## **I**NDEX

1040ST, 1.3 1040STe, 1.4 260ST, 1.3 520ST, 1.3 56001, see DSP 68000, 1.3, 5.3 68030, 1.5, 5.3 6850, 5.10 68881/2, 1.4-1.5, 5.4-5.6 _AKP cookie, 3.13, 4.13 _CPU cookie, 3.11 _FDC cookie, 3.11 _FDC cookie, 3.12 _FPU cookie, 3.12 _FPU cookie, 3.12 _FPU cookie, 3.13 _MCH cookie, 3.12 _mediach() function, 3.15 _NET cookie, 3.12 _SND cookie, 3.12 _SND cookie, 3.12 _vblqueue, 3.19, B.9 _VDO cookie, 3.11, 4.3  A about menu, 11.15, 6.26 access permissions AC_CLOSE message, 6.7, 6.68 AC_OPEN message, 6.7, 6.68 ACIA, B.43-B.44 ACSI, 4.15 ADC, 4.6 address error, 3.35, B.4 AES, 6.1 alerts, 6.25, 6.77, 11.10 application identifier, 6.4, 6.47, 6.53 application services library, 6.45 applications, 6.4, 11.24 clipping rectangles 6.32	drop-down list boxes, 6.28, 6.108, 11.19 environment string, 6.9, 6.139 event dispatcher, 6.9 event library, 6.59 event loop, 6.4 file selector library, 6.85, 11.12 form library, 6.75 function calling procedure, 6.37 graphics library, 6.89 hierachical menus, 6.27, 6.103, 11.20 language, 6.49, 11.23 menu buffer, 6.28, 6.154 menus, 6.25, 11.15 menu library, 6.101 message events, 6.11, 6.64 message types, 6.9 mouse button events, 6.12, 6.61 objects, 6.13 object library, 6.113 popup menus, 6.28, 6.108, 11.18 rectangle list, 6.32 resource library, 6.125 scrap library, 6.135 shell buffer, 6.35, 6.140- 6.141 shell library, 6.137 timer events, 6.12, 6.73 user-defined messages, 6.12, 6.58 VDI workstation, 6.33, 6.92 window toolbars, 6.33, 11.14 windows, 6.29, 11.4 window library, 6.147 AES_BIOS device, 2.17	alt-help screen dump, 4.91, B.12 alternative RAM, see memory types advanced keyboard processor, see _AKP cookie appl_exit(), 6.47 appl_find(), 6.47 appl_getinfo(), 6.48 appl_init(), 6.4, 6.7, 6.53 appl_read(), 6.12, 6.54 appl_search(), 6.55 appl_tplay(), 6.56 appl_trecord(), 6.57 appl_write(), 6.12, 6.58 APPLBLK structure, 6.23 application cartridges, 3.3, 5.7 application services library, see
	11.14	basepage, 2.11
library, 6.45		
= =	•	
clipping rectangles, 6.32	AES_MT device, 2.17	Bconout(), 3.28
desk accessories, 6.7 desktop window, 6.31	<b>AESPB</b> structure, 6.37	Bconstat(), 3.28
dialogs, 6.24, 6.81, 11.8	AHDI, 3.5, 4.15, B.10	Bcostat(), 3.29
uiaiugs, 0.24, 0.01, 11.0	alerts, see AES alerts	bezier curves, see GDOS bezier
	alertware, 11.3	curves

BGM partition, 4.16	CHAR, see Data Types	<b>cpx_call(),</b> 10.5-10.6, 10.19
<b>BIOS</b> , 3.1	CICON structure, 6.22	<b>cpx_close(),</b> 10.5, 10.20
calling from an interrupt,	CICONBLK structure, 6.22	cpx_draw(), 10.20
3.22	client, see MiNT pipes	cpx_hook(), 10.21
devices, 3.14	clipboard, see AES scrap	cpx_init(), 10.4, 10.6-10.7,
errors, D.3	library	10.21
function calling procedure,	clipping, see VDI clipping	cpx_key(), 10.23
3.22	clock, see real time clock	cpx_m1(), 10.23
parameter block, 3.30	Cnecin(), 2.34, 2.46	cpx_m2(), 10.24
vectors, 3.18	cold boot, 3.3	CPX_Save(), 10.4, 10.29
Bioskeys(), 4.13, 4.24	colors	cpx_timer(), 10.24
BITBLK structure, 6.21	bit layout, 4.5, 5.25	_
bitmaps, see VDI raster forms	mapping, 4.5	cpx_wmove(), 10.25
Bitstream international character	proper use of, 11.23	CPXINEO structure, 10.3
set, G.7	setting, 4.4	CPXINFO structure, 10.4
<b>Blitmode</b> (), 4.25	using, see VDI using colors	Crawcin(), 2.34, 2.48
BLiTTER chip, 4.25, 7.9	window, 6.160	Crawio(), 2.34, 2.49
BOOLEAN, see Data Types	command line, see GEMDOS	critical error handler, see
boot sectors, 4.14	command line	GEMDOS vectors
break codes, 5.11	con: file, see console device	crys_if(), 6.39
BPB, see BIOS parameter	console device, 2.8, 3.14	Cursconf(), 4.13, 4.27
block	context, see MiNT process	CX-40 joystick, 5.12
