtplib = 70
#romulusrequester = 69
#romuluslocalelib = 68
#romulusconsoleli = 67
#rifxlib = 66 ;*** NEW FROM RED WHEN EXCITED ***
#rigfxlib = 65 ;*** NEW FROM RED WHEN EXCITED ***
#rizonejoylib = 64 ;*** NEW FROM RED WHEN EXCITED ***
= 63 ; **** FREE ****
#aaronsiconlib = 62 ;in development by Aaron
#riapplib = 61 ;*** NEW FROM RED WHEN EXCITED ***
#emllib = 60 ;in development by paul reece
#ritooltypes = 59 ;*** NEW FROM RED WHEN EXCITED ***
#ritrackerlib = 58 ;*** NEW FROM RED WHEN EXCITED ***
#rianimlib = 57 ;*** NEW FROM RED WHEN EXCITED ***
#neilsciattrklib = 56
#neilsindicatorli = 55
#neilsreqtoolslib = 54
#fuzziesreqlib = 53 ;another req lib???
#riencryplib = 52 ;*** NEW FROM RED WHEN EXCITED ***
#ridebuglib = 51 ;*** NEW FROM RED WHEN EXCITED ***
#ridisasmlib = 50 ;*** NEW FROM RED WHEN EXCITED ***
#riLESDEBUGlib = 49 ;*** NEW FROM RED WHEN EXCITED ***
#dbaselib = 48 ;ALLOCATED TO Philipp Lonke
#rimisclib = 47 ;*** NEW FROM RED WHEN EXCITED ***
#rishapeslib = 46
#risoundlib = 45
#rithreadlib = 44
#RESERVEDLIB_1 = 43 ; **** ???? ****
#RESERVEDLIB_2 = 42 ; **** ???? ****
#RESERVEDLIB_3 = 41 ; **** ???? ****
#RESERVEDLIB_4 = 40 ; **** ???? ****
#RESERVEDLIB_5 = 39 ; **** ???? ****
#RESERVEDLIB_6 = 38 ; **** ???? ****
#rigtmenulib = 37
#rifastseriallib = 36
#rinonvolatilelib = 35
#ribbmaplib = 34
#ridoslib = 33
#RESERVEDLIB_7 = 32 ; **** ???? ****
#RESERVEDLIB_8 = 31 ; **** ???? ****
#blitzbomberslib = 30
#ridisplaylib = 29
#RESERVEDLIB_9 = 28 ; **** ???? ****
#rilvcallhooklib = 27
#taglistlib = 26 ;ALLOCATED TO Philipp Lonke
#ridatatypeslib = 25
#richunkylib = 24
#rithreedeelib = 23
#riblitlib = 22
#rishapezlib = 21
#redstacklib = 20
#bb_blitlib = 19
#ristcdec crunchlib = 18
#ristonecrackerli = 17
#minimildred = 16 ; * Mini-MildRed - Paul West
#mildred = 15 ; * MildRed - Paul West
```



```
#ricompactdisclib = 14 ;*** NEW FROM RED WHEN EXCITED ***
#risortlib        = 13 ;*** NEW FROM RED WHEN EXCITED ***
#rilinkedlistlib  = 12 ;*** NEW FROM RED WHEN EXCITED ***
#ricopperfx       = 11 ;*** NEW FROM RED WHEN EXCITED ***
                  = 10 ; **** FREE ****
                  = 9  ; **** FREE ****
#rimapeditorlib   = 8
#riarrayslib      = 7
#rimapshapeslib    = 6
                  = 5  ; **** FREE ****
#rilvcallhooklib  = 4
#riregistrylib    = 3
                  = 2  ; **** FREE ****
#dhandlerlib      = 1
```

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