

AminetPart

COLLABORATORS

	<i>TITLE :</i> AminetPart		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 7, 2022	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

AminetPart

1.1 BASIC language related

Click name to unpack, description to read the readme or get help

File	Dir	Size	Age	Description
asldemo.lha	dev/basic	2K	9	How to use in Blitz2 ASL font and Screenmode requere ↔
BDGfxLib.lha	dev/basic	2K	7	V1.3 - Library for BlitzBasic
ChangeLibNum.lha	dev/basic	8K	6	Change Blitz library numbers (Source included) ↔
Crazy8_src.lha	dev/basic	17K	7	Complete Blitz Source for Crazy 8's game
CyberShape.lha	dev/basic	50K	5	CyberShape converts .iff to Blitz.shape
DemoMaker.lha	dev/basic	241K	2	Make demos easily V0.41 beta
EFMUILibSrc.lha	dev/basic	34K	4	EFMUILib sources
GUIToolKit.lha	dev/basic	95K	3	Tool for creating GUI's in Blitz2 code
hsb_cgx_inc.lha	dev/basic	36K	8	Cybergraphics-Includes for Hisoft/MaxonBasic ↔
hsb_reqt_inc.lha	dev/basic	49K	8	ReqTools-Includes for Hisoft/MaxonBasic
hsb_wbs_inc.lha	dev/basic	21K	8	WBStart-Includes for Hisoft/MaxonBasic
Play.lha	dev/basic	12K	3	An easy example how to play trackers in bb2
XDat2Cat.lha	dev/basic	46K	3	V2.0 - Data2Catalog for Blitz