BSS segment, 2.9	context	D
<b>Buffoper</b> (), 4.25	control panel, see XCONTROL	DAC, 4.6
Buffptr(), 4.8, 4.26	control panel extensions, see	data cache, see caches
bus error, B.4	XCONTROL CPX's	DATA segment, 2.9
BYTE, see Data Types		data types, 1.11
·	controls, user-defined, 6.23, 11.10	<b>Dbmsg()</b> , 4.19, 4.28
С	conventions, 1.10	<b>Dclosedir</b> (), 2.16, 2.50
C, 1.9	cookie jar, 3.8	Dentl(), 2.16-2.18, 2.50
C++, 1.9	COOKIE structure, 3.8	Dcreate(), 2.4, 2.53
caches, 5.3		<b>Ddelete(),</b> 2.4, 2.54
CACR register, 5.3	determining hardware	debugging, 2.31
camera drivers, see VDI	presence, 3.8	debugging keys, see MultiTOS
camera drivers	placing a cookie, 3.9 searching for a cookie, 3.8	debugging keys
cartridges, 5.7	e ·	debugging levels, 2.33
Cauxin(), 2.34, 2.39	system cookies, 3.11 coordinate systems, <i>see VDI</i>	deferred vertical blank handlers,
Cauxis(), 2.34, 2.39	coordinate systems	3.19
Cauxos(), 2.34, 2.40	•	desk menu, 6.26, 11.15
Cauxout(), 2.34, 2.41	coprocessor exceptions, 5.4	DESKCICN.RSC file, 9.5
Cconin(), 2.34, 2.41	coprocessor mode, 5.4 country code, 3.6, 10.6	DESKCOPY environment
Cconis(), 2.34, 2.42	CPM 68k, 2.3	variable, see desktop
Cconos(), 2.34, 2.43	Cprnos(), 2.34, 2.46	extensibility
Cconout(), 2.34, 2.43		DESKFMT environment
Cconrs(), 2.34, 2.44	Cprnout(), 2.34, 2.47	variable, see desktop
Cconws(), 2.34, 2.45	CPX, see XCONTROL	extensibility
CD-ROM drives 2.3 2.23 4.12	<b>cpx_button</b> (), 10.19	DESKICON RSC file 9.5

desktop window, see AES desktop window desktop, 9.1 drag and drop usage, 9.3 extendibility, 9.3 messages, 9.3 replacing, 9.3 TOS application launching, 9.4 DESKTOP.INF file, 9.4 Devconnect(), 4.7, 4.29 device-specific format, see VDI device-specific format device independence, 11.22 Dfree(), 2.4, 2.54 Dgetcwd(), 2.16, 2.56 Dgetpath(), 2.5, 2.56 Dgetpath(), 2.5, 2.57 diagnostic cartriges, 5.7 dialogs, see AES dialogs dialogware, 11.3 Digital Research, Inc., 1.3 disk transfer address, see GEMDOS DTA display, see screen Dlock(), 2.16, 2.57 DMA sound system, see sound STe/TT030 digital sound DMAread(), 4.15, 4.31 DMAwrite(), 4.15, 4.32 Dependic(), 2.16, 2.59	connection matrix, 4.7 controller registers, B.36 debugging, 4.11 general-purpose pins, 4.11 ISR register, 4.11 memory map, 4.9 programs, 4.10 sending data, 4.11 state, 4.11 subroutines, 4.9 word size, 4.9  Dsp_Available(), 4.10, 4.34 Dsp_BlkBytes(), 4.11, 4.35 Dsp_BlkHandshake(), 4.11, 4.35 Dsp_BlkWords(), 4.11, 4.37 Dsp_DoBlock(), 4.11, 4.37 Dsp_DoBlock(), 4.11, 4.38 Dsp_ExecBoot(), 4.11, 4.39 Dsp_ExecProg(), 4.11, 4.39 Dsp_FlushSubroutines(), 4.40 Dsp_GetProgAbility(), 4.11, 4.40 Dsp_Hf0(), 4.11, 4.41 Dsp_Hf1(), 4.11, 4.42 Dsp_Hf2(), 4.11, 4.43 Dsp_Hstat(), 4.11, 4.44 Dsp_Hstat(), 4.11, 4.44 Dsp_InqrSubrAbility(), 4.10,	Dsp_TriggerHC(), 4.11, 4.55 Dsp_Unlock(), 4.9, 4.55 Dsptristate(), 4.8, 4.56 DTA, see GEMDOS DTA dual-state menu items, 11.17 Eedit menu, 11.17 EgetPalette(), 4.5, 4.56 EgetShift(), 4.4, 4.57 enhanced joystick, 5.8 entertainment software, 11.25 Epson printer, 4.96 error codes, D.1 EsetBank(), 4.5, 4.58 EsetColor(), 4.5, 4.59 EsetGray(), 4.4, 4.60 EsetPalette(), 4.5, 4.60 EsetPalette(), 4.5, 4.60 EsetShift(), 4.4, 4.61 EsetSmear(), 4.4, 4.61 evnt_button(), 6.12, 6.61 evnt_dclick(), 6.9, 6.62 evnt_keybd(), 6.12, 6.63 evnt_mesag(), 6.11, 6.64 evnt_mouse(), 6.12, 6.70 evnt_multi(), 6.10, 6.71 evnt_timer(), 6.12, 6.73 EVNTREC structure, 6.57 exception vectors, B.4
<b>DMAwrite</b> (), 4.15, 4.32		
<b>Dopendir()</b> , 2.16, 2.58	4.44	expansion area, B.46 EXTEND.SYS file, 7.15
