

Quelle: SymbTab_3

;*** Tastatur-Labels.

:KEY_F1 = \$01
:KEY_F2 = \$02
:KEY_F3 = \$03
:KEY_F4 = \$04
:KEY_F5 = \$05
:KEY_F6 = \$06
:KEY_F7 = \$0e
:KEY_F8 = \$0f

:KEY_LEFT = \$08
:KEY_UP = \$10
:KEY_DOWN = \$11
:KEY_HOME = \$12
:KEY_CLEAR = \$13
:KEY_LARROW = \$14
:KEY_UPARROW = \$15
:KEY_STOP = \$16
:KEY_RUN = \$17
:KEY_BPS = \$18
:KEY_INSERT = \$1c
:KEY_DELETE = \$1d
:KEY_RIGHT = \$1e
:KEY_INVALID = \$1f

;*** Flags setzen/löschen.

;Schriftstil definieren.

:SET_PLAINTEXT = %00000000
:SET_SUBSCRIPT = %00000010
:SET_SUPERSCRIPT = %00000100
:SET_OUTLINE = %00001000
:SET_ITALIC = %00010000
:SET_REVERSE = %00100000
:SET_BOLD = %01000000
:SET_UNDERLINE = %10000000

;*** Prozesse definieren.

:SET_RUNABLE = %10000000
:SET_BLOCKED = %01000000
:SET_FROZEN = %00100000
:SET_NOTIMER = %00010000

:SET_DB_POS = %00000000

;*** ":mouseOn" definieren.

:SET_MSE_ON = %10000000
:SET_MENUON = %01000000
:SET_ICONSON = %00100000

;*** ":pressFlag" definieren.

:SET_KEYPRESS = %10000000
:SET_INPUTCHG = %01000000
:SET_MOUSE = %00100000

;*** ":PutDecimal" definieren.

:SET_LEFTJUST = %10000000
:SET_RIGHTJUST = %00000000
:SET_SUPRESS = %01000000
:SET_NOSUPRESS = %00000000

;*** ":faultData" definieren.

:SET_OFFTOP = %10000000
:SET_OFFBOTTOM = %01000000
:SET_OFFLEFT = %00100000
:SET_OFFRIGHT = %00010000
:SET_OFFMENU = %00001000

;*** ":GetFile" definieren.

:ST_LD_AT_ADDR = %00000001
:ST_LD_DATA = %10000000
:ST_PR_DATA = %01000000

;*** Symbole für Menüdefinition.

:UN_CONSTRAINED = %00000000
:CONSTRAINED = %01000000

:MENU_ACTION = %00000000
:DYN_SUB_MENU = %01000000
:SUB_MENU = %10000000

:HORIZONTAL = %00000000
:VERTICAL = %10000000

;***** Symbole zur Zeichenausgabe.**

| | |
|----------------------|---------------|
| :BACKSPACE | = \$08 |
| :FORWARDSPACE | = \$09 |
| :TAB | = \$09 |
| :LF | = \$0a |
| :HOME | = \$0b |
| :PAGE_BREAK | = \$0c |
| :UPLINE | = \$0c |
| :CR | = \$0d |
| :ULINEON | = \$0e |
| :ULINEOFF | = \$0f |
| :ESC_GRAPHICS | = \$10 |
| :ESC_RULER | = \$11 |
| :REV_ON | = \$12 |
| :REV_OFF | = \$13 |
| :GOTOX | = \$14 |
| :GOTOY | = \$15 |
| :GOTOXY | = \$16 |
| :NEWCARDSET | = \$17 |
| :BOLDON | = \$18 |
| :ITALICON | = \$19 |
| :OUTLINEON | = \$1a |
| :PLAINTEXT | = \$1b |
| :SHORTCUT | = \$80 |

;***** Symbole für GraphicsString.**

| | |
|-----------------------|---------------|
| :MOVEPENTO | = \$01 |
| :LINETO | = \$02 |
| :RECTANGLETO | = \$03 |
| :PENFILL | = \$04 |
| :NEWPATTERN | = \$05 |
| :ESC_PUTSTRING | = \$06 |
| :FRAME_RECTO | = \$07 |
| :PEN_X_DELTA | = \$08 |
| :PEN_Y_DELTA | = \$09 |
| :PEN_XY_DELTA | = \$0a |