

CONSOLE
struct SHEET* : sht int : cur_x, cur_y, cur_c struct TIMER* : timer
STRUCT MEMBER

SHEET
unsigned char* : buf int : bxsiz, bysiz int : vx0, vy0, col_inv int : height, flags struct SHTCTL* : ctl struct TASK* : task
STRUCT MEMBER

console.c
struct : CONSOLE struct : FILEHANDLE
STRUCT MEMBER

SHTCTL
unsigned char* : vram, map int : xsiz, ysiz, top struct SHEET* : sheets[MAX_SHEETS] struct SHEET : sheets0[MAX_SHEETS]
STRUCT MEMBER