<b>Dosound(),</b> 4.18, 4.33, I.3	<b>Dsp_InStream</b> (), 4.11, 4.45	extended partition, see XGM
dot-matrix printers, see <b>VDI</b> printer drivers	<b>Dsp_IOStream(),</b> 4.11, 4.46 <b>Dsp_LoadProg(),</b> 4.11, 4.47	partition
<b>Dpathconf(),</b> 2.3, 2.59	Dsp_LoadFrog(), 4.11, 4.47 Dsp_LoadSubroutine(), 4.48	extension (file), 2.4
drag and drop, H.1	Dsp_Lock(), 4.9, 4.48	F
originator, H.3	Dsp_LodToBinary(), 4.11, 4.49	Falcon030, 1.6
recipient, H.5	Dsp_MultBlocks(), 4.11, 4.50	FALSE, see Data Types
<b>Dreaddir()</b> , 2.16, 2.61	<b>Dsp_OutStream()</b> , 4.11, 4.51	FAT, see file allocation table
Drewinddir(), 2.16, 2.62	Dsp_RemoveInterrupts(),	Fattrib(), 2.6, 2.64
drop-down list boxes, see AES	4.11, 4.51	Fchmod(), 2.15, 2.65
drop-down list boxes <b>Drvmap(),</b> 3.30	Dsp_RequestUniqueAbility(),	Fchown(), 2.15, 2.66
Dsetdrv(), 2.5, 2.62	4.10, 4.52	Fclose(), 2.66
<b>Dsetpath()</b> , 2.5, 2.63	Dsp_Reserve(), 4.10, 4.53 Dsp_RunSubroutine(), 4.53	Fcntl(), 2.15, 2.67
DSP, 4.8	Dsp_SetVectors(), 4.11, 4.54	Fcreate(), 2.6, 2.74 Fdatime(), 2.7, 2.75
, · · -	Dsp_Set vectors(), 4.11, 4.34	Fuatime(), 2.1, 2.13

<b>Fdelete(),</b> 2.7, 2.76	Fopen(), 2.84	function calling procedure
<b>Fdup(),</b> 2.8, 2.76	form_alert(), 6.25, 6.77	see VDI function
<b>Fforce</b> (), 2.8, 2.77	form_button(), 6.25, 6.78	calling procedure
Fgetchar(), 2.15, 2.79	form_center(), 6.79	kerning, 7.15
Fgetdta(), 2.6, 2.79	form_dial(), 6.80	memory driver, 7.18
file allocation table, 4.14	form_do(), 6.24, 6.81	metafiles, 7.17
file menu, 11.16	form_error(), 6.25, 6.82	original, 7.12
file selector library, see AES	form_keybd(), 6.25, 6.83	plotter drivers, 7.16
file selector library	Forth, 1.9	printer drivers, 7.16
file systems, see MiNT	Foutstat(), 2.15, 2.85	special effects, 7.15
loadable file systems	<b>Fpipe(),</b> 2.27, 2.86	<b>SpeedoGDOS</b> , 7.12, 7.14
filenames, see GEMDOS	Fputchar(), 2.15, 2.86	Speedo character indexes,
filenames	Fread(), 2.7, 2.87	7.15
fine scrolling, 5.26	Freadlink(), 2.15, 2.88	tablet drivers, 7.17
Finstat(), 2.15, 2.80	Frename(), 2.4, 2.89	user-defined printer buffer
fix31, see Data Types	Fseek(), 2.7, 2.89	7.17
Flink(), 2.15, 2.81	fsel_exinput(), 6.34, 6.87	version, 7.11
floating-point coprocessor, 5.4	fsel_input(), 6.34, 6.88	GDP, see VDI GDP's
floating-point support, see	Fselect(), 2.15, 2.90	.GEM file format, C.3
_FPU cookie	Fsetdta(), 2.6, 2.91	GEM, 1.7
flock system variable, B.8	Fsfirst(), 2.5, 2.92	partition type, 4.16
Flock(), 2.7, 2.82	FSMC cookie, 3.13	user interface guidelines,
floppy drives, 4.15	FSMGDOS, 7.13	11.1
Flopfmt(), 4.15, 4.63	Fsnext(), 2.5, 2.93	GEM/3, 7.13
Floprate(), 4.15, 4.65	Fsymlink(), 2.15, 2.94	GEM.CNF file, 6.36
Floprd(), 4.15, 4.66	Fwrite(), 2.6, 2.95	gemdos(), 2.35
Flopver(), 4.15, 4.66		GEMDOS, 2.1
Flopwr(), 4.15, 4.67	Fxattr(), 2.15, 2.95	ARGV, 2.12
.FNT file format, C.7	G	application startup, 2.11
character offset table, C.9	gadgets, see AES windows	character functions, 2.34
data, C.8	gain, see sound setting gain	command line, 2.11
header, C.7	game controllers, 5.8	date functions, 2.35
horizontal offset table, C.9	<b>GDOS</b> , 7.11	default drives 2.5
Fmidipipe(), 2.16, 2.83	bezier curves, 7.13	default drive, 2.5
folders, see GEMDOS	caching, 7.15	deleting files, 2.7
directories	camera drivers, 7.17	directories, 2.4 drive identifiers, 2.3
Font Scaling Module, see	device drivers, 7.16	<b>DTA</b> , 2.6
FSMGDOS	error support, 7.13	environment string, 2.12
FONTGDOS, see GDOS	<b>fix31</b> data type, 7.14	errors, D.3
<b>FONTGDOS</b>	font naming convention,	executable file format, 2.9
fonts	7.12	file attributes, 2.6
in <b>AES</b> objects, 6.20	<b>FONTGDOS</b> , 7.13	file handles, 2.7
