Void LFuEvaluater(long Function);

Void Classify\_Polygons(char quickclassify);

Void Classify\_Main(void);

Char Class\_IX\_Status(LbBead\*LB, long S\_Factor = 0);

POINT\_VECTOR\_ANALYSIS(PVAStart);

Char POINT\_VECTOR\_ANALYSIS(long first = 2);

Void ERASEVTBEAD(VtBead\*VT, VtBead\*PV);

Void FORCE\_C\_POLYGONS(void);

Void TRAVERSE(VtBead\*VT);

void ComEvalInit(long Function, const char\*outLayer\_name);

Void FragmPolygons(long n);

Void SPLIT\_POLYGON(char params\_were\_set);

Char POINT\_VECTOR\_ANALYSIS(S);

long FULLANALYSIS(long X, long Y);

Char POINT\_VECTOR\_ANALYSIS(2);

Void FORCE\_C\_POLYGONS(void);

Void TRAVERSE(VtBead\*VT);

LbBead\*Loadmaster(0);

LbBead\*Loadmaster(0);

Void REBUILD\_GRIDTABLE(void);

Void FORCE\_C\_POLYGONS(void);

Void TRAVERSE(VtBead\*VT);

void MASCOT\_IO::I\_READ\_P(char UseSecondaryLDSet, char SetUp\_Min\_Max);

char Open\_Shape; // set

F\_EVAL\_JOB::F\_EVAL\_JOB(short N, char\*A[]);

void ComEvalInit(long Function, const char\*outLayer\_name);

bool MASCOT\_IO::MASEvaluateMain(long Function, const char\* outLayer\_name);

void ComEvalInit(long Function, const char\*outLayer\_name);

LbBead\*Loadmaster(char check\_closure);

char Open\_Shape; // get

void MASCOT\_IO::Dix\_output(char do\_change\_chip\_dimensions, LayerIdentity\_Struct\*lDim);

char Open\_Shape; // get

void LoadFragment(void);

void MASCOT\_IO::I\_READ\_P(char UseSecondaryLDSet, char SetUp\_Min\_Max);

char Open\_Shape; // set

LbBead\*Loadmaster(1);

void F\_AREA\_MAIN(const char\* Name);

void MASCOT\_IO::I\_READ\_P(char UseSecondaryLDSet, char SetUp\_Min\_Max);

LbBead\*Loadmaster(1);