

Document created by Geraldine from AMIBAY

GURU CODES

General error codes

- 01 - Not enough memory
- 02 - Couldn't make library
- 03 - Can't open library
- 04 - Can't open device
- 05 - Can't open resource
- 06 - I/O error
- 07 - No signal
- 08 - Bad parameters
- 09 - Close library failed: usually too many closes
- 0A - Close device failed: or a mismatched close
- 0B - Process creation failed

Specific Alert Codes

EXEC Library

- 0001 - 68000 exception vector checksum (obs)
- 0002 - Execbase checksum bad (obs)
- 0003 - Library checksum failure
- 0005 - Corrupt memory list detected in FreeMem
- 0006 - No memory for interrupt servers
- 0007 - InitStruct() of an APTR source (obs)
- 0008 - A semaphore is in an illegal state of Rem Semaphore()
- 0009 - Freeing memory that is already free
- 000A - Illegal 68K exception taken (obs)
- 000B - Attempt to reuse active OIRequest
- 000C - Sanity check on memory list failed during AvailMem (MEMF_LARGEST)
- 000D - IO attempted on close IORequest
- 000E - Stack appears to extend out of range
- 000F - Memory header not located. Usually an invalid address passed to FreeMem
- 0010 - An attempt was made to use the old message semaphores
- 00FF - A quick interrupt has happened to an uninitialised vector

CPU Exceptions

- 0002 - Bus Error
- 0003 - Addressing error
- 0004 - Illegal instruction
- 0005 - Divide by zero
- 0006 - CHK instruction
- 0007 - TRAPV instruction
- 0008 - Privilege violation
- 0009 - Trace
- 000A - OpCode 1010
- 000B - OpCode 1111

000E - Stack frame format error
0018 - Spurious interrupt error
0019 to 001F - AutoVector Level 1 to 7 int error

Intuition Library

0001 - Unknown gadget type
0002 - Create port, no memory
0003 - Item plane alloc, no memory
0004 - Sub alloc, no memory
0005 - Plane alloc, no memory
0006 - Item box top <RelZero
0007 - Open screen, no memory
0008 - Open screen, raster alloc, no memory
0009 - Open sys screen, unknown type
000A - Add SW gadgets, no memory
000B - Open window, no memory
000C - Bad Stare Return entering Intuition
000D - Bad message received by IDCMP
000E - Weird echo causing incomprehension
000F - Couldn't open the Console Device
0010 - Intuition skipped obtaining a sem
0011 - Intuition obtained a sem in bad order

Graphics Library

0000 - Graphics out of memory
0001 - MonitorSpec alloc, no memory
0006 - Long frame, no memory
0007 - Short frame, no memory
0009 - Text, no memory for TmpRas
000A - BitBitMap, no memory
000B - regions, memory not available
0030 - Make V Por, no memory
000C - (GFX New Error)
000D - (GFX Free Error)
1234 - Emergency memory not available
0401 - Unsupported font description used

Workbench

0001 - No fonts
0001 - WB Bad Startup Msg1
0002 - WB Bad Startup Msg2
0003 - WB Bad IO Msg
0004 - WB Init Potion Alloc Drawer
0005 - WB Create WB Menus Create Menus1
0006 - WB Create WB Menus Create Menus2
0007 - WB Layout WB Menus Layout Menus
0008 - WB Add Tool Menu Item
000A - WB InitTimer
000B - WB Init Layer Demon
000C - WB Init WB Gels
000D - WB Init Screen and Windows1

000E - WB Init Screen and Windows2
000F - WB Init Screen and Windows3
0010 - WBMAlloc

Layers Library

0000 - Layers out of memory

Expansion Library

0001 - Freed free memory

Trackdisk Device

0001 - Calibrate: seek error
0002 - Delay: error on timer wait

Disk Resource

0001 - Get unit: already has a disk
0002 - Interrupt: no active unit

RamLib Library

0001 - Overlays are illegal for library segments

Console Device

0001 - Console can't open initial window

Timer Device

0001 - Bad request
0002 - Power supply: no 50/60 Hz ticks

Bootstrap

0001 - Boot code returned an error

Dos Library

0001 - No memory at startup
0002 - EndTask didn't
0003 - Qpkt failure
0004 - Unexpected packet received
0005 - Freevec failed
0006 - Disk block sequence error
0007 - Bitmap corrupt
0008 - Key already free
0009 - Invalid checksum
000A - Disk error
000B - Key out of range
000C - Bad overlay
000D - Invalid init packet for CLI/SHELL

Alert Objects

8001 - ExecLib
8002 - GraphicsLib
8003 - LayersLib
8004 - Intuition

8005 - MathLib
8007 - DOSLib
8008 - RAMLib
8009 - IconLib
800A - ExpansionLib
800B - DiskfontLib
800C - UtilityLib
800D - KeyMapLib
8010 - AudioDev
8011 - ConsoleDev
8012 - GamePortDev
8013 - KeyboardDev
8014 - TrackDiskDev
8015 - TimerDev
8020 - CIARsrc
8021 - DiskRsrc
8022 - MiscRsrc
8030 - BootStrap
8031 - Workbench
8032 - Diskcopy
8033 - GadTools
8035 - Unknown

Keyboard Caps Lock light

1 Flash = ROM (internal to keyboard processor)
2 Flashes = RAM (internal to keyboard processor)
3 Flashes = watchdog timer (IC 741s 123 or associated circuitry)
4 Flashes = A shortcut exists between two row lines or one of the seven special keys (not implemented), thanks for that Juv!
No Flashes = Main PCB fault

Amiga 1200 & 4000 Screen Colours

Colour Black: Opening Screen Initial hardware configuration passed. Initial system software passed. Final initialisation test passed

Colour Red: ROM error, reseal or replace Kickstart ROMs

Colour Green: CHIP RAM error

Colour Blue: Custom Chip(s) error

Colour Yellow: 68000 detected error before software trapped it (software or hardware error)

AmigaDos Error Codes

Displayed in CLI or Shell

- 103 - No free store
- 105 - Task table full
- 114 - Bad template
- 115 - Bad number
- 116 - Required arg missing
- 117 - Key needs arg
- 118 - Too many args
- 119 - Unmatched quotes
- 120 - Line too long
- 121 - File no object
- 122 - Invalid resident library
- 201 - No default dir
- 202 - Object in use
- 203 - Object exists
- 204 - Dir not found
- 205 - Object not found
- 206 - Bad stream name
- 207 - Object too large
- 209 - Action not known
- 210 - Invalid component name
- 211 - Invalid lock
- 212 - Object wrong type
- 213 - Disk not validated
- 214 - Disk write protected
- 215 - Rename across devices
- 216 - Directory not empty
- 217 - Too many levels
- 218 - Device not mounted
- 219 - Seek error
- 220 - Comment too big
- 221 - Disk full
- 222 - Delete protected
- 223 - Write protected
- 224 - Read protected
- 225 - Not a DOS disk
- 226 - No disk
- 233 - Is soft linked
- 234 - Object linked
- 235 - Bad hunk
- 236 - Not implemented
- 240 - Record no locked
- 241 - Lock collision
- 242 - Lock timeout
- 243 - Unlock error
- 303 - Buffer overflow
- 304 - ***Break
- 305 - File not executable