bitmap, see VDI fonts	fonts, 7.12	file locking, 2.7
file format, C.7	<b>FSMGDOS</b> , 7.12-7.13	file position pointer, 2.7
outline, see VDI fonts		file time/date stamp, 2.7
system, 6.36, 6.48		filenames, 2.4
,,, o		111011011100, 2.1

function calling procedure,	1	draw sprite function, 8.20
2.35	icon, 6.21	filled polygon function,
path, 2.5	color, 6.22	8.14
processes, 2.9	ICONBLK structure, 6.21	filled rectangle function,
record locking, 2.7	iconification, 6.30, 6.156, 11.7	8.13
redirection, 2.8	IKBD, 5.10	font headers, 8.7
root directory, 2.4	commands, 5.14	function calling procedure,
time functions, 2.35	scan codes, F.1	8.8
the <b>TOS</b> file system, 2.3	Ikbdws(), 4.14, 4.72	get pixel function, 8.12
vectors, 2.13	Imagen, see QMS/Imagen	hide mouse function, 8.19
version, 2.3	.IMG file format, C.5	horizontal line function,
volume label, 2.6	extra palette information,	8.13
GEMFILE.GEM, 7.17	C.5	initialize function, 8.11
generalized device primitives,	header, C.5	plot pixel function, 8.11
see <b>VDI</b> GDP's	image compression, C.6	seed fill function, 8.22
GENLOCK, 4.6	image data format, C.6	show mouse function, 8.18
<b>Get_Buffer(),</b> 10.29	Initmous(), 4.12, 4.73	textblt function, 8.16
<b>Getbpb()</b> , 3.15, 3.30	instruction cache, 5.3	transform mouse function,
getcookie(), 10.30	interrupt priority level, 5.3	8.19
GetFirstRect(), 10.30	IOREC structure, 4.75	undraw sprite function, 8.20
<b>Getmpb</b> (), 3.31	Iorec(), 4.17, 4.75	variable table, 8.3
GetNextRect(), 10.31	J	links, see MiNT links
Getrez(), 4.4, 4.68	_	list boxes, see AES drop-down
<b>Gettime(),</b> 4.18, 4.69	<b>Jdisint</b> (), 4.18, 4.76	list boxes
Giaccess(), 4.70, I.3	<b>Jenabint(),</b> 4.18, 4.76	Localtalk, see LAN connector
<b>Gpio(),</b> 4.8, 4.72	joysticks, 5.8, 5.12	Locksnd(), 4.6, 4.79
<b>graf_dragbox</b> (), 6.34, 6.91	K	Logbase(), 4.3, 4.80
graf_growbox(), 6.34, 6.92	<b>Kbdvbase</b> (), 4.77	logical screen, 4.3
<b>graf_handle</b> (), 6.34, 6.92, 7.3	KBDVECS, 4.77	M
graf_mkstate(), 6.34, 6.93	<b>Kbrate</b> (), 4.13, 4.78	magneto-optical drives, 2.3
graf_mouse(), 6.34, 6.94	<b>Kbshift</b> (), 3.7, 3.32	<b>Maddalt(),</b> 2.97
graf_movebox(), 6.34, 6.96	kerning, see GDOS kerning	make codes, 5.11
graf_rubberbox(), 6.34, 6.97	keyboard, 5.11	<b>Malloc(),</b> 2.8, 2.98
graf_shrinkbox(), 6.34, 6.98	keyboard equivalents, 11.20	MAPTAB structure, 4.24
graf_slidebox(), 6.34, 6.99	keyboard tables, 4.12, 7.15, E.1,	matrix, see sound connection
graf_watchbox(), 6.34, 6.100	F.1	matrix
graphics library, see AES	Keytbl(), 4.12, 4.78	media change, 3.15
graphics library	KEYTBL.TBL file, 4.13	<b>Mediach(),</b> 3.15, 3.33
grayscale mode, 4.4	•	Mega ST, 1.4
<b>GRECT</b> structure, 7.7	I ANI someosten 4 17	Mega STe, 1.4
Н	LAN connector, 4.17	memory driver, see GDOS
	Lattice C, 1.9	memory driver
handles, see <b>GEMDOS</b> file	light gun, 5.10 Line-A, 8.1	memory initialization, 3.3
handles or <b>VDI</b>		memory management unit, B.5
workstation handles	arbitrary line function, 8.12	memory map, B.1
hierarchical menus, 6.27, 11.20	bitblt function, 8.15 copy raster function, 8.21	memory protection, 2.14

THE ATARI COMPENDIUM

memory types, 2.8	Midiws(), 4.19, 4.82	mouse device, 2.17
memory usage parameter block,	<b>MiNT</b> , 2.14	MPB, see memory usage
3.31	access permissions, 2.14	parameter block
MEMORY.SYS, see GDOS	cookie, 3.13	Mshrink(), 2.11, 2.99
memory driver	debugging, 2.31	<b>MS-DOS</b> , 2.3
MENU structure, 6.103	default directory, 2.16	multi-function peripheral port,
menu buffer, see AES menu	DEV directory, 2.17	see MFP
buffer	directory enumeration, 2.16	MultiTOS, 2.3
menu_attach(), 6.27, 6.103	exit codes, 2.14	debugging keys, 2.32
menu_bar(), 6.27,6.105	file attributes, 2.15	Mxalloc(), 2.8, 2.100
menu_icheck(), 6.27, 6.106	file ownership, 2.15	N
menu_ienable(), 6.27, 6.106	file status, 2.15	= =
menu_istart(), 6.27, 6.107	file system extensions, 2.15	NDC, see VDI coordinate
menu_popup(), 6.28, 6.108	function calling procedure,	systems
menu_register(), 6.4, 6.7,	see <b>GEMDOS</b> function	NEWDESK.INF file, 9.4
6.109	calling procedure	non-maskable interrupt, 5.3
menu_settings(), 6.28, 6.110	hard links, 2.15	non-volatile RAM, see NVMaccess()
menu_text(), 6.27, 6.111	interprocess	normalized device coordinates,
menu_tnormal(), 6.27, 6.111	communication, 2.27	see VDI coordinate
menus, see AES menus	links, 2.15	systems
messages, see AES message	loadable devices, 2.17	NULL device, 2.17
events	loadable file systems, 2.23	<b>NVMaccess(),</b> 4.18, 4.83
META.SYS driver, see GDOS	messages, 2.31	0
metafiles	MINT.CNF file, 2.33	_
<b>METADOS</b> , 4.12	PIPE directory, 2.27 pipes, 2.27	<b>objc_add(),</b> 6.14, 6.115
metafiles	PROC directory, 2.16	objc_change(), 6.17, 6.115
creating, see GDOS	process attributes, 2.17	<b>objc_delete(),</b> 6.14, 6.116
metafiles	process context, 2.32	objc_draw(), 6.117
header, C.3	process identifier, 2.14	objc_edit(), 6.25, 6.118
records, C.4	process priority, 2.14	<b>objc_find(),</b> 6.14, 6.119
sub-opcodes, C.4	processes, 2.14	<b>objc_offset</b> (), 6.14, 6.120
METAINFO structure, 4.80	pseudo-drives, 2.16	<b>objc_order</b> (), 6.14, 6.121
<b>Metainit</b> (), 4.12, 4.80	resources, 2.14	objc_sysvar(), 6.122
<b>MFDB</b> structure, 7.119	semaphores, 2.31	OBJC_COLORWORD
MFORM structure, 6.95	shared memory, 2.30	structure, 6.18
<b>MFsave</b> (), 10.31	SHM directory, 2.30	objects, 6.13
MFP, B.5	signals, 2.28	colorword, 6.18
configuration, 4.17	symbolic links, 2.15	flags, 6.16
interrupts, 4.18	threads, 2.14	fonts, 6.20
ST port registers, B.37	timeslice, 2.14	ob_spec, 6.18
TT port registers, B.41	tracing, 2.31	states, 6.17
vectors, B.5	user-defined longword,	structure, 6.15
<b>Mfpint()</b> , 4.18, 4.81	2.14	types, 6.15
Mfree(), 2.99	MN_SET structure, 6.110	Offgibit(), 4.17, 4.84
MICROWIRE interface, 5.22	modem device, 2.17	Ongibit(), 4.17, 4.84
MIDI, 3.14, 5.10	mouse, 5.11	ORU's, G.3

US, 1.6	process terminate handler, see	raster forms, see VDI raster
overlay mode, see VsetMask()	GEMDOS vectors	forms
P	processor cache control, 5.3	RC, see <b>VDI</b> coordinate
p_cookies, see cookie jar	MegaSTe, B.34	systems
p_kbshift, 3.7	processor state save area, B.7	RCS, see resource construction
p_root, 3.5	progress indicators, 11.12	set
p_run, 3.7	<b>Protbt</b> (), 4.15, 4.86	real-time clock, B.31
paddles, 5.9	prt_cnt, B.12	rectangle list, see AES
page flipping, 4.3	PRTBLK structure, 4.87	rectangle list
palette, see <b>VDI</b> palette based	<b>Prtblk</b> (), 4.18, 4.87	rectangles, see VDI rectangles
devices	<b>Prusage(),</b> 2.14, 2.112	reset vector, see BIOS vectors
palette registers, 4.4	<b>Psemaphore</b> (), 2.31, 2.113	resolutions, see screen
PARMBLK structure, 6.23	<b>Psetgid</b> (), 2.14, 2.114	resource construction set, 6.13
partition information block, 4.16	<b>Psetlimit(),</b> 2.14, 2.114	resources, 6.13
Pascal, 1.9	<b>Psetpgrp(),</b> 2.14, 2.115	file format, see .RSC file
PATH environment variable, 6.9	Psetuid(), 2.14, 2.116	format
Pause(), 2.101	pseudo-drive, 2.16	usage, see AES resource
<b>Pdomain</b> (), 2.3, 2.102	PSG, I.1	library
peripheral mode, 5.4	<b>Psigaction(),</b> 2.28, 2.116	<b>ROOT</b> definition, 6.14
<b>Pexec()</b> , 2.9, 2.103	Psigblock(), 2.28, 2.118	.RSC file format, C.9
<b>Pfork</b> (), 2.14, 2.105	Psignal(), 2.28, 2.118	CICONBLK extension,
Physbase(), 4.3, 4.85	Psigpause(), 2.28, 2.119	C.11
physical screen, 4.3	<b>Psigpending(),</b> 2.28, 2.120	extension array, C.11
Pgetegid(), 2.14, 2.106	Psigreturn(), 2.28, 2.120	free strings and images,
Pgeteuid(), 2.14, 2.106	Psigsetmask(), 2.28, 2.121	C.11
Pgetgid(), 2.14, 2.107	Pterm(), 2.9, 2.11, 2.121	header, C.9
Pgetpgrp(), 2.14, 2.107	PtermØ(), 2.11, 2.122	object trees, C.10
Pgetpid(), 2.14, 2.107	Ptermres(), 2.11, 2.123	<b>AES</b> 3.30 resource format,
Pgetppid(), 2.14, 2.108	PTRACEFLOW, 2.31	C.11
Pgetuid(), 2.14, 2.108	<b>PTRACEGO</b> , 2.31	<b>Rsconf</b> (), 4.17, 4.89
Pkill(), 2.109	PTRACESFLAGS, 2.31	rsh_fix(), 10.33
plotter drivers, see VDI plotter	PTRACESTEP, 2.31	rsh_obfix(), 10.34
drivers	Pumask(), 2.16, 2.123	<b>rsrc_free(),</b> 6.127
	Puntaes(), 3.7, 4.19, 4.88	rsrc_gaddr(), 6.13, 6.127
Pmsg(), 2.31, 2.109	Pusrval(), 2.14, 2.124	rsrc_load(), 6.7, 6.13, 6.128
Pnice(), 2.14, 2.111	Pvfork(), 2.14, 2.124	rsrc_obfix(), 6.13, 6.129
Popup(), 10.32	Pwait(), 2.14, 2.125	<b>rsrc_rcfix(),</b> 6.13, 6.130
popup menus, 6.28, 11.18		rsrc_saddr(), 6.13, 6.130
<b>Prenice(),</b> 2.14, 2.111	Pwait3(), 2.14, 2.126 Pwaitpid(), 2.14, 2.127	<b>Rwabs(),</b> 3.34
prescaler, 4.7		S
<b>PRGFLAGS</b> , 2.9-2.10	Q	Salert(), 2.28, 2.128
printer, 4.18	QMS/Imagen, 7.13	
printer device, 2.8, 2.17	R	SBUFPTR, 4.26
printer drivers, see <b>VDI</b> printer drivers	Random(), 4.18, 4.89	scan codes, F.1 SCC, 4.17
prn: file, see printer device	raster coordinates, see VDI	DMA registers, B.33
pm: me, see primer device	coordinate systems	ports, B.33

vectors, B.6	skeleton code, 6.4, 6.7	supervisor mode, 2.128, 4.12,
scr_dump, B.14	<b>Sl_Arrow</b> (), 10.35	4.103
scrap library, see AES scrap	<b>Sl_dragx(),</b> 10.36	<b>Supexec(),</b> 4.12, 4.103
library	<b>Sl_dragy</b> (), 10.36	Sversion(), 2.3, 2.129
<b>Scrdmp(),</b> 4.18, 4.91	<b>Sl_size</b> (), 10.37	Syield(), 2.130
screen	Sl_x(), 10.37	symbol table, 2.10
determining the size, 4.4	Sl_y(), 10.38	_sysbase, 3.4
memory, 4.3, 5.25	slider bar, 6.30	<b>Sysconf</b> (), 2.130
registers, B.19	SLM804, 7.16	system boot variables, B.4
resolution, 4.4, 5.24	SMALLER gadget, 6.30	system font, 6.36, 6.48
resolution change, 6.144	smear mode, 4.4	system bell vector, see BIOS
scrp_read(), 6.34, 6.135	Sndstatus(), 4.8, 4.99	vectors
scrp_write(), 6.34, 6.136	sound	system control unit, B.34
SCSI, 4.15	attenuation, 4.8	system keyclick vector, see
semaphores, see MiNT	adjusting gain, 4.8	BIOS vectors
semaphores	configuring levels, 4.8	system RAM, B.16
serial device, 2.8	connection matrix, 4.7	system startup, 3.3
serial number, 4.14	determining status, 4.8	system variables, B.7
serial port, 4.16	envelopes, I.6	system vectors, B.7
mapping, 4.17	Falcon030 sound system,	T
server, see MiNT pipes	4.6	-
<b>Set_Evnt_Mask(),</b> 10.34	FM, I.3	tablet drivers, see <b>VDI</b> tablet
<b>Setbuffer()</b> , 4.7, 4.92	handshaking, 4.7	drivers
<b>Setcolor(),</b> 4.4, 4.93	interrupts, 4.8	Talarm(), 2.131
Setexc(), 3.20, 3.35	playing, I.1	<b>TEDINFO</b> structure, 6.19
<b>Setinterrupts(), 4.8,</b> 4.93	proper use of, 11.24	terminal device, 2.17
<b>Setmode()</b> , 4.7, 4.94	recording, 4.8	TEXT segment, 2.9
<b>Setmontracks</b> (), 4.8, 4.95	registers, B.25-B.26	<b>Tgetdate()</b> , 2.35, 2.132
<b>Setpalette()</b> , 4.4, 4.95	selecting tracks, 4.8	<b>Tgettime()</b> , 2.35, 2.132
<b>Setprt()</b> , 4.18, 4.96	setting frequency, 4.7	threads, see MiNT threads
Setscreen(), 4.3, 4.97	STe/TT digital sound, 5.28	three-dimensional objects, 6.16
Settime(), 4.18, 4.98	Soundcmd(), 4.7, 4.100	6.17
Settracks(), 4.8, 4.99	SpeedoGDOS, 7.14	<b>Tickcal(),</b> 3.36
shadow image, B.46	character set, G.7	timer, see AES timer events
shel_envrn(), 6.9, 6.139	font header, G.3	timer tick vector, see GEMDOS
shel_find(), 6.36, 6.139	Ssbrk(), 4.19, 4.102	vectors
shel_get(), 6.35, 6.140	ST, 1.3	toolbars, 6.33, 11.14
	ST Book, 1.5	toolboxes, 11.13
shel_put(), 6.35, 6.141	ST RAM, see memory types	<b>TOS</b> , 1.3
shel_read(), 6.36, 6.141	Stacy, 1.3	configuration bits, 3.6
shel_write(), 2.13, 6.9, 6.36,	stack allocation, 6.5	file system, 2.3
6.142	standard format, 7.9	header, 3.4
shell buffer, see AES shell	standard RAM, see memory	<b>OSHEADER</b> structure, 3.5
buffer	types	TOSRUN pipe, 9.4
shell, see AES shell library	submenus, see hierarchical	TPA, see transient program
shift keys, 3.7, 3.32	menus	area
signals, see MiNT signals	Super(), 2 128	tracing, see MiNT tracing

THE ATARI COMPENDIUM

transient program area, 2.11 **v\_dspcur(),**7.40 v write meta(), 7.79 TRAP exception vectors, B.4 v eeol(), 7.41 validation string, 6.19 TRUE, see Data Types v eeos(), 7.42 **VDI**, 7.1 true-color, see VDI true-color **v\_ellarc(),** 7.42 clipping, 7.3, 7.125 devices v ellipse(), 7.43 color mapping, 7.9 toolbars, see AES window coordinate systems, 7.5 **v\_ellpie(),** 7.44 toolbars device IDs. 7.4 v enter cur(), 7.45 Tsetdate(), 2.35, 2.133 device-specific format, v exit cur(), 7.46 Tsettime(), 2.35, 2.133 7.10 v fillarea(), 7.46 fonts, see GDOS fonts TT RAM, see memory types v flushcache(), 7.47 TT030, 1.5 function availability, 7.8 v fontinit(), 7.48 TTY, see terminal device function calling procedure, v form adv(), 7.48 typesetting, 1.10 7.18 v ftext(), 7.49 function reference, 7.21 U v\_ftext16(), 7.16, 7.50 GDOS, see GDOS **UBYTE**, see Data Types v\_ftext\_offset(), 7.51 GDP's, 7.6 v ftext offset16(), 7.16, 7.52 **UCHAR** see Data Types monochrome devices, 7.9 **ULONG**, see Data Types v get pixel(), 4.5, 7.55 raster forms, 7.9 v\_getbitmap\_info(), 7.12, 7.14, UNIX. 2.3 rectangles, 7.7 Unlocksnd(), 4.6, 4.103 7.53 rendering graphics, 7.6 user interface, 11.1 v\_getoutline(), 7.12, 7.54 palette-based devices, 7.9 user mode, 4.12 v\_gtext(), 7.56 parameter block, 7.18 UWORD, see Data Types **v\_hardcopy(),** 7.57 physical workstations, 7.3 **v\_hide\_c(),** 7.57 standard format, 7.10 v\_justified(), 7.58 v\_alpha\_text(), 7.23 true-color devices, 7.9 **v\_killoutline(),** 7.12, 7.59 using color, 7.8 v\_arc(), 7.24 v\_loadcache(), 7.59 vector handling, 7.10 v\_bar(), 7.25 v\_meta\_extents(), 7.60 virtual workstations, 7.4 v\_bez(), 7.13, 7.26 v\_opnvwk(), 7.3, 7.61 workstations, 7.3 **v\_bez\_fill(),** 7.13, 7.27 **V\_Opnvwk(),** 7.5, 7.65 workstation handles, 7.3 v\_bez\_off(), 7.13, 7.28 **v\_opnwk(),** 7.3, 7.66 write modes, 7.8, 7.162 **v\_bez\_on(),** 7.13, 7.29 VDI\_Workstation structure, **V\_Opnwk()**, 7.5, 7.67 v bez\_qual(), 7.30 7.65 v\_output\_window(), 7.68 v\_bit\_image(), 7.31 vertical blank **v\_pgcount(),** 7.69 v\_cellarray(), 7.32 handlers, 3.19 **v\_pieslice(),** 7.70 **v\_circle(),** 7.33 interrupt, 3.19 **v\_pline(),** 7.71 v\_clear\_disp\_list(), 7.34 vex\_butv(), 7.10, 7.80 **v\_pmarker(),** 7.72 v\_clrwk(), 7.34 **vex\_curv(),** 7.10, 7.81 v\_rbox(), 7.72 v\_clsvwk(), 7.35 **vex\_motv(),** 7.10, 7.82 **v\_rfbox(),** 7.73 v\_clswk(), 7.35 **vex\_timv(),** 7.10, 7.83 **v\_rmcur(),** 7.74 v contourfill(), 7.36 **VgetMonitor(),** 4.4, 4.104 **v\_rvoff(),** 7.75 v curdown(), 7.37 **VgetRGB(),** 4.6, 4.104 **v\_rvon(),** 7.75 **v\_curhome(),** 7.37 VgetSize(), 4.4, 4.105 v\_savecache(), 7.76 **v\_curleft(),** 7.38 video control, 4.3 **v\_set\_app\_buff(),** 7.77 v\_curright(), 7.38 video registers, B.19 v\_show\_c(), 7.77 v curtext(), 7.39 video mode, see screen **v\_updwk(),** 7.16, 7.78 **v\_curup()**.7.40

**vm\_coords(),** 7.17, 7.83 **vr\_trnfm(),** 4.5, 7.9, 7.117 **vst\_font(),** 7.152 vm filename(), 7.17, 7.84 **vro cpyfm(),** 7.8-7.9, 7.119 **vst height()**, 7.153 vm pagesize(), 7.17, 7.85 vrq choice(), 7.121 vst kern(), 7.12, 7.15, 7.154 vst\_load\_fonts(), 7.13, 7.155 **VOID**, see Data Types vrq\_locator(), 7.121 **VOIDP**, see Data Types vrq string(), 7.122 vst point(), 7.155 **VOIDPP**, see Data Types vst\_rotation(), 7.156 vrq\_valuator(), 7.123 volume label, see GEMDOS vrt cpyfm(), 7.9, 7.124 vst scratch(), 7.15, 7.157 volume label vs clip(), 7.125 vst setsize(), 7.158 vq\_cellarray(), 7.86 vs color(), 7.126 vst\_setsize32(), 7.14, 7.159 vq\_chcells(), 7.87 vs\_curaddress(), 7.126 vst skew(), 7.160 vq\_color(), 7.88 **vs palette(),** 7.127 vst unload fonts(), 7.161 vq\_curaddress(), 7.89 vsc form(), 7.128 vswr mode(), 7.8, 7.162 **vq\_extnd(),** 7.8, 7.89 VsetMask(), 4.6, 4.106 Vsync(), 4.110 VsetMode(), 4.4, 4.107 **vq\_gdos(),** 7.11, 7.92 VT-52 emulator, 3.14 vq\_key\_s(), 7.93 VsetRGB(), 4.6, 4.108 **vt\_alignment(),** 7.163 **vq\_mouse(),** 7.93 VsetScreen(), 4.108 vt\_axis(), 7.164 vq\_scan(), 7.94 VsetSync(), 4.6, 4.109 vt\_origin(), 7.164 vt\_resolution(), 7.165 vq\_tabstatus(), 7.95 vsf color(), 7.129 vsf\_interior(), 7.129 vq\_tdimensions(), 7.96 W vqf\_attributes(), 7.96 vsf perimeter(), 7.130 warm boot, 3.3 **vqin\_mode(),** 7.97 vsf style(), 7.131 WavePlay(), 4.110 vsf\_udpat(), 7.132 vql\_attributes(), 7.98 wildcards, 2.5 vqm\_attributes(), 7.99 **vsin mode(),** 7.133 wind\_calc(), 6.33, 6.149 **vqp\_error(),** 7.100 vsl\_color(), 7.134 wind\_close(), 6.31, 6.150 **vqp\_films(),** 7.101 vsl ends(), 7.134 wind\_create(), 6.29, 6.150 **vqp\_state(),** 7.101 vsl type(), 7.135 wind\_delete(), 6.31, 6.152 **vqt\_advance(),** 7.102 vsl\_udsty(), 7.136 wind\_find(), 6.31, 6.152 vsl\_width(), 7.137 vqt\_advance32(), 7.14, 7.103 wind\_get(), 6.31, 6.153 vqt\_attributes(), 7.104 **vsm choice(),** 7.138 wind\_new(), 6.157 vqt\_cachesize(), 7.15, 7.105 vsm color(), 7.138 wind\_open(), 6.31, 6.158 vqt\_devinfo(), 7.106 vsm\_height(), 7.139 wind\_set(), 6.31, 6.158 vsm\_locator(), 7.140 **vqt\_extent(),** 7.107 wind\_update(), 6.32, 6.161 **vqt\_f\_extent(),** 7.108 **vsm\_string(),** 7.141 windows, see AES windows vqt\_f\_extent16(), 7,109 vsm type(), 7.142 **WORD**, see Data Types **vqt\_fontheader(),** 7.12, 7.110 vsm\_valuator(), 7.143 workstations, see VDI vqt\_fontinfo(), 7.111 vsp\_message(), 7.144 workstations vqt\_get\_table(), 7.12, 7.15, **vsp\_save(),** 7.145 WORM drives, 2.3 7.112 **vsp** state(), 7.145 write modes, see VDI write vqt\_name(), 7.16, 7.113 vst alignment(), 7.146 modes **vqt\_pairkern(),** 7.12, 7.15. vst arbpt(), 7.147 WYSIWYG, 7.14 7.114 vst\_arbpt32(), 7.14, 7.148 X vqt trackkern(), 7.12, 7.15. **vst\_charmap(),** 7.15, 7.149 **XBIOS**, 4.1 7.115 vst color(), 7.150 calling from an interrupt, **vqt\_width(),** 7.115 vst effects(), 7.150 4.20 **vr\_recfl(),** 7.117 vst\_error(), 7.13, 7.151

function calling procedure, 4.19 **Xbtimer(),** 4.113 **XCPB** structure, 10.5 XCONTROL, 10.1 boot-only CPX's, 10.6 callback functions, 10.17 cpx flavors, 10.6 CPX types, 10.6 event CPX's, 10.9 executable format, 10.3 file formats, 10.12 file naming, 10.12 form CPX's, 10.6 function calling procedure, 10.13 function reference, 10.15 parameter block, 10.5 resident CPX's, 10.7 set-only CPX's, 10.7 stack space, 10.13 utility functions, 10.27

Xform\_do(), 10.38 XGen\_Alert(), 10.39 XGM partition, 